7 Continents Cup – Official Rulebook (Beta Season 2025)

Hosted by Halcyon

1. Overview

The 7 Continents Cup is a mixed, team-based competition hosted by Halcyon. This event brings together players from around the world, featuring maps from regional tournaments across all seven continents. The beta season will feature a single map from each continent, with difficulty varying from easy to challenging.

2. Dates & Times

All dates and times are listed in Eastern Standard Time (EST).

Event	Date	Time
Announcement	October 25	
Qualifiers	November 9	12:00 PM, 12:45 PM
Week 1	November 16	12:00 PM, 1:00 PM, 2:00 PM
Week 2	November 23	12:00 PM, 1:00 PM, 2:00 PM
Playoffs	November 29	12:00 PM, 1:00 PM, 2:00 PM

PLAYOFFS WILL BE ON A SATURDAY TO AVOID COLLISION WITH MTS!

3. Qualifiers

- Each team must assign two players to Server A and two players to Server B.
- 8 rounds per session with weights of 25%, 21%, 18%, 14%, 11%, 7%, 4%, 0%.

• Your Best Round Time in the qualifier will count for 25% of your qualifying score, 2nd Best Time will be 21% and so on.
• All 4 players will count towards the qualifying.
• There will be 2 servers, both will be online on Sunday, November 9, 2025 12:00 PM and 12:45 PM
•Send one player to each server per time slot.
• DNFs are valued at 80 seconds.
• Finish timeout is set at 30 seconds.

4. Mappack

• A total of seven maps will be used, each from a different continent.
• No maps will be reused during the competition.
• Map Distribution:
 - 1 map for Qualifiers (A)
 - 2 maps for Week 1 (B & C)
 - 2 maps for Week 2 (D & E)
 - 2 maps for Playoffs (F & G)
• Release Schedule:
 - Maps A–C released one week before the event.
 - Maps D–G released after Week 1 matches.

5. League Structure

• Each division will consist of 5 teams, subject to change based on total signups.
• During the Beta Season, there will be no promotion or relegation between leagues.
• Official Season 1 (2026) will introduce promotion and relegation based on feedback.

6. League Format

• Two maps will be played per week.
• Each map will feature a 3v3 game format.
• The first team to reach 7 points wins the map.
• Point distribution: 6, 5, 4, 3, 2, 1.
• A ‘Golden Point’ is awarded based on round differential.
• Matches ending in a 2–2 draw remain as draws for league play.

7. Team Structure

• Team size: 4–8 players.
• Any player may participate in matches.
• The team captain is responsible for completing the registration form.
• Player 1 in the form will serve as captain; Player 2 as sub-captain.

8. Playoffs

• The playoff format mirrors the regular season structure.
• The top 4 teams (from each division) advance to the playoffs; bottom 1 are eliminated.
• The top 1 teams (from each division) will be able to choose who they face first in the playoffs.
• Playoffs are single elimination for the Beta Season.
• Double elimination will be introduced in Season 1.

9. Tiebreaker Rules

For qualification to playoffs:
1. Head-to-head record
2. Round differential
3. Best qualifying performance
4. Alphabetical order of team name

For playoff tiebreaks:
• Teams will play the 2nd map for the week in a first-to-3 format to determine the winner.

10. Match Organization

• Captains, co-captains, and managers will be added to a captains' chat.
• Captains are responsible for scheduling matches with opponents after qualifiers.
• No dedicated match channels will be created.

11. Match Server Settings

• Game Mode: Teams
• Point Distribution: 6, 5, 4, 3, 2, 1
• Point Limit: First to 7
• Finish Timeout: 20 seconds

12. Admin Rights

• Tournament Organizers and Admin Team reserves the right to make any decision they see fitting for the tournament.