Binfy's 5 Digit Bracket
Rules & Information

1. **This is a 4v4 (team size 4-6) osu! Standard, double elimination tournament.**

2. The tournament rank range is **10000 - 99999** BWS, with **no** rank buffer. Once registrations are over, if you are overranked or deranked past 10000 or 99999, respectively, you will be disqualified from the tournament.

3. If you are 4 digit (including BWS) at any point during registrations, you are ineligible to play.

4. BWS = rank^0.982^(badges*(badges+1.5)/2). Badges are only applicable from osu!standard tournaments. (Pending badges count!)

5. Players on the blacklist will be unable to participate in the tournament (specifically, players that have placed top 3 in 10k+ tournaments, or 1st in 30k+ tournaments in the last 3 months). The blacklist will be on the main sheet.

6. The tournament will **not** be badged.

7. To participate in the tournament, you must join the [Discord server](#).

8. The hosts reserve the right to disqualify users whose skill level obviously surpasses the rank range, to maintain the integrity of the tournament. (e.g. unrestricted but had all top plays removed).

9. Referees, commentators, and streamers will be allowed to participate in the tournament.

10. Trolling during a match is prohibited - please show respect to the refs and other players. Sportsmanship is encouraged.

11. Cheating is not allowed.

12. Follow the instructions given by the referee. If they ask you to move to a certain slot, then you should do that.

13. No Fail and ScoreV2 will be used for all maps.

14. All match times will be listed in UTC.

Flatpaper deranker lmao

Qualifier Procedures

- The lobby will be created by a referee before the scheduled time.

- Players will have 5 minutes to join the lobby after the scheduled time. Should a player arrive late, they can play the missed maps at the end of the lobby or reschedule to a new time.

- The mappool will be played through in order once.

- ~~The top 32 teams from qualifiers will advance to the bracket stage.~~

- The top 64 teams from qualifiers will advance to the bracket stage.

Match Procedures

- Invites will be sent out by the referees to each player.

- NO WARMUPS

- Players will roll, the higher roll gets to decide if they want **first ban / second pick <u>or</u> first pick / second ban**.

- There will be a **10 minute** grace period for players to show up to the match. Once the 10 minutes are over, if a player does not show up, they forfeit the match.

- Players will have **2 minutes** to pick and ban maps. If a player fails to ban a map within the given time, they will not get a ban. If a player fails to pick a map within the given time, the pick will be given to the other player.

- If a player disconnects within the first 30 seconds of a map, the map will be replayed. If that player disconnects again, the map continues with their score being counted where it was last visible (e.g. their last score saved on stream, or a screenshot in the multi lobby).

- No Fail & ScoreV2 will be required on all maps.

- There will be 3 tiebreakers. In the event a tiebreaker needs to be played, both teams will have **2 minutes** to ban a tiebreaker anonymously (DM the referee your ban). If both teams ban the same tiebreaker, the referee will **!roll 2** to decide which tiebreaker is played. Otherwise, the remaining tiebreaker will be played. (Tiebreaker's are NF enforced, you can take any combination of the following mods: HD, HR, EZ, FL), EZ having a 1.5x multiplier.

- In the event of having 2 bans (from quarterfinals to grand finals), you will not be able to double-ban mods (except for NM). This means a single team cannot use both on their bans on HD1 and HD2, etc.

- Double picking mods is allowed. (You can pick HR1, then the other team picks a map, and then you can pick HR2).

- A single team cannot double ban, except for NM. (a single team cannot ban HD1 and HD2).

- **FM rules**: Each team needs at least 2 mods. You must also have 1 HD and 1 (HD)HR. EZ does not take the place of any mod - it will also have a 1.5x multiplier (you must still have 1 HD and 1 (HD)HR, EZHD does not count towards the required HD).

Schedule

- **Registration**: December 15 - December 31
- **Screening**: January 1 - Jan 8 (Assuming it takes a week)
- **Qualifiers**: 1 week after screening returns

Mappool Information

Qualifiers

- 4 NM, 2 HD, 2 HR, 2 DT
- Star range is around **6.1** stars.
- Only 1 playthrough per team.
- No warmups - make sure you warmup & practice before the lobby is opened!
- The referees and other players will wait a maximum of 10 minutes before they start. If you miss a few maps, you can play it after the other maps have been completed.
- If you miss a lobby, you will have to reschedule for another lobby.
- Qualifiers will also determine the seedings of the tournament.

Round of 64

- 4 NM, 2 HD, 2 HR, 2 DT, 2 FM, 3 TB
- Best out of 7
- Star range of Round of 64 will be ~ **5.50** stars
- 1 ban per team

Round of 32 & Round of 16

- 5 NM, 2 HD, 2 HR, 3 DT, 2 FM, 3 TB
- Best out of 9
- Star range of Round of 64 will be ~ **5.50** stars
- Star range of Round of 32 will be ~ **5.70** stars
- Star range of Round of 16 will be ~ **5.90** stars
- 1 ban per team

Quarter Finals & Semi-Finals

- 5 NM, 3 HD, 3 HR, 4 DT, 3 FM, 3 TB
- Best out of 11
- Star range of Quarter Finals will be ~ **6.10** stars
- Star range of Semi-Finals will be ~ **6.30** stars
- 2 bans per team - no double-banning mods (except NM pool)

Finals & Grand Finals

- 6 NM, 3 HD, 3 HR, 4 DT, 3 FM, 3 TB
- Best out of 13
- Star range of Finals will be ~ **6.50** stars
- Star range of Grand Finals will be ~ **6.70** stars
- 2 bans per team - no double-banning mods (except NM pool)

Prizes

- 1st place will receive 50% of the monetary prize pool & a profile banner!
- 2nd place will receive 30% of the monetary prize pool & a profile banner!
- 3rd place will receive 20% of the monetary prize pool & a profile banner!
- The base prize pool is $500 USD - any donations will go straight to the prize pool!
- (There could be more who knows)