

otst!rules

We reserve the right to change these rules without advance notice.

Tournament info:

****Keep in mind all the maps are below 2 minutes long - BO17 may seem long but it really isn't****

1. Tournament organizers, hosts, and mappool selectors may not participate due to possible conflicts.
2. There is no rank leeway in this tournament. Player's rank will be checked by referees when they enter the lobby. Players not within the rank range will be disallowed to play.

General Format:

- Each stage will have a different mappool. 6 in total - Group stage, Round of 16, Quarter-Finals, Semi-Finals, Finals and Grand Finals.
- You can find out which you are playing in with [this guide](#) in reference to where you are in on the [challenge bracket](#).
- Each mappool will contain 8 nomod, 4 hidden, 4 hard rock, 4 double time, 4 freemod and 3 tie breaker (27 maps total).
- Group stage will be round-robin, followed by a double elimination bracket.
- Maps will be no longer than 2 minutes drain time.
- The winner of !roll will choose whether they would like to pick or to ban first.
- 2 maps are to be banned by each team.
- Tiebreakers will be a BO3 instead of a single match.
 - !roll, higher roll picks first during a tiebreaker.

Match Format:

1. Group stage will be BO9, the first team to reach 5 points will win the match.
2. RO16 will be BO11, the first team to reach 6 points will win the match.
3. Quarter-final will be BO13, the first team to reach 7 points will win the match.
4. Semi-final will be BO15, the first team to reach 8 points will win the match.
5. Finals will be BO17, the first team to reach 9 points will win the match.
6. Grand Finals will be BO17, the first team to reach 9 points will win the match.
 - a. There will be a bracket reset match.

Reminder: Our maps are ~1:30min long, not 4, therefore we think it is justified having, and playing more maps in the mappool.

Registration:

1. If a team member needs to be replaced after signing up, please contact a host BEFORE registration ends. Teams cannot be changed afterwards (make sure the new captain is aware of the change and everyone in your team too).
2. The captain and another member of your team needs to be in the discord server to verify your participation. Please see #announcements in the server for more details.
3. If a player changes their name, they need to inform a tournament host as soon as possible to avoid misunderstanding in a match.
4. If a player exhibits suspicious behavior, including but not limited to suspected multi-accounting or cheating, their participation in the tournament might be prohibited, subject to tournament host discretion.

Scheduling:

1. Scheduling will be based on team timezones to avoid as many no-shows as possible,
2. If your team wants to reschedule a match, please have you and the opposing team agree on the new time, and have the team captain submit proof of agreement to a tournament host at least **24 hours** before the match starts.
3. During the group stage, a 3v3 match could be arranged if the teammates can't make it. The other team must be notified and agree to it too. You must notify a referee and host at least 45 minutes before the match starts.
 - a. REMEMBER: THIS ONLY APPLIES TO GROUP STAGE, 4V4 MUST BE PLAYED IN FINAL STAGES
4. If you are certain that your team cannot make it to a match even after a reschedule, please tell a host and we will give you a loss for that match (this wastes less time for us and your opponent)

Match Proceedings

1. At the time of the match, referees will move the captain into the lobby. If for any reason the team captain cannot make it to a match, please have a team member inform a referee in-game and they will invite the player who informed them.
2. If a team is not present for the match 10 minutes after the scheduled time, that team will forfeit the match. If neither team makes it, !roll will determine who wins or loses.
3. At the start of the match, both captains will roll using the !roll command. The higher roll gets to choose whether to pick or ban first.
 - a. There will be no warmups in group stage. Warmups in later stages are strictly limited to 2 minutes maximum drain time.
4. Each team will get 2 bans.
5. Teams may substitute players in and out of the lobby without limit.
6. In a freemod pick, only the hidden, hard rock, and easy mods are allowed.
 - a. At least 2 players of a team must activate at least one mod.
 - b. Players may combine mods (eg. HDHR)
7. If a player ends the map failed, their score will not be counted, however, if the player is alive at the end of the map, then their score will be counted regardless of whether they failed during the map or not.
8. You are allowed, however not required, to use mods in the tiebreaker maps.
9. **New:**
 - a. Bans now have a strict 60-second timer
 - b. Picks now have a strict 45-second timer
 - c. The start of the timer will be indicated either by a referee or by !mp timer. If you fail to pick or ban before the timer ends, the privilege will go to the other team (with the same timer).
 - d. In the event of a disconnect, the team that lost the player may opt to replay the map if they desire. However, this will only be tolerated once, and if a second DC happens the decision to replay is then left in the hands of the other team captain.
 - e. If the team that lost the player ends up winning regardless then the point still counts for them.
 - f. If the team that *didn't* DC have a point advantage that the other team could not have made up even with their player present (i.e 1.4mil+, depends on the mod type) then the map is not replayed.