osu! Philippines

Quickfire

SHOWDOWN

2.0

Contents

Introduction

This serves as an official handbook for the osu! Philippines Quickfire Tournaments at CONQuest 2023 for its staff, players, and other stakeholders. This handbook was composed through a series of meetings made by the osu! Philippines Tournament Committee composed of the following members:

- SurfChu85, Committee Chairman, osu!mania Head
- Zaphirox, Oversight Head
- topecnz, Technical and Moderation Officer, osu! Global Moderation Team Member
- Toadette, Communications Officer
- ToshiroKen, osu! (Standard) Head, Honorary Avocado
- Enlite
- Afireee
- Fynbi, osu!taiko Head
- Aiery
- Nosuri, osu!catch Head
- Roido
- arccat
- yukina meng
- Albionthegreat, Consultant, osu! Tournament Committee Member

Tournament Format

The tournament format is a *Super Smash Bros.*-styled Brawl format where each multiplayer room will have four players playing each other in a free-for-all (1v1v1v1). This format was first used in Benelux (BNL) osu!mania Tournament 2022.

All maps in the mappool are set to be played in a predetermined order with the tiebreaker being played last. Each player will be allocated points depending on their standing on each map and the top two players will advance to the next round.

Matches will continue as a single-elimination bracket until there are four players left in the finals. The player with the most points in the finals will be declared champion.

Prior to the live LAN tournament specified in this format, a Qualification Phase is to be conducted weeks before the event. Stipulations will be explained in the next section.

Qualification Phase

In order to determine the players eligible for play in the main tournament, a qualification round is to be done online.

Prior to this, a mappool consisting of ten (10) maps will be revealed to the registered players. Each player
will then be instructed to play each map in a predetermined sequence in a multiplayer room under supervision by a match referee.

The players will then be ranked based on their average standing per map. Those who are within a certain percentage threshold of the playerbase will be eligible to play in the main tournament. This threshold shall be revealed after a final count of registrants is made certain.

This threshold is designed to exceed the sixteen (16) players needed per day, and registration for the main tournament will be done on a first come, first serve basis.

Format Specifications

Each tournament day shall only allow for a maximum of 16 participants. This shall allow for a faster tournament turnaround time. In effect, the number of matches in the tournament will be seven (7), with rounds enumerated as follows:
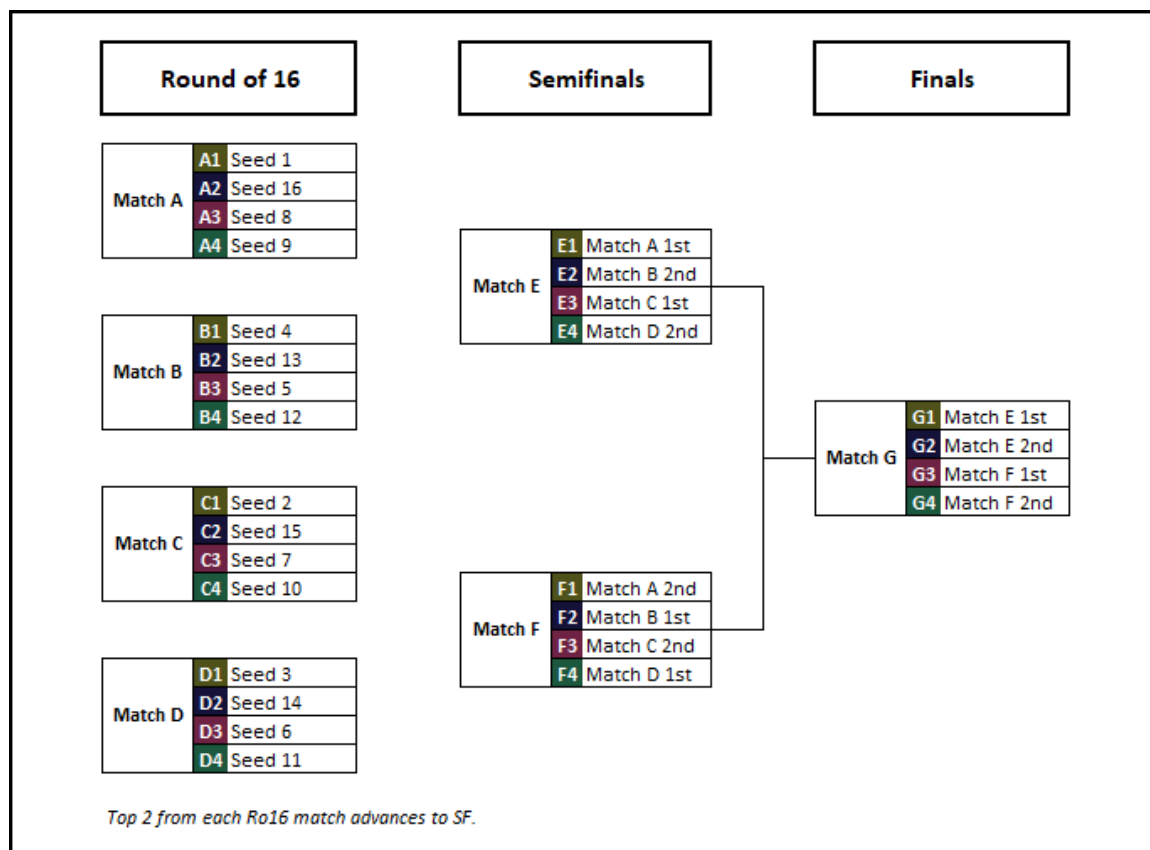
- Quarterfinals: 16 Players, 4 matches, 2 players advance per match
- Semifinals: 8 players, 2 matches, 2 players advance per match
- Finals: 4 players, 1 match, 1 winner

During the quarterfinals, the players will be allocated into groups of 4 players. All players within that multiplayer room will face each other in a head-to-head format. For each map that will be played, players will get points depending on the placement on that map, specified as follows:

- First place: 7 points
- Second place: 4 points
- Third place: 2 points
- Fourth place: 1 point

At the end of each whole match, the top 2 of each group will advance to the next round. Should there be a tie in match points, the score of the tiebreaker shall be used in determining who has the higher rank.

The bracket is structured for the tournament as illustrated below, seeding shall follow their qualification result relative to the rest of the day's participants.

Round of 16	Semifinals	Finals

Match A
- A1 Seed 1
- A2 Seed 16
- A3 Seed 8
- A4 Seed 9

Match B
- B1 Seed 4
- B2 Seed 13
- B3 Seed 5
- B4 Seed 12

Match C
- C1 Seed 2
- C2 Seed 15
- C3 Seed 7
- C4 Seed 10

Match D
- D1 Seed 3
- D2 Seed 14
- D3 Seed 6
- D4 Seed 11

Match E
- E1 Match A 1st
- E2 Match B 2nd
- E3 Match C 1st
- E4 Match D 2nd

Match F
- F1 Match A 2nd
- F2 Match B 1st
- F3 Match C 2nd
- F4 Match D 1st

Match G
- G1 Match E 1st
- G2 Match E 2nd
- G3 Match F 1st
- G4 Match F 2nd

Top 2 from each Ro16 match advances to SF.

The results of the Final round shall determine the Top 4 finishers of the Tournament.

Should there be a lack of registrants, the bracket may be modified to reduce the number of matches.

Multiplayer Room Setup
The multiplayer rooms in this tournament shall be set up as follows:

Qualification
- Multiplayer Room Name: `OPQS: (Group X)`
- Format: Head To Head
- Mode: osu! (Standard)
- Scoring: Score v2
- Mods Active: FreeMod+NoFail (**Note**: If the map selected has a mod specified for it, then it will be
- used alongside NoFail.)

Tournament Proper
- Multiplayer Room Name: `OPQS: (Match X)`
- Format: Head To Head
- Mode: osu! (Standard)
- Scoring: Score v2
- Mods Active: FreeMod+NoFail (**Note**: If the map selected has a mod specified for it, then it will be used alongside NoFail.)

Mappool Structure
Qualification Phase
The Qualification mappool shall be composed of 10 maps. The structured is specified as follows:
- NoMod (NM) - 4 maps
- Hidden (HD) - 2 maps
- Hard Rock (HR) - 2 maps
- Double Time (DT) - 2 maps

Main Tournament
The mappool shall be structured to have 20 maps, one of which is dedicated as a tiebreaker. For every round, there will be 10 of the 20 maps that will be replaced. The tiebreaker will change every round, meaning the remaining 9 replacements are from the regular picks.

The pool structure for the tournament is specified below:
- NoMod (NM) - 7 maps
- Hidden (HD) - 4 maps
- Hard Rock (HR) - 4 maps
- Double Time (DT) - 4 maps
- Tiebreaker (TB) - 1 map

Map switching per round, using NM and TB, shall be illustrated in the following table, do note that this is just an example and the mappool selection team is allowed to do things differently.

Map	Ro16	SF	F
NM1	●	■	■
NM2	●	●	■
NM3	●	●	■
NM4	●	■	■
NM5	●	●	■
NM6	●	■	■
NM7	●	●	■
TB	●	■	▲

The Drain Time for regular picks should be limited to around 2 minutes or lesser, and the tiebreaker be at a maximum of 4 minutes. This should allow matches to finish within a span of 30-40 minutes.

Use of osu! Featured Artist songs for all maps in the pools is encouraged, although not required.

For both qualification and main tournament, the star rating of the mappool ranges from 6.0-6.4 stars. The star rating of tiebreaker maps will be higher than the given range.

All mappools must be finished two (2) weeks prior to the ingress of the on-site team to the venue. Only one mappool is needed for the entire tournament.

Tournament Proper
Technical Requirements
Minimum of 4 PC's, but ideally, the Tournament Area should be provided with 8 PC's in order to maximize the number of matches that can be conducted.

Match Phases and Additional Protocol
The matches shall be following the phases indicated in this subsection during the conduct of matches.

Preliminaries
Each match should be monitored by at least one off-site referee, and any available on-site referee. It is advised that all staff are on-call and have constant communication channels open.

Setup and Initiation
The off-site referee shall open a multiplayer room using the !mp make command, as prescribed in the Staff Sheets to be made for the tournament. The on-site referee shall call the players to the Tournament Area as specified by the Booth's Floor Plan. They shall be escorted to their seats by the on-site referee and will also supervise any optional setup needed by the players.

There shall be a maximum of three (3) calls made by any of the Tournament Team, preferably the on-site referee to the players to present themselves to the staff. First call shall be 5 minutes prior to the match, the Second call on the scheduled match start, and the Final call 5 minutes after the scheduled match start. Should the player not appear 5 minutes after the final call, they shall be considered eliminated from the tournament.

It shall be the player's responsibility to be near the Booth Area prior to their match schedule. Any available booth staff may then refer them to the Tournament Area should they be called.

The on-site referee must ensure that all players are set up within 15 minutes of the match start.

Match Proper

Once all players are set up, the off-site referees will take over to do the map switching and recording. All referees, regardless of classification, must ensure that minimal breaks in action occur to ensure fast turnaround time.

The matches are conducted with the following stipulations:
- No warm-ups.
- All players are to use the !roll command. The order of the bans and picks for each player is decided by the rolls whereas the highest roll being player 1 and the lowest player 4.
  - Player 4 bans, Player 3 bans, Player 2 bans, Player 1 bans
  - Player 1 picks, Player 2 picks, Player 3 picks, Player 4 picks
  - Player 1 picks, Player 2 picks, Player 3 picks, Player 4 picks
  - Thus each player has 1 ban and 2 picks
  - Refer to the table below for an illustration of this scheme.

Roll	B1	B2	B3	B4	P1	P2	P3	P4	P5	P6	P7	P8	TB
100				■	■				■				■
69			■			■				■			■
42		■					■				■		■
1	■							■				■	■

- In case a multiplayer room lacks a player, the off-site referee will randomly (using !roll) ban and select maps. The point distribution will not change.
- 8 maps will be played (2 picks by each player) and 1 tiebreaker.
- Tiebreaker will always be played after all 8 maps have been played.
- Mod usages are stipulated in the mappool; but in general, NoFail (NF) is forced for all matches.

All referees are to collaborate to ensure all records in the Staff Sheet is correct.

Once results are determined, as per the Tournament Format subject of this document, the on-site referees shall declare the players advancing to the next round, or in case of the tournament final, the Top 3.

End of Match

The on-site referees and any available Technical Committee members shall oversee the exit of the players from the Tournament Area. They must ensure of the following:
- All installed peripherals by the players are removed and carried by the owners.
- The match winners are aware of the schedule of their next match.
- The players sign a physical copy of the match results.

The off-site referees will be the ones in-charge of closing the multiplayer room and setting up any others in case.

Misconduct

Repeated and excessive toxic behavior toward any staff member, player, or spectator either in match multiplayer chatroom, the Discord server(s), Twitch and YouTube channel chatroom(s), and the Tournament Venue are strictly prohibited and will lead to, in successive order with the host's discretion to act as follows:
1. Casual, undocumented warning.
2. Formal, documented warning.
3. Timeouts, as appropriated in the rules based on which chatroom the offenses are made (osu! Rules for #multiplayer, osu! PH Team Chat Moderation for Discord, Twitch, and YouTube).

4. Disqualification from the Tournament.
5. Should the situation require it, Venue Security Personnel may be called to escort the offending figure out of the convention.

Toxic behavior includes, but are not limited to the following: Backseating, Harassment, Bullying, Unsportsmanlike Conduct. Just keep in mind, whenever in doubt, use common sense.

Disconnections
For the purposes of this event, player disconnections are to be classified into two types:
- Accidental - Disconnections caused by hardware issues, venue internet connectivity, server interruptions, and the like.
- Intentional - Disconnections willingly caused by the player, like exiting the multiplayer room mid-play.

Should there be player disconnections, both accidental or intentional, the following rules will take precedent:
- If the disconnections happen in between maps, the match shall proceed as usual.
- If the disconnection was accidental during a map:
    - The map is to be replayed if there was less than 30 seconds that passed since the start of play. Else, play continues.
    - The map is to be replayed if the entire multiplayer room is disconnected due to internet connectivity and/or server interruptions.
- If the disconnection was intentional during a map:
    - For the first instance, the player is automatically considered last place for that map. Should multiple disconnections occur of the same nature, all of them shall be penalized with last place points allocation. Play shall continue as usual.
    - For the second instance, the player will be automatically disqualified from the match.

Spreadsheets for Use
The tournament spreadsheet package shall be provided by the Tournament Statisticians at least one week prior to the ingress of the on-site team. The following spreadsheets are as follows:
- Master Sheet, with the Tournament Brackets
- Staff Sheet
- Statistics Sheet

All staff members, both on-site and off-site are encouraged to be aware of at least how the Staff Sheet works.

Staff Responsibilities

Hosts (Tournament Committee)
The Tournament Committee's main responsibility is to ensure that all proceedings are done as smoothly as possible. They are tasked to oversee all operations in regards to the tournament, from Mappool Selection, Staff Hiring, and all Match Conduct.
They shall also coordinate with the rest of the osu! PH @ ConQuest Team for any other concerns like Prizing, Hardware, Streaming, and the like.

Referees
The referees will be split into two teams: On-site and Off-site.

The On-site referees are responsible that all matches in the venue proceed without any hitches, and must be able to handle any altercations in the tournament should there be any. They shall also be responsible in monitoring all of the hardware used in the tournament, with the assistance of the Technical Committee.

The Off-site referees are responsible in handling most of the in-game logistics. This includes, but are not limited to opening and closing of multiplayer rooms, changing of maps selected, and overall scorekeeping. They shall also communicate match results to the on-site team once matches are finished.
It is required that all referees, regardless of classification, are aware of the tournament management commands (known more as "!mp" commands) before the tournament commences.

In addition, with the approval of osu! staff, they will be provided with special permissions not available to regular osu! players during the course of the event. Should they abuse these permissions, they risk their accounts being restricted/banned.

Streamers
The streamers shall be responsible to do the broadcast duties for the tournament. They should be experienced with handling the osu! stable and lazer tournament clients for streaming, in addition to any streaming software available to them. In addition, they should also be able to provide a consistent and high quality broadcast experience.

Similar with the referees, with the approval of osu! staff, they will be provided with special permissions not available to regular osu! players during the course of the event. Should they abuse these permissions, they risk their accounts being restricted/banned.

Commentators
The commentators shall be responsible of "telling the story of the match". They are expected to have a high degree of game knowledge, and must be able to articulate their thoughts within a split second. In addition, they should be comfortable with public speaking, both on and off camera. As they are the public-facing staff during the tournament aside from the players, they are also expected to be professional in their conduct throughout the entire tournament.

Statistician
The Tournament Statistician shall ensure that all numerical records are properly maintained and kept. They shall also be responsible for all of the spreadsheets to be used in the conduct of the tournament.

Technical Committee
The technical committee is responsible for maintenance, auditing, and upkeep of information technology
systems that will be used for the tournament proper. They must be also responsible for provisioning adequate monitoring tools to ensure system performance, maintain the tournament's integrity, and alert the tournament committee on any discrepancy that is technical of origin (malicious software, cheat detection, etc.).

Scope and Limitations
The technical committee, by definition, limits their responsibilities to the following area(s):
- Auditing and maintenance of Information Systems to be used on the tournament proper.
- Observability of player behavior relative to use of tournament materials.
- Maintaining tournament integrity relative to their area of responsibility.
- Ensuring quality and uninterrupted experience during and after tournament proper.

While this list is non-exhaustive, the committee, unless stated otherwise, must not overlap with the tournament committee's primary responsibilities, and must only perform actions that will augment or provide capabilities for the tournament committee.

Player Responsibilities
In addition to the responsibilities mentioned in earlier sections, the players are also responsible of the following:
- Ensure that they are presentable and maintain proper hygiene within the convention premises. (In simpler words: being stinky or icky is tantamount to disqualification.)
- Ensuring that all assets in the venue (PC's, Other Booth Hardware, and the like) are maintained in the condition they see it in prior to playing.
- Ensuring that all peripherals they bring to the Tournament (and the Venue in general) are attended to. The Staff, both osu! PH and ConQuest Staff will not be responsible for any losses or damages to personal property.
- Ensuring that the tournament matches are not delayed by any means possible.
- Players are only allowed to use software already pre-installed in the PCs set up for the tournament. Installing third party drivers and/or software mid-tournament will not be permitted. This includes any customization of any existing setup by the staff prior to the start of the tournament. Custom device drivers are also not permitted. Bringing any storage medium to the tournament area is also not allowed. In addition, the players are only allowed to bring their Keyboard/Keypad, Tablet(s), Mouse, and Headsets to the tournament area.
- Players will not be allowed to send their skins to the staff. The staff will be providing them a list of skins available for use during the tournament.
- Players must ensure to remember their osu! Account Passwords and Emails for the purposes of account verification during the tournament proper. It is advised that they bring phones with mobile data access should it be needed. Not being able to verify their account prior to play is tantamount to disqualification.
- It is advised that the players do not exit out of the results screen immediately after play concludes.

Player Eligibility
Players will only be allowed to join the Tournament if they fulfill the following requirements:
- They have an existing active osu! account.
- They are a member of the osu! Philippines Facebook Group and Discord Server.
- They are not part of the Tournament Staff, either on-site or off-site.
- They are cleared by the official osu! Tournament Staff (not the osu! PH Team) to play in any badged tournament (This is known to the playerbase as "Screening").
- They are able to show proof that they have tickets to the day they are attending the tournament.
  - Tickets must be shown to the staff on or before the Distribution of Credentials (See Tournament Schedule)
  - Players are only permitted to join for one tournament day.

- They must be rank 99,999 or above by the end of registration, adjusted via the Badge Weighting System.
    - BWS rank is calculated using the following formula:

$$\text{BWS Rank} = \text{Rank}^{0.9937^{\text{Badges}^2}}$$

Tournament Schedule

The tournament shall follow the schedule provided below:

Dates	
2023-03-28 to 2023-04-29	Registration
2023-04-29 to 2023-05-13	Screening and Qualification Phase
2023-05-07 to 2023-05-20	Distribution of Credentials
2023-06-02 (Day 1)	Tournament Day 1
2023-06-03 (Day 2)	Tournament Day 2
2023-06-04 (Day 3)	Showmatch Day

Match times shall be provided upon finalization of the booth floor plan.

Changes to the Handbook

Should there be any changes to this Handbook, it is the responsibility of the osu! Philippines @ CONQuest Tournament Team to be able to provide the updated document to all registered players, staff, and other stakeholders. In connection with this, the players are responsible to keeping themselves updated to the changes as well.

Appendix 1: Showmatches

Introduction

On the third day of the convention, live showmatches are to be played. These shall feature all of osu!'s rulesets as much as possible. This section is dedicated to create the stipulations in preparation for these activities.

Match Format and Rules

The showmatches shall be conducted as 1 versus 1 matches, with multiplayer rooms opened with the following settings:
- Multiplayer Room Name: `OPQS: (Player 1) vs (Player 2)`
- Format: Head To Head
- Mode: Dependent on match.
- Scoring: Score v2
- Mods Active: FreeMod+NoFail (Note: If the map selected has a mod specified for it, then it will be used alongside NoFail.)

Each match will be on a Best of 7 (First to 4) format, with a tiebreaker pick if both players are tied at match point.

Both players shall conduct a !roll prior to the start of the match. Lower roll value means that they will have the first ban, higher roll means that they will have the first pick. Players will alternate picking maps from that point on.

Standard referee procedures shall apply in all cases.

Mappool

Mappools for showmatches must be structured to be able to accommodate a regular Best of 7 match, as what fits in the ruleset it is made for. All mappools to be used for showmatches must be submitted to the Tournament Committee two weeks prior to ingress to the venue.

It is advised that existing mappools, examples of which are old tournament pools, are to be picked in order to save time.

Changelog

- v20230201
  - Initial Version
- v20230207a
  - Revisions including inclusion of a more detailed tournament match format, mappool structure
- v20230215
  - Reversed Banning Order
  - Revisions on Player Responsibilities
- v20230216
  - Added responsibilities for Referee, Streamer, and Commentator
- v20230228
  - Removed references to other rulesets (Re: 2023-02-22 TourneyComm Meeting)
- v20230303
  - Revisions made based on 2023-03-02 Tournament Team meeting
  - Added sections dedicated to Qualification
  - Revised bracket structure
- v20230312
  - Made corrections to some sentences.
  - Added clauses to staff responsibilities
  - Added section for showmatches
- v20230326
  - Added clause for skins and drivers
  - Added Albionthegreat to osu! PH TourneyComm
  - Added clause regarding changes to the handbook
  - Changed Document metadata (for R Markdown purposes)
- v20230327
  - Updated registration start date
  - Specified Tournament Room Setup clauses for Qualification and Tournament Proper
- v20230328
  - Added rank limit clause to player eligibility
- v20230402
  - Changed Match Phases section title to Match Phases and Additional Protocol
  - Added Disconnection clauses
- v20230405
  - Amended ticket requirement clause, added deadline for late submission instead
  - Expanded rank limit to 99,999
- v20230414
  - Fixed the wording on the player non-selection clause on the ban/pick phase
- v20230417
  - Improved table presentation
  - Fixed the wordings in match phases
  - Extended tournament registration phase to 2023-04-29
  - Added provision for non-entry to multiple days
- v20230419
  - Changed bracket presentation that is more accurate to the scenario presented in the tournament format
  - Added bracket clause for contingency when there is a lack of players
- v20230511
  - Clarified wording regarding custom drivers, software, and skins.