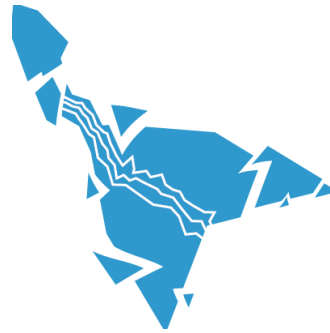# HARD ROCK THRASH

RULES AND INFORMATION!

Hard Rock Thrash is an international **1v1 (Head-to-head)** double-bracket tournament featuring **only one mod slot, hardrock.**

GENERAL

- A player's BWS rank must be between **#2,000 and #100,000** (above #2,000 and below #100,000) before the registration wave is over.
- The **BWS** (badge-weighted seeding) formula used to calculate a player's rank is the default formula, **(global_rank ^ (0.9937 ^ (badge_count ^ 2)). Click here to learn more.**
- Badges will only be counted if they were granted **after January 1st, 2021.**
- Player screening will be done by the **osu! tournament committee.**
- Staff are **not allowed** to register to play, **excluding** commentators, streamers, and graphic designers.
- Players who are **eliminated** from the tournament can sign up as referees or playtesters.
- All players **must join** and remain in the Discord server for as long as they are a player in the tournament.
- Since this tournament will be applying for a badge, it is expected for players, staff and the tournament to be following the **official badging criteria,** which is more thoroughly explained **here.**

It is expected that all players be polite and respectful to each other. If a player is found to be engaging in a distasteful or provocative act, the corresponding player may be disqualified right away from the tournament and/or **blacklisted** from future iterations of the tournament.

MAPPOOL INFORMATION

	STAR RATING	MAP SLOTS		BEST OF	BANS
QUALIFIERS	★7.0	10 HR		-	-
ROUND OF 32	★6.5	14 HR	1 TB	11	1
ROUND OF 16	★6.7	14 HR	1 TB	11	1
QUARTERFINALS	★6.9	18 HR	1 TB	13	2
SEMIFINALS	★7.1	18 HR	1 TB	13	2
FINALS	★7.3	20 HR	1 TB	15	2
GRAND FINALS	★7.5	20 HR	1 TB	15	2

All tiebreaker (TB) maps in each round will also be played with hardrock (HR), and not free mod (players will only be playing with HR and NF).

SCHEDULING

- All times will be in UTC 24-hour format.
- Qualifier lobbies will be provided during both qualifier weeks.
- Custom qualifier lobbies may be requested.
- Default schedules for bracket matches will be provided according to each player's submitted timezone.
- In the case where there is no common availability, the default time will always be 16:00 UTC.
- It is extremely recommended that, if you cannot make the default time, you contact your opponent for a reschedule as soon as possible (at least 24 hours before match) to avoid any confusion
  - Failure to comply with this may lead to the reschedule being too late to be accepted by either staff or the opponent.
- Please reach out to the host if issues arise as soon as possible, we cannot help you if we don't know you need help.
- If the opponent is suspected of trying to force a win by default via denying or ignoring a reasonable scheduling request, players should contact the host.
- Players would have attempted to make contact with opponents via both Discord and Forum PM.
- Async matches will not be allowed.

QUALIFIER PROCEDURES

- Players have 5 minutes from when the lobby time is to join the lobby before the referee types !mp start 10.
- Players will be given a 2-minute timer to get ready in between maps before !mp start 10 is forced.
- All maps will be played with ScoreV2, No Fail, and Hard Rock.
- Players will play maps in the order they are displayed on the main sheet (from HR1 to HR10).
- Players will be given one chance to replay maps at the end of a lobby if they joined the lobby late (max: 15 minutes) or disconnected within 30 seconds of a map.
- Qualifier seedings will be determined with Zipfian's Law, whose formula for each map is: map points = 100/[(map_rank)+1.4 * mappool_size], where map_rank is the player's placement on the map, and mappool_size is the amount of maps in the pool; then all map points per player are added for the final seeding. For more information, click here.
- Only the top 32 players will proceed to the bracket stage.

BRACKET STAGE PROCEDURES

- Teams have 10 minutes after the scheduled time before bans are forfeited and 15 minutes before the match is forfeited.
- If the referee were to be late to make the lobby, the late rules will apply 10 minutes and 15 minutes respectively after the lobby is made.
- Warmups are allowed, with only a map that is 5 minutes long at max from a player.
- Players will be asked to roll, the player with the higher roll will choose either the ban order or pick order. The player with the lower roll will choose the order that is left.
- There are no restrictions on picks.
- The ban order is ABBA, and AB for single bans
- 90 seconds will be given to pick/ban maps. If the competing player doesn't pick/ban a map before the timer runs out, the pick/ban will be considered forfeited.
- All maps will be played with ScoreV2, NoFail, and Hard Rock.
- There will be two !mp abort allowed for each player per match. A map may be aborted under the following conditions:
  - A player disconnection happens within the first 30 seconds of the ongoing map.
  - A player notifies the referee to abort within the first 30 seconds of the ongoing map.

- There must be a valid reason to call for an abort. Not doing well at the start of the map is not a reason to call an abort.
- If a player does not request an abort, the score at the time of disconnect will be used if possible, or if a player can prove a higher score like in the situation described below, that will be counted instead.
- If a player disconnects, but finishes the map and can provide reasonable proof of their score (a recording or VOD, replay file, direct screenshots in-game from other players) their score will be counted.
- Players may call for a 120-second timeout once per match.
- If a situation arises where rules do not cover, it would be resolved under the referee's discretion.