

Nordic Summer Showdown Rules and Information

- Rank range: #100000 - * . (No badged players)
- Eligible countries*: Denmark, Norway, Sweden, Finland, and Iceland.
- Tournament type: 1 vs. 1.
- All maps are played with **Score v2 and No Fail**.
- The tournament is **unbadged**.
- The tournament will start from **Qualifiers** and continue to Group Stage.
- Players must join the tournament Discord server until eliminated.
- Staff are **not allowed** to participate in the tournament as players.
However, eliminated players **may register** as staff.

*All territories under the jurisdiction of these countries may play, e.g. Faroe Islands and Greenland.

* * * Qualifiers Procedure * * *

- Qualifiers lobbies must be manually scheduled.
- All maps are played through in the order they appear on the Main Sheet, from NM1 to DT2.
- Players **must** play all the maps.
- The pool is played through **twice**. The best score counts. The second playthrough is optional.
- Maps have a two-minute break in between. There are no timeouts in Qualifiers.
- A player's seed is based on **average rank** on the maps.

* * * Match Procedure * * *

- Referees will ping players 15 minutes before the match starts.
If there is no ping 5 minutes before the match starts, notify the referees or staff/admins immediately.
- Invites will be sent 5 minutes before the match starts.
- Players may pick warmups up to **4:20** in length, and must send it to the referee **30 minutes** before the match for approval.
 - Warmups may not contain [explicit content](#) except at the sole discretion of the referee.
 - Warmups are played only if both players agree to do so.
- After warmups, both players must !roll.
- The roll winner **protects first** and may choose either the pick or ban order.
- The roll loser **protects second** and may choose the remaining order.
- There is one protect in all rounds. Protected maps cannot be banned.

- There are no restrictions on picks and bans (double banning and triple/double picking are allowed).
- If there are multiple bans, they are in **ABAB order**, A being the "first ban".
- After bans, maps are picked in alternating order starting with the first picker.
- At match point (when both players are one point from winning), the Tiebreaker will be played.
- Players have 90 seconds to pick maps and 90 seconds to ready up.
- Each player has **TWO timeouts** lasting **90 seconds** each, which are used to extend timers. These can be taken at any point in the match after the first map is played, and can be taken consecutively.
 - Referees may force timeouts if players do not act in time, even if the first map has not yet been played.
- If a player allows a timer to expire and has no timeouts left:
 - Pick, ban, or protect: The referee !rolls the amount of possible maps and uses the result as the player's choice.
 - Ready-up timer: !mp start 15 is forced.
- For FM maps, mods are optional, but NM = 0.8x, EZ, EZHD, or EZFL = 1.7x, and FL = 1.4x.
- If both players somehow get *exactly* the same score, the player with better accuracy wins. If there is still a tie, the map is replayed.
 - Mods can be changed if a map is replayed for this reason.
- In case of a disconnect:
 - 1) The map is replayed if the disconnect happened within the first **30 seconds**.
 - 2) The disconnected player loses unless they can prove their score, for example, by Shift+F12 or replay file.
- If players do not join the match at the given time, the following penalties apply:
 - 5 minutes: No warmup
 - 8 minutes: No protect
 - 10 minutes: No bans
 - 15 minutes: **Forfeit**
- If a player becomes silenced during the match:
 - 5 minutes: Timeouts lost or next pick/ban lost
 - 10 minutes: Timeouts lost **and** next pick/ban lost
 - 20 minutes or more: **Forfeit** unless the opponent wants to reschedule
- If a player becomes silenced while playing a map, it counts as a disconnect.

* * * Pools * * *

Qualifiers: 5 NM, 2 HD, 2 HR, 2 DT, 5.0*

Group Stage*: 5 NM, 2 HD, 2 HR, 2 DT, 1 TB, Best of 9, 1 ban, 4.7*

Round of 16: 5 NM, 2 HD, 2 HR, 3 DT, 1 TB, Best of 9, 1 ban, 4.85*

Quarterfinals: 5 NM, 3 HD, 3 HR, 3 DT, 1 TB, Best of 11, 1 ban, 5.0*

Semifinals: 5 NM, 3 HD, 3 HR, 3 DT, 1 FM, 1 TB, Best of 11, 2 bans, 5.2*

Finals: 6 NM, 3 HD, 3 HR, 4 DT, 1 FM, 1 TB, Best of 11, 2 bans, 5.35*

Grand Finals: 6 NM, 4 HD, 4 HR, 4 DT, 1 FM, 1 TB, Best of 13, 2 bans, 5.5*

*This assumes 40 registrations, which is very high. If this is not met, the Round of 16 pool becomes the Group Stage pool.

* * * Schedule Rules * * *

- Qualifiers should be scheduled at least **6 hours** in advance.
- In qualifiers, players may schedule an EX lobby at any time. Depending on referee availability, this may not be granted.
- Matches should be scheduled at least **24 hours** in advance.
- Reschedule requests should be considered reasonably by the receiving player. If a player appears to be denying reschedule requests unfairly, the administration will intervene.
- Reschedule requests with faked confirmation from the other player will result in a forfeit.

* * * Group Stage * * *

- During the Group Stage, there are 3 to 5 players in each group, depending on registrations.
- These players all play 1 match against each other over two weeks.
- The placements are determined by the following criteria, in the order they are applied:
 - Amount of match wins
 - Maps won minus maps lost
 - Direct comparison of a pair's group stage match (e.g. P1 vs P2: 5-1, so P1 gets the better placement)

* * * Screening * * *

- Players can be screened for having performed **well above** the level of the rank range or for having suspicious profile stats.

The following guidelines (not strict criteria, appealable) are used to determine this:

- osu!standard tournament badge(s)
- >300pp play
- Suspiciously low playtime
- Suspiciously recent account registration date
- Rank <95k during registration phase
- Rank <95k after adding tournament top plays (mixed pp) and unranked osu!lazer plays
- Suspicious profile activity
- High averages on pools above 5.5 stars
- Consistent high performer in major 100k tournaments (e.g. EQX, 6EC24, GC#1, 6WC23)
- Trying to mislead screening process (faking match history)
- Other tournament overperformance
- It is possible to appeal a screening if you think it was unjustified or a mistake. To do this, message either host (preferably through Discord) and explain why you believe your screening was unjustified.
- Screenings should be appealed **as soon as possible** to have enough time to play Qualifiers.
- Players cannot be screened for bad reputation from before the tournament.

* * * **Self-Ref** * * *

- Players may self-ref their matches **if necessary**. Permission to self-ref is granted by the administration.
- Self-ref requests will be granted only under all of the following conditions:
 - **There are no referees available**
 - The match is **during Group Stage**
 - The match is **not streamed**
- If you self-ref a match, **post the MP link on the Discord server at the start of the match.**
- The tournament administration will inform you if the match was valid or invalid after it completes.

- There will only be asyncs if **absolutely necessary**. Even if permission is granted, taking an async results in you losing your warmups, protects, and bans in your next match.

*** * * Schedule * * ***

- Registrations: **6th of May - 19th of May**
- Qualifiers: **20th of May - 26th of May**
- Group Stage: **30th of May - 9th of June**
- Quarterfinals: **14th - 16th of June**
- Semifinals: **21st - 23rd of June**
- Finals: **28th - 30th of June**
- Grand Finals: **12th - 20th of July**

*** * * Prizes * * ***

1st place: **4 months of osu! supporter** + banner.

2nd place: **2 months of osu! supporter** + banner.

3rd place: **1 month of osu! supporter** + banner.

The Swedish 6WC tryout organizers will consider the results of this tournament in their roster evaluation.

Should a player be disqualified for cheating or similar unfair play, they will **forfeit their prizes**.