

INFORMATIONS

- This is a 2v2 teams of 3 #500-#99,999 rank range tournament.
- A maximum of one non-Polish person is allowed per team.
- BWS applies to the tournament.
- Matches will be played in Team VS, Score V2.
- NoFail will be used on every map.
- One person on the team must play with HD on each map.
- All players must join the discord server.
- Tournament will be played in a double-elimination system.
- Match times will be displayed in Polish timezone UTC+2.
- Commentators and streamers can participate in the tournament.

MAPPOOLS

Q: 6 NM / 2 HR / 2 DT | 6.9*

RO16: 6 NM / 2 HR / 3 DT / 2 FM / 1 TB - BO9, 1 ban | 6.5*

QF: 7 NM / 3 HR / 4 DT / 3 FM / 1 TB - BO11, 2 bans | 6.7*

SF: 7 NM / 3 HR / 4 DT / 3 FM / 1 TB - BO11, 2 bans | 6.9*

F: 7 NM / 4 HR / 5 DT / 4 FM / 1 TB - BO13, 2 bans | 7.1*

GF: 7 NM / 4 HR / 5 DT / 4 FM / 1 TB - BO13, 2 bans | 7.3*

RULES

- In qualifiers, each team in the lobby plays the entire mappool once.
- Each lobby can have a maximum of 8 teams during qualifiers.
- There are no warmups.
- Captains roll when both teams are in the lobby. The winner of the roll decides the order of picks or bans, and the loser decides the order of what is left.
- Bans are given in the ABBA order.
- It is allowed to be a maximum of 10 minutes late for the match. Exceeding this time counts as forfeit.
- Double picks or double bans are not allowed (NoMod pool is an exception).
- Each team has 2 minutes to select/ban a map. After selecting a map, both teams have 2 minutes to get ready.
- After exceeding 2 minutes to choose a map, the pick goes to the opposing team.
- After exceeding 2 minutes to ban a map, the team loses their ban
- Each team can use a time-out once per match, which lasts 3 minutes (In finals and grand finals this time is extended to 5 minutes).
- On ForceMods (FM), one player in the team must play with Hard Rock (HR) and the other with Hidden (HD).
- NoFail is forced on every tiebreaker.
- The following mods are allowed on the tiebreaker: HD, HR, FL, EZ (x1.8 multiplier). One player has still to play with HD (Optional combinations allowed for that player are: HDHR, HDFL and EZHD).
- If a player disconnects during the first 30 seconds of the map or the first quarter (whichever is shorter), the referee will abort the map and it will be replayed.

- If a player disconnects after the allowed abort time, his score will not be counted unless he provides proof of the score they had. Acceptable forms of evidence:
 - VOD, if the player is streaming. The VOD must show the map played in its entirety and the result screen must be shown after the map.
 - Replay downloaded from the disconnected player's game, the date and time of which match those in the mmlink.
 - Screenshots from other players taken in-game must show the disconnected player's score after completing the map. They must be hosted on the <https://osu.ppy.sh/> domain. No other form will be accepted.
 - A disconnected player's score may be transferred from the stream if the match was streamed

BWS

$\text{rank}^{(0.9937^{(\text{badges}^2)})}$

*Badges obtained before 2020 are not counted towards BWS

DATES

Registration: 24.09-08.10 until 23:59

Screening: 09.10-22.10

Qualifiers: 23.10-29.10

RO16: 30.10-05.11

QF: 06.11-12.11

SF: 13.11-19.11

F: 20.11-26.11

GF: 27.11-03.12

*all stages of the tournament will be held one week earlier if the response from the staff with screening is received by the 15th of October

PRIZES

First place: badge (pending) + banner

Second place: banner

Third place: banner

STAFF

Host: Ayrie-, - Dave -

Spreadsheet Manager: P a t r i c k

GFX: kondziej_

Mappooler: chiv

Playtester: Nopekjk, rundyyy, ampy

Referee: O_re_O, Ninja Meister, moss-, Aidown, Kropix 0, Wojtulas

Streamer: - Dave -, Kosiarek, Flapczek, Marzale, DiegoGothic

Commentator: - Dave -, Wilchq, Triojo, TachibanaKimika, _demo, Kosiarek, Marzale, DiegoGothic