6EC'25 Rules Document

General Information:

- 4vs4, Team Size 8
  - Minimal team size for team registration 4
- Rank Range: 100K-999K
- Players must be from a European country
  - List of countries can be found below
- Major and Minor leagues
- Double elimination with bracket reset
- Protect, Ban, and Pick phases
- Starting with:
  - RO16 for the major league
  - RO32(Pending) for the minor league

Registration Process:

- Registrations are done through the 6EC 2025 forum post
- Signups are individual
- Allowed countries to register:
  - **Northern Europe**: Denmark, Estonia, Finland, Iceland, Ireland, Latvia, Lithuania, Norway, Sweden, United Kingdom
  - **Western Europe**: Austria, Belgium, France, Germany, Liechtenstein, Luxembourg, Netherlands, Switzerland, Monaco
  - **Eastern Europe**: Belarus, Bulgaria, Czechia, Hungary, Moldova, Poland, Romania, Russia, Slovakia, Ukraine
  - **Southern Europe**: Albania, Andorra, Bosnia and Herzegovina, Croatia, Greece, Italy, North Macedonia, Malta, Montenegro, Portugal, San Marino, Serbia, Slovenia, Spain
  - **Trans-continental**: Armenia, Azerbaijan, Cyprus, Georgia, Kazakhstan, Turkey
- Any European country with at least 4 players registered will be allowed to participate
  - Countries with a large registration total are allowed to have additional teams (B/C teams)
  - Countries with 16+ registrations can have a B team
  - Countries with 24+ registrations can have a C team
  - B and C teams are only allowed to play in Minor League
- Registered players will play their respective country's tryouts
- Playing in your country's tryouts is mandatory to be eligible to play in the tournament
  - Only needed for countries with more than 8 signed-up players
- Staff is not allowed to play, with the exception of streamers and commentators
- All registrants are required to be in the discord server until tryouts are over or qualified for their country

- ○ Players are required to stay in server throughout the duration of the tournament
- ○ Players' Discord nicknames must match their osu! usernames

Regional teams:

- Countries with less than 4 players registered from their region will be allowed to compete in the tournament as a Regional team.
- The tryout organizers of these countries will be contacted by a Host/Admin to discuss specifics privately.
- The regions list: Northern Europe, Western Europe, Eastern Europe, Southern Europe, Trans-continental.

Flag Changes:

- Players can request a flag change by messaging a Host/Admin.
- Players must confirm their affiliation with the country whose flag they wish to use.
- One way to do this is by providing a photo of a valid identification document.
  - ○ Examples of documents: passport, driver's license, permanent residence document, tax form, student ID, etc.
  - ○ Players are encouraged to blur personal information when submitting documents.
  - ○ Examples of information to blur: legal name, photo, ID numbers, date of birth, etc.
  - ○ Each document photo will be shared only with Hosts/Admins.
  - ○ All document photos will be deleted after confirmation by the Host/Admins.

Tryouts:

- Tryouts is a period of time that helps to determine who is on the roster for a country.
- Tryouts are only necessary for countries that have more than 8 players.
- Each country that needs to host tryouts will host it in a self-organized Discord server.
- Tryouts should be self-organized and will have little to no support from the admins.
- The 6EC'25 Discord server contains a channel with information about all existing tryout servers.
- The tryouts host will submit their 4-8 player roster(s) (main league roster, and B, C teams if the country has enough regs) by the end of the tryouts period.

Screening:

Players will be "screened out" (not allowed to play) for:
- Having less than 10,000 overall playcount.
  - ○ Recent spikes in monthly playcount.
- Having less than 150 games played per month for each month between August 2024 and November 2024.

- The account being created less than a year ago.
- Having been restricted in the past 6 months prior to the end of the registration period.
- Confirmed instances of cheating.
- Being outside the rank range at the end of registration.

There are no appeals for the reasons stated above.

Scheduling:

- The default schedule for every match will be released each Monday evening (UTC)
- If the default time for your match is problematic, your captain must DM the opposing captain to discuss a reschedule.
- If the opposing captain does not respond by a reasonable time, please ask one of the hosts/admins for assistance.
- Async matches are not allowed under any circumstances.
- To send a reschedule, please follow the instructions in the #reschedule or #reschedule-ml (depending on which league you play in).
- Reschedules sent after Friday 22 UTC are not guaranteed to be accepted.
  - For the 2nd Losers Bracket match, reschedules made more than 2 hours after the 1st match are also not guaranteed. (If you are unsure about scheduling within this time frame, schedule the potential match in advance)

Punishments:

Team Warnings

- Teams will receive up to two warnings for violating tournament rules.
- After the second warning, all players on the team will be banned from participating in future iterations of 6EC.
- Team can receive a warning if:
  - a team shows disrespect towards opponents, referees, or spectators
  - targeted aggression or discrimination involving multiple team members is observed
  - a team intentionally delays reschedule
  - it is determined that a team is intentionally delaying the match to gain an advantage

Individual Warnings

- Players can receive individual warnings for actions unrelated to their team, such as Chat spam, harassment towards anyone, or unsportsmanlike behavior.
- Depending on the severity of the infraction, players may face the following penalties:
  - A mute lasting from 1 week to the end of the tournament iteration.

Captain-Specific Punishments

- A team captain may receive a reduced penalty in exchange for a warning applied to the entire team.
    - As the representative of their country, the captain's actions are considered reflective of the entire team.

Severe Violations

- Severe violations will occur in the immediate disqualification or other measures to the team, without prior warnings.
- Examples of severe violations include but are not limited to:
    - Multi-accounting
    - Cheating
    - Intentional match-fixing
    - Any other actions violating osu! rules or tournament integrity
- If players observe any violations, they are required to report them to the administration.
    - The administration will review all reports and determine appropriate measures based on the evidence provided and the severity of the offense.

Qualifiers:

- Each team will sign up for a lobby of their choice
    - Custom lobbies will be accepted depending on availability of referees
- Your referee will send a reminder ping roughly 15 minutes before the lobby's start time and invite the captain(s) 5 minutes before the lobby's start time
- All maps will be played in the predetermined order from NM1 to DT3
- A 90 second timer will be enforced between every map
- Teams are free to substitute in any player they want between each map without restriction
- After all maps in the mappool have been played, the teams will get the opportunity to replay the entire mappool
    - The second playthrough must be played immediately after the first playthrough
    - Team captain(s) will inform the referee if they want a second playthrough as well as which maps they want to replay
    - A 90 second timer will be enforced between every map of the second playthrough
    - If a team in a lobby with other teams does not want to replay a certain map, they will be required to wait outside the lobby for the other map to finish
        - This is not necessary if there is only one team in a lobby
- If a player disconnects during the first 30 seconds of a map, the map will be aborted
- If a disconnect occurs a second time, the team score is counted as it is and it will be recommended to play the map again during the second playthrough
- For teams that utilize their second playthrough, the higher team score will be used for seeding calculations

- Seeding will be calculated using the sum of percentiles assuming a normal curve (also known as Z-Sum)
  - Scores are calculated by comparing each map's average score rather than the best score. For a more detailed explanation, see here
- The date and time of the qualifier results reveal will be announced in the discord server
- The top 16 teams from the major league will proceed to Ro16 of the major league. Teams that don't qualify for the major league will be moved to the minor league.
  - This doesn't work in reverse. Teams participating in the minor league will remain in the minor league and cannot advance to the major league.

Match Procedure:

- Your referee will send a reminder ping roughly 15 minutes before the match start time, and invite the captain(s) 5 minutes before the match start time
- If your team fails to have at least 4 players in the lobby after 5 minutes of the official starting time, you will lose all of your bans.
- If your team fails to have at least 4 players in the lobby after 10 minutes of the official starting time, your team will be forced to forfeit the match.
- If both teams fail to have at least 4 players in the lobby after 10 minutes of the official starting time, the lower seeded team will be forced to forfeit the match.
- Warmups will be played on the scheduled start time of the match.
  - Warmups must be less than 4:00 minutes in drain time and must not contain NSFW content. Warmups can't be from the mappool. They must be sent to a referee, at minimum, 10 minutes before the game begins. Failure to do this means the referee may decide to not allow your warmup.
- After warmups (if they are played), both captains will use the !roll command to decide their protect/ban/pick order.
  Rolls:
  - Winner: 1st Protect, 1st Ban, 1st Pick,
  - Loser: 2nd Protect, 2nd Ban, 2nd Pick
- Double bans and picks are allowed.
- The ban order is ABBA.
- Protected maps cannot be banned, although they can be picked by either team, regardless of who protected it.
- Banned maps cannot be picked throughout the duration of the match.
- Teams have 120 seconds to pick a map and a further 90 seconds to finalize rosters and ready up.
- Disconnects within 30 seconds of the map being played or the first quarter of the map being played (whichever comes first) are eligible for a map abort.
- Teams may be given 1 abort per match. Any more and the referee is not obligated to abort the match.
- In the case of an abort and a map replay, you will not be allowed to change your initial roster.

- - - If the disconnected player is unable to play the map, for a reason such as a power outage, a swap of that player will be permitted.
- If a player disconnects after 30 seconds/quarter of a map, their score will be counted as "0" unless they can provide evidence that proves the contrary. Accepted methods of evidence would be:
  - Last seen score from a match stream
  - Stream of a player's own POV
  - A replay file (and a screenshot of the map results screen) of the score being provided
- In the case of heavy timer abuse and stalling (this will be judged by the referee), after 2 warnings, the referee may start the map after the timer has run out, even if a team is not ready for the map just yet.
- Freemod Rules:
  - Player 1 must take HD, EZ or EZHD.
  - Player 2 must take either HR or HDHR.
  - Player 3 is Forcemod. They cannot play NM but can play with any accepted mod (HD, HR, EZ, FL, or any combination of these mods)
    - Multiplier for EZ is 1.8x.
  - Player 4 is Freemod. They can play with any allowed mods and combinations they want, including NM.
- In case the map ends in a tie of score, the map will be replayed. Please note you will not be able to swap players in the replay.
- Each team is entitled to a 2 minute timeout once per game.
- Tiebreaker is Freemod, meaning you can pick any allowed mods and combinations they want, including NM.
- Timeouts are not allowed to be used when Tiebreaker is reached. Instead you will have a 3 minute timer.
- In case a Bracket Reset occurs, teams do not have to play it immediately after the Grand Finals match (although they may do that if they wish) and are free to reschedule it to a more convenient time.

Mappools:

- Qualifiers:
  5NM | 2HD | 2HR | 3DT | 5.35*
- RO32: *(Pending, Minor league only)*
  5NM | 2HD | 2HR | 3DT | 2FM | 1TB
  5.0* | BO9 1 Ban 1 Protect
- RO16:
  5NM | 2HD | 2HR | 3DT | 2FM | 1TB
  5.1* | BO9 1 Ban 1 Protect
- QF:
  5NM | 3HD | 3HR | 3DT | 2FM | 1TB
  5.2* | BO11 2 Bans 1 Protect
- SF:
  6NM | 3HD | 3HR | 3DT | 3FM | 1TB
  5.35* | BO11 2 Bans 1 Protect

- Finals:
    6NM | 3HD | 3HR | 4DT | 3FM | 1TB
    5.55* | BO13 2 Bans 1 Protect
- GF:
    6NM | 3HD | 3HR | 4DT | 3FM | 1TB
    5.75* | BO13 2 Bans 1 Protect

Schedule

- Staff Reg: Dec 16th - Jan 27th
- Player Reg: Dec 30th - Jan 27th
- PTE: Dec 30th - Feb 9th

- Tryouts: Jan 27th - Feb 10th
- Screening: Jan 27th - Feb 10th
- Screening Results: Feb 10th

- Team Submission: Feb 10th - Feb 17th
- Qualifiers: Feb 17th - Feb 24th

Major League

- Round of 16: Feb 24th- Mar 2nd
- Quarterfinals: Mar 3rd - Mar 9th
- Semifinals: Mar 10th - Mar 16th
- Finals: Mar 17th - Mar 23rd
- Grand Finals: Mar 24th - Mar 30th

Minor League

- Round of 32(Pending): Feb 24th - Mar 2nd
- Round of 16: Mar 3rd - Mar 9th
- Quarterfinals: Mar 10th - Mar 16th
- Semifinals: Mar 17th - Mar 23rd
- Finals: Mar 24th - Mar 30th
- Grand Finals: Mar 31st - Apr 6th

Prizes:

- TBD