

ScoreSaber Ranking Criteria Changelog

Changelog for the [ScoreSaber Ranking Criteria](#)

[2022/03/04]

- Added “A map must have an outro period of more than 2 seconds, counting from the end of the last interactive object of the map.” to **R.6.B: Intro/Outro**.
- Clarified **Unofficial length modification** section of **R.4: Formatting and Metadata** to allow use of official metadata if the unofficial length modification resembles an official version of the track.
- Clarified **Unofficial length modification** section of **R.4: Formatting and Metadata** to prefer (Short Edit) and (Extended Edit).
- Clarified **Unofficial length modification** section of **R.4: Formatting and Metadata** to specify that the unofficial length designation should replace the original length designation if one exists.

[2021/10/24]

- Restructured the **Total Downmap Requirements** of **R.5: Difficulty Spread Requirements**.

[2021/10/07]

- Updated the **Lowest Required Difficulty Level** section about difficulty name theming to “Difficulty naming must follow a common theme relating to the song or map, unless the difficulty names are abbreviations of the default Beat Saber difficulty names.”

[2021/09/09]

- Updated **R.6.E: Custom Difficulty Names** to change the upper limit for song length to 6:00:00.

[2021/08/08]

- Added the following text to **R.6.D: Accompanying Text and Images**:
A map must have a cover image that uses artwork from a source associated with an official publication of the song.
 - If there is no official artwork of the correct dimensions, the cover image should consist of a section of official artwork that properly captures significant aspects of the artwork OR official artwork letterboxed to the correct dimensions.
 - If there is no official artwork, the cover art must be an image of reasonable quality that fits the song.

[2021/07/12]

- Updated the **Lowest Required Difficulty Level** section in **R.5: Difficulty Spread Requirements** to include songs between 4:00.0 and 6:59.99:
“If the song length is 4:00.0 to 6:59.99:
 - If the top difficulty submitted for rank has 5.20 SPS or more, there must be at least one lower difficulty that follows the progression requirements.
 - If the top difficulty submitted for rank has less than 5.20 SPS, the mapset is exempt from difficulty and progression requirements. However, mapping multiple difficulties is still encouraged.”

[2021/04/30]

- Removed “This limit is indicated by an ellipsis (...) that replaces the last characters of a difficulty name.” in **R.6.E: Custom Difficulty Names**.

[2021/04/02]

- Changed “Difficulty names must not exceed two rows in game, except for collaborations, in which case the difficulty mapper’s name is allowed to occupy additional rows.” to “The combined length of all difficulty names in a characteristic going for rank must not exceed the in-game limits. This limit is indicated by an ellipsis (...) that replaces the last characters of a difficulty name.” in **R.6.E: Custom Difficulty Names**.

[2021/02/19]

- Added “Bombs may not overlap with other objects in game and must be placed at least 20 ms apart from other bombs in the same space. If the NJS is not too low, that allows for 1/16 precision up to 180 BPM and 1/8 precision up to 360 BPM.” in **R.2.D: Bombs**.

[2021/01/20]

- Changed “If the spread causes the mapset to exceed the 5 difficulty limit, the easiest levels should be placed in a separate mapset.” in **R.5: Difficulty Spread Requirements** to “If the spread causes the mapset to exceed the 5 difficulty limit, the easiest or hardest additional levels should be placed in a separate mapset.”

[2020/09/28]

- Added **E. Custom Difficulty Names** criteria.

[2020/08/18]

- Amended the **Multiple Contributors** sections of **R.4: Formatting and Metadata** to “When there are two or more contributors, each contributor can be named individually as long as the in-game character limit is not exceeded; in doing so, all contributor names must be present and separated with the correct punctuation. Should the character limit be exceeded, the levelAuthorName must be replaced with “Various Mappers” or an

alternative group name, and all contributors must be credited on the relevant beatmap source pages or listed inside custom DAT file fields. Alternative group names are allowed for a collaboration of 2 contributors or more. A group name must not exceed the character limit unless the group name is 15 characters or less."

[2020/07/29]

- Clarified **R.2.C: Walls** to limit wall length criteria to only include interactive walls.

[2020/07/21]

- Amended **Lowest Required Difficulty Level** in **R.5: Difficulty Spread Requirements** to allow either a minimum SPS or a minimum SPS reduction of 60% for songs with a length of less than 4:00.0.

[2020/07/16]

- Added "No patterns should have a swing path into the bad cut hitbox for a note of the same color in the same swing." under **G.1.D: Notes**.
- In **R.5: Difficulty Spread Requirements**, moved the swings per second calculator details and the song length definition from **Lowest Required Difficulty Level** to the introductory paragraph.
- Changed the wording in **Lowest Required Difficulty Level** from "the lowest difficulty must have less than X SPS" to "the lowest difficulty level submitted for rank must have less than X SPS"
- Removed section **Components of Difficulty** from **R.5: Difficulty Spread Requirements** and moved the spacing and complexity definitions into **Progression Requirements**.
- Split and reworked "The overall swings per second in the interactive portion of the map must be decreased by 10.00-40.00% from the previous difficulty OR the hand with the higher swings per second must decrease in swings per second by at least 40% in a case where swings per second decreases by less than 10%." from **Progression Requirements** into two clauses: "The overall swings per second in the interactive portion of the map must be decreased by 10.00-40.00% from the previous difficulty." and "An exception can be made if the SPS decreases by less than 10% but the effective BPM of the highest effective BPM sections decreases by more than 40%. This primarily concerns cases where high effective BPM one-handed sections are converted into lower effective BPM sections that utilize both hands."

[2020/07/15]

Changes from [Ranking Criteria v1](#)

- Replaced **Prelude** with the introductory paragraph.
- Expanded and organized the **Glossary**.
- Cleaned up and improved the consistency of **R.4: Formatting and Metadata**.

- Completely reworked **18: Difficulty Spreads** in **R.5: Difficulty Spread Requirements**.
- Added “A pattern must not induce a variation in swing speed within a single swing.” to **R.2.B: Notes**.
- Reworked and split **5.5: Hitbox Defying Patterns** across various rules and guidelines.
- Removed **1.2.5: No wall spam**.
- Added “Walls must have a duration of at least 15ms.” under **R.2.C: Walls**.
- Added “No part of a wall can lie outside the 4x3 grid.” under **R.2.C: Walls**.
- Replaced **3.1. Bombs severely blocking flow** with “Bombs must not be placed such that they interfere with the pre-cut or follow-through swing for a note.” under **R.2.D: Bombs**.
- Added “Bombs must not be placed in a way that forces a saber to stay outside the 4x3 grid in order to avoid contacting the bombs.” under **R.2.D: Bombs**.
- Simplified and consolidated **Timing** rules under **R.3: Timing**.
- Clarified **2: Overmapping** and moved to **R.3.C: Overmapping**.
- Added **R.3.D: Undermapping**.
- Reworked and consolidated flow-related criteria **1.2.1: Double Directionals** and **4. Extreme flow breaks** under **G.1.A: Resets**.
- Reworked **5.3: ¼ Sliders** and **5.4: Spirals** into **G.1.B: Sliders**.
- Removed **5.6: Sliders that move horizontally into the opposite lane**.
- Replaced **5.1: Hand Claps** and **5.2 Crossovers that create overlapping follow up arcs** with **G.1.C: Collisions**.
- Reworked **1.1: Vision Blocks** into **G.1.E: Vision Blocks**.
- Incorporated **2.3: Extremely high density streams** into **R.1.B: Notes** and **G.1.F: Emphasis**.
- Added “Walls should correspond to a musical element.” under **G.2.A: Walls**.
- Added “Bombs should be mapped to a musical element unless used to clarify a reset or set up for a subsequent pattern. In those cases, the bombs should be mapped to a musical element wherever possible.” under **G.2.B: Bombs**.
- Reworked **12.2: Outros** to “A map’s outro period must be less than 15 seconds, counting from the point the last object disappears OR the last lighting element change.” under **R.6.B: Intro/Outro**.
- Added “The length of the map’s audio, ignoring any added silence, must be longer than 20 seconds.” under **R.6.C: Audio**.
- Expanded **16: Thumbnail** to “There must not be nudity, near-nudity, sexual references, extreme violence, gore, substance abuse, or any other form of explicit content anywhere in the files contained in the map.” and “There must not be content that harasses or denigrates any individual or group anywhere in the files contained in the map.” under **R.6.D: Accompanying Text and Images**.
- Removed **Points to Explore**.

- Reworked **Addendum** to include three sections from the ranking team handbook: consistency, variety, and emphasis.
- Added **Appendix** for rule explanations and images.