COEGTS 2023 Tournament

Rules

Version 1   30/05/2023

Index

1. General Information

1.1 Range of Validity

The COEGTS 2023 Tournament is operated as part of COE 2023 by Maxence Jegou and Stichting CAVOE EVENTS.

The rules outlined in this rulebook are to be followed by all participants and for all matches played. By participating in the tournament the participant states that they understand and accept all rules.

Maxence Jegou and Stichting CAVOE EVENTS reserves the right to modify this rulebook without notice.

1.2 Confidentiality

The content of any correspondence with tournament officials and administrators are deemed confidential. The publication of such material is prohibited for both the participants and tournament officials.

The in-game match chat is exempt from this rule and will be treated as public!

1.3 Broadcast Rights

All broadcasting rights of the tournament are owned by Stichting CAVOE EVENTS. This includes but is not limited to, video streams, shoutcast streams, replays, clips and TV broadcasts.

Participants can not refuse to have their matches broadcast, nor can they choose the manner the match will be broadcast.

Stichting CAVOE EVENTS has the right to grant the broadcasting rights to a third party. Further Stichting CAVOE EVENTS is granting broadcasting rights for single matches to participants if following criteria are met:

- The participant is taking part in the match
- The participant clearly marks that the broadcast is for the tournament (e.g. "COE 2022 1v1" in the title)
- The participant only shows his point of view of the match

If you would like to acquire broadcast rights as a third party you can get in contact as outlined in 1.4

1.4 Contact

For any questions, notes, or suggestions regarding this rulebook, please contact the tournament organization via Discord https://discord.gg/3mGC3HB

1.5 Participant Details

1.5.1 Sign Up

Players wishing to participate in the tournament must sign up on the following website: https://gtsosu.com/coegts/home. Players must log in with their osu! account and connect their discord account, and join the GTS Discord Server. Both accounts must be used during the entire tournament and no change can be made after the sign up. All participants will be screened by osu! staff and are expected to adhere to the osu! community rules in addition to this rulebook.

No member of the tournament organization may sign up for the tournament, with the exception of commentators.

1.5.2 Further details

When requested, participants are required to send us all needed information including but not limited to full name, contact details, date of birth and address.

Participants qualified for the final phase of the tournament at the event agree to give up their right to their image, which may be used during broadcasts or any recording of the tournament. Additionally each participant has to sign a release form that they will receive before the final phase of the tournament.

Interviews are **NOT** mandatory and may be denied by the participant.

2. Requirements

2.1 Game Requirements

Participants are not allowed to use custom skin elements to alter core gameplay elements or mechanics. Any modifications to the game not intended by the developer are also strictly forbidden.

2.2 Punctuality

Should a participant not be present at the allotted match time they will be given a forfeit loss. Participants are also expected to keep the match running fluently and without intentional delays. Excessive match delays results in penalties being applied at the discretion of the referee.

2.3 Drivers and Setup

During the stages of the tournament that are played in a LAN setting participants are required to inform tournament officials ahead of time which drivers they need for their equipment. Only open source and drivers supplied by the manufacturer are allowed to be used.

Participants will be given the chance before any LAN matches start to configure their drivers and the rest of the setup to their liking.

We reserve the right to inspect any equipment brought by participants and deny it being used, if an attempt at foul play is suspected.

3. Qualifiers

3.1 Format Overview

The gamemode being played is osu!taiko, all matches will be played using scorev2.

During the qualifier each participant will be given two attempts to set a high score on each map of the map pool. These attempts will be in lobbies scheduled during the weekend of July 15th to July 16th.

The map pool consists of:
- 3 maps played using no mod
- 2 maps played using "Hidden"
- 2 maps played using "Hard Rock"
- 2 maps played using "Double Time"
- 1 map played as a "Free Mod" pick
- The Free Mod pick is a map requiring players to pick either Hidden, Hard Rock, or use both mods at once. Not using any mod is not allowed on these picks.

The higher score of the two attempts on each map will be used to determine the seeding. The top 16 players will advance to the finals.

3.2 Match Procedure

The matches will start once the scheduled time is reached and a referee is present.

There will be no warm ups during the match. The maps will be played in the order listed in the "Format Overview" section.
A short break is given between each map, the exact duration is at the discretion of the referee.

Rounds with disconnects within 30 seconds or 25% of the beatmap length, whichever happens first, can be replayed, at the discretion of the referee, as long as the problem was clearly communicated in time.

4. Finals

4.1 Format Overview

The gamemode being played is osu!taiko, all matches will be played using scorev2.

The finals consist of a single elimination bracket, with an additional match deciding the third place. All matches will be direct 1v1 best of 9 matches, except for the Finals match, which will be a best of 13.

The map pool consists of:
- 6 maps played using no mod
- 2 maps played using "Hidden"
- 2 maps played using "Hard Rock"
- 2 maps played using "Double Time"
- 3 maps played as a "Free Mod" pick
- 1 map used to break ties.

Free Mod picks are maps requiring players to pick either Hidden, Hard Rock, or use both mods at once, as players see fit. Not using any mod is not allowed on these picks.

4.2 Match Procedure

4.2.1 Before the Match

Matches are scheduled beforehand. The schedule can not be changed. If a player can participate at the scheduled time the match will be forfeited and the other player handed a default win. Any changes to the schedule will be announced in due time.

Participants may recheck and reconfigure their setup up to 15 minutes before the scheduled match time.

4.2.2 During the Math

Once both players and a referee join the match the match, both players will begin by rolling either using a physical method or the !roll command.

The loser of the roll will then be able to ban a map from the map pool, followed by the winner of the roll doing the same. There will be one ban per player during the entire tournament. Then the winner of the roll makes their first pick, followed by the loser of the roll doing the same.

The players then alternate picking the map. If a score of four to four is reached the tie breaker will automatically be picked.
Between each map there is a short break of 120 seconds during which the next map must be picked. If a player does not pick a map during that timespan, the referee will pick a random map from the mappool using !roll X, where X is the number of beatmaps that were neither picked nor banned, excluding the tiebreaker.

Once any player reaches 5 map wins the match is over and the winner advances to the next match.

Rounds with disconnects within 30 seconds or 25% of the beatmap length, whichever happens first, can be replayed, at the discretion of the referee, as long as the problem was clearly communicated in time.

Should a map end in a draw the beatmap will be replayed, before moving on to the next pick.

5. Code of Conduct

5.1 Tournament Management

Instructions of the referees and the tournament management are to be followed. Decisions labeled as final are not to be objected to.

The tournament management and referees have all rights to apply the rulebook in relation to the tournament and all its matches and give warnings and/or penalties to the participants as they see fit.

5.2 Forbidden Behaviors

Participants will be sanctioned if they are violating or attempting to violate any of the following rules:

- Using insulting language and/or gestures. In game or in person
- Gaining an unfair advantage through any means. Including but not limited to:
  - Cheating software
  - Information abuse
  - Doping
- Showing unsporting behavior
- Faking or being misleading regarding their identity
- Misleading referees
- Not putting in any effort to win a match / Match fixing
- Not following the osu! community guidelines
- Breaking any local laws
- Betting on any matches. This also applies to all staff
- Damaging any equipment that is not your own

5.3 Disqualification

Breaking any of the rules outlined in this document may result in disqualification. Should a participant be disqualified they are not entitled to any prizes.