



TEST Open Rules and Procedures

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Key Information

- I. 3v3 Team Size 5
- II. Qualifiers into a 32 team Double Elimination Bracket
- III. Open rank
- IV. Osu! Lazer Client only
- V. Features an anonymous protect system
- VI. New Modpool called Lazer-Mod
- VII. Mappool spread is 6.2 to 7.5 stars with qualifiers being 6.8 stars
- VIII. All team management is done through the TEST Open Website
- IX. For any concerns please contact an admin

Tournament Structure

General Information

- I. TEST Open is an osu! Tournament exclusively ran on the **osu! Lazer** client.
- II. Teams are comprised of **3-5 members**.
- III. Teams must select exactly **3 players** for each map played in the tournament.
- IV. There are **no rank requirements** for participants.
- V. All prospective teams must undergo qualifiers on the listed weekend.
- VI. The top **32 teams** from qualifiers will continue into a **Double Elimination** bracket.
- VII. All players must be in the **Discord Server** and set their nickname to their **osu! username**.
- VIII. Times will be listed in **UTC-0** and **Discord Local Time**.
- IX. Staff members that hold any role other than the following may not participate in the tournament:
 - A. Streaming
 - B. Commentary
 - C. Design
 - D. Translation



Schedule

Registrations: February 26th - March 18th

Screening: March 18th - March 30th

Qualifiers: April 5th - 7th

RO32: April 12th - 14th

RO16: April 19th - 21st

Quarterfinals: April 26th - 28th

Semifinals: May 3rd - 5th

Finals: May 10th - 12th

Grand Finals: May 17th - 19th

Registration Procedures

- I. You must sign up for the website with both your **osu!** and **Discord account**.
- II. Team creation and management will be done through the **TEST Open Website**.
- III. To create a **free agent post**, go to the **discord server** and locate the looking-for-team channel. In there you are able to create a post through the **TEST Bot**.
- IV. If the website is down then you may ask an admin for a **registration form**. However, if you opt to sign-up through this method then your info will be seen on the sheet but not the website until it is manually updated.
- V. The staff team will not be creating **free agent teams**. So if you wish to participate, you must find yourself a team.

General Conduct

- I. Respect other players and all staff members.
- II. No **discriminatory terms**. Including but not limited to:
 - A. Racial Slurs
 - B. Terms that may be offensive to LGBTQ+ members
 - C. Sexist comments
 - D. Hate Speech



- III. TEST Open has no tolerance for bullying of any kind.
- IV. **NSFW content** is prohibited. This includes:
 - A. Nudity
 - B. Gore/Violent Content
 - C. Drug/Alcohol Abuse
 - D. Disturbing Content
- V. Try to keep **controversial conversations** to a minimum.
- VI. Keep disagreements civilized.
- VII. **Doxing is not allowed** under any circumstances.
- VIII. No content that is banned under **Discord TOS** is allowed.
- IX. **English is the primary language** of the tournament, so keep this in mind when communicating with staff.
- X. If you see somebody breaking any of these rules, please contact a **Moderator or Admin** to get it resolved.
- XI. Lastly, just use **common sense** and create a **welcoming environment** for everyone!

Game Procedures

- I. All maps will be scored with **osu! Lazer default scoring**.
- II. **NoFail** will be enforced.
- III. Referees will contact the Captains of any participating team for each game.
 - A. Captains are responsible for relaying any information given by the referee to their team.
 - B. A reminder will be sent out **15 minutes** before each game.
 - C. Lazer room name and password will be sent out **10 minutes** before each game.
- IV. After a map has been selected, participating players have **2 minutes** to join the lobby.



Scheduling

- I. Matches will be scheduled through the **TEST Bot** in the Discord Server.
- II. For scheduling or rescheduling a qualifier lobby, please use the **/schedule** command and enter the prompted information.
- III. For rescheduling a match, please use the **/reschedule** command and enter the prompted information. This will send a reschedule request in the scheduling channel.
- IV. When rescheduling a match **both team captains will have to click accept** on the reschedule request in the scheduling channel in order for the reschedule to complete.

Qualifiers

- I. Maps will be played in the same order as seen on the mappool.
- II. If a player **disconnects within the first minute of a map**, the player will replay the map at the **end of the qualifier room**.
- III. Teams are expected to have 3 players in the room within **5 minutes after their room start time**. If a team fails to show up then the team will have to reschedule their room. This room must be at least **4 hours** after the room they failed to show up to.

Match

- I. The win-condition for each match will be **TeamVS**.
- II. Warmups, Protects, Bans, and Picks must be submitted within **2 minutes**.
- III. Teams are expected to have 3 players in the room within **5 minutes after their match start time**. They will forfeit the following at each timestamp.
 - A. 5 minutes late is forfeit of protects.
 - B. 10 minutes late is forfeit of bans.
 - C. 15 minutes late is a forfeit of match.
- IV. Players must be in a lobby slot corresponding to their team.
 - A. Team 1 (Red): Slots 1, 2, and 3.



- B. Team 2 (Blue): Slots 4, 5, and 6.
- V. Captains will use the **!roll command in the osu! chat** to decide **Pick/Ban order**. The captain with the higher roll may select one of the following, while the other captain will receive the other:
 - A. First to Pick and Second to Ban
 - B. Second to Pick and First to Ban
- VI. Teams may opt into playing 1 map of their choice as a warmup before the match.
 - A. Warmups must be **less than 4 minutes long**.
 - B. Warmups may **not be part of the mappool**.
- VII. Protects will be **privately submitted** to the referee before the banning phase.
- VIII. Banning phase will be done in a **snake format** (ABBA).
 - A. Team 1 Bans
 - B. Team 2 Bans twice
 - C. Team 1 Bans
- IX. Once the ban and protect phase has ended, any **bans on a protected map will be voided** and that map will be playable as normal.
- X. Banning from the **same modpool twice in a row is prohibited** excluding the **No-Mod pool**.
- XI. Picking from the **same modpool twice in a row is prohibited** excluding the **Lazer-Mod** and **No-Mod pools**.
- XII. Players may play Tiebreaker with any mod that is **not a global rate change mod**.
- XIII. Each team has **one 5-minute timeout** which may be used at any point in the match.
- XIV. If a player **disconnects within the first minute of a map**, the map will be **aborted** and the team has **5 minutes** to add another player to play the map. This may only occur once per team and per match.



Mappool Information

Round	SR	Best Of	Bans	Protects	LM	NM	HD	HR	DT	TB	Total
Qualifiers	6.8	-	-	-	2	3	2	2	2	-	11
Round of 32	6.2	9	1	1	3	3	2	2	2	1	13
Round of 16	6.4	9	1	1	3	3	2	2	2	1	13
Quarterfinals	6.7	11	1	1	4	4	2	2	2	1	15
Semifinals	6.9	11	2	1	5	4	2	2	3	1	17
Finals	7.2	13	2	1	5	4	3	3	3	1	19
Grand Finals	7.5	13	2	1	5	4	3	3	3	1	19

- I. The mappool will be released the **Sunday** of every week.
- II. Lazer Mod, or LM for short, is a modpool that will feature different mods every week to showcase the new mods the Lazer client has to offer.

Prize Pool

- I. The MVP of the tournament
 - A. **Customized WLmouse Beast X mini mouse** designed by Spoo and painted by Dovacustoms. The custom mouse will also include the player's name painted on the top.
- II. First Place
 - A. \$500 split between the players
 - B. **Customized TEST Open Tablet Cover** designed by Spoo and produced by Bluebunny
 - C. Animated Team Banner
- III. Second Place
 - A. \$200 split between the players
 - B. Static Team Banner
- IV. Third Place
 - A. \$100 split between the players
 - B. Static Team Banner