

Osu! Ordinance

This Ordinance States:

Effective November 2018

This ordinance hereby establishes Osu! as one of the Villoux Server System's official gaming departments. This ordinance does not fully cover all material listed in the System Staff Ordinance or the Unity Ordinance, which also heavily governs the Osu! Department's administration, so it is recommended Osu! Tournament Masters also familiarize themselves with those ordinances as well, though this is not recommended for other staff or users. This ordinance is also not completely reflective of all other ordinances within the Villoux Bill of Ordinances that may also hold some governance over this department. The Villoux Chief of Staff is the ultimate enforcer of all ordinances within the Villoux Bill of Ordinances, but the Osu! Department Chairman is directly responsible for the enforcement of this ordinance within the Osu! Department.

Section 1 - General Information

LegionAbid Clause

Effective November 2018

The Villoux Server System will follow Osu!'s standard of including an exclamation point in the game's name, but will capitalize the first letter of the game due to it being a proper noun. The game shall be spelled as "Osu!" rather than simply "Osu" or "osu" in all contexts within Villoux except in cases where using an exclamation point is limited, such as in URLs or in Discord channel names.

Danthemanrs Clause

Effective November 2018

Villoux's Discord Server will be the primary base of communications for all activity within Villoux's Osu! Department. There will be three text channels and one voice channel for the Osu! Department on Villoux's Discord Server. The first text channel, #osu, is used for general conversation about the game. The second text channel, #osu_announcements, is used by the Osu! Tournament Master

and Osu! Department Chairman to post updates about Osu! tournaments. These are the only two users with permission to post in #osu_announcements. The third text channel, #osu_staff, is used by members of the Osu! tournament direction staff to discuss details for tournaments such as map selection, team rosters, etc. The Osu! voice channel is used by any users who wish to discuss Osu! verbally. It is the responsibility of the Discord Operation Department to ensure peacefulness and order within the Osu! category on Discord. All other information regarding Villoux's Discord Server can be found in the Discord Ordinance.

Miyukuti Clause

Effective December 2018

All Osu! tournaments will operate under the Villoux Server System's official time zone, United States Central Standard Time (CST), pursuant to the Fredrik Clause of the Grand Council Ordinance.

Dr. Baskerville Clause

Effective November 2018

The Villoux Osu! Department is ultimately governed by the Villoux Grand Council. The Grand Council shall appoint an Osu! Department Chairman to oversee the operations within the Osu! Department and the Osu! Department Chairman shall appoint one Osu! Tournament Master to aid in the hosting and administration of Villoux's Osu! tournaments. The Osu! Tournament Master may hire up to five Osu! Tournament Directors to further aid in the administration of these tournaments. The Osu! Department Chairman shall also appoint one Osu! Tournament Map Master to select the maps for each Osu! tournament. The Osu! Map Pooler may hire up to three Osu! Map Poolers to aid in the selection of maps. The Osu! Department Chairman shall appoint and demote the Osu! Tournament Master, the Osu! Map Master, Osu! Tournament Directors, and Osu! Map Poolers as appropriate.

Section 2 - Tournament Proceedings

2040 Clause

Effective January 2019

The Osu! Department Chairman will set the date of the tournament's rounds upon the advice of the Osu! Tournament Master and with consideration to the participant's availability. The first matches must be played within the timeframe established by the Osu! Department Chairman unless granted exemption from the Osu! Tournament Master or the Osu! Department Chairman.

Tigereyes144 Clause

Effective May 2019

Tournament participants will register for Villoux's Osu! tournaments via a post on the Osu! forums posted by the Osu! Department Chairman. Tournament participants must include their Discord username, their time zone, and their current rank in their registration post.

TheAleboy Clause

Effective February 2020

Tournaments will either have a registration cap of sixty-four or 128 registrants depending on the number of registrants, though tournaments should always strive to have a registration cap of 128. The cap will be determined by the Osu! Department Chairman upon the advice of the Osu! Department staff no later than two weeks prior to the scheduled start date of the first match.

DuXaaa Clause

Effective February 2019

Each tournament will have a unique ranked range determined by the Osu! Department Chairman upon the advice of the Osu! Department staff. The rank range must be stated in the tournament registration post.

Soulskyeflare Clause

Effective May 2019

Users with the higher rank on Osu! are automatically declared the winner of matches in which one or both participants fail to attend said match within the ascribed timeframe.

Patrick Clause

Effective February 2020

Byes will be randomly awarded to users in the event the tournament fails to reach the minimum number of participants advertised. The Osu! Tournament Master and the Osu! Department Chairman will randomly determine which participants receive byes. All byes will be randomly awarded within the first round of the tournament.

AngelNiko Clause

Effective March 2020

It is the responsibility of the participants to create a lobby to use for their matches. The match structure for the tournaments is as follows: Round of 128 is best of five, Round of 64 and Round of 32 are best of seven, Round of 16 and the Quarterfinals are best of nine, and Semifinals and Finals are best of eleven. All matches prior to the quarterfinals must be played on the scheduled day of the tournament, meaning the matches must have begun before 11:59 PM CST on the last day of the tournament round, and the quarterfinals and all subsequent matches must be referred by a member of the Osu! tournament direction staff, preferably an Osu! Tournament Director. Matches in the quarterfinals must be played within the conclusion of the following weekend of the tournament's start and matches in the semifinals and the finals will follow the same trend of occurring one week after the prior.

Lefafel Clause

Effective January 2019

Once a participant reaches the quarterfinals, a member of the tournament direction staff will create a lobby rather than the participants themselves. The participant, their opponent, and the member of tournament direction staff must be present for all matches played during the quarterfinals and all subsequent matches. Quarterfinals and all subsequent matches will be formatted with “OVT: <Participant 1> vs. <Participant 2>” as their standard and use a head-to-head score with the scoring mode set to scoreV2.

Each participant will then roll. The participant with the lower roll will ban a map first and the participant with the higher roll will ban the next map. Each participant may only ban one map. A difficulty enhancing mod must be used for maps in the freemod pool. Multiple mods may be used. A 30-minute time period in which a match must take place will exist and should a participant fail to attend within said timeframe without prior notice and an approved excuse, said participant will be disqualified.

Should a participant lose connection before 20-seconds of a map has been played, the participant may reconnect within 10-minutes and replay the map. If connection is lost after 20-seconds, should the disparity between scores be greater than 10% of the lower score, the participant with the higher score automatically wins the match. Should the disparity in scores be less than 10% of the lower score, the match must be replayed. If the participant that has lost connection fails to reconnect within 10-minutes, they will lose the map. An additional 5-minutes will be allotted to the participant to reconnect and should they again fail to reconnect, they will lose the round as a whole.

SinCrone Clause

Effective December 2018

The user who wins the tournament’s finals will be declared the tournament’s champion. The tournament champion should be recognized in #villoux_announcements on Villoux’s Discord Server, under the Osu! Department’s history on Villoux’s website, and at the subsequent Villoux House of Players meeting in the Osu! Department update. No prizes or other rewards aside from the aforementioned shall be offered to the tournament on behalf of Villoux.

Xeli Clause

Effective May 2019

The champions of the first four Osu! tournaments Villoux hosts in a calendar year will receive an Osu! community badge designed by Villoux's Osu! Badge Artists. The Osu! Department Chairman will work with the Osu! Badge Manager to design the badge and the Osu! Department Chairman is responsible for ensuring the first four Osu! tournament champions in a year receive the badge on their community profile. The restriction of only granting badges for the first four tournaments exists as part of Osu!'s regulations.

Izzy Mizzy Clause

Effective May 2019

No member of staff from the Osu! Department may participate in tournaments, pursuant to Osu!'s restrictions on staff members participating in order to qualify for tournament prizes from Osu!

Section 3 - Tournament Punishments & Bans

KingTaiki Clause

Effective November 2018

Users who register for an Osu! tournament but do not attend their assigned matches within the tournament will be charged with "Truancy" and issued a one-hour ban on Villoux's Discord Server for each match they failed to attend, pursuant to the Wrench Clause of the Discord Ordinance.

Lavin Clause

Effective June 2019

Users who have been banned from Osu! community tournaments by Osu!'s publisher will be ineligible to participate in tournaments adhering to the Xeli Clause of this ordinance. It should be noted Osu! community banned users are only prohibited from participating in tournaments in which an Osu! community profile badge is being offered to the champion.

TrepFess Clause

Effective May 2019

The Osu! Tournament Master and the Osu! Department Chairman maintain the right to disqualify a participant from participating in the tournament in the event it can be verified the participant has a history of hacking, unsportsmanlike conduct, or other suspicious activities.

Addstir Clause

Effective November 2018

Users are responsible for the actions that occur on their accounts, regardless of whether or not the actions were committed by the owner of the account, pursuant to the CaseyEaston Clause of the Unity Ordinance. It is highly recommended that users with other persons who could easily access their account keep their account logged off or locked whenever they are not actively using it to prevent incidents from occurring.

Section 4 - Non-Tournament Months

TheRealPancake Clause

Effective April 2019

The Osu! Department is granted exemption from the Crokey Clause of the Unity Ordinance from hosting tournaments every month, pursuant to CR #19590. The Osu! Department will have one month of rest between each tournament it hosts, but it should strive to host at least four tournaments per year.

Diempyl Clause

Effective July 2019

The Osu! Department Chairman will arrange for community events to be held on months wherein there is no Osu! tournament scheduled. These events include casual multiplayer matches and training in preparation for the next tournament for newer Osu! users.