

Basic Tournament Information

- This is a 1v1, scoreV2, solo osu!std tournament.
- Players must be between rank 80,000 and 299,999 at the time registrations close.
- The NoFail mod will be forced on every map
- All players must join the discord server, otherwise your registration is invalid.
- The tournament will have a qualifiers stage followed by a double elimination bracket starting at RO32.
- There will be a bracket reset in the Grand Finals if the winner of losers bracket wins the match.
- Matches in RO32 and RO16 are Best of 11.
- Matches in Quarterfinals and Semifinals are Best of 13.
- Matches in Finals and Grandfinals are Best of 15.
- All times are in UTC.
- Poolers, Playtesters, Referees and Admins are not allowed to play in the tournament.
- Player registrations close on 22nd March 20 UTC.
- Qualifiers start on 29th March.

Rules

- Anyone interacting with the tournament must follow osu! and Discord Terms of Service at all times with no exceptions.
- Toxicity will not be tolerated and will be punished.
- Toxicity towards the referee will not be tolerated in any capacity.

Qualifier Procedures

- Qualifiers will be played with NoFail and ScoreV2 enforced on all maps.
- The qualifier pool will consist of 4x NM, 2x HD, 2x HR and 2x DT.
- The pool will be played from NM1 to DT2.

- If a player fails to show up within 5 minutes of the lobby time, they will not be able to play this lobby and have to reschedule.
- Players will have 120 seconds to ready up. After this time window, the referee will Imp start 10.
- Qualifier results will be calculated in Zipfian's Law.

Match Procedures

- Players will get pinged 15 minutes before the match and get match invites 10 minutes before the match.
 - If players do not get pinged, please ping the ref. If the ref does not respond, ping referees.
- If a team is 5 minutes late, they will lose their bans.
 - If a team is 10 minutes late, they will automatically forfeit their match.
- If both teams do not show up, the higher seeded team will automatically win.
- If a player disconnects because of technical issues, the map will be aborted and replayed.
 - Each player gets only one abort per match.
- At the start of the match, both players will roll. The winner will choose to pick or ban first.
- Bans will be in ABBA.
 - 1 ban per player in RO32 and RO16.
 - 2 bans per player in Quarterfinals and onwards.
- Double bans are not allowed.
- Double picks are allowed.
- Ban/Pick phases have a 120 second timer.
- Players have 120 seconds to ready up, after this time window the referee will Imp start 10.
- The players have one 3 minute timeout per match.

Scheduling

- All matches will be given a default schedule.
- Qualifiers will have standard lobbies ranging from friday 16 UTC to Sunday 22 UTC.
 - Extra lobbies ranging from friday to sunday can be created as long a referee accepts it.
 - You can reschedule to any existing qualifier lobby 20 minutes before the lobby starts (rescheduling to this lobby past this time is not guaranteed)
- Reschedules have to be submitted 12 hours before the old time and 24 hours before the new time.
- A player has to respond to a rescheduling request within 24 hours. If not, administration will intervene.
- Players may deny a rescheduling request if they can not play at that time, but unreasonable stubbornness will not be tolerated.

Freemod rules

- Players are enforced to use NoFail
- Players have to pick HD/HR/EZ/FL or any combination of these
 - EZ = 2x score multiplier