

Deranker Heaven ~ Rules Document

Overview:

- This is a **Double Elimination** tournament with a format of **2v2 Team Size 4**, Score v2, Team Vs.
- Rank range is **10k-99 999k** with **NO RANK BUFFER**, meaning you cannot enter if you're below or over rank range by **even 1 rank**. Ranks will only be checked when the **registration closes (June 21st @ 0UTC)** and when screening begins. You are allowed to be out of the rank range once screening ends.
- **BWS** will be used for this tournament, our **BWS** formula will be:
$$BWS Rank = Rank^{(0.9937^{Badges^2})}$$
- No Fail is required throughout the whole match. This includes **Freemod, Tiebreaker** and **Host Pick**.
- If you change your Discord/osu! Username after signing up for staff or player, please put your new and old tag(s) in the #reg-changes Channel as seen below



levica 06/30/2023 9:49 PM
levica#6558 -> levica

- Your team **captain** MUST be present in the discord throughout the team participation of the Tournament.
- Your nickname **must be the same** as your osu! Username.
- Announcements and links can be found on the **discord** in the #links and #announcements channels.
- **A screening process** will be done by Osu! Support.

Mappool:

- Mappool will be released the **Monday** before the next round! There will usually be a showcase stream announced.
- The amount of bans you have and points you need to win will be shown in the Main Sheet in the mappool section.
- This is the pool structure:

Round	NM	HD	HR	DT	HP	FM	TB	Bans	Best of
Qualifiers	4	2	2	2	1	0	0	0	N/A
Ro32	4	2	2	3	1	1	1	1	9
Ro16	4	2	2	3	1	1	1	1	9
QF	5	3	3	3	1	2	1	2	11
SF	5	3	3	3	1	2	1	2	11
F	6	3	3	4	1	3	1	3	13
GF	6	3	3	4	1	3	1	3	13

To clear up confusion: **HP Is “Host Pick”** Meaning the host (Suki) selects a map at the Star rating of the pool that they have a liking for. Host pick **will not** be used to balance out pools.

Scheduling:

- **Qualifiers Stage:**

- If default schedules don't suit you, you may request a lobby within the week of the qualifier's beginning. Other players may join also if that lobby is the best time for them.
- If your team is unable to make a lobby you have signed up for, or have missed said lobby, you may turn up to another lobby that is still available. Just let the referee know and they will give your captain an invite.
- Your team may reschedule as many times as you would like at this stage, however if your team turns up to a lobby and are unable to finish it due to IRL issues such as home life or a disconnect, you may attempt 1 other lobby. You MAY be able to rejoin the lobby, this will be at the referee's discretion. Within reason, of course.

- **Bracket Stage:**

- Your captain may reschedule your match if the predetermined time is not playable for you or your opponents. (Please do this in #bracket-scheduling within the discord server, and provide evidence your opponent has agreed to this time also)
- Use the format pinned in #bracket-scheduling

- These reschedules must be given with at least 3 hours warning both from the original and new time to allow the referee staff to make adjustments to their schedules. If you truly have to reschedule within that 3 hour window, Host/referees will decide the confirmation.

Match Procedure:

- **Qualifier Stage:**

- A referee will ping you **15 minutes** prior to your match and invite you to your match **5 minutes** before the official start time
- If a player does not turn up after **5 minutes** of a lobby officially starting, the **match will start without the missing player(s)** and you will need to reschedule to a different lobby..
- You will play a **single playthrough** of the entire mappool **in order from NM1 -> HPI**, which will be on the Main Sheet.
- Your team will get **90 seconds** to ready up between each map, or the map will begin before you are ready.
- If you have a disconnect during a map, you may stay behind at the end of the lobby to replay the map, if you have multiple disconnects your scores will not be used and you will have to replay the pool in a different lobby.
- MP links to these lobbies will be released along with the results of qualifiers.

- **Bracket Stage: (Ro32-GF)**

- All players must follow community rules. Cursing is allowed, however no direct abuse of any form will be tolerated, and will result in an immediate forfeit and ban from future iterations. Any jokes are also allowed as long as it isn't malicious or ill in intent.
- Please respect your opponents and referee, remember the referee is doing their best and may be new to this, so be patient.
- A referee **will** ping you **15 minutes** prior to your match and invite you to your match **5 minutes** before the official start time.
- If you fail to show up **5 minutes** after the match's official begin time, you will lose 1 ban.
- If you fail to show up **10 minutes** after the match's official begin time, you will automatically Forfeit.
- There will be **No** Warmups
- Once the match officially begins, both team captains must roll. The highest roll chooses whether to pick or ban first, loser will get first pick if

ban first and first ban if pick first. For 2 bans, the ban order will be **A, B, B, A.**

- **Free Mod Rules:**

- Players must use EZ/HD and HR. ((1 EZ/HD/FL and 1(HD)HR))

- **Ban Rules:**

- You cannot ban TB.
- You cannot double ban a mod except NM.
- You cannot ban out HP.

- **Pick Rules:**

- You cannot pick TB.
- You cannot double pick a mod except for NM.
- On Free Mod, freemod will be enabled. Allowed mods are HR, HD, FL, EZ. You **must** have No Fail.
- **EZ is a 1.80x multiplier** on your final score.
- On Tie Breaker and Host Pick(HP), free mod will be enabled. Playing with a mod is NOT required. You **must** have No Fail.
- Time for each pick/ban is **120 seconds** and time to ready up is **90 seconds**. Remember to have your bans and picks prepared in order to not waste time.
- If you don't ban a map before the timer runs out, you will lose your ban. No map will be banned, your opponent will then do their own ban. The match may have less than 2 bans (for 1 ban rounds) or less than 4 bans (for 2 bans rounds).
- If you don't pick a map before the timer runs out, your opponent will get to pick instead. If you run the timer out on your first pick, your pick will be given to your opponent leading them to pick twice in a row.