

# ONDER 4 Tournament Rules

## General Rules

The following rules apply to both the seeding round and main tournament:

- You can only adjust the following player options: speed (x-mod/m-mod only), mini, perspective, noteskin, judgment font, and visual delay.
- You are not allowed to physically interact with players or block their field-of-view during a song. Verbal distractions are allowed, including from spectators, but don't go overboard.
- You are not allowed to close the results screen while we record scores. If you break this rule we will estimate the result, which will not work in your favor.

## Seeding Round

A qualifier song with multiple difficulties will be revealed on the day of the tournament. Each player gets two attempts, and both times any difficulty can be chosen. The best result from both attempts is used for seeding, where:

- Passes always rank above fails.
- Passes are ranked by difficulty, then by score.
- Fails are ranked by score only.

The seeding order will determine the tournament bracket, where higher seeds will get more favorable bracket positions.

## Main Tournament

The tournament is played as a double elimination bracket. Each match is a best-of-three in which both players pick one song from the ONDER 4 submissions pack. If the result after two songs is 1-1, a third song is chosen at random. The following rules apply:

- At the start of each match, both players play rock-paper-scissors. The winner decides who picks a song first.
- When picking a song, you also get to pick the difficulty (both players play the same one) and on which side you play (left or right).
- You can only pick non-edit difficulties.
- You can only pick each song once in the duration of the tournament, but you are allowed to pick songs you've played before due to opponent's picks or random picks.
- The player with the highest score percentage wins the song, regardless of pass or fail. In fact, fail will be turned off during the main tournament.
- When a score percentage is tied, an additional random song will be played.
- Random songs will always be played on the highest non-edit difficulty.
- If a random song has already been played in the current match, it will be rerolled.