

Ashwa's Koyori Cup Rules

Hosted By Ashwagafu/Nyashwa
Co-Hosted by ShiruoX and IDan24

Information

- This is an international, 3v3, teams of 5, double-elimination, osu! standard tournament for the rank range #50k-#100k.
- Registration ends on Apr 6th, 14 UTC.
- Free agent teams will not be made.
- Suspicious accounts may be removed from the tournament.
- **Disclaimer: Mappoolers for this tournament are deranged and unhinged.**

Round Overview

Qualifiers	-	4NM 2HD 2HR 2DT 1EZ	~5.5*	Apr 14 - Apr 16
Round of 32	BO9 1 Ban	4NM 2HD 2HR 3DT 2EZ 1TB	~5*	Apr 21 - Apr 23
Round of 16			~5.2*	Apr 28 - Apr 30
Quarterfinals	BO11 2 Bans	5NM 3HD 3HR 3DT 3EZ 1TB	~5.4*	May 05 - May 07
Semifinals			~5.6*	May 12 - May 14
Finals	BO13 2 Bans	6NM 3HD 3HR 4DT 3EZ 1TB	~5.8*	May 19 - May 21
Grand Finals			~6*	May 26 - May 28

Rescheduling

- All times will be in **UTC 24-hour format**.
- Qualifier lobbies will be provided during qualifier week.
 - Custom lobbies may also be requested.
- Default schedules for bracket matches would be provided depending on the team's submitted availability and/or timezone.

- In the case where there is no common availability and players are from all three major regions (NA, EU, Asia), the default time will always be 15:00 UTC.
- Players have to reschedule **at least 4 hours** before their old time, otherwise the reschedule may not be accepted
 - Exceptions can be made if host or admins approve
- If your opponent is suspected of trying to force a win by default by denying or ignoring a reasonable scheduling request, you should contact the host or admin.
 - You will have to have attempted to make contact via both Discord and Forum PM.
- **Async matches will not be allowed.**

Qualifiers Procedure

- Teams will be pinged 15 minutes before the lobby begins and invites will go out to the captains 5 minutes before the lobby begins.
- Teams will be given 2 minutes to switch players and get ready between maps before a !mp start 10 will be forced.
- Players will play maps in the order they are displayed on the main sheet.
 - NM1 > NM2 > ... > EZ1
- Players will be given 1 chance to replay maps at the end of a lobby, with the **exact same line-ups** if they:
 - joined the lobby late
 - disconnected within 30 seconds of a map
- Qualifier rankings are determined with a **percentile scoring system**.
- Only the **top 32 ranked teams** will proceed to bracket stage

Match Procedure

- Teams will be pinged 15 minutes before the lobby begins and invites will go out to the captains 5 minutes before the lobby begins
- Teams have **5 minutes** after scheduled time before bans are forfeited and **10 minutes** before the match is forfeited.
 - If the referee were to be late to make the lobby, the late rules will apply **10 minutes and 15 minutes** respectively after the lobby was made.

- Warmups are allowed under 4:00
- Captains will be asked to roll for their team, the team with the higher roll will choose either pick or ban order while the team with the lower roll will choose the order that is leftover.
- Double banning and double picking are both not allowed.
- 90 seconds will be given to pick/ban maps.
 - If the team doesn't pick/ban a map before the timer runs out, they will forfeit the pick/ban to the opponent team. However, the pick/ban order will not change, meaning the opponent team would pick/ban 3 maps in a row.
 - More time may be given under referee discretion.
- Ban order is ABAB.
- There will only be one imp abort allowed for each team per match. A map may be aborted under the following conditions:
 - A player disconnection happens within the first 30 seconds.
 - A player notifies the referee to abort within the first 30 seconds, no matter the reason.
- Teams may call for a 60 second technical timeout once per match.
- In the case of tiebreaker, a 2 minute timer will be used.
 - Each team can add an additional 2 minutes to the timer if needed (to a maximum of 4 minutes).
- If a situation arises where rules do not cover for, it would be resolved under referee discretion. Your name