

All-American Auction House 4

Tournament Rules:

General Information:

- AAAH is a 4v4osu! Standard tournament with a rank range of #1000 to #99,999 with BWS applied
 - Players who wish to appeal badges before 2021 may do so, contact rety_5 on discord for more information.
- Teams will range from 4 to 10 members.
- Players with a USA or USA territory profile flag will be allowed to participate.
 - USA territories include: American Samoa, Guam, the Northern Mariana Islands, Puerto Rico, and the U.S. Virgin Islands.
 - Newer tournament policy states we cannot ask for confirmation of ID if we wish to remain badged, so only those with these flags will be eligible to play.
- No staff members are allowed to participate in the tournament other than streamers, commentators or GFX.
 - Should a player be eliminated, they may apply to be on staff as a Referee or Playtester
- Joining the discord is required for all players.
- Player seeding will be based on a z-sum calculation.
- Grand Finals will have a bracket reset if the team coming from the loser's bracket wins the first match.
- Players who are not in the rank range are allowed to register. However, if they are not strictly within the rank range by the time registration ends, their registration will be removed.

- If a player does not register for the tournament during the Registration phase, they will NOT be allowed to play the tournament. There are no exceptions to this rule under any circumstances.
- Player sign-up form will include a section to describe one's skillsets for the auction.
- Match schedules and mappools will be released on the Monday before those matches should be played.
 - Match schedules will be written in UTC.

Prizes:

1st place: 60% of the prize pool + Profile Badge (pending approval) + Profile banner

2nd place: 30% of the prize pool + Profile banner

3rd place: 10% of the prize pool + Profile banner

Any donations will be split among the top 3 teams! You can find a link to donate [here](#)

Schedule:

Registrations End -> Friday, Feb 7th at 23:59 UTC

Last day for Qualifiers -> Monday, Feb 24th

Auction weekend (exact date TBD)-> Friday, February 28th - Sunday, March 2nd

Round of 16 -> March 7th

Quarterfinals -> March 14th

Semifinals -> March 21st

Finals -> March 28th

Grand Finals -> April 4th

Mappool Information:

Qualifiers, 6.9*:

4 No Mod/2 Easy/3 Hard Rock/3 Double Time

Round of 16, 6.6*, bo9 with 1 ban:

5 No Mod/2 Easy/3 Hard Rock/3 Double Time/1 Tiebreaker

Quarterfinals, 6.8*, bo11 with 2 ban:

6 No Mod/2 Easy/3 Hard Rock/4 Double Time1 Tiebreaker

Semifinals, 7.0*, bo11 with 2 bans:

6 No Mod/2 Easy/3 Hard Rock/4 Double Time/1 Tiebreaker

Finals, 7.2*, bo13 with 2 bans:

6 No Mod/3 Easy/4 Hard Rock/4 Double Time/1 Tiebreaker

Grand Finals, 7.4*, bo13 with 2 bans:

6 No Mod/3 Easy/4 Hard Rock/4 Double Time/1 Tiebreaker

Qualifier Rules:

- Player sign-up form will include a section to describe one's skillset for captains to look at before and during the auction.
- All players will play their qualifier lobbies as individuals.
- The captains will be hand picked based on both rank and past tournament experience and will not have to play the Qualifiers round.
- Players who participate in Qualifiers will be eligible for the draft.
- If the chosen captain is unable to make the auction, they may request a proxy from the staff team as a stand-in.
- All maps in qualifiers are HD optional.

Auction Rules:

- All qualifying player names will be placed on The Wheel, which will be spun one at a time to determine the player that will be bid on.
- Captains will each have \$1964 to work with (The year of the the Civil Rights Act was signed into law). Bids for each player will start at \$50 with a minimum progression increment of \$50. They will be able to draft up to 9 other players and have to draft at minimum 3 other players.
- Each player will be available for bidding for 30 seconds. When a captain makes a new highest bid, 10 seconds will be added to the countdown.
- If no captain makes a bid within those initial 30 seconds, the player name will be moved to The Last Chance Wheel which will be spun after all names on the first wheel have been brought to market. If the last chance wheel is spun and for a second time that player is not bid on, they will be DNQed.
- After all players and teams have been decided, the seeding of the main bracket will be determined by the entire team's average rank, with the #1 team playing against the #16 team, and so on.
- The captain may designate another person on the team as captain when they submit their roster.
- You must decide on a team name that is America themed, do with that what you will.

Match Rules:

The match lobby will be created by the referee **10-15 minutes prior to match time**, and the team captains of both teams will be invited. The captain is then responsible for inviting the rest of their team. If the captain of a team is not online, the referee will invite any other player from that team, and that player will be responsible for inviting their team.

Warmups must be DMed to the referee after the match reminder ping in the server and before the scheduled start time of the match. They must also not exceed 3:00 in drain length.

Teams have a strict 10 minute grace period to have at least 3 players available to play the match. If 10 minutes pass and a team does not have enough players to play the match, the other team will receive a win by default unless a reschedule is agreed upon within a timely manner.

At the start of the match, both captains will !roll. The roll winner will decide either the pick or ban order. The other team will decide the order of the remaining order. Warmups will be allowed during any match.

The referee is not allowed to play in the match.

In the Round of 16, each team is allowed 1 ban per match. Banned maps are effectively removed from the mappool for the duration of the match and are not allowed to be picked. From the Quarterfinals onward, each team is allowed 2 bans per match. **Double bans are allowed, but a mod pool CANNOT be fully banned out.**

Ban order will be ABBA format.

There is no restriction on map selection order; teams may select any available map at any time regardless of mod.

Teams have 120 seconds to ban a map; if they fail to ban in the allotted time, that ban is skipped.

Teams have 120 seconds to select a map; if they fail to choose in the allotted time, the map choice will pass to the other team. This will have no effect on the order of picks afterward.

There is no restriction on map selection order; teams may select any available map at any time regardless of mod.

Maps require that exactly 2 players play with HD and 2 players play without HD, including Tiebreaker. This rule is adjusted for EZ (as voted on by players) and only 1 player will be required to take HD while up to 2 may if they choose to.

Once the map choice is locked in, players will have 120 seconds to ready up. The referee will start the match when all players are ready. If the 120 second timer ends, the referee will force an !mp start command, and the match will start with whoever is in the lobby.

In the case of a disconnection, common sense will be applied: if proof exists of the disconnected player's score it will be added to their team's total score; if it is at all ambiguous, the other team will get the point; if the disconnection occurred in the first few seconds, the map will be replayed.