

Taiko Convert Tournament v5 - Rules Document

[Discord Server](#) | [Twitch Stream](#) | [Spreadsheets](#) | [Registration form](#)

☀ Restrictions on Team Formation

Only players #1 to #10,000 are eligible to participate.

Only **one person** can be placed on a team with a **global rank of 200 or higher** at the registration deadline.

Those ranked #1-200 should gather one or two players from #201-#10,000 to participate.

(At registration deadline)

Streamers, commentators or graphic designers may participate in the tournament as players.

Players holding any other position are not allowed to participate.

Players who have cheated, multi-accounted, or been banned from tournaments in the past will not be allowed to participate.

We will ask the osu!tournament team to conduct a screening process.

☀ TOURNEY DATES

Registrations	Sep 24th, 2023	-	Oct 14th, 2023
Screening	Oct 15th, 2023	-	Oct 28th, 2023 *
Qualifiers	Nov 4th, 2023	-	Nov 5th, 2023
Round of 16	Nov 11th, 2023	-	Nov 12th, 2023
Quarterfinals	Nov 18th, 2023	-	Nov 19th, 2023
Semifinals	Nov 25th, 2023	-	Nov 26th, 2023
Finals	Dec 2nd, 2023	-	Dec 3rd, 2023
Grand Finals	Dec 9th, 2023	-	Dec 10th, 2023

(* Depending on screening phase schedule can shift 1-2 weeks.
)

**** Each stage is delayed by one week due to screening.**

☀ GENERAL CONDITION

- Mode: Team VS (2v2)
- MAX team size: **3 players**
- Win Condition: Score v2
- MAX team capacity: No limit (If too much, we will consider adding Ro-24/32)
- This tournament is for every country.
- This will be a **Qualifier & Bracket** mode (Double-Elimination) tournament.
- The top 16 teams from the qualifying round can advance to the Ro-16.
- There will be a Loser bracket and Winner Bracket, so if you lose it is not all lost!
- Slots 1-2 Blue team. Slot 3-4 Red team.
- Every player will be Locked in their slots.
- **Reschedules** are only valid before **Friday 23:00 UTC (0)** on the weekend that you're playing.
- All match times are in UTC.

☀ MAPPOOL INFO

Category	Size (QLF)	Size (Bracket)	
Nomod	1	4	This is the most normal category, fighting without mods.
Hidden	1	2	Hidden mod must be used. Hidden convert maps... Can you do it?
Hard Rock	1	2	Hardrock mod must be used. It's already OD high, but even higher AND faster!?
Doubletime	1	2	Double time. Can you keep up with this acceleration?

Freemod	-	2	Maps that could be played either HR, HD or both but still have some really little sv changes that could cause a little trouble. You can use mods to take advantage of them, but it'd be not as easy as nomod for sure.
Easy	-	1	This pool requires the use of Easy mod. It may be the most difficult in some cases.
Extra	1	2	This is a frame where SV changes, gimmicks, or unusual types of maps are likely to appear.
Tiebreaker	-	1	Freemod. As the name suggests, it breaks the Tie. You already know what I'm talking about, don't you?

☀️ STAGE INFO

Round of 16	Bo9	(first to 5)
Quarterfinals	Bo11	(first to 6)
Semifinals	Bo11	(first to 6)
Finals	Bo13	(first to 7)
Grandfinals	Bo13	(first to 7)

The size of the map pool will not change. All stages will use the above size pool except Qualifier.
The maps will change every week.

☀️ IN-GAME CONDITION (Qualifiers)

- Every player will be invited at the scheduled time to the room.
- There will be no warm-ups, no ban phase, and no pick phase.
- In the qualifier, each map will be played twice, or you can play once and leave.
- Each map will be played by 2 representatives from each team.
- Switching players on a per-map basis is permitted.
- Every player MUST have the mappool, the referee can't start without players if they don't have the pool (referee criteria).

- There will be a maximum time of 2 minutes in-between the maps. The referee will use !mp start 10 to start the game.
 - If a player gets disconnected for some reason in the first 10 seconds of the song, the referee will abort the game and restart it.
 - If it happens after 10 seconds, the score before the disconnect will be counted.
 - The referee can penalize teams if any players present bad-behavior in the game room.
 - Once the match has finished, the room will be completely closed.
 - If you fail, the score will still be counted.
-

☀ IN-GAME CONDITION (Other than Qualifiers)

- Every player will be invited at the time to the room.
- The referee can wait a **maximum of 10 minutes** for a player. Players won't be able to join after 10 minutes!
- If the player doesn't come, the referee will ask the other team for a 1v2 start.
It will depend on the other team if they want to play or not.
- Have in mind if there's a 1v1 match you are forced to play unless you want a forfeit.
- Warm-ups must be sent to the referee before the start of the match.
If it is not transmitted, no warm-up will take place.
The length of the warm-up map shall be less than 3:30.
- Captains will use the <!roll> command. **Lower** roll will start banning **then higher** roll bans (1 ban each team).
- After the banning stage is ready, **higher roll picks** their first map **then lower roll picks** theirs. Continue until the match is done.
- Every player **MUST** have the mappool, the referee can't start without players if they don't have the pool (referee criteria).

- There will be a **2 minutes time limit for all phases.**
- If the time limit is exceeded
 - *Ban: The ban is treated as none.*
 - *Pick: The right is transferred to your opponent. It does not affect the subsequent order.*
 - *Before the start: The referee will use !mp start 10 to start the game.*

If you have special circumstances, please consult the referee.

You may be able to take some action.

- If a player gets disconnected for some reason in the first 10 seconds of the song, the referee will abort the game and restart it.
- If it happens after 10 seconds, the score before the disconnect will be counted.
- The referee can penalize teams if any players present bad-behavior in the game room.
- Once the match has finished, the room will be completely closed.
- **FM maps are force mod** so at least 1 team member has to pick a mod.
- The following 4 mods are available.
(NM, HD, HR, HDHR) **with NF**
- Team members **aren't allowed to pick the same mod** combination.
(NG: HD/HD | **Good:** NM/HD, HD/HR, HD/HDHR)

- ~~If a player fails in a song, and doesn't revive then his score is not counted. In the case he revives before map's end it counts.~~
~~If every player fails, then the referee is going to make a sum of their scores then compare.~~

- NF is applied to all maps. This also applies to FM.
- TB is done under FM conditions.
This FM is a true FM and the same mod in the team is allowed.

- If there is a tie, then there will be no point added to any team, and the map will be considered as played. If there is a tie on the tiebreaker, then teams are going to repeat it with freemod conditions.