# Nugget Cup 2025 English Forum Post

## TL;DR

International; a minimum of one Argentinean or Uruguayan player per team 2vs2, teams of 2 Open Rank

BWS default

Average Rank of 300 between the two players (the sum of the rank of both players must be 600 or higher)

ScoreV2 + No Fail

Winner of the roll chooses to pick first or ban first Loser of the roll chooses the option that remains available

#### Information

This is an osu! standard tournament

It is a 2vs2 tournament with teams of 2 players

This tournament will be played with Score V2 and No Fail on all maps

This is an International tournament

Screening will be applied for this tournament

BWS (Badge Weighting System) default system will be used (rank^(0. 9937^(badges^2))

The country of the second player cannot be either Argentinean or Uruguayan, they must be from another country

Open Rank

16 teams will go from Qualifiers to Round of 16 with double elimination

The bracket will be decided from the Qualifiers Results (#1 vs #32, #2 vs #31 etc...) (Z-Score seeding method, [score - average(scores on map)]/stdev(scores on map)

Both players must be in the tournament discord by the time the registrations are over

The only staff members allowed to play this tournament are Commentators, Streamers and GFX The match scheduling will be done in UTC+0

All matches will be played between 17:00 UTC and 03:00 UTC

#### Rules

### **Procedure in qualifiers**

The referee will create the lobby before the scheduled time.

The team's captain will receive the invitation and it is responsible of inviting his teammate.

Every team has 5 minutes to enter the lobby. If any team is late, they will have the option to play the maps they missed after the lobby is over or rescheduling to play at another time.

The mappool will be played in order only once.

After qualifiers the top 16 will advance to a double elimination bracket.

### Procedure in the bracket stage

The referee will create the lobby before the scheduled time.

The team's captain will receive the invitation and it is responsible of inviting his teammate.

Every team has 10 minutes to enter the lobby. If one of the teams is not present after 10 minutes have passed, their opponent will get the win.

There will be no warmups.

Once the teams join the lobby both captains will roll and the winner of the roll can choose whether to ban or pick first while the loser of the roll gets the remaining option.

Teams will have 2 minutes to ban, if they fail to ban in the specified time their ban will be skipped. Ban order is ABBA.

Pick order is ABAB.

Teams will have 2 minutes to pick a map, if they fail to pick in the specified time their pick will be skipped and the opposing team gets the pick. This will have no effect on the subsequent pick order. Teams will have 1 minute to be ready after a map is picked. In case they are not ready, the referee will force the start of the map using a !mp start 15.

Referees may allow, at their discretion, lower or higher tolerances for timers.

On freemod maps the allowed mods are: HD and HR

Using mods in freemod is mandatory and teams must have at least 1 HD and 1 HR / HDHR. This means that there cannot be 2 HR or 2 HD.

If necessary, a TieBreaker will be played as the last map to decide the outcome of the match. HD, HR or NM can be used in the TBs.

In case of losing, they will go to Losers Bracket, in case of losing in Losers Bracket, they will be eliminated from the tournament.

If necessary, a Bracket Reset will be played in Grand Finals.

If there is a disconnection, the map will only be replayed if it occurs in the first 30 seconds after the map has started, if possible you should provide proof of your final score (image, video, whatever) by sending it in the tournament's Discord server.

### **Team building restrictions**

There cannot be two Argentinean players or two Uruguayan players or one Argentinean and one Uruguayan. The sum of the ranks of both players must be above 600. For example:

Hosted by GastonGL and Rebo

## osu! Tournament Reports Form

https://pif.ephemeral.ink/tournament-reports