

# Rules (inspired by Spork Cup)

Rules on this sheet are subject to change. Any changes will be announced on the discord server.

## A. General Info

- mrc2 is a **Canadian** osu!standard **2v2** team tournament, with teams of **three players**.
- You may choose to register a team with two players.
- There is **no rank limit** for this tournament.
- Score V2 will be used.
- At least the captain of the team is **required to be in the discord server** to participate.
- You must change your nickname on the Discord server to your osu! username.
- Teams are allowed to pick the same mod pick (e.g HR maps) in succession.
- **In forced-mod, 1 player must use only HD, while the other player must go with either HR or HDHR.** EZ may be used instead for one player, which will have its score **doubled**.
- Tiebreaker is **free-mod** (you can choose to play any combination of HD, HR, EZ, or just nomod).
- Failed scores count.
  - However, if both players of the same team fail, the point goes to the other team.
- All mappools will be announced on Sunday of the previous week.

## B. Scheduling

- Each stage will be held on a single weekend.
- All reschedules must be finalized by Thursday evening (23:59) in UTC.

## C. Stage Rules

- Qualifier stage :
  - There will be no warmups in the qualifier stage.
  - The mappool will consist of 3 NM, 2 HD, 2 HR, 2 DT, 1 FM (forced-mod) maps played in any order.

- In the event that a team were to miss their scheduled lobby, they are allowed to reschedule to a different lobby.
  - Every registered team will play the mappool **once**.
- Knockout stages :
- All matches will be played in a double elimination bracket found on the challenge under the #links channel. Double elimination means that teams will have 'an extra life' before they are eliminated from the tournament. Teams who are on their second life will be playing in Losers Bracket.
  - 1 ban per team in all knockout stages.
  - Grand Finals will have a bracket reset if the losers bracket winner wins the first match of the Grand Finals match.
  - All losers bracket matches will play the same pool as the winners bracket.
  - Round of 32 and Round of 16 will be Best of 9. (first to 5)
  - Round of 8 and Semifinals will be Best of 11. (first to 6)
  - Finals and Grand Finals will be Best of 13. (first to 7)

## D. Match procedure

- If none of your team members meet up 10 minutes or later than your match's starting point, the match is automatically a forfeit regardless of circumstance.
- In the unlikely event that none of the two teams meet up, both teams forfeit.
- The captains of each team will !roll for picks.
- The winner of roll gets the second ban and the first pick.
- The loser of roll will be the first to ban a map.
- Warm-ups are allowed to be up to 5 minutes long (total length, not drain time).
- Map picks alternate between teams.
- When players are ready, the referee will type !mp start 10 in #multiplayer.
- For the **qualifiers**, the referee will set a **180-second** timer between each map after it has been selected by the referee.
  - The referee will force start the lobby if everyone isn't ready after the timer has ended regardless of the circumstance.
  - The referee is encouraged to move the players to their designated slots in the lobby, using the multiplayer commands.
- For the **bracket stages (ongoing)**, the referee will put a **90-second** timer on every map pick and ban.
  - If the timer runs out on picking, the pick goes to the other team.

- If the timer runs out on banning, the team will not get a ban.
- For the bracket stages, the referee will put a 120-second timer on readying up for every pick after it has been picked (including tiebreaker).
  - If the timer is exceeded without a team's players being ready, the point of that pick will immediately go to the other team, and the pick will be terminated.
  - Exceptions are had if players can't join due to disconnects or other issues (like team color) at the referee's discretion.
- If a player disconnects 30 seconds or less through the map, the map will be retried regardless of the circumstance.
  - This can only occur once per match per team.
  - If it happens more than once for the same team, the score at the time of the disconnect will not be counted towards the final score of the map.
  - The 30 second rule is based on the mp link, nothing else.