

5 Digit North American Duos 2022 Rules Sheet:

General Rules:

- All players and staff are expected to treat staff and all other players with a high level of respect. Players shall also respect osu! Community rules and osu! In-game chat rules at all times. Any mistreatment or abuse in match, through Discord, or other social media platforms (this includes, but is not limited to: harassment, extreme toxicity, racism, ableism, sexism, homophobia, etc.) will result in an instant ban from the tournament and future iterations.
- Before the tournament starts, every single player will be screened by the osu! Tournament Team to prevent any suspicious activities. Individual users who are unhappy with their screening outcome should consult accounts@ppy.sh via email.
- Players are required to be in the tournament Discord server for the duration of the tournament.
- Referees, Poolers, Mappool Streamers, Playtesters, Sheeters, Admin and the Host are strictly forbidden from participating as players. Referees will be present in all matches - from Qualifiers to the Grand Finals. The staff team will try to cover as many bracket matches with streams and commentary where possible.

Tournament Format and Rules:

- This tournament is a North American Osu! Standard tournament. Players with the following flags can register for this tournament.

Antigua and Barbuda, Bahamas, Barbados, Belize, Canada, Costa Rica, Cuba, Dominica, Dominican Republic, El Salvador, Grenada, Guatemala, Greenland, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Panama, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Trinidad and Tobago, and United States of America (USA).

- This tournament will be 2v2 (Team size 3) Double Elimination Bracket.
- Teams must have players with 2 unique flags. For example a team may be composed of players from the United States of America and Canada, but a team cannot be composed of players from only Canada.
- The rank range of this tournament is #10,000 - 99,999 with the following BWS equation being implemented (Pending Badges will count).

$$\text{BWS rank} = \text{rank}^{(0.9937^{(\text{badges}^2)})}$$

- Players must remain in the rank range during the course of registrations

Schedule:

Registration period: July 1 - 16

Screening Period: July 16 - 28

Qualifiers: July 29 - 31

Ro 32: August 5 - 7

Ro 16: August 12 - 14

Quarterfinals: August 19 - 21

Semifinals: August 26 - 28

Finals: September 2 - 4

Grand Finals: September 9 - 11

Knockout round dates subject to change depending on the promptness of Screening

Mappool Format:

- There will be Free(Forced)Mod maps in this pool. All players must take one mod which can include the following: HD, HR, EZ and FL. Teams must have 2 unique mods present.
- (HDHR counts as HR) (EZ counts as HD)
- There will be an EZ multiplier of 1.75x
- There will be 1 Tiebreaker for every pool

Qualifier: 4 NM | 2 HD | 2 HR | 2 DT SR: 6.1*

Round of 32: 5 NM | 2 HD | 2 HR | 3 DT | 2 FM | 1 TB SR: 5.7* Bo9 1 Ban

Round of 16: 5 NM | 2 HD | 2 HR | 3 DT | 2 FM | 1 TB SR: 5.9* Bo9 1 Ban

Quarterfinals: 6 NM | 3 HD | 3 HR | 3 DT | 2 FM | 1 TB SR: 6.1* Bo11 2 Bans

Semifinals: 6 NM | 3 HD | 3 HR | 3 DT | 2 FM | 1 TB SR: 6.3* Bo11 2 Bans

Finals: 6 NM | 3 HD | 3 HR | 4 DT | 3 FM | 1 TB SR: 6.45* Bo13 2 Bans

Grand Finals: 6 NM | 3 HD | 3 HR | 4 DT | 3 FM | 1 TB SR: 6.6* Bo13 2 Bans

Qualifier Rules:

- A qualifier round will be used to determine the 32 teams that will make up the bracket for the knockout rounds
- The mappool will consist of 10 maps that will be played in order from NM1 to DT2. Teams will have ONE run-through of the pool.
- Teams will have to sign up for a qualifier lobby in the #lobby-signup channel. Any extra lobbies will require 36 HOURS NOTICE to be recognized so we can schedule a referee.
- A referee will create a lobby and invite the captain 5 minutes prior to the lobby. A reminder will be sent via a Discord ping 15 minutes prior to the lobby.

- 60 Second timers will be strictly enforced by referees
- If a player disconnects during the map, they can replay it at the end of the lobby. Players can only replay one map. Disconnections are considered to be unexpected, game-breaking events out of a player's control (keyboard/tablet/mouse malfunction, system failure, internet disconnect, etc). Offset, background dim, etc. are not considered valid reasons to call for an abort/replay as players may fix these on their own time.
- If a player fails to join their lobby 5 minutes after the scheduled time, they may choose to play the maps they missed at the end of the lobby (with the referee's permission) or reschedule to another lobby.
- After the lobby is finished, a match link will be posted in #match-results.

Match Procedures:

- A referee will create a lobby and invite the captains at least 5 minutes before the match starts. Captains are responsible for inviting their team into the lobby.
- If a team fails to join the match 10 minutes from the scheduled match time, they will lose the match by default.
- There will be no warmups in the match
- A roll will determine the order of picks and bans. The winner of the roll will have control of the order of picks while the loser of the roll will have control of the order of bans.
- The ban order will be A-B-B-A
- Double bans except for nomod are not allowed. Double picks are allowed
- A 90 second timer will be heavily enforced throughout the match
- Once a map is picked, teams will have 90 seconds to swap teammates and ready up. Once the timer is finished or when everyone is ready, the referee will start the map with the 10 seconds countdown (!mp start 10 command).
- Timer before the tiebreaker will be defaulted to 150 seconds.
- Tiebreakers are played with Freemod enabled, however, players are not required to use a mod
- If there is a disconnection within the first 30 seconds of a map the referee will abort the match and restart. If a player disconnects at the end of a map but complete the map. They must provide a screenshot of their score to the referee within 90 seconds of the map ending. If no screenshot is provided or there is no proof of score that players score will count as 0
- Throughout the tournament, referees will be trusted to make reasonable decisions on a case by case basis as each situation presents itself. If something is not stated in the rules, the referee will be allowed to make

judgment based on common sense and valid reasoning using logic and/or evidence.

- If there is a need for a timeout (Teammate is missing or other exceptional circumstances) A team may request a timeout from the referee. The timeout will be no longer than 150 seconds
- There will be a bracket reset in the Grand Finals if needed

Prizes

First Place

- Profile badge (Pending)
- Team Banner
- 3 months osu! supporter (Tentative)

Second Place

- Team Banner
- 1 month osu! supporter (tentative)

Third Place

- Team banner