

# Tamayura Gimmick Cup

## Rules Document

- This is a 1v1 team size 2 osu! STD tournament for players under the rank 10k (10k~inf). There is no rank buffer. (Some rounds/maps may require teams to play 2v2)
  - Badge-weighted seeding (BWS) will be applied to the rank of the players:  
$$\text{rank} = \text{global\_rank} \wedge (0.9937 \wedge (\text{badge\_count} \wedge 2))$$
  - Ranks will be locked when registration ends.
  - Joining the discord server is mandatory for all the players.
  - There will be a qualifier round, with the top 32 teams advancing to the bracket stage.
  - The bracket stage will be double elimination with a potential bracket reset.
  - There will be no warmup for all the matches.
  - EZ has no extra multiplier.
  - Staff are not allowed to participate in the tournament, except for referees, streamers and commentators. Referees cannot self-ref their own matches.
  - Players may sign up as a free agent. Free agents will be paired up into teams based on the following order: (1) timezones, (2) country, (3) rank, (4) spin wheel. If the total number of free agents is odd, the player with the lowest rank will be removed from the list.
  - A #looking-for-team channel is available in the discord server for people to find teammates. However, they aren't seen as signed up and thus will not be paired up after registration ends.
  - A #reg-changes channel is available in the discord server for changing team names, discord name, team members, timezones or unregistering.
  - If one player in the team is out of rank range or restricted, the whole team will be disqualified.
  - Cheating, multi-accounting, inappropriate behavior that violates Discord/Twitch ToS or bad sportsmanship is forbidden.
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- This tournament features mappools with unconventional maps. Such maps include extreme CS/AR, weird sliders/patterns/rhythms, gameplay gimmicks, funny songs and all kinds of mod combinations. Basically anything fun!
  - All the maps will be designated with a mod or mod combination, flexible or not.

- Every round will feature **3 special rules** that may change the scoring system, win condition, mods, player allocation, pool structure or any other things.
- Every pool in the bracket round will have a slot for "**random maps**." The random pool will be pre-decided but not revealed. Each team has 1 chance to pick the random slot and the referee will roll for the map to play. The used map in the match will be removed while it will still be in the pool for other matches.
- Special rules will be announced one week before the round starts, along with mappool reveal.
- Below are the explanations for mods restrictions:
  1. <mod>: The mod or mod combo is forced.
  2. FM: NM or any combo of HD/HR/EZ/FL/SO.
  3. FM X<mod>: FM except for the mod. e.g. FM XEZ means EZ is not allowed.
  4. <mod>FM: require the mod and others are free. e.g. HTFM means HT, HDHT, HRHT etc. are all allowed.
  5. <mod>/<mod>: choose from the listed mod combo. e.g. HD/HR means HD or HR, HDHR is not allowed.
  6. (<mod>): optional. e.g. (HD)DT means DT is required and HD is optional.
  7. When RX or AP is used, the team with higher (acc - miss count \* 0.5) wins.
  8. NoNF: NF cannot be enabled.

#### Warning:

- To serve the purpose of "fun," most maps will be unconventional and thus not a good idea to sightread.
- Slot pooling will not be applied, so you shouldn't expect the same skillset will always be tested in the next pool.
- There might be a bit more lower AR and higher CS maps, but not too insane amount of, we know it is not the only thing that makes a map fun. Generally, maps with AR below 7.5 and CS above 6.5 will be labeled low AR/ high CS and there will not be more than 2 maps from each category.
- Every round may consist of **at most 1 map that requires players to enable the storyboard**. We will ensure that most computers can play it properly, but there might still be possible lag for lower performance computers.
- It may take some time to read the special rules, but you have to read them to understand how the matches work.

**Any of the rules below that conflict with round special rules can be ignored.**

- Matches in the bracket stage will be played in TeamVS and Score v2, with NF enabled.

#### Qualifiers

- Qualifier lobbies are available on the weekend every 2 hours.
- Extra lobbies are allowed if requested. The latest time a team can apply for is **Monday 12 UTC**.
- Maps will be played in the lobby for one run.
- A late team may play the first maps after the lobby is done if the referee agrees. A disconnected player may replay at most 1 map after the lobby is done.

#### Bracket Stage

##### Match Procedure

- A referee will invite both teams around 5 minutes before the match starts.
- There is a 10-minute grace period for teams to show up, after that the no-show team will be considered forfeit unless both teams agree to reschedule.
- Each team has a 3-minute timeout.
- Teams will roll, the higher roll decides to pick first/ban second or pick second/ban first.
- **2 bans in SF and before, 3 bans after that**, if bans are applicable.
- The order of 2 bans is **ABBA**. The order of 3 bans is **ABBAAB**.
- Teams may **substitute their one or more bans for protects** at any time during the ban phase. A protected map cannot be banned, and a banned map cannot be protected.
- Teams have 90 seconds to ban, pick and have their rosters lock in. If a team does not take action after the 90s, they are seen as using their timeout, or they will give the chance to their opponent if they don't have timeout available.
- Maps will be picked by two teams alternatively.
- There will be 3 TBs in the bracket stage, **TBs are available for pick**.

However, one team can only pick at most 1 TB before both teams reach match point. When a tie happens, both teams message the referee in dm to ban a TB only if they didn't pick TB during the match (no ban if you pick before), and the remaining map will be played. If both teams ban the same map, the referee will roll to decide which map to play.

- If a player disconnects in the first 25% into a map, the map will be aborted and restarted. This can happen only once in a match for each player.
- Async matches are not allowed.
- If the opponent team doesn't respond to a rescheduling message after 24 hours, please ping them in the discord server. If there's no response by another 24 hours, they will be considered forfeiting.
- If a player is restricted during the course of the tournament, some matches may need to be replayed. This will be decided by the host.

#### Round info:

- Qualifiers: 5.8\*, 11 maps
- R032: 5.4\*, B0?, 2 bans, 15+3 maps
- R016: 5.6\*, B09, 2 bans, 15+3 maps
- QF: 5.8\*, B011, 0 ban, 17+3 maps
- SF: 6.1\*, B0?, 0 ban, 17+3 maps
- Finals: 6.3\*, B0?, 3 bans, 20+3 maps
- GF: 6.5\*, B013, 0 ban, 21+3 maps
- Star rating refers to the approximate SR of the most generic map in the pool.
- If there are not enough teams that make for R032, we will start from R016 with B011 and 17+3 maps. R064 will not be added even if there are enough teams.

#### Schedules:

- Player registrations: Jun 17 ~ Jul 9
- Qualifiers: Jul 14 ~ Jul 17 12UTC
- R032: Jul 21 ~ Jul 23
- R016: Jul 28 ~ Jul 30
- QF: Aug 4 ~ Aug 6
- SF: Aug 11 ~ Aug 13
- Finals: Aug 18 ~ Aug 20
- GF: Aug 25 ~ Aug 28
- Qualifiers mappool and special rules will be revealed on July 2, which is one week before registration ends, as a reference for people who are hesitant to sign up.

#### Prizes:

- Winner: Banner
- 2nd Place: Banner
- 3rd Place: Banner
- 4th Place: Banner

Please contact the hosts if you would like to add to the prize pool! Prize donors of any amount will be given an exclusive banner!