

5WC Rules and Info

Registration and Tryouts Info

- Players will register individually and will automatically be assigned under the country of their profile's flag. Players may request to play for a country other than the one on their profile if they can provide sufficient residency evidence to the host. It is up to the host's judgement to determine if the evidence is deemed valid and all country change decisions are final and must be made prior to registration deadline.
- To prevent players from deranking/decaying into the tourney, you must be in range for the *entire* registration period (at the start, during & at the end). This rule will only be applied to the upper rank limit (10k), implying that ranking up from 6-digit to 5-digit is fine.
- If a player's total performance points on a 3rd party osu server is larger than their total performance points on Bancho, we will take their 3rd party server's total performance points and use that number in estimating what their rank would be on Bancho. If you decide to not report your 3rd party server account and at any time of the tourney it is revealed that you have one that had more pp than your bancho account, you will be disqualified from the tourney.
- Captains will be chosen by the host at the registrations deadline. In the event that the host does not have enough info on a country to make an informed decision, he will consult others with a lot of knowledge on the 5 digit scene. If they do not know what to do, the captain will be passed to the player with the most tourney experience. Finally, in rare cases where none of the above occur, the host will ask the country's players who they believe would be the best captain or assign it to the highest ranked player.
- Captains DO NOT get a confirmed spot on the team, as they are merely an assumption of who seems to have the highest chance of making their country's primary team and/or someone who seems responsible enough to run tryouts in a fair manner. The chosen captain is simply responsible for holding a tryout for their country in the time period between the registration deadline and the team roster lock, is responsible for deciding on and creating their country's team(s) and is responsible for submitting their team(s) in the #rosters text channel which will be made visible after the registrations deadline passes.

Other Info

- BWS will use the following formula:
$$\text{BWS rank} = \text{rank}^{(0.982^{(\text{badges} * (\text{badges} + 1.5) / 2))}$$

For easy reference, below is a table of the rank cap w/out bws for a player with b badges:

b	Rank Cap with b badges
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1	12,355
2	18,304
3	33,248
4	76,675

- The tourney will proceed from a country tryouts to a Qualifier round to a Double Elimination Bracket Stage
- Countries become eligible to have a secondary [B] team if they reach 24 or more signups. Countries can also have a tertiary [C] team if they reach 72 or more signups. The high minimums are to ensure that countries have both the quantity and average quality of initial signups for their B and/or C teams to be strong enough to be competitive. However, B and C teams will be put into their own bracket (called the Minor League 5WC) and will be 1 pool behind the main bracket in terms of what round they play.
- Expected NM1 SRs (tentative), pool sizes, best ofs for the tourney are as follows:
 - Qualifiers: 5.95 (Main Tier), 5.7 (Minor League); 4NM, 2HD, 2HR, 2DT
 - Ro32 (ML): 5.3; 4NM, 2HD, 2HR, 3DT, 2FM, 3TB 5.55
 - Ro32(MT)/Ro16(ML): 5.55; 4NM, 2HD, 2HR, 3DT, 2FM, 3TB 5.75
 - Ro16(MT)/QFs(ML): 5.8; 4NM, 2HD, 2HR, 3DT, 2FM, 3TB 5.95
 - QFs(MT)/SFs(ML): 6.05; 5NM, 3HD, 3HR, 4DT, 2FM, 3TB 6.15
 - SFs(MT)/Fs(ML): 6.25; 5NM, 3HD, 3HR, 4DT, 2FM, 3TB 6.3
 - Fs(MT)/GFs(ML): 6.4; 6NM, 3HD, 3HR, 4DT, 2FM, 3TB 6.4
 - GFs(MT): 6.5; 6NM, 3HD, 3HR, 4DT, 2FM, 3TB 6.5
 - The repeating of pools between tiers is to encourage mappoolers to focus quality over quantity.
 - BO9 for Ro32/Ro16; BO11 for QFs/SFs; BO13 for Fs/GFs for both tiers.
- There will be 1 ban per team before QFs and 2 bans per team each round on and after QFs and teams cannot double ban any mod category (No Mod not included). If there are 2 bans, the second ban will occur after the first 4 maps are played.
- Bans & Picks both alternate.
- There will be no restrictions on pick order.
- 4v4, osu!std, teams of max. 8 (min. 6 on a team)
- NF enforced, Score V2, TeamVS
- Discord server entry is required and all communications in tourney discord server text channels and in qualifier or match lobbies will be in English

Notes on Bracket Stage Scheduling

- For scheduling purposes, a default availability assumption will be made that a team's sleep schedule (unavailability) is midnight to 9am in their time zone. For countries with multiple time zones, the midpoint of their time zones (excluding low population time zones) will be used. Ex. USA will be deemed UTC-5.5, as they have 4 materially populated time zones (-7, -6, -5, -4) with midpoint -5.5.
- Teams will be able to submit a scheduling form to detail their team's availability. If their availability changes at any point of the tourney, their captain may resubmit a scheduling form which will replace their prior submission. Scheduling form preferences will be taken into account under 2 conditions:
 - 1) The scheduling form is sent in by Sunday 18 utc of the weekend prior to the round in question. (Ex. team submits SFs availability by Sun 18 UTC of QFs weekend)
 - 2) A team's sleep schedule chunk must remain at or below 10.5 hours so that no matter what time range both team's sleep schedules are at, there is guaranteed at least a 90 minute period when both are eligible to play. If you submit an unavailability chunk of more than 10.5 hours, the middle 10.5 hours will be taken into account.
- Reschedule requests must be made by the *earlier* of
 - 24 hours before the proposed reschedule time AND
 - 24 hours before the original match time

Match Procedures

- Captains will be invited to the lobby by the assigned referee 5 minutes prior to match start time.
- If there is no referee assigned to a lobby by 5 minutes prior to the lobby, captains can ping the ref role to try and get a referee. Since all matches will be required to have a referee, in the (hopefully) rare case that no ref is available, teams will be allowed to override all regular rescheduling rules to have their match completed at any time before the next round.
- Matches will have a 10 minute grace period. Both teams must show at least 4 players in the lobby by the 10 minute mark after the match's start time. If one team does not have at least 4 players, they forfeit the match and their opponents win by default. If both teams show less than 4 players, both forfeit.
- 2 minute timers will be applied to all bans and picks as necessary to assure fair pacing of the match
- A single, 5 minute technical timeout is allowed to be taken per team per match. This way, teams can get more than 2 minutes between a pick or ban at some time in the match of their choosing for a bathroom break, mental/physical break or whatever else they wish to do with that time
- No warmup maps allowed. Teams are expected to warmup prior to match start time.
- The in-game command "!roll" will be used to determine ban order and pick order and the Winner of the roll (higher roll) chooses either the ban order or the pick order and then the Loser of the roll (lower roll) chooses the other order

For example: if a team wins roll and chooses to pick first, the opposing team gets to choose whether they wish to ban first or second

- For Free Mod (FM): At minimum, teams must pick one player to take HD or EZ or EZHD and another to take HR or HDHR. EZ (Multiplier: 1.6x)
- For disconnects: If the disconnect occurs within the first 20 seconds, the map will be restarted but this can only occur once per team per match. Any disconnects after a team's first one or any disconnects after the first 20 seconds will result in a score of 0 for the disconnected player(s) unless a screenshot of their score can be provided to the ref via DMs.
- Tiebreakers will have the same allowable possible mods of the Free mod category without forcing any players on a team to take any mods

Schedule

MT = Main Tier

ML = Minor League

(tentative and assuming Quals -> Ro32 for both Tiers)

Registrations Begin: June 19th

Individual Registrations deadline: July 11th 11:59 UTC

Team Roster Lock deadline: July 27th 23:59 UTC

*Qualifiers: July 30th - August 1st

Round of 32 (ML): August 6th-8th

Round of 32 (MT), Round of 16 (ML): August 13th-15th

Round of 16 (MT), Quarterfinals (ML): August 20th-22th

Quarterfinals (MT), Semifinals (ML): August 27th-29th

Semifinals (MT), Finals (ML): September 3rd-5th

Finals (MT), Grandfinals (ML): September 10th-12th

Grandfinals (MT): September 17th-19th

*ML Teams must do their qualifiers run on July 30th - August 1st whereas MT Teams will get both July 30th - August 1st and August 6th-8th to do their qualifiers run.

Prizes

Main Tier:

1st Place: **Pending Badge**, Profile Banner, 50% of donations

2nd Place: Profile Banner, 30% of donations

3rd Place: Profile Banner, 20% of donations

Donations would be greatly appreciated.

Minor League:

1st Place: Profile Banner

2nd Place: Profile Banner

3rd Place: Profile Banner

Update: Final prize pool concluded at ~\$175 USD