

Rules

General Information

F1 Racing Battle Royale Cup 2 is a **Battle Royale** style tournament played in the osu! game mode.

This is a **1v1** tournament. The rank range is **#10,000 - #99,999** after the badge-weighted seeding (**BWS**) is applied to a participant's rank using the formula described in the Registration section.

The tournament will be played in **HeadToHead, ScoreV2 with NF** enforced.

Mappools will be released and showcased the **Monday** before the next round of Battle Royale Lobbies takes place.

All times on the sheets will be in **UTC+0**.

Key Information

Players can't change the Battle Royale Lobby they are playing, but with agreement of all lobby members the time can be rescheduled.

One of the maps will be **F1** related, which will have their **slot**. It can be Freemod or Forced mod by the Poolers idea.

Pool is not a traditional slot pool so expect different skillset on mods.

Warmups are not allowed.

Rules

Violations of rules from our Discord server will impact your standing in the tournament. The rules on this document extend to cover our Discord server which is viewed as an official communications platform, as is osu!Bancho, and will be treated as such.

Players and staff are expected to uphold the osu! community rules at all times.

Administration reserves the right to address and take action against toxic behavior, obscene language, slurs, and other harmful or offensive conduct on a case-by-case basis. This applies to interactions in match chats, community spaces, and social media platforms such as osu!, Twitch, Discord, X (formerly Twitter), and private messages.

This is one of the most important rules to help maintain a welcoming and respectful community. Please use common sense and good judgment in your interactions.

Multi-accounting, cheating, and other foul play is not allowed.

Should a player be restricted for foul play while the tournament is ongoing, administration reserves the right to disqualify the player entirely and replay the lobby history in a fashion appropriate based on the stage of the tournament.

If a map is to be replayed for any reason (aborted by referee, etc.) players must stay in the lobby.

If a player disconnects from the map after the first 30 seconds, their score will count as one (1) unless adequate proof of a “last known score” is provided on a special channel. Some examples are:

Screenshot of the score results screen using the osu! web screenshot tool (F12)

Livestream, VOD, or other recording of the score (this includes F1RBR streams)

A replay file (F2)

Players are expected to keep the match running smoothly without delay. Harassment of staff members, toxicity towards other players, and/or other language in chat or smoke that violates the community rules will result in immediate disqualification, pertinent to the judgment of administration.

Instructions from referees and administration must be followed.

Referees may be lenient or strict with the timers at their discretion, pertinent to the rules laid out in Match Procedures - Timers & Timeouts.

Administration reserves the right to alter these rules at any point. This is a living document. Any changes are guaranteed to be announced through an official channel at the time of change.

Administration may request a liveplay or recordings of individual players at any moment without warning.

Registration

$$bwsRank = curRank^{0.9937^{badges^2}}$$

All badges after 2021 on a profile will count for this formula.

[View this graph on Desmos](#)

Registrants will individually write themselves in the google form and must put their osu! Profile details and Discord profile.

There will be no rank buffer. You must be exactly within the rank range, after BWS, once the registration period ends.

The rank restriction is lifted after sending a screening email.

Members of staff are not allowed to take part in the tournament with exceptions of **Streamers and Commentators**.

Eliminated players may apply to join as a staff member (potential roles listed [here](#)), should a need arise.

All players must remain in the Discord server so long as they are not eliminated from the tournament.

If a player did not register for the tournament during the registration phase, they will not be allowed to play in the tournament. There will be no exceptions to this rule under any circumstances.

Match Rules

Qualifier Procedures

All registered players will be able to schedule qualifier lobbies within the weekend and we will assign a referee to that lobby if possible.

If needed, players are allowed to request an Extra Lobby with the time being before the deadline.

Qualifiers will be played in Head to Head, ScoreV2 with NF enforced.

Every player will play the qualifiers with the Top 128 scoring players advancing to the First Round, seeded based on max percent Function. Check [osu!wiki](#) for information.

Qualifiers will consist of 5xNM, 2xHD, 2xHR and 3xDT.

Qualifiers will be played in order beginning with NM1 and ending with DT3, only once.

If you are not able to finish the lobby because of personal problems/technical issues your score on the rest of the maps you havent played will be 1.

Qualifiers may not be scheduled past the Monday following the qualifiers weekend at 8:00 UTC, no exceptions.

The scheduling or rescheduling of Qualifier Lobbies and Matches must be done at least 12 hours before the time you are requesting.

Note that we will accept scheduling or rescheduling if we have an available referee to take your match.

If a player disconnects during a map due to a technical issue, the disconnected player is allowed to replay that map once.

Players are allotted exactly one disconnect redo per player.

Further disconnects will result in a score of one (1) for that player, regardless of incident.

All players will be playing the same qualifiers mappool.

Players that are more than 5 minutes late to their qualifier lobby will need to reschedule.

Players have 90 seconds between maps to ready up.

Battle Royale Lobbies

All schedules of Battle Royale lobbies are posted on the Mainsheet.

All players will be assigned to designated lobbies using this [seeding explanation sheet](#).

You will get a ping 15 minutes before the match and will be pinged after invites are sent to you in game - if you don't receive the invite, message the referee on discord/game

If you are 10 minutes late, the lobby will start without you and you're eliminated

Every player will have 2 hearts, which means to get eliminated they will need to be last on the map 2 times.

The player with the lowest score on the map is losing his heart.

You will play all maps in random order as they appear on the refsheets

The referee will enforce 120 seconds timers

If you disconnect around the first 30 seconds because of personal problems/technical issues (poor performance at the beginning of the map is not a reason to replay map) the map will be aborted and restarted (up to 2 disconnects)

Once in the Lobby there are 3 players left, we will move to TB where all players will have 180 seconds to ready up. The last 2 remaining players will advance into the next Round held next week.

In Finals TB is played when only 2 players are left.

When Lobby is proceeding to TB, 2 hearts rule is not supported anymore, so it means the player that is last on the Tie-Breaker is eliminated.

Match Procedures

Teams will receive a notification of their match 15 minutes before the scheduled time by their designated referee.

If you do not receive a notification 5 minutes before scheduled time, please ping your referee in Discord and then notify an admin if there are subsequent issues getting the match started.

Lateness to a match is defined as a team not having four players in the lobby by the time the match is scheduled to begin.

Players that are 10 minutes late will forfeit the match entirely.

Common sense will be applied if every player agrees to delay the match to a later time due to unforeseen circumstances.

All matches will be played in HeadToHead with ScoreV2 and NF enforced.

If a player disconnects during a map due to a technical issue within the first 30 seconds of a map, the match will be aborted and the map will be replayed.

Split or asynchronous lobbies are not allowed.

Warm-ups

Warm-ups are not allowed.

Picks

Maps are picked randomly by the Referee Sheet.

Timers & Timeouts

Players will have 120 seconds to ready up after a map has been selected.

Referees are given discretion, within reason, to enforce timers as they see fit. Referees who do not enforce timers, or who enforce timers in an obviously biased fashion, should be reported to the administration team immediately.

Players have two 180-second timeouts they may use at any time and for any reason while the match is in progress. Every player in the lobby must agree to take a time out.

This rule is not supported in the Qualifiers Stage.

The timeout must be requested in chat before any currently active timer expires. Timeouts called after a timer has expired will not be enforced and the match will continue, including the enforcement of delay of game punishments if necessary.

180 seconds will be added to the end of any current ongoing timer if a timeout is properly requested.

Delay of game

A delay of game punishment will be enforced upon players that are not ready by the time the appropriate match timers are finished.

Match timers will be enforced using the referee's IRC log as a reference. Clear issues with Bancho itself may present an exception to this rule.

First offense:

- Written warning

- A short (20s) buffer to get the match started

- Force !mp start 15 should the offending player *still* not be ready by this point.

Subsequent offenses:

- The referee will contact the Administration and Host about delays from one player to intervene.

- Might lead to disqualification of the player.

Freemod Rules

Every player must take at least one of the allowed mods.

No Fail (NF) is required for all players and does not count as a mod.

Allowed mods: EZ, HD, HR.

Freemod Multipliers

- EZ - 1.8x

Scheduling and rescheduling

All matches will be given a default match time by administration.

Lobbies will be scheduled on weekends (Saturday and Sunday) by default. It is expected that players are available on these days throughout the tournament.

Schedules will be provided no later than the Monday before the match weekend.

Qualifiers may not be scheduled past the Monday following the qualifiers weekend at 0:00 UTC, no exceptions.

Players that do not schedule a qualifier lobby or do not complete a full qualifier lobby in time will be disqualified.

Teams may request any time they want for a Qualifier Lobby during the qualifiers weekend. Our team will be as accommodating as possible.

If a scheduling conflict arises between two players or more and cannot be resolved by Friday 23:59 UTC, administration will intervene.

It is the responsibility of each player to request, submit and agree to reschedules on time.

The scheduling or rescheduling of Qualifier Lobbies and Matches must be done at least 12 hours before the time you are requesting.

Note that we will accept scheduling or rescheduling if we have an available referee to take your match.

Administration reserves the right to overwrite a default schedule for any reason at any time.

Administration also reserves the right to approve or deny reschedule requests if necessary.

If a team captain fails to respond to a reschedule request in a reasonable amount of time (roughly 24 hours), administration will intervene.

If a player requests a totally unreasonable reschedule, it will be denied.

Players reserve the right to deny reschedule requests, however, in situations where it is clear a player is being unreasonably stubborn to the point of affecting the integrity of the lobby, administration will intervene.

Reschedules must be posted in the appropriate Discord channel with a screenshot showing the agreement of every involved parties.

Mappool Structure

Qualifiers - 6.5* - 5 NM, 2 HD, 2 HR, 3 DT

First Round - 6.3* - 5 NM, 3 HD, 3 HR, 4 DT, 1 F1, 1 TB

Second Round - 6.6* - 6 NM, 3 HD, 3 HR, 4 DT, 1 F1, 1 TB

Final Round - 6.9* - 6 NM, 3 HD, 3 HR, 4 DT, 1 F1, 1 TB

Schedule

Please know, these are subject to change and any changes will be announced in the Discord Server.

Player Registrations: July 18 - August 3, 23:59 UTC

Screening Buffer: August 4 - August 10

Qualifiers: August 11 - August 17

First Round: August 18 - August 31

Second Round: September 1 - September 7

Final Round: September 8 - September 1

Prizes

1st Place

Profile Badge (Pending)

Profile Banner

2 months of supporter per player (or the equivalent of that in money)

2nd Place

Profile Banner

1 month of supporter per player (or the equivalent of that in money)

3rd Place

Profile Banner