Rules and Information

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Basic Info

★ This is a North and South American 3v3 double-elimination osu!standard tournament for players ranked between 100 and 99,999.

    ☆ Badge weighted seeding (BWS) will not be implemented.

★ Minimum number of players per team is 3, maximum of 6.

★ The tournament is badged (pending).

★ Skillset-based pooling (E.g. Aim, Tapping, Technical, Gimmick slots) + Tiebreaker.

★ The top 16 teams to qualify shall be eligible to participate in the tournament.

★ Players must remain within the rank range until the end of the screening period.

★ Seeding will be done using Z-percentile.

★ All captains are required to join the Discord Server

★ All times mentioned are strictly in UTC+0.

★ Staff are prohibited from participating in the tournament with the exception of streamers, commentators, and gfx artists.

Mappool

★ In this tournament, the mappool will be made based on skillsets with Tiebreaker available for brackets.

★ These will consist of skillsets such as Aim, Tapping, Technical, Gimmick, Hybrid.

★ There will be a Tiebreaker map (TB) per bracket.

★ **Qualifiers:** 7.4★

    5 AIM | 3 TAPPING | 2 TECH | 2 GIMMICK / 2 HYBRID

★ **Round of 16:** 7.0★ | Bo9 | 2 Bans | 1 Protect

    5 AIM | 3 TAPPING | 3 TECH | 3 GIMMICK / 2 HYBRID / 1 TB

★ **Quarterfinals:** 7.2★ | Bo11 | 2 Bans | 1 Protect

    5 AIM | 4 TAPPING | 3 TECH | 3 GIMMICK / 2 HYBRID / 1 TB

★ **Semifinals:** 7.4★ | Bo11 | 2 Bans | 1 Protect

    5 AIM | 5 TAPPING | 3 TECH | 3 GIMMICK / 3 HYBRID / 1 TB

★ **Finals:** 7.6★ | Bo13 | 2 Bans | 1 Protect

    7 AIM | 5 TAPPING | 4 TECH | 4 GIMMICK / 4 HYBRID / 1 TB

★ **Grand Finals:** 7.8★ | Bo13 | 2 Bans | 1 Protect

    7 AIM | 5 TAPPING | 4 TECH | 4 GIMMICK / 4 HYBRID / 1 TB

Qualifiers Procedures

★ Qualifiers will be played to determine who qualifies.

★ Qualifier lobbies will be held once screening gets back to us, Depending on how long osu! Staff takes (usually 1-2 weeks).

★ All teams are required to have at least 3 players present to their scheduled qualifier lobby in order to be eligible to qualify.

★ Set times for qualifier lobbies will be shown on the Mainsheet, each team can only register for one lobby. If none of the preset times work, teams can create custom lobbies, make sure to check if your lobby was approved. Post your lobby sign ups in #reschedule.

★ Players will have 5 minutes to join the lobby after the scheduled time. At that point the referee will start.

★ IF a player disconnects during the first 30 seconds of a map, that player ONLY will stay till the end of the lobby and replay the map.

★ The top 16 teams from qualifiers will advance to the bracket stage. All other teams will be eliminated.

★ Seeding will be determined by the sum of percentiles assuming a normal curve (also known as Z-percentile)

Bracket Stage Procedures

Scheduling

★ Matches will have a default schedule, which can be found on the main sheet.

★ Matches can be rescheduled to no later than Tuesday, 0:00 UTC.

★ It is up to you to communicate with the other team to find a time that best works for both teams. If you're unable to come up with a workable time, feel free to DM an admin for reschedules.

★ No async matches will be allowed.

★ If you agree to a reschedule, please have one of the team captains send a screenshot in #reschedule.

Match Procedures

★ NoFail and ScoreV2 will be required for all maps.

★ Invites will be sent by the Referee to the team Captains, 5 minutes before the match start time.

★ Ban order is ABBA.

★ Double picking and double banning are allowed.

★ Match times are made prior to the start of the match. There is a 15 minute grace period after the start time for players to arrive. In the event that a team does not have enough players to continue, that team will forfeit.

★ The Red Team MUST be in slots 1-3, and the Blue Team MUST be in slots 4-6.

★ There will be NO warmups permitted during bracket stages.

★ If a player <u>disconnects</u> within the first 30 seconds of a map, the map will be aborted and replayed. However, if that player disconnects again, the map will continue with their score being counted where it was last visible.

★ Aborts are allowed <u>once per team, per match</u>.

★ Teams may call for a 60 second technical timeout <u>once per match</u>.

★ The winner of a pick will be the team with the highest total score, earning a point. However, <u>gimmick maps may have special win conditions</u>.

★ The match will conclude once a team reaches the total points required to win that stage.

★ FreeMod Rules: 1 HR / 1 HD / 1 NM are required on every FreeMod map.

★ There will be a bracket reset in Grand Finals if required.

Bans, Picks, Protect.

★ Order of actions: rolls > protects > bans > picks

★ Captains will !roll at the start of the match.

★ The captain with the higher roll will have the first protect and chooses between the picking order (first/second) or the banning order (first/second). The loser of the roll will pick the remaining order.

★ Example: 1 team chooses to pick first, the other team may choose whether they want to ban first or second.

★ Teams will have 90 seconds for protections, failing to choose one within that time, they will lose their protection, the same goes for bans.

★ The team that picks first will have 90 seconds to pick a map. If a team fails to pick within that time, the pick will be given to the other team.

★ Players will be given 90 seconds to prepare once the map has been picked. Teams can swap out players during this time.

Tiebreaker

★ If both teams are one point away from the required amount to win the round, the Tiebreaker map will be played.

★ FreeMod will be used for the TieBreaker. All players are allowed to use HD, HR, FL, EZ, or NoMod (including double mods ex. HDHR)

★ All mod combinations are acceptable for all players. (ex. both players on a team can use HR)

Schedule

★ Registration: April 19th – May 2nd

★ Screening: May 3rd – May 16th

★ Qualifiers: May 23rd – May 26th

★ Ro16: June May 30th – June 2nd

★ Quarterfinals: June 6th – June 9th

★ Semifinals: June 13th – June 16th

★ Finals: June 20th – June 23rd

★ Grandfinals: June 27th – June 30th

Prizes

★ First place team: Team Banner + Badge (pending)

★ Second place team: Team Banner

★ Third place team: Team banner

Screening

★ Screening will be conducted by osu! staff.

★ BWS will not be enforced.

★ There will be no rank buffer.