

AQUI'S RUSHED DRAFT TOURNAMENT RULES DOCUMENT

Information:

ARDT is a 6 digit osu!standard international tournament

Team Size 6/8 depending on **signups + qualifiers participation** For Ro16

TS6 needs 110 players who played qualifiers, and for **Ro16 TS8 needs 140** players who participate in qualifiers. (TS6 = 110 TS8=140)

The staffers who can participate are **Streamers, Commentators, and Referees.**

All players must in the discord.

If found to leave the discord anytime during the tournament it will be counted as **forfeiting your slot** in the tournament.

All matches will be played with **ScoreV2**

There is **no rank buffer** you must be 6 digit by the end of registrations

You will be told when you have permission to rank up

This will be a **double elimination bracket**

All times will be in **UTC**

You would be expected due to the international draft to be playing around **15-17utc**. (This is not a guarantee as it depends on matchups)

Manual Skill based screening with exact criteria will be used.

Those who would be screened will be **published once registrations are closed.**

Captains are chosen once qualifier weekend ends. Captains are based off of past tournament experience.

This is a **HD preference tournament** with FORCED HD for 1 or 2 (depending on team size) players playing each map for the exception of EZ slots where 1 is FORCED.

This is a last second tournament do not expect the highest of quality if not proper balanced pools

Bracket Stage:

As this is an idea literally created last weekend, staff is limited if not any at all. You are if I or any other referees are unable to ref your match, are expected to self ref. Reference this video:

 New osu! Tournament Self Referee Tutorial

If you need assistance in self reffing feel free to message me.

Warmups will be allowed for **Finals and Grand Finals** < 3.5 minutes length
Captains will roll at the start of every match. Winner chooses pick/ban order the loser chooses the remaining.

Ban order will be ABBA.

Teams can not ban a whole mod pool

If **both teams ban out a mod pool it is accepted** (Ex: Team 1 bans EZ1, Team 2 bans EZ2 this is allowed)

This means **double banning is allowed** if there is a 3rd slot
No restrictions on picking (Triple Picking Allowed Quad Picking Allowed)
Players have **10 minutes** to join the lobby before **bans are ffed**, and **15 minutes** before the **match itself is ffed**.

If the **timer runs out for pick/ban the pick/ban will be ffed to the opposing team, the order does not change.**

Timers will be **120 for picking and readying up**, **90 will be for ban phase.**

Referees have the right to **force start** if timers are past time
Freemod are **minimum 2 players to have HD**, 1 HR(HDHR), 1EZ(EZHD), **FL will be accepted as a floater mod** (can replace HR or EZ)

Ex: HD HD HR EZ, NM NM HDHR HDEZ, HD NM HDHR EZ are allowed for FM (If TS8)

Each Freemod map will have their own EZ/EZHD multiplier as in they are not the same throughout the tournament. FL will take on the EZ/EZHD multiplier (FM1 will have a different EZ/EZHD multiplier then FM2)

There is allowed 1 abort per match after $\frac{1}{4}$ of the map passes.

If you get disconnected via bancho, and can show proof of your completed map score, then your score will be counted.

120 second timeout is available once per match

Tiebreaker will be Freemod, and the 1 or 2 forced HD rule will still apply.

TB FM is not forced 1 HR, or 1 EZ. EZ Multipliers will be provided.
If an issue occurs that isnt present here feel free to ask.

Mappool:

Honestly its still a WIP. Due to the tournament being HD Preference with Forced HD, there will not be a HD pool the other slots will be larger as compensation.

Quals: 5.4*

5 NM / 3HR / 2DT / 2EZ

Ro16: 5.1*

Bo9 2 Ban 5NM / 3HR / 3DT / 2 EZ / 1FM / 1TB

QF: 5.25*

Bo11 2 Ban 6NM / 3HR / 3DT / 2EZ / 1FM / 1TB

SF: 5.4*

Bo11 2 Ban 6NM / 4HR / 4DT / 2EZ / 1FM / 1TB

F: 5.55* (bro idk anymore)

Bo13 2 ban 6NM / 4HR / 4DT / 3EZ / 2FM / 1TB

GF: 5.7*?

Bo13 2 ban 6NM / 4HR / 4DT / 3EZ / 2FM / 1TB (maybe more maps idk)

Prizes:

1st/2nd/3rd: Handmade banners drawn by me

Schedule:

Registrations open: 8/29/2025

Registrations close: 9/14/2025

Quals weekend: 9/20-22/2025

Draft the weekend after quals week

Bracket start the weekend after draft week

Edit 8/29/25: No Pick Restrictions, end date for Registration

Edit 9/17/25: Added to ban rules, Timer rules, clear on TS8/TS6 Ro16

Requirements, FL Freemod Rules, Ro16/QF/SF Mappool Format, Roll Rules,
Warmup Rules

Edit 10/5/25: Lied about QF format my bad.