
Blossom Cup 2024

Rules

Summary

- **3v3**, Teams consist of **5** players (**min. 3** players).
 - Matches are played with **ScoreV2** and **TeamVS**. **NF** is enforced on **every** map.
 - **Qualifiers** → **Double Elim. Bracket Stage | Bracket Reset if necessary.**
 - Roll **winner** decides **either Pick or Ban Order**. The other Team decides the **opposite**. (**1 Ban to QF | 2 Bans from QF; ABBA Format**)
 - **Banning** or **Picking** the same Mod **twice** is forbidden. (**NM excluded**)
 - When **FM** is picked, one player has to pick a reading mod, a second player has to pick either **HR** or **HDHR**. **Example:** P1: **HD/EZ/FL** (or any combo of the three) and P2: **HDHR/HR** P3: **NM** (or anything) (**EZ Multiplier: 1.5x**)
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General Rules

- Players **have** to **respect Staff**. Any form of **Insulting** or **Harassing** will not be tolerated.
 - Every **Player** and **Staff-Member** is **bound** to **follow** the **official osu!Tournament Rules**.
 - If there are **any issues**, please feel free to **contact staff**.
 - Any kind of **team names** with **discriminatory background** will be **disqualified** for the **iteration** accordingly.
 - Any **misconduct** can lead to disqualification.
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Structure

RO32: Bo9 | 1 Ban

RO16: Bo9 | 1 Ban

QF: Bo11 | 2 Bans

SF: Bo11 | 2 Bans

F: Bo13 | 2 Bans
GF: Bo13 | 2 Bans

Qualifiers

- Teams have to sign up to Qualifiers in order to advance to Bracket Stage
 - Players may only sign up to **1** Qualifiers Lobby.
 - Map Pool will be played **once**, starting from **NM1** to **DT2**.
 - If a player **disconnects** from a map, he may **replay** the maps missed **after the regular Qualifier has ended for the other players**
 - If a Team **fails** to join the lobby **10 minutes** after the Lobby is scheduled, they **must** sign up for a new one.
 - To keep the Lobby in a continuous flow, a **90 seconds timer** will be applied after every map.
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Match

- A **referee** will create the match and invite the **Captains**. If the Captains are unavailable for a short time, referees will invite a **Player from the Team**.
- If a Team **fails** to have **3** Players (Full Team) in the match, within **10 minutes** of their scheduled match time, they will be **forfeited**.
- **NF** is enforced on **every** map.
- Warmups max. **5 mins**.
- Roll **winner** decides **either Pick or Ban Order**. The other Team decides the **opposite**. (**1 Ban to QF | 2 Bans from QF; ABBA Format**)
- **Banning** or **Picking** the same Mod **twice** is forbidden. (**NM excluded**)
- **Bans** have to be decided within **120 seconds**, if they fail to do so the **Ban expires**.
- **Maps** have to be decided within **120 seconds**, if they fail to do so **the opposing Team will get the pick**.
- **After** a map is picked, the Team will have **120 seconds** to choose their **roster**. If they cannot **build** a **full roster**, the map will be **force-started** in case of a **disconnect** or **technical difficulties**. **Point** goes to the **enemy Team**

in case of **stalling**. The **referee** will decide what **case applies** in the **current match**.

- If a player disconnects, the map can be aborted if the player disconnected in the first **30 seconds once**. **No Roster changes** are allowed after (except the player is **unavailable for more than 5 minutes**).

If there is any **proof to confirm a disconnected player's score**, it should be sent to the staff. Any advantage taken of this rule will be **punished**.

- **Timeouts/Delays** can be granted if the enemy team is content with the proposal.

Reschedules

- Reschedules **can** be rejected for:
 - **Last Minute Rescheduling** (E.g. 1-2 hours before match)
 - **Unreasonable Scheduling** (E.g. mid-week scheduling)
 - **Repeated remarks of bad Schedule managing**

Referees are free to **overrule** any of the **rules not interfering with format**, if it helps resolving conflicts or is **appropriate to the current situation**