



Rules & Information

This is a 2v2 (team size 2) osu! Standard, double elimination tournament.

Your team will have a combined rank based on your BWS ranks added together (e.g. player 1 rank = 361 player, 2 rank = 2956, team rank = 3317)

Your combined team rank must stay above rank 1000 throughout the signup period in order for your team to be entered. (Once signups close you are free to rank up)

To be able to participate, both players must have a UK or Irish flag or be able to provide proof of residency to the hosts.

Players are reminded to use common sense when picking team names, any team names the tournament administration deem unacceptable will be asked to be changed. Refusal to change name / not providing an acceptable team name may result in a team being disqualified from the tournament. (Note: Names that triggers bancho's autocorrect may be asked to be changed as well)

$BWS = rank^{0.982^{(badges * (badges + 1.5) / 2)}}$. Badges are only applicable from osu!standard tournaments. (Pending badges included!)

Referees, commentators, and streamers will be allowed to participate in the tournament.

Match Information

No Fail and ScoreV2 will be used for all maps.

All match times will be listed in UTC.

Teams have 2 minutes to ban a map. Failure to ban a map within this time limit results in a lost ban.

Warmups are allowed

Warmup maps must be a submitted beatmap, and have a drain time of 4 minutes or less.

Referees will create the lobby approximately 10 minutes before the match is due to start.

Teams have a 10 minute grace period after their scheduled match time to join the lobby. If a team fails to join the lobby in time, then the default win will go to the other team. If neither team is fully present, both teams will receive losses.

When both teams are in the lobby and ready, the referee will ask the captains to !roll. The order of picks of bans is decided using the UKCC Roll System

UKCC 4 !ROLL SYSTEM

UKCC 4 will feature a different !roll system to what most tournaments are currently using.

Both players will be given a chance to influence the pick/ban order based on their !roll.

Here's how it works!

Both players !roll

```
Bae-: Both players please !roll
Castiel: !roll
BanchoBot: Castiel rolls 93 point(s)
Jameslike: !roll
BanchoBot: Jameslike rolls 41 point(s)
```

The winner will be given four options and be asked to pick one.
These options are:

Pick First, Pick Second, Ban First and Ban Second.

The loser will then choose the other option, for example;. Winner chooses pick order, so Loser chooses ban order

```
Bae-: Castiel please pick one of the following: Pick first, Pick second, Ban first or Ban second?
Castiel: pick first
Bae-: Jameslike you will pick second, would you like to Ban first or Ban second?
Jameslike: Ban second
```

The referee will then summarise the pick/ban order, selected by the players.

```
Bae-: Castiel will pick and ban first
Bae-: Jameslike will pick and ban second
```

The aim is to reduce "roll rng" by giving more choice to the players.

Teams have 2 minutes to pick a map. Failure to pick a map within this time limit results in pick choice being passed to the opposing team.

In a Freemod pick, at least one person from both teams **MUST** choose a mod (HD, HR or HDHR)

Tiebreakers are Freemod, however No Mod can be used.

The referee cannot play during the match.

Qualifiers

During the qualifying stage, teams will play through every map in the qualifier pool **ONCE**.

The top 32 highest scoring teams from qualifiers will make it through to the bracket stage and be seeded.

Seeding will be done based on the sum of normalized scores from the qualifier maps.

Scheduling

Schedules for the next round are released on the Monday before a stage is due to happen and **ALL** matches will be scheduled for the weekend. You can reschedule for weekdays at the staff's discretion.

In order to reschedule, you must contact your opponents, agree on a time and be able to provide **PROOF** (by form of a screenshot/image) of the agreed reschedule to the Hosts.

In effort to ensure as many matches take place as possible, reschedules are allowed up to **2 HOURS BEFORE YOUR MATCH IS DUE TO BE PLAYED**.

However, your opponent holds the right to **refuse a reschedule if asked less than 12 hours from the scheduled time**

If it is impossible to find a time to reschedule to that suits both teams, players should talk to the Hosts (Yazzehh, Damarsh or oralekin) and they will attempt to sort something out.

Matches that are uncertain to happen (for example, losers' bracket matches) will still appear on the schedule. They are to be rescheduled if needed in the same way as confirmed matches.

If a match needs rescheduling to a time after a related losers' bracket match, the matches relying on the outcome of the rescheduled match will be rescheduled by staff and 24 hours will be given for rescheduling them, if needed.