MIIS2 General Rules Doc

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General Information

- MIIS2 (Mizutis & Iskas 2nd 5 Digit Cup) is the second iteration of this tournament.
- The Tournament will be played in a 2vs2 with the Team Size of 3.
- The Rank Range is #10.000 - #50.000 with **NO RANK BUFFER!**
  - The default BWS system applies.
    - The BSW system is the following:

Form Badges?	No
X	0.9937
Y	2
Z	1

$$\text{BWS Rank} = rank^{(X^{(badges^Y)}/Z)}$$

- TeamVS, ScoreV2 and NoFail will be enforced in every match
  - Qualifiers will be held in Head-to-Head.
- After the Qualifiers, the qualified Teams will play against each other in a Double Elimination Bracket
  - This Bracket will start at Round of 32
    - Ro16 will be enforced if not enough teams register/play qualifiers
- All Times and Dates you see on every sheet of this tournament are UTC+0
  - You can find a converter to your local time here.
- MIIS2 aims to get badged (more on that below).

Registration

- The Registration period starts on August 2 and ends on August 30, 23:59 UTC.
  - That gives around 28 Days to register.
  - Registration starts with the release of the Forum post.
  - Any registrations before or after these dates will not be counted.

- Every Player & Staff needs to be in the Discord Server of the tournament.
  - Players that fail to join the server until Regs close won't be participating and will be removed.

- Staff can register through this link: https://forms.gle/9eYDCD7XxtMgYkdB6

- Teams can register through this link: https://forms.gle/VR8fYi7vyN5Y7qj17

- Free Agents can register through this link: https://forms.gle/Z5sDR44u8QsgfHrD9

- Free agents are required to form teams on their own **BEFORE** the registration period ends

Rules

- <u>Discord Terms of Service</u>, <u>osu! community rules</u> and the TOS of other Platforms such as Twitch i.e apply above every Rule.
- All Players & Staff are expected to follow these rules.
  - Violations of these rules will result in a warning or a direct disqualification of the player/Staff (case-by-case).
- **NSFW is strictly prohibited!**
  - This applies to team names, Icons and other posted content
- If a player gets restricted during the Tournament due to cheating or multi-accounting or if a player gets disqualified due to bad behavior, the player/entire team will be disqualified (case-to-case).
  - Bracket matches may be replayed.

Match Rules

- All rules mentioned above apply.
- If a map needs to be replayed (due to an abort), the same roster must be playing.
- Disconnects can be aborted until 30 seconds or 25% into the map
  - later disconnects will not be counted
    - the "last known score" will be used. Valid scores are:
      - A Screenshot of the score on the result screen using <shift + F12> (osu screenshot web tool)
      - A livestream/VOD (player POV & Match Stream)
      - A replay file
    - these scores must be sent to the referee within 2 minutes after the abort/map end

Schedules

- The following schedules will be used for MIIS2. All times are in UTC+0

Stage	Start	End
Registration	August 2	August 30 23:59UTC
Screening	August 31	September 8
Qualifiers	September 14	September 15
Round of 32	September 21	September 22
Round of 16	September 28	September 29
Quaterfinals	October 5	October 6
Semifinals	October 12	October 13
Finals	October 19	October 20
Grand Finals	October 26	October 27

- Depending on Screening & if matches need to be replayed, we may extend a stage.
- Bracket Reset will be happening right after the Grand finals match.

Pool Format

- Changes may apply before the tournament
    - if so, they will be announced in the Discord Server

	Stage	SR	NM	HD	HR	DT	FM	TB	BO	B
Q	Qualifiers	★6.40	5	2	2	3				
Ro32	Round of 32	★6.00	5	2	2	3	2	1	9	1
Ro16	Round of 16	★6.20	5	2	2	3	2	1	9	1
QF	Quarterfinals	★6.40	6	3	3	3	3	1	11	2
SF	Semifinals	★6.60	6	3	3	3	3	1	11	2
F	Finals	★6.80	6	3	3	4	3	1	13	2
GF	Grand Finals	★7.00	6	3	3	4	3	1	13	2

Qualifier Procedure

- Each Team has to sign up to one of the given Qualifier lobbies
  - There will be a lobby once every 2 hours.
- Captains must schedule the lobby at least 6 hours before the lobby.
- EX (extra) lobbies may be requested.
- EX lobbies are only allowed for Friday and Monday.
  - EX lobbies must be held at full hours (no :15 or :30)
- The latest lobby will be accepted for Monday (9/23) 12 UTC.
- Referees ping the team captain 15 minutes before the lobby starts.
  - Invites will be sent 5 minutes before the start.
  - Let the Referee know if they should invite someone else or if the invite didn't go through.
- Teams get a 5 Minute timer if they are late (these timers can be seen as warnings).
- The match starts 5 minutes after the initial time at last. Teams failing to join their lobby will get auto eliminated.
  - Of course, there can always be an unpredictable/urgent thing happening. In that case, ping both the Referee and Iskas in #general to let them know. This case will allow a reschedule past 6 hrs.
    - Exploitation leads to an instant disqualification!
- All maps will be played as stated on the sheet (NM1 – DT2).
- There is a 2 minutes / 120 seconds timer between all maps.
- You can swap players to your liking during that time.
- Throughout all maps, 2 players per team must be in the lobby.
- 1 Disconnect + replay of the map per team is allowed.
  - Once all maps have been played.
- Lobby Links will be public once the seeding results are out.
- All Match Rules apply

Quals Reschedules

- It is teams task to be ready for their assigned lobby.
- Reschedules at least 6 hours before the old AND the new lobby are allowed. Anything less than 6 hours ahead will not be acceptable.
  - The 6 hours apply from the timestamp you post in #scheduling.

Seeding Results

- Once every Quals lobby has been played, the lobbies will be parsed and Seedings will be released.
- We use standard Z-Sum for the seedings (found on Hitomi Stats sheet).
  - The seedings will be calculated by taking the sum of all 12 Mapscores fitted to a standard normal cumulative distribution function
- There will be a Quals Result stream on the Monday before Ro32
  - This stream will reveal the seedings.
- The top 32 Teams will continue in the Bracket.
- Seed 1 will play against Seed 32, Seed 2 will play against Seed 31 …

- The Seedings and a bracket tree can be found on the Challonge.

Match Procedure

- The Captains will be pinged 15 Minutes before their match.
- If they don't get pinged, they should ping their referee and an Admin if one is online (Admins [as of April]: Iskas, Mizuti)
- Invites will be sent 6-5 minutes before the lobby.
- There will be NO warmups.
- It is the Captains job to invite the rest of the team.
- At least 1 team member has to be in the lobby once the initial time.
- The match starts at exact the scheduled time *(Lobby at 14UTC starts at exact 14UTC...)*
- Once the match starts, Captains do their rolls by typing "!roll" in the chat.
- The higher roll wins.
  - Roll winner can decide between Ban 2nd Pick 1st OR Ban 1st Pick 2nd.
- There is a 120s timer between all actions.
- Ban order is ABBA
- The referee may accept picks/bans up to 10s after the timer (Bancho)
  - Frequent picking/banning later than 5s before the timer runs out counts as toxicity!
- Doubble picking/banning is **not** allowed, exept NM.
- All matches will be played with TeamVS, ScoreV2 and NF enforced
- 1 Disconnect per team per match. Same lignup must play

Timeouts

- Each team will be granted with ONE (1) timeout per match
- The timeout is 180 seconds and will be enforced after the current timer.

Freemod

- Both Hidden (HD) and Hardrock (HR) must be present.
- The mods can be chosen to your liking
- Allowed mods are: NM, HD, HR, EZ.
  - Possible mod combinations: HDHR/NM, HD/HR, HR/HDEZ, HDHR/EZ.
  - EZ=1.7x score

Scheduling

- Some matchups may force early/late local times for matches.
    - Feel free to reschedule them.
- Reschedules will not be accepted after Friday 23:59 UTC
- Each Lobby will get their own Discord channel to discuss reschedules.
    - We use Monkeybot for that.
        - Let yolomonkey know it you face any issues with it (information outdated)
    - potentials excluded, but can be requested.
    - for transparent communication, all staff can read these channels.
- Reschedule in #scheduling with the following template:
    - LobbyID: *1*
    - Old Time: *Sat, June22, 15 UTC*
    - New Time: *Sat, June22, 16 UTC*
        <screenshot of both captains agreeing>
        Make sure to write in Englisch, other languages are not accepted

- If no reschedule message has been sent, the default schedule apply
    - Of course, there can always be an unpredictable/urgent thing happening. In that case, ping the opponent captain, the Referee and Iskas in #general to let them know. This case will allow a reschedule past Friday 23:59 UTC.
        - Please **do not** discuss this in private, as this can lead to miscommunication.
        - Exploitation leads to an instant elimination!
- We will react to your message if the reschedule is approved/denied.
- If we somehow miss your reschedule, please ping Host/Admin in #general and paste the message Link.

Prizes

- Top 3 teams will get prizes.
- These Prizes are (per player):
  - Seed 1: 3 months supporter + profile banner + badge (Pending)
  - Seed 2: 2 months supporter + profile banner
  - Seed 3: 1 month supporter + profile banner

Pending Badge Design:

ty Rosiee for the design <3

Prizes are funded by the host. Donations increase the prize pool and may allow a staff Prize pool.

There may be custom prizes such as bounties
(They will be announced)

Additional Rules

- All staff must not play in the tournament.
- All staff need to make sure that no information about future pools, screening etc isn't revealed early.
    - Informations count as oficial if a host/admin confirms them.

rules last updated: October 24, 2024