

OUG X OLYMPUS

PEASANT CUP III

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IMPORTANT SCHEDULES (GMT+8)

JULY 11, 2021 - 6 PM
SIGN-UPS END

JULY 13, 2021 - 6 PM
ANNOUNCEMENT OF TEAMS

JULY 24, 2021
THE GAME DAY

4:45 PM - ALL TEAMS ASSEMBLE AT VOICE CHANNELS
5:00 PM - OPENING CEREMONY
5:15 PM - 1ST GAME (TEAM 1 VS TEAM 2)
6:15 PM - 2ND GAME (TEAM 3 VS TEAM 4)
7:15 PM - 3RD GAME (LOSING BRACKET)
- TEAMS IN THE FINALE CAN TAKE DINNER BREAKS
8:15 PM - DINNER BREAK FOR ALL TEAMS
9:30 PM - FINALS

In the event that the 2nd Game goes overtime, we'll move the 3rd Game to 9:30 PM to accommodate dinner break.

SIGN-UPS

TEAM ELIGIBILITY

- Team must have a minimum of 2 active members of OUG or Olympus Cafe. The rest of the main players and substitutes can be non-members, provided that they can be vouched for by the OUG or Olympus Cafe members, aka please do not invite an axe murderer, thanks.
- Ranks can be Iron to Radiant, but only 1 Immortal or Radiant is allowed per team, including substitutes. Peak rank is counted.
- There can be a maximum of 2 substitute players.
- Teams can have 1 coach, but they are only permitted to be in the team voice channel during Agent and Map selection, tactical pauses, and between maps. Coaches may spectate their own team during the matches.
- Deadline for team registration is on July 11, 2021 at 6 PM GMT+8
- Teams must disclose their Valorant ID, Discord ID, peak rank and current rank on the registration form. Please inform the admins of any roster / team changes as soon as possible.

ASSEMBLY

PREPARATION

The tournament proper begins at 5 PM GMT+8 on July 24, 2021. Teams are expected to gather at the Olympus Cafe Discord voice channels labeled “Lobby” 15-30 minutes before the start of the matches. Late teams are disqualified unless they have a good reason, such as saving the world from an impending apocalypse. Otherwise, please have your substitutes ready.

The team members playing in the match must use the **Discord voice channels**. Substitutes, coaches and spectators must remain at the Lobby voice channel during the duration of the match. This ensures smooth communication between organizers and players, and minimizes any miscommunication.

THE GAME

PATCHES

New agents are restricted from competitive mode for two weeks. New maps are restricted for four weeks. This means that by the time the tournament is held on July 24th, players will already be able to use KAY/O and play Breeze.

LOBBY SETTINGS

Allow Cheats: Off

Tournament Mode: On

Play Out All Rounds: Off

Overtime - Win by Two: On

Hide Match History: Off

SERVER SELECTION

The default servers are Singapore 1 and Singapore 2. Teams may agree to use another server location if this is better for most of the participants.

COMMUNICATION

Organizers will be in contact with the Team Captains of each team only. Any concerns of the members should be directed to the Team Captain to collate and pass on to the organizers.

THE GAME

TOURNAMENT PROPER

The order of the teams is randomized. Team 1 (Attacker) will be against Team 2 (Defender); Team 3 (Attacker) will be against Team 4 (Defender).

The Semi-Finals will have predetermined maps -

Semi-Finals: Ascent

Losers Bracket: Breeze

Finals will be Best of 3, and will have a pick-and-ban process (taken from VCT tournament rules as of June 2021.)

The better-seeded team decides if they are Team 1 or Team 2.

- 1: Team 1 bans one map, Team 2 bans one map.
- 2: Team 1 picks Map 1, Team 2 picks a side for Map 1.
- 3: Team 2 picks Map 2, Team 1 picks a side for Map 2.
- 4: Team 1 picks Map 3, Team 2 picks a side for Map 3.



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THE GAME

PAUSES

In the event of technical failure, a team is given 5 minutes per game for the player to reconnect. Technical pauses are done after the round is played out.

Each team is allowed 2 tactical pauses of 1 minute each per game. This is before the start of a round.

SUBSTITUTIONS

Substitutions will be allowed if the disconnected player does not reconnect back within the allotted 5 minutes time limit. Tactical substitutions are only allowed between maps.

STREAMING

Streamers are welcome to stream their game, with at least 3 minutes delay. Please make sure that you've tested this with your system and internet before the competition to ensure that it won't affect your gameplay.

Stream sniping is prohibited. Anyone found to be doing this will be disqualified on the spot, along with their team. Just because you don't have game sense, doesn't mean you lose your sense of self-respect.

THE GAME

DISCIPLINARY MEASURES

We at OUG X OLYMPUS don't really take these games seriously - as in these are all meant for fun and silliness - so we **absolutely do not like it** if people ruin that fun for everyone.

Doing these in the Peasant Cup games will get you and your **whole team disqualified** from the tournament, and potentially banned from future events.

- Using cheats and exploits
- Stream sniping
- False declaration of rank in the sign-up forms

If the misbehavior is discovered mid-game, the matches will be **put to a stop** and an investigation launched to determine the situation.

If this is found after results have been announced, these results will be **redacted** and a full transparency report of what happened will be released.

Honestly, don't do it.

We will find out.

The walls have eyes.

THE PRIZES

NOTHING

But pride, honor and glory; a doodle of 15 fake dollars; and a DIY printable plaque to celebrate your achievement.



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HISTORY

THE BEGINNING

The Peasant Cup was first introduced as an Overwatch tournament for the OUG Server in May 2020 with four teams: DC Nations, Honeybadgers, Throwverwatch and ABIGU HIUAG, each taking first, second, third and fourth place, respectively.

Due to the tournament's success and gaining interest, its founders brought back Peasant CUP II in October 2020. Four teams competed: with Throwverwatch moving up to first place, followed by Emroy Nation who took second place, ABIGU HIUAG who took third place, and then S6 who took fourth place.

ONWARDS

This time, Peasant Cup III returns with a brand new game to gather old and new faces from OUG and Olympus Cafe.

We don't know what the future holds, but it's okay; we wing it - just like we usually do.

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CUP^VIII