

Snowmelt Cup II

Rules

Any personnels closely related to the tournament, including but not limited to the participants and the judges, are strictly prohibited from proceeding with any form of violations against the fairness of the event, and any form of activities that may cause harm to the other's legitimate interests. Violators may face penalties and take personal responsibility for the consequences.

0 Application requirements

Contestants are required to:

1. Be able to record a clear handcam.
2. Possess more than 80% of the charts in their own division. This includes all charts with chart constant ≥ 10 , except for those of Beyond difficulty AND being included in a song pack other than Main Story chapters. If this has become an issue, please inform FLAME, the host of event in advance.

1 Number of contestants: 48

2 Formal rules

2.1 Divisions

Contestants will be split into 3 divisions during the event: Speed (S), Technical (T) and Complicated Beats (Cb). Songs will be classified into 3 categories correspondingly, namely class songs.

Category	What to expect
S	Charts testing the ability to cope with high-speed note patterns
T	Charts testing positioning and the ability to cope with complex note patterns
Cb	Charts testing the ability to cope with complex rhythm

The specific allocation of the songs will be revealed by the time of application.

Contestants will only compete with each other within their own division, using and ban/picking songs of their own category. Part of the songs may be classified into multiple categories.

2.2 Audition

Contestants may freely choose their desired division during application, by which 3 class songs for each category will be published. Once decided, the contestants will need to play through the chosen class songs in a stretch, and submit the handcam and the screenshots of all 3 play results. Retrying, re-recording and editing the handcam are forbidden. One may also switch to another division before the deadline. If so, the contestant should inform one of the staff about the change, and go through the same procedure once more as above, using the new choice of songs.

At the end of the audition, contestants will be ranked according to their scores on the class songs. **In case of division A having > 16 contestants AND B with < 16 , the prospective contestants eliminated from A will be given the opportunity to switch to B, but with a ranking certainly lower than anyone else originally placed there.** Contestants who decide to switch will need to go through the same audition procedure as aforementioned, and those ranked lower than 16 still will be eliminated once for all. (Note: contestants who switch divisions still need to possess the required songs as stated in Section 0.)

Otherwise, in the case of all the divisions having ≥ 16 contestants, those ranked lower than 16 will be eliminated. Contestants who passed will then be examined for possessing the required songs. Contestants also need to bind with Bot using their Arcaea friend code. Anyone not possessing the required songs will be disqualified and being replaced by a previously eliminated contestant in the division, in the order of ranking.

2.3 Round I: Group Stage, 16 into 8

Within the same division, contestants will be arranged into *groups* of 4. Each group will be allocated with a judge, who will randomly select *6 non-repeating songs* from the pool in the relevant category for the upcoming matches. Before the matches begins, both competing contestants may DM the judge to pick one and only one song, to increase its chance of being selected in their participating round by 25 %, AND/OR ban one and only one song. When placed on the same song, a pick and a ban cancel out each other. The song picked/banned must be within the pool of the corresponding division. Contestants may not make changes to their choices later.

The final ranking of each member in the group will be determined when all the matches in the group are finished. The top 2 contestants will advance to the next round.

Grouping of contestants is decided by the rankings from the audition (e.g. contestants ranked 1, 5, 9, 13 are grouped together).

The songs with chart constant 9.3–10.9 are in the range of the selection for this round.

2.4 Round II: Individual matches, 8 into 4

Every champion from the last round will be paired with a runner-up from a different group for a match.

Procedure: Each contestant bans 3 songs \rightarrow the judge announces the banned songs \rightarrow each contestant picks 2 songs + the judge picks 1 song by random = 5 songs in total. The contestant with the higher points advances to the next round. (Ban/Pick must be done half an hour before the match)

Special rule: After the pick is done, a contestant may DM the judge with "high" or "low" to have a sneak about the approximate chart constant of the opponent's pick (± 0.1).

The songs with chart constant 9.7–11.5 are in the range of the selection for this round.

2.5 Round III: Comeback matches & Finals

Comeback matches. 4 eliminated contestants from Round II will rematch to yield the top 2 (ranked 5th and 6th).

Procedure and **special rule** remain the same as Round I, but without picking songs, and the number of songs reduces to 3. The range of the songs stays the same as in Round II.

Finals. 4 winning contestants from Round II are ranked from 1st to 4th place according to their points.

Contestants placed 5th and 6th, the offensive, will need to each challenge any one of the top 4 contestants, the defensive. The 5th place contestant will be prioritised to make the decision.

The finals will be divided into two parts in terms of procedure.

Part 1

1. If either the 1st or 2nd place contestant is challenged: if the challenger wins, then two contestants swap places. Else if the challenged wins, the challenger is eliminated.
2. If either the the 3rd or 4th place contestant is challenged: if the challenger wins, then two contestants swap places, and the challenged is eliminated. Else if the challenged wins, the challenger is eliminated.

Part 2

1. If there are still 6 contestants left after Part 1, then the 5th and 6th place contestants must each challenge one of the 3rd or 4th place contestants, following the same rules as Part 1.
2. After the challenge, the 3rd and 4th place contestants must challenge one of the 1st or 2nd place contestants. The winning contestants will enter the champion match, and the losing contestants will contend for the second and third runner-up. The procedure and special rules of which are the same as Round II, except two more random songs are added to the pool in the champion match.

The songs with chart constant 10.5–12.0 are in the range of the selection for this round.

3 Scoring

Note: “score” is your in-game play result, while “points” is the score you get in the tournament, which is derived from your play result. “Scoring” is the procedure of calculating the points.

3.1 Single song scoring

The points from one single music play is calculated as follows:

$$\text{Points} = \frac{M + 0.9P + 0.2F}{N}$$

where M = No. of Max Pure,
 P = No. of Pure,
 F = No. of Far,
 N = Total count of notes

3.2 Bonus

Bonus conditions are division-dependent (see below). Once triggered, an alternative scoring formula will be used in place.

Division S: require ($S_{\text{me}} - S_{\text{opponent}} \geq 10,000$), where S = Score

$$\text{Points} = \frac{M + 0.96P + 0.2F}{N}$$

Division T: require ($L_{\text{me}} \leq L_{\text{opponent}}$), where L = No. of Lost

$$\text{Points} = \frac{M + 0.9P + 0.5F}{N}$$

Division Cb: require ($P_{\text{me}} - P_{\text{opponent}} \geq 10$ AND $S_{\text{me}} \geq 9,970,000$)

$$\text{Points} = \frac{M + 0.9P + 0.2F + 0.75L}{N}$$

3.3 Overtime penalty

$$\text{Penalty}(\text{song}) = \text{Points}(\text{song}) \times \left(1 - \frac{T^2}{3600}\right)$$

where T = Overtime in seconds

3.4 Audition scoring

Audition points summarise the single song points for all three class songs.

4 Time allocation

- Upon confirming the grouping, contestants should reach out to their opponents in order to determine the schedule of matches and duly notify the judge.
- Should a contestant wish to Ban/Pick, they need to notify the judge at least 30 minutes prior to the starting of the match.
- During the group stage (Round I), every match will commence 1 minute after announcing the song. 5 minutes will be given for the music play, during which the contestant may restart the song if wished to. Contestants will then be given 4 minutes for a moment of respite. Although matches may be separately scheduled, contestants within the same group are recommended to finish up soon whenever possible, for the convenience of statistics.
- Time allocation during the individual matches (Round II) will be identical as in Round I.

5 Handcams & screenshots

Handcam is required throughout the tournament. The recording must remain unedited, and must include timestamps at both the beginning and end of the music play, accurate to the second, based on Coordinated Universal Time (UTC).

Contestants should remember to capture a timestamped screenshot of the play result when finishing a music play. Therefore in case of a mistakenly ruled overtime, the screenshot/handcam could be submitted as evidence for the judges to review.

Only the winning contestants need to submit the handcam at the end of the match.

Exception: one would **never** trigger the overtime penalty by retrying a song for **no more than once**, regardless of whether the timeout occurs. In case of a wrongful judgement, please appeal to the staff team.

6 Ban/Pick

- Ban: Disable a song from appearing in the current round.
- Pick: Choose a song to make it definitely appearing in the current round.
- During the group stage (Round I), banned and picked song will be revealed at the end of the round.
 - **Note: repeated picks on one song will be considered as one pick only.**
- During the individual matches (Round II), the banned songs will be revealed before the commencement of each match, from which contestants will not be able to pick. Picked songs will be revealed at the end of the round.
 - **Note: repeated picks on one song will be considered as one pick only, and a random song, guaranteed not to be overlapping with the pick songs, will kick in.**

7 Schedule

All the timestamps below are in form of yyyy/mm/dd HH:MM, GMT+8.

- Audition: 2023/07/16 12:00–2023/07/30 00:00
- Round I: 2023/08/01–2023/08/10
- Round II: 2023/08/11–2023/08/18
- Round III: 2023/08/19–2023/08/26

8 Time slots

All the timestamps below use the form of HH:MM, GMT+8.

Round I/II: 8:00–9:00, 14:00–15:00, 15:30–16:30, 19:00–20:00, 20:30–21:30

Round III takes the same time slots as Round II but with 20 more minutes appended.

Should you have any other time arrangements, please contact the judge who will try to accommodate as much as possible.

Please bear in mind that the time slots do not include the Ban/Pick stage, which will be instead scheduled 30 minutes prior to the commencement.

9 Prizes

Achievement	Prize
Champion	Arcaea Sound Collection Album per person
First runner-up	1000 Memories per person
Second runner-up	800 Memories per person
4th–6th place	500 Memories per person
7th–8th place	300 Memories per person
9th–16th place	200 Memories to two by random

Each division would yield a set of the above standings i.e. three champions will be produced in total, one in each division, and so does the rest.

All the prizes above will be awarded in form of cash—every Arcaea Sound Collection Album converts to ¥150 and every 100 Memories converts to ¥6.