

Gallop Crown Season 2: Official Rule Book

Welcome to Season 2 of the Gallop Crown! This document outlines the official format, scoring system, and roster rules for the 5v5 tournament. All participants are expected to read and adhere to these guidelines.

1. Team Structure & Roster Rules

Every team competing in Gallop Crown Season 2 must strictly follow these roster composition rules:

- **Team Size:** Each team must consist of exactly **3 members** (trainers).
- **Account Rules:** All trainers must use their **own personal accounts** to compete. Account sharing or piloting is strictly prohibited.
- **Uma Limit:** Each team fields exactly **5 Umas** per race. There is no tournament-wide "roster lock"; you may use any Uma from your account at any time as long as they fit the rules below.
- **Trainer Contribution:** Every individual member/trainer on the team must bring a **minimum of 1 Uma** to the team's active 5-Uma roster.
- **Character Restrictions:** There can be **no duplicate trainees** (Umas) registered within the same team.
 - *Clarification:* Alternate versions and different costumes of the same character count as the same Uma. You cannot bring two different versions of the same character in the same race.
- **Running Style Requirements:** A team's active roster for any given race must feature at least **3 different running styles**.
 - Teams may field a maximum of **2 Umas per running style** in a race.
- **Debuffer Limit:** Teams are allowed a maximum of **1 debuffer Uma** per race.
 - *Definition:* Any Uma equipped with **2 or more debuff skills** is automatically classified as a debuffer.
- **Lineup & Style Adjustments:** Teams are fully permitted to change which Umas they bring between any rounds, matches, and even individual races. You may also swap running styles between races, as long as your active lineup for that specific race still fits the running style requirements listed above. Counter-picking in the lobby is allowed!

2. Rank Limits & The UG Allowance

To maintain competitive balance, the following rank limits apply to all participating Umas:

- **Base Rank Cap:** All Umas must be **SS+ rank or lower** by default.
- **The "UG Allowance":** Each team is granted a maximum of **3 UG rank uses** throughout the tournament.
- **Reporting Requirement:** Before a team uses a UG-ranked Uma in a race, they **must report it** to [@Organiser](#) (or the specific head organizer).

- **Penalty:** If a team fields a UG-ranked Uma without reporting it beforehand, that Uma will be disqualified from scoring and will contribute **0 points** to the team's calculations for that race.

3. Tournament Phases

The tournament is divided into three distinct phases: the In-Season (Group Stage), the Play-In, and the Playoffs.

Phase 1: In-Season (Group Stage)

The In-Season determines initial playoff qualifications.

- **Group Size:** Groups will consist of 4 to 6 teams (dependent on total tournament sign-ups).
- **Format:** Round-Robin. Every team will play against every other team in their designated group.
- **Match Rules:** Each match consists of exactly **3 races**.
- **Victory Condition:** The match winner is determined by combining the points earned by a team's Umass across all 3 races (see *Section 4* for the points distribution).
- **Advancement:** The top 2 or 3 teams from each group will advance directly to the Playoffs. The remaining teams will drop to the Play-In stage for a second chance.

Phase 2: Play-In

The Play-In bracket provides a second opportunity for teams that did not secure a top spot during the Group Stage.

- **Format:** Small Round-Robin between the eliminated teams.
- **Match Rules:** Each match consists of exactly **3 races**.
- **Advancement:** The match winners are decided by total points. The teams with the best overall match record (and highest total points as a tie-breaker) will secure the final available slots in the Playoffs.

Phase 3: Playoffs

The final stage to crown the Season 2 Champion.

- **Format:** Single Elimination Bracket.
- **Match Rules:** Best-of-3 (Bo3) matches.
- **Victory Condition:** There is **no points system** in the Playoffs. The first team to win 2 races outright claims the match victory and advances.

4. In-Season Scoring System

During the Group Stage (and applicable points-based stages), a standard 10-placement point system is used to evaluate the 5v5 (10-Uma) races. Points are awarded based on individual

Uma placements at the end of each race:

Placement	Points Awarded
1st	20 pts
2nd	15 pts
3rd	12 pts
4th	10 pts
5th	8 pts
6th	6 pts
7th	4 pts
8th	2 pts
9th	1 pt
10th	0 pts

Note: In the Group Stage, points from all 3 races in a match are tallied together to

determine the overall match winner.

5. Tie-Breakers

To ensure there is always a clear winner, the following tie-breaker rules apply:

- **Match Tie-Breakers (Points):** A single race awards exactly 78 points total, meaning a 39-39 tie between two teams is mathematically possible. If a match during the Group Stage or Play-In ends in an exact point tie after all 3 races are tallied, the team whose Uma secured 1st place in the final (3rd) race will be declared the overall match winner.
- **Playoff Tie-Breakers:** If a Playoff race results in a dead-heat tie for 1st place between opposing teams, that specific race will not count toward the Best-of-3 score and will be re-run on the same track.