

# Speed Cup Rules

## General Rules

1. Tournament format is 2 vs 2
2. Teams have a limit of **4 members** and must sign up with **at least 2**
3. Members can be added to an incomplete roster by contacting tournament staff before 2/11/22.
4. Team members and Captains must be present in Discord for information announcements
5. Matches will be played with **scorev2 and determined by average accuracy**.
6. Match setting is Team Vs
7. Mapools will only contain DT picks
8. Players may employ HD on any DT pick at their own discretion, including tiebreakers
9. Tiebreakers will always be played with DT
10. The bracket is double elimination with a reset in Grand Finals
11. Players must match their Discord nickname with their in-game username
12. Bracket play will begin at RO16 after a qualifier stage.
13. If a player is found to be cheating during a match, the entire team will be disqualified

## Scheduling

1. Matches will be scheduled by default on Saturday and Sundays at any time UTC, but players may choose to reschedule to Friday or Monday if necessary
2. Reschedules need to be determined within 24 hours of your scheduled match time.  
Weekday matches may be permitted if both teams consent but only if no other time works
3. Matches not scheduled on Saturday or Sunday have a lower likelihood of being streamed

## Match Rules

1. Players are expected to act respectfully towards their referee and abstain from obnoxious or inappropriate behavior in multiplayer chat
2. Warm-ups must be less than **4:00** in length

3. The winner of the roll will choose pick order or ban order, the loser will choose the remaining order.
4. Teams will be allowed **120 seconds** between each pick and ban during bracket stages. Failure to do so within this limit will result in forfeiting your pick or ban. **Referees may be lenient at their own discretion.**
5. No official map may be played with less than 2 players on each team. \*If 2 players are not present in the lobby by the end of the timer, they will be considered ineligible to play the map and forfeit the pick. Players may fill the lobby with as many members as they wish for warm-up picks
6. Match lobbies will open 5 minutes before the scheduled starting time. Players are encouraged to begin playing warm-ups early.
7. Teams have 10 minutes after the scheduled time to join the lobby or contact the referee before the match is forfeit
8. Failed scores count
9. If a player disconnects within 30 seconds of a map start, the point will be replayed one time. This exception is allowed once per team per match.
10. If both teams end the map with the same average accuracy, the map will be replayed until a winner is determined.