



MARVEL RIVALS **IGNITE**

Marvel Rivals Ignite **Stage 1 Open Qualifiers** **Tournament Rules**

Official Rules v1.0

Summary

The "Marvel Rivals Ignite Open Qualifiers" (hereinafter referred to as "the Tournament") is a tournament hosted and operated by NetEase and its affiliated companies (collectively referred to as the "Official Organization" or "Committee"). UK NetEase Interactive Entertainment Limited is the operator of the Tournament. These "Marvel Rivals Ignite Open Qualifiers Tournament Rules" (hereinafter referred to as the "Tournament Rules" or "these Rules") constitute an agreement between all Clash Factions and Players (collectively referred to as "Participants") and the Official Organization, and outline the general provisions for participating in the Tournament. These include the eligibility, event structure, regional divisions, prize distribution, and player conduct guidelines, as well as limitations of liability, licensing terms, and other legally binding contractual terms. Before participating, each Participant must carefully read, understand, and agree to these Rules.

The game version may differ across regions due to the requirements of local laws, regulations, and policies.

All Participants must agree to these Rules in order to participate in the Tournament. Any of the following actions indicates that the Participant accepts these Rules:

1. Successfully registering and participating in the Tournament;
2. Participating in any match related to the Tournament;
3. Signing a participation confirmation form, either in paper or electronic format;

The tournament schedule is divided into two splits, with periods set for each region's local time from May 15, 2025, to May 25, 2025, and from May 26, 2025, to June 1, 2025. Each phase consists of three stages: registration, open qualifiers, and single-elimination matches, with a designated percentage of slots allocated for advancement from the group stages.

The Tournament aims to provide a public registration and competitive channel for the group stage of the Marvel Rivals Ignite Stage 1 across various regions. To effectively obtain eligibility for the group stage, participating clash factions must ensure that all members comply with the requirements regarding team size, competitive rank, age restrictions, and proof of identity corresponding to their region, among other regulations. Clash Factions that do not adhere to these rules will be ineligible to register for the tournament or to qualify for the group stage of the Marvel Rivals Ignite Stage 1.

Term Definitions

1. **Round:** Refers to a series of matches with a group or elimination format that impacts the points or qualification of Participants. It typically refers to the total number of matches in a series, such as a best-of-three (BO3), best-of-five (BO5), best-of-seven (BO7), or best-of-nine (BO9), where all matchups are included.
2. **Match:** Refers to the smallest unit of a game, starting from the game loading and ending when the final result of the match is displayed. In a BO1 contest, one round is equivalent to one match.
3. **Match Start Deadline:** In a single-elimination stage, to ensure that participating Clash Factions can choose the most suitable match time based on friendly negotiation with their opponents, a "match start deadline" mechanism has been introduced. The "match start deadline" only restricts the latest automatically enforced start time for each round. If the competing Clash Factions fail to reach an agreement on the start time in advance and do not start the round early, the "match start deadline" will take effect. For further details, please refer to the "Single-Elimination Stage Rules" section. This mechanism is designed to provide Players with a comfortable, negotiable start time while ensuring the Tournament progresses smoothly.
4. **Single Elimination stage:** In a single elimination stage, each Clash Faction will be eliminated after losing a round in a given stage. Please note that there will be no third-place match in the Tournament, all matches starting from the quarterfinals will be manually managed by the organizing committee.

Participants

Participants must ensure that all their registered Marvel Rivals game accounts maintain a good standing and have no violations of the "User Agreement and Privacy Policy" or any other official regulations.

Participants must not be serving as directors, executives, or employees of the Tournament's Official Organization or its affiliated companies (referring to any entities that control, are controlled by, or jointly controlled by the organization), nor be relatives of such individuals. If such a relationship exists, it must be disclosed to the Official Organization and written authorization must be obtained.

Participants must not be serving as directors, executives, or employees of Marvel, Disney, or their affiliated companies (referring to any entities that control, are controlled by, or jointly controlled by Marvel or Disney), nor be relatives of such individuals. If such a relationship exists, it must be disclosed to the Official Organization and written authorization must be obtained.

Participants agree to abide by these Tournament Rules and accept the decisions made by the Official Organization.

Participants must ensure that their participation in the Tournament complies with the applicable laws and regulations of their place of residence, and must take all necessary measures to ensure their compliance. If required, they must obtain authorization from the relevant government authorities.

Participants must not have any legal charges or criminal records issued within the past 3 years, and must not be currently involved in any pending criminal cases.

Participants must not make any illegal, inappropriate, or disrespectful comments toward other Players or Participants on any social platforms, in-game channels, in-game friend systems, in-game voice chat systems, during livestreams, or in any other public forums. Otherwise, the Official Organization has the right to impose penalties based on the severity of the situation, including but not limited to verbal warnings, disqualification from the current match, disqualification from the current round, removal from the Clash Faction, temporary suspension, permanent suspension, disqualification of the Clash Faction, and restriction of prize eligibility. If a Participant is disqualified due to making inappropriate comments, resulting in their Clash Faction having fewer than 6 eligible members, the consequences will be borne by the Clash Faction itself.

Age Limit:

1. Participants in the Mainland China Tournament must be citizens of Mainland China and be at least 18 years old at the time of registering.
2. Participants from other regions must be at least 16 years old at the time of registering. Participants who are 16 years old but are still regarded as minors at the time of registering must submit a fully signed guardian consent form to the Official Organization before they can participate (the legal adult age will be determined according to the legal requirements of the Participant's country of nationality).

Participant Names

The Participant's in-game name must comply with the official requirements. The Official Organization reserves the right to impose restrictions on the Participant's in-game name and request changes for any non-compliant names. If a Participant's in-game name is offensive or inappropriate, or the Participant makes improper or insulting use of the intellectual property of NetEase, Marvel, Disney, or any third party, or the name is otherwise deemed inappropriate by the Official Organization, the Official Organization reserves the right to enforce a mandatory name change or disqualify the Participant based on the severity of the situation.

The Participant's name must not contain personal information, such as gender, race, religion, political views, financial status, or any other sensitive content.

In certain periods of the Tournament, Participants' names may be temporarily locked without prior notice, and Participants will not be able to modify their names during this period.

During the Tournament, the Official Organization may temporarily disable the name of a Participant or force the Participant

to modify their in-game name without prior notice.

Clash Factions

Players can form Clash Factions to participate via the in-game Faction system, which is located in the Marvel Rivals Clash system under the Tournament section of the game.

The Clash Faction Name and Clash Faction Tag are the primary identifiers of Clash Factions. This content should be appropriate and not contain any illegal or content deemed inappropriate or unacceptable by the Official Organization. The compliance of the Clash Faction name and Clash Faction Tag will be solely determined by the Official Organization.

The Official Organization has the right to decide on restrictions or modifications to the Clash Faction Name and Clash Faction Tag. If the Clash Faction Name or Clash Faction Tag is deemed by the Official Organization to be offensive, inappropriate, or improperly or insultingly using the intellectual property of NetEase, Marvel, Disney, or any third party, or is otherwise considered inappropriate, based on the severity of the situation, the Official Organization reserves the right to enforce a mandatory name change or disqualify the Clash Faction from the Tournament.

In certain periods of the Tournament, the Clash Faction Name and Clash Faction Tag may be temporarily locked without prior notice, and cannot be modified during this period.

During the Tournament, the Official Organization may temporarily disable the Clash Faction Name/Clash Faction Tag or force the Clash Faction to modify their Clash Faction Name/Clash Faction Tag without prior notice.

Clash Factions that have successfully registered for the Tournament will be temporarily locked after registration, meaning no Clash Faction members can be added or removed during the Tournament. This lock will remain in place from the moment of successful registration until the Clash Faction is eliminated or achieves a final ranking. Before the registration deadline, Clash Factions that have successfully registered can voluntarily cancel their registration, adjust their members, and re-submit their registration application. There is a limit to the number of times a Clash Faction can voluntarily cancel their registration. For more details, please refer to the "Registration Rules" section.

Platforms

The Tournament will only take place on PC, it encompasses five regions: the Americas, EMEA, Mainland China, Asia and Oceania. The Tournaments in different regions will be independent from each other.

The Tournament does not support cross-platform participation. Therefore, Players from different platforms cannot join the same Clash Faction.

Livestreams

Participants can livestream their gameplay during the Tournament.

Participants must not make any illegal, disrespectful, or inappropriate comments towards other Players or Participants during livestreams.

Participants who choose to livestream their matches should set an appropriate delay to prevent opponents from stream-sniping. If a delay is not set, the Participant will bear the consequences, including but not limited to the potential leaking of tactics to opponents.

Participants should consciously comply with the laws, regulations, and policy requirements of their local country, actively cooperate with regulatory authorities, adhere to professional ethics, and actively prevent undesirable behavior.

Participants should respect the good brand image of Marvel Rivals and its related intellectual property.

Equipment

In the PC Tournaments, Participants may use either a keyboard and mouse, or a controller.

If a Participant violates the Tournament's equipment usage rules, the Official Organization reserves the right to disqualify them from the event.

In PC Tournaments, the use of any adaptors (including but not limited to equipment made by XIM, etc.) to simulate controller input with a keyboard and mouse is strictly prohibited. The Official Organization will continuously monitor for violations and disqualify any Participants found to be breaching this rule.

The Official Organization may require Participants suspected of violating the above equipment usage rules to record their screen and hands during all subsequent matches. These recording files must be submitted within 6 hours after the end of each round and before the start of the next round, through the method specified by the Official Organization. Participants who refuse this request may be considered by the Official Organization as having violated the equipment usage rules or as engaging in the use of cheats or third-party software. The Official Organization reserves the right to determine the appropriate actions to be taken against such Participants.

During the match following the top eight teams in single elimination stages, all the participants are required to record their screen and hands.

When making recordings, Participants should clearly display their monitors (if multiple monitors are used, the recording should include all monitors), their keyboard and mouse/controller, their hands, and the actions performed on their equipment. If the recording process violates any one or more of the above requirements, the recording may be deemed by the Official Organization as non-compliant. The Official Organization's actions may include, based on the severity of the situation, verbal warnings, disqualification from the current match, disqualification from the current round, removal from the Clash Faction, temporary suspension, permanent suspension, disqualification of the Clash Faction, and restriction of prize eligibility.

Regions

The tournament comprises the following five regions, which operate independently within the schedule. A participating clash faction may only choose to compete in one region in the Tournament:

1. **Mainland China Region:** Mainland China | Note: The players from Hong Kong SAR, Macau SAR and Chinese Taipei are not considered foreign player when joining the Mainland China region teams for competition.
2. **Americas Region:** United States, Canada, Mexico, Cuba, Panama, Dominican Republic, Puerto Rico, El Salvador, Costa Rica, Jamaica, The Bahamas, Honduras, Nicaragua, Dominica, Brazil, Argentina, Colombia, Peru, Chile, Venezuela, Bolivia, Uruguay, Ecuador.
3. **Europe, the Middle East, and Africa (EMEA) Region:** Germany, France, United Kingdom, Italy, Spain, Poland, Ukraine, Austria, Belgium, Netherlands, Switzerland, Sweden, Norway, Denmark, Finland, Greece, Ireland, Portugal, Czech Republic, Hungary, Romania, Bulgaria, Serbia, Croatia, Estonia, Iceland, Latvia, Lithuania, Luxembourg, Malta, North Macedonia, Moldova, Slovakia, Slovenia, Saudi Arabia, Egypt, Turkey, Algeria, Morocco, UAE, Bahrain, Kuwait, Qatar, Israel, Cyprus, Tunisia, Kazakhstan, Georgia.
4. **Asia Region:** Hong Kong SAR, Macau SAR, Chinese Taipei, Japan, South Korea, Indonesia, Thailand, Malaysia, Philippines, Singapore.
5. **Oceania Region:** Australia, New Zealand.

The Committee reserves the right to determine the eligibility and designated region of participation for any competitor not belonging to the aforementioned regions.

Each region is open for registration exclusively to players who possess valid identification corresponding to the respective

region. Additionally, each participating team may include a maximum of two foreign players who do not belong to the registering region. Please ensure that all members of your participating team comply with this limitation; otherwise, your team will be ineligible to qualify for subsequent events through the open qualifiers.

It is prohibited for a player to use multiple accounts to join one or more regions repeatedly in the Tournament. If discovered, the Committee will remove the Player's registration or participation progress in all regions and reserves the right to take actions including, but not limited to, refusing to award event prizes or virtual item rewards, requesting the return of any issued event prizes, reclaiming awarded virtual items, and permanently banning the Player from participating in future Marvel Rivals events.

Registration Rules

The Official Organization does not require Players to provide identification or other personal information to participate, but this may be requested if it is necessary to verify compliance with the rules.

The open qualifiers for the Tournament consist of two splits, with a specified number of slots available for advancement to Stage 1 of Marvel Rivals Ignite in each split. All clash factions that may be eligible for advancement will undergo a manual review by the committee to ensure compliance with restrictions pertaining to age, region, number of foreign players, competitive mode rankings, anti-cheat reviews, and other relevant criteria for participation.

Below is the registration schedule of the 2 splits for each region in the Tournament:

Mainland CHINA Region:

1. Split 1 - Registration Open: May 15, 2025 at 20:00 (UTC+8);
2. Split 1 - Registration Close: May 21, 2025 at 18:00 (UTC+8);
3. Split 2 - Registration Open: May 26, 2025 at 0:00 (UTC+8);
4. Split 2 - Registration Close: May 28, 2025 at 18:00 (UTC+8);

AMERICAS Region:

1. Split 1 - Registration Open: May 15, 2025 at 20:00 (UTC-4);
2. Split 1 - Registration Close: May 21, 2025 at 18:00 (UTC-4);
3. Split 2 - Registration Open: May 26, 2025 at 0:00 (UTC-4);
4. Split 2 - Registration Close: May 28, 2025 at 18:00 (UTC-4);

EMEA Region:

1. Split 1 - Registration Open: May 15, 2025 at 20:00 (UTC+2);
2. Split 1 - Registration Close: May 21, 2025 at 18:00 (UTC+2);
3. Split 2 - Registration Open: May 26, 2025 at 0:00 (UTC+2);
4. Split 2 - Registration Close: May 28, 2025 at 18:00 (UTC+2);

ASIA Region:

1. Split 1 - Registration Open: May 15, 2025 at 20:00 (UTC+9);
2. Split 1 - Registration Close: May 21, 2025 at 18:00 (UTC+9);
3. Split 2 - Registration Open: May 26, 2025 at 0:00 (UTC+9);
4. Split 2 - Registration Close: May 28, 2025 at 18:00 (UTC+9);

OCEANIA Region:

1. Split 1 - Registration Open: May 15, 2025 at 20:00 (UTC+11);
2. Split 1 - Registration Close: May 21, 2025 at 18:00 (UTC+11);
3. Split 2 - Registration Open: May 26, 2025 at 0:00 (UTC+11);
4. Split 2 - Registration Close: May 28, 2025 at 18:00 (UTC+11);

The Tournament requires a minimum rank of Grandmaster 3 for registration. For registration, all Clash Faction members must have reached the required rank in the relevant season's competitive mode.

Clash Faction registration limit for each split of the Tournament: 512 Clash Factions/Region

Players must register through the "Tournament-Marvel Rivals Clash" page in the game. There are no other channels available.

All eligible Players can register. Clash Factions must be formed through the in-game "Clash Faction" system. Once the captain or coach ensures that all Clash Faction members meet the platform and rank requirements for registration, they can register on the Marvel Rivals Clash page under the "Tournament" section. After the sign-up stage starts, the captain or coach will automatically approve it. Registration is successful once all Clash Faction members confirm on the "Tournament" page.

Registration will fail if there are any unconfirmed Clash Faction members before the deadline of the sign-up stage.

During the sign-up stage confirmation period, the Clash Faction captain can freely add or remove members. Registration will be successful as soon as all members confirm. If the removal or voluntary exit of members reduces the Clash Faction size below 6 members, registration will immediately stop and fail.

Notes: Once registration is successful or deadline of the sign-up stage arrives, Clash Factions cannot add, remove, or change members. Be sure to check the member list before registration. Once registration is complete, the Official Organization will not handle any member change requests. If a registered Clash Faction has more than 6 members, they are free to decide the lineup before each match. Clash Factions are advised to include enough substitutes in case of an emergency.

Before the deadline, Clash Factions can cancel their registration twice. The Clash Faction captain can initiate a cancellation at any time, and it will be successful once a majority of members confirm.

If any Clash Faction cancel their registration before the deadline, the number of registered Clash Factions will decrease accordingly.

If all members have confirmed registration but the Clash Faction count is full, the Clash Faction will fail to register.

Registered Clash Factions must ensure that their name, tag, and announcement are appropriate without any illegal content, infringements of personal rights, improper/offensive use of copyrights, or improper references to gender/race/religion/political views/financial status. Depending on the severity of the infraction, non-compliant Clash Factions will be renamed or disqualified without further notice.

The Mainland China Region is open only to players aged 18 and above. Other regions are open only to players aged 16 and above. Participants who are 16 years old but are still regarded as minors at the time of registering must submit a fully signed guardian consent form to the Official Organization before they can participate (the legal adult age will be determined according to the legal requirements of the Participant's country of nationality). The date of the registration deadline will serve as the reference for age. All Clash Faction captains, coaches, and members must meet the age requirement to participate. Note: Clash Factions with Participants under the required age will be disqualified, forfeiting any prizes and/or in-game rewards. The captain must check each member's real age and make sure they meet the age requirement.

All members of any team that has already qualified for the group stage of Stage 1 of the Marvel Rivals Ignite are prohibited from participating in both splits of the Tournament. Additionally, clash factions that successfully advance through the first split of the Tournament are also prohibited from participating in the second split of the Tournament.

Ban-Lock Process

All matches in the Tournament follow a captain ban & lock process, which occurs as follows:

1. Clash Faction A bans a hero;
2. Clash Faction B bans a hero;
3. Clash Faction B locks a hero;
4. Clash Faction A locks a hero;
5. Clash Faction A bans a hero;
6. Clash Faction B bans a hero;
7. Clash Faction B locks a hero;
8. Clash Faction A locks a hero;
9. Clash Faction A bans a hero;
10. Clash Faction B bans a hero;

Locked heroes cannot be banned later.

Captains can choose not to ban or lock heroes. The process will be skipped after the countdown ends.

After the ban & lock process ends, up to 6 heroes will be banned from the match. Participants can then choose other heroes from those available.

The Official Organization will not handle issues like banning/locking incorrect heroes and skipping the process due to Clash Faction mistakes (e.g. operational errors and the countdown ending). The match will proceed with the consequences borne by the Clash Faction.

In a BO1 match, the system will randomly assign one side to ban a hero first.

For a BO3 or above match, the system will randomly assign one side to ban a hero first in the first match. The loser of each match will then ban first in the subsequent match.

The "leader" responsible for bans and locks will be selected from the Participants in the following order:

1. Clash Faction captain;
2. Clash Faction coach;
3. The first Participant in the preparation room;
4. Randomly decided;

If the "leader" responsible for bans and locks goes offline during this process, the system will randomly assign another Participant as the new "leader". Therefore, all Participants should remain attentive during the process. Note: Even if the original "leader" reconnects, the ban & lock duty will remain with the newly assigned Participant.

Map Selection Rules

The available maps for the Tournament stays in real-time sync with the available maps for Competitive mode. Please note that the available maps for each match may therefore change in real time.

In the open qualifiers, the maps and initial sides for all matches will be randomly decided by the system.

In single elimination stages, for the first match of a round, the map and initial side selection will be randomly determined by the system. Starting from the second match, if the selected map has attack-defense features (such as Convergence or Convoy mode maps), the losing side of the previous match will take the attacking role first.

The system will randomly prioritize a map that is different from the previous match for the second and subsequent matches within a round.

In the match following the top eight teams in single elimination stages, for the first match of a round, the map and initial side selection will be randomly determined by the system. Starting from the second match, if the selected map has attack-

defense features (such as Convergence or Convoy mode maps), the losing side of the previous match will take the attacking role first.

Each map will only be played once in a single round. When the losing side selects maps, they must follow the rule that no mode is repeated within three matches: if Convoy mode maps are used in Match 1, Match 2 must select maps from either Domination or Convergence mode, and Match 3 must select maps from the remaining mode not used in the first two matches. In Match 4, all three modes are available for map selection.

Open Qualifiers Rules

The open qualifiers will run from May 21 to May 22, 2025, and from May 28 to May 29, 2025.

Below is the open qualifiers matchmaking schedule for each region:

Mainland CHINA Region – Split 1:

1. 19:00-23:00 (UTC+8) on May 21, 2025;
2. 19:00-23:00 (UTC+8) on May 22, 2025;

Mainland CHINA Region – Split 2:

1. 19:00-23:00 (UTC+8) on May 28, 2025;
2. 19:00-23:00 (UTC+8) on May 29, 2025;

AMERICAS Region – Split 1:

1. 19:00-23:00 (UTC-4) on May 21, 2025;
2. 19:00-23:00 (UTC-4) on May 22, 2025;

AMERICAS Region – Split 2:

1. 19:00-23:00 (UTC-4) on May 28, 2025;
2. 19:00-23:00 (UTC-4) on May 29, 2025;

EMEA Region – Split 1:

1. 19:00-23:00 (UTC+2) on May 21, 2025;
2. 19:00-23:00 (UTC+2) on May 22, 2025;

EMEA Region – Split 2:

1. 19:00-23:00 (UTC+2) on May 28, 2025;
2. 19:00-23:00 (UTC+2) on May 29, 2025;

ASIA Region – Split 1:

1. 19:00-23:00 (UTC+9) on May 21, 2025;
2. 19:00-23:00 (UTC+9) on May 22, 2025;

ASIA Region – Split 2:

1. 19:00-23:00 (UTC+9) on May 28, 2025;
2. 19:00-23:00 (UTC+9) on May 29, 2025;

OCEANIA Region – Split 1:

1. 19:00-23:00 (UTC+11) on May 21, 2025;
2. 19:00-23:00 (UTC+11) on May 22, 2025;

OCEANIA Region – Split 2:

1. 19:00-23:00 (UTC+11) on May 28, 2025;
2. 19:00-23:00 (UTC+11) on May 29, 2025;

During the matchmaking period in the registered region, the Clash Faction captain or coach forms a team with members and starts the open qualifiers matchmaking. The system then randomly pairs Clash Factions for the Tournament. The "team" refers to the in-game teaming system, where either the Clash Faction captain or coach must lead and select the "Tournament" mode. When the leader accesses open qualifiers matchmaking through the Marvel Rivals Clash page, the system will automatically assist in selecting the "Tournament" matchmaking mode. The leader can also manually navigate to the mode selection page to choose the "Tournament" matchmaking mode. Note: This matchmaking mode will be unavailable if the Clash Faction is not participating, it is not within the scheduled period, or the matchmaking limit has been reached.

Open qualifiers adopt a BO1 format. The system randomly selects a map from the competitive map pool at the start of the season and randomly decides the Clash Faction sides.

Each Clash Faction can complete up to 10 open qualifiers. Any open qualifier completed counts toward the Clash Faction's ranking.

Each open qualifier grants 3 points to the winner and 0 points to the loser. Ties do not earn points or count toward the total number of open qualifiers. After the open qualifiers end, all Clash Factions will be ranked based on their points. In the event of multiple Clash Factions having the same points, rankings will be determined in the following order until the tie is broken:

1. The Clash Faction with more matches completed is ranked higher;
2. The Clash Faction with a shorter total time for wins is ranked higher;
3. The Clash Faction with more kills is ranked higher;
4. The Clash Faction with higher total DMG is ranked higher;
5. In case of a complete tie, rankings will be decided randomly;

Late matchmaking may result in long waits or issues finding an opponent. This is common and could impact the Clash Faction's chances of advancing. It is recommended to start open qualifiers matchmaking early.

The top 32 Clash Factions in the open qualifiers advance to the single-elimination stage.

Single-Elimination Stage Rules

The initial Clash Faction limit for each split of the Tournament - single-elimination stage is 32.

The single-elimination stage of the two splits of the Tournament will run from May 23, 2025, to May 25, 2025, and from May 30, 2025, to June 1, 2025.

About an hour after the open qualifiers end, the system will automatically generate the matchups for the single-elimination stage and the match start deadline for each round.

The matchups for round 1 will be based on the rankings upon advancement. The Tournament system will first spread out the higher-ranked Clash Factions.

Clash Factions advancing to the single-elimination stage should promptly check the "Tournament-Marvel Rivals Clash"

page for the matchups and match start deadlines for each round.

Below is the match start deadline for each single-elimination stage. Any matches that have not started by then will automatically begin.

Mainland CHINA Region – Split 1:

1. 32 to 16: May 23, 2025 at 20:00 (UTC+8)
2. 16 to 8: May 23, 2025 at 22:00 (UTC+8)
3. 8 to 4: May 25, 2025 at 17:00 (UTC+8)

The matches following the top eight will be organized manually by the committee on May 25. Please ensure that your clash faction contact the committee in a timely manner.

Mainland CHINA Region – Split 2:

1. 32 to 16: May 31, 2025 at 14:00 (UTC+8)
2. 16 to 8: May 31, 2025 at 16:00 (UTC+8)
3. 8 to 4: June 1, 2025 at 16:00 (UTC+8)
4. 4 to 2: June 1, 2025 at 20:00 (UTC+8)

The matches following the top eight will be organized manually by the committee on June 1. Please ensure that your clash faction contact the committee in a timely manner.

AMERICAS Region – Split 1:

1. 32 to 16: May 23, 2025 at 20:00 (UTC-4)
2. 16 to 8: May 23, 2025 at 22:00 (UTC-4)
3. 8 to 4: May 25, 2025 at 17:00 (UTC-4)

The matches following the top eight will be organized manually by the committee on May 25. Please ensure that your clash faction contact the committee in a timely manner.

AMERICAS Region – Split 2:

1. 32 to 16: May 31, 2025 at 14:00 (UTC-4)
2. 16 to 8: May 31, 2025 at 16:00 (UTC-4)
3. 8 to 4: June 1, 2025 at 17:00 (UTC-4)

The matches following the top eight will be organized manually by the committee on June 1. Please ensure that your clash faction contact the committee in a timely manner.

EMEA Region – Split 1:

1. 32 to 16: May 23, 2025 at 20:00 (UTC+2)
2. 16 to 8: May 23, 2025 at 22:00 (UTC+2)
3. 8 to 4: May 25, 2025 at 17:00 (UTC+2)

The matches following the top eight will be organized manually by the committee on May 25. Please ensure that your clash faction contact the committee in a timely manner.

EMEA Region – Split 2:

1. 32 to 16: May 31, 2025 at 14:00 (UTC+2)
2. 16 to 8: May 31, 2025 at 16:00 (UTC+2)
3. 8 to 6: June 1, 2025 at 17:00 (UTC+2)

The matches following the top eight will be organized manually by the committee on June 1. Please ensure that your

clash faction contact the committee in a timely manner.

ASIA Region – Split 1:

1. 32 to 16: May 23, 2025 at 20:00 (UTC+9)
2. 16 to 8: May 23, 2025 at 22:00 (UTC+9)
3. 8 to 4: May 25, 2025 at 18:00 (UTC+9)

The matches following the top eight will be organized manually by the committee on May 25. Please ensure that your clash faction contact the committee in a timely manner.

ASIA Region – Split 2:

1. 32 to 16: May 31, 2025 at 14:00 (UTC+9)
2. 16 to 8: May 31, 2025 at 16:00 (UTC+9)
3. 8 to 3: June 1, 2025 at 17:00 (UTC+9)

The matches following the top eight will be organized manually by the committee on June 1. Please ensure that your clash faction contact the committee in a timely manner.

OCEANIA Region – Split 1:

1. 32 to 16: May 23, 2025 at 20:00 (UTC+11)
2. 16 to 8: May 23, 2025 at 22:00 (UTC+11)
3. 8 to 4: May 25, 2025 at 16:00(UTC+11)

The matches following the top eight will be organized manually by the committee on May 25. Please ensure that your clash faction contact the committee in a timely manner.

OCEANIA Region – Split 2:

1. 32 to 16: May 31, 2025 at 14:00 (UTC+11)
2. 16 to 8: May 31, 2025 at 16:00 (UTC+11)
3. 8 to 4: June 1, 2025 at 13:00 (UTC+11)
4. 4 to 2: June 1, 2025 at 17:00 (UTC+11)

The matches following the top eight will be organized manually by the committee on June 1. Please ensure that your clash faction contact the committee in a timely manner.

Once the matchups for each single-elimination stage are fully announced, the Clash Factions can schedule their matches before the match start deadline. It is recommended for two Clash Factions to pick an early match time. When any 6 members from each side are ready for the single-elimination stage in the preparation room, the system will automatically start the countdown and start the match early. Note: Multiple matches in the same round will run consecutively.

Once the Tournament begins, all matches in an elimination round (BO3/BO5/BO7) will run consecutively without long pauses. Clash Factions will have a 15-minute break between matches, after which, the system will automatically start the next match. During the break, the 12 members from both sides can prepare and start the next match in advance.

Notes: If a Clash Faction does not start the match before the "match start deadline" for each round, the system will automatically force the match to begin at that time. If a Clash Faction has fewer than 6 members at this time, the system will automatically declare the other Clash Faction as the winner, and they will advance to the next stage. If both Clash Factions lack members, the system will randomly select a winner to advance.

Notes: Whether the match starts early or is forced to start by the system, all BO3, BO5, and BO7 matches will be played consecutively, with a 15-minute break between each game.

From the second match onward in a single-elimination stage, if a Clash Faction has fewer than 6 members upon the match start deadline, the system will automatically declare the other Clash Faction as the winner to advance (not just for that match, but for the entire round). If both Clash Factions lack members, the system will randomly select a winner to advance (not just for that match, but for the entire round).

Byes may occur during the single-elimination stage. When one Clash Faction has a bye, it will automatically advance. A matchup with no Clash Factions grants no qualification.

Before each single-elimination stage and during breaks between matches, Clash Factions are free to adjust the Participants in the room. However, always keep an eye on the "match start deadline". If a Clash Faction has fewer than 6 members in the room at this time, the system will eliminate this Clash Faction and declare the other Clash Faction as the winner, which will then advance to the next stage.

The Clash Faction captain and coach can be absent from the preparation room in the single-elimination stage. The match can start as long as there are 6 Participants in the room.

All matches leading up to the top eight in the single-elimination stage will adopt a Best of Three (BO3) format. Matches following the top eight will be organized manually by the committee. The single-elimination tournament will ultimately determine the slots for each region to qualify for the group stage of Stage 1 of Marvel Rivals Ignite.

Numbers of the team qualify to the Groups			
Region	Direct Invite	Qualifier Split 1	Qualifier Split 2
AMER	8	4	4
EMEA	6	4	6
AS	5	4	3
OCE	2	4	2
CN	6	4	2

The number of slots for each region, as well as the respective advancement quantities from the two splits of open qualifiers within each region, will be subject to the latest announcements by the committee.

Please note that the organizing committee will consider the final rankings of participating clash factions in the Tournament, the allocation of slots for each round in each region, the results of clash factions qualification reviews, and the participation or forfeiture status of other clash factions that have qualified.

Please note that all matches following the top eight conducted within the in-game Marvel Rivals Clash system will be deemed invalid. The results of the matches following the top eight will be determined solely by the outcomes of the matches organized manually by the committee.

Tournament Guide

The match results and data are mainly determined by the Tournament system. In case of any major disputes, the Official Organization's decision will prevail.

Each match will be played on the latest game version, which may be updated during the Tournament.

Participants should prepare their gaming devices and solve any network issues beforehand. A stable wired network is recommended. Please set up the network in advance. Participants are responsible for any network or device issues during the Tournament.

The Official Organization requires Participants to cooperate when checking devices and network IP addresses.

Clash Factions can replace Participants with other registered members before and between matches, but temporary substitutes are not permitted. If a Clash Faction has fewer than 6 members in the preparation room by the elimination

stage's match start deadline, it will be considered a forfeit for that round. If both Clash Factions have fewer than 6 members in the preparation room, the system will automatically select a winner to advance. The system will automatically start matches under two conditions:

1. Clash Factions do not start matches before the match start deadline;
2. Clash Factions do not start the next match after the break (between BO3/BO5/BO7 elimination matches) ends;

After entering the single-elimination stage, team captains must join the official captain group on the designated platform to stay updated on the latest information and promptly communicate any disputes or issues during the Tournament.

Issue Resolution

In the Tournament, there will be no pauses or rematches during the open qualifiers, and single-elimination stage. Participants should manage their network connection and ensure its stability. If disconnected, Players can use the "Reconnect" feature to quickly rejoin the game. Since this is not a Tournament-specific feature, the Official Organization does not guarantee its effectiveness or stability and is not responsible for failed reconnections. The Official Organization will not handle complaints about disconnections due to network issues. Using boosters, changing nodes, or disconnecting may lead to unstable connections, disconnections, or failing to reconnect. The Official Organization will hold no responsibility for such outcomes.

In rare cases, if the game server fails to record match results, the Tournament system will automatically take the following actions: For the open qualifiers, the match count and points will remain unchanged. Affected Clash Factions can continue competing within the matchmaking period. For the single-elimination stage, unrecorded match results will be ignored, and points will remain unchanged. However, the system will proceed with the break and the next match until the BO3/BO5/BO7 results are confirmed. Clash Factions should pay attention to Tournament notices and participate in matches promptly.

The in-game system is responsible for scheduling matches and determining match results. The results of the sign-up stage, open qualifiers and single-elimination stage will be based on the data automatically generated by the Tournament system, match results following the quarterfinals shall be governed by the results of the matches manually organized by the committee. In case of major disruptions, the Official Organization has the right to switch to manual mode and coordinate the remaining schedule through a custom room and captain group. If this change is needed, the Official Organization will notify the captain group promptly. Once manual mode is activated, all match results will be announced by the Official Organization.

Objections/Complaints Rules

The Official Organization is the highest authority for the Tournament. For any major disputes during the Tournament, the Participants involved must submit evidence. If a new round has started, or more than 6 hours have passed since the end of the match, the Official Organization will no longer accept any appeals for that match.

The complainant must be a member of the participating Clash Faction, and the involved Participants must promptly provide evidence.

Below is the standard procedure for objections/complaints: The involved Participants save evidence and submit it to the Official Organization through the captain group or other official channels. Afterward, the Official Organization investigates and announces the results.

Once the complaint is accepted, the Official Organization will immediately conduct an investigation, and collect, analyze, and examine the evidence on the principles of transparency, fairness, and justice. All Participants must report truthfully. If a Participant conceals information or misleads the Official Organization to hinder the investigation, both the Participant

and their Clash Faction will be penalized.

The Official Organization will then make a ruling based on the facts and rules. The decision will be announced through the captain group or other official channels. After the official investigation results are announced, Participants cannot raise objections. But if new and more accurate evidence arises with substantial objections to the original decision, the Official Organization may consider reopening the complaint.

Actions that follow in-game match and Tournament Rules, such as character selection, map use, and kill methods, will not be accepted for complaints.

Code of Conduct for Participants

The Tournament aims to provide an exciting competitive experience for all Participants yearning for victory. The Official Organization strives to create a fair environment for all Participants, ensuring the value of each match. To create a fair gaming environment, we insist there should be no cheating, system abuse, harassment, or other actions that prevent Participants from performing to the best of their abilities.

Participants should address conflicts with mutual respect, avoiding physical/mental violence, threats, or intimidation. Violence against other Participants, fans, judges, official staff, or anyone else is strictly forbidden at all times.

The following actions will be considered violations, and the Official Organization has the right to impose penalties such as verbal warnings, rematches, disqualifications from matches/rounds, or forfeitures of prizes/rewards if the actions disrupt the fairness of the game or are deemed inappropriate:

1. Failing to use the designated device to compete;
2. Passive gameplay or illegally obtaining confidential information from other Clash Factions (including but not limited to screen information, internal voices, internal chats, or tactical secrets);
3. Using any game bugs to gain an advantage, unless explicitly allowed by the Official Organization (Participants are obligated to promptly report any bugs encountered during the Tournament and avoid using them);
4. Colluding, fixing matches, or committing acts that severely affect other Participants;
5. Making inappropriate remarks, spamming excessively, or disrupting the Tournament or livestream in the Tournament area, livestreams, group chats, or in-game chats;
6. Modifying the game client in any way;
7. Using cheat devices and/or programs, or any similar cheating methods (signal devices, macro commands, emulators, XIM, etc.);
8. Using another Participant's account, or hiring/encouraging/guiding others to use another Participant's account to compete;
9. Threatening, insulting, attacking, bribing, provoking, harassing, or defaming staff of the Official Organization or other Participants;
10. Posting discriminatory or offensive comments about gender, race, religion, political views, financial status, etc. in any form in the Tournament area, livestreams, group chats, or in-game chats;
11. Inciting or promoting hate/discrimination in any form in the Tournament area, livestreams, group chats, or in-game chats;
12. Engaging in behavior that violates the User Agreement, Privacy Policy, or any applicable community guidelines/rules.

Rule Changes & Improvements

To ensure fairness and integrity in the Tournament, the Official Organization reserves the right to revise, amend, or

supplement these Rules as needed.

For major changes, the Official Organization will notify Participants before the next event or match where the new rules apply. By participating in subsequent events or matches, Participants are deemed to have accepted the revised rules.

The officially published rules shall prevail in case of any inconsistency with official communications.

The Official Organization has the right to take any necessary measures without restriction to protect the interests of Marvel Rivals, its affiliates, individuals or entities providing products or services for the Tournament, individuals or entities authorized to create and/or release media content during the Tournament, and individuals attending Tournament-related events. All decisions made by the Official Organization are final.

The Official Organization reserves the right to interpret all provisions of these Rules and to determine penalties for violations.

Prizes

The Tournament is the Open Qualifiers for the group stage of Marvel Rivals Ignite Stage 1. The Tournament doesn't contain any prize pool.

Note: Marvel/Disney is neither a sponsor of this Tournament nor the provider of the prizes.

Virtual Rewards

The Tournament offers virtual prizes within the Marvel Rivals game. Based on the final rankings achieved by each participating Clash Faction, the members of that Faction and the Faction itself will receive various types of virtual prizes. The final design and names of the prizes will be determined by how they appear in the game. Participants can check the "Rewards Preview" on the Tournament page within the game for timely updates.

Virtual prizes are divided into two categories: personal prizes and Clash Faction prizes. Personal virtual prizes must be claimed by the corresponding players on the Tournament page. Rewards from previous seasons that were not claimed can be collected on the Marvel Rivals Clash page under the "Past Tournaments" tab. These rewards have no expiration date and are unaffected by actions such as leaving or changing Clash Factions. Unclaimed rewards will remain available for the entirety of the game's existence. Please note that some virtual prizes may only be available for a limited time. Regardless of whether players claim them promptly, these prizes will only be usable during the next season of the Tournament they were won in, and will not be available for longer if claimed later.

Clash Faction virtual rewards will be automatically distributed on the Clash Faction page at the end of the season of the corresponding Tournament, and do not need to be manually claimed. Please note, if a Clash Faction is disbanded, all previous honors and related virtual rewards will be permanently lost, and the Organizer will not restore or transfer these rewards to another Clash Faction.

Virtual prizes are non-transferable and cannot be exchanged for other prizes. The Organizer also reserves the right to redesign, visually optimize, or make other adjustments to virtual prizes that have already been issued or are yet to be issued, without giving prior notice. The Organizer only guarantees the validity of virtual prizes during the operational period of Marvel Rivals.

Tournament Material Use Agreement

The Official Organization may use all or part of the game footage recorded during the Tournament as original content for official promotions or broadcasts. This content may include Participant names, in-game names, Clash Faction names, Clash Faction tags, and the full gaming process. By successfully registering for the Tournament, the Participants agree to the following terms:

I hereby grant NetEase, Marvel, Disney, their affiliates, and authorized parties absolute and irrevocable rights and permissions to use and adapt my in-game names, logos, characters, footage, data, and any streaming content generated from my participation in this or any other games, and to create derivative works based on the aforementioned. The above content may be used in whole or in part in Marvel Rivals marketing and promotional materials (collectively referred to as "Marketing Materials") and may be distributed, marketed, and/or used in any form through any channels operated or designated by NetEase, Marvel, or Disney, whether in written or oral form, and whether using my real name or a pseudonym.

Limitation of Liability & General Disclaimer

To participate in the Tournament, each Participant agrees, to the fullest extent permitted by applicable laws and regulations, to release and indemnify NetEase, Marvel, Disney, and their affiliates, as well as their respective executives, directors, employees, and other representatives ("Released Parties") from any liability, and to waive any claims, costs, injuries, losses, or damages arising from participating in the Tournament or from receiving, delivering, accepting, possessing, or using any prize. This includes, but is not limited to, claims, costs, injuries, losses, and damages related to personal injury, death, property damage, violations of publicity/privacy rights, or defamation (intentional or not), whether based on contract, tort, warranty, or other legal theories. Participants hereby waive any right to bring lawsuits, request injunctions, or seek other equitable relief against the released parties regarding the Tournament, or its production, distribution, display, advertising, promotion, or publicity.

According to these Tournament Rules, the released parties are not liable for any consequential, incidental, indirect, exemplary, special, or punitive damages to any Participant or any individual/entity claiming rights from the Participant. This includes loss of data, income, prizes, or profits due to breach/negligence or based on any other legal theories, whether or not there are foreseeable or whether the Official Organization, Marvel, Disney, or any affiliates/representatives have been informed of the possibility of such damages.

Each Participant acknowledges the risks, dangers, and hazards associated with the Tournament and, to the fullest extent permitted by law, voluntarily accepts and fully assumes all such risks and the possibility of personal injury, death, property damage, or loss resulting from participating in the event.

Each Participant acknowledges and agrees that NetEase, Marvel, and Disney are not responsible for their property or personal safety. If Participants feel the need to take out insurance, they should seek it from a third party.

Disclaimer

The Tournament is part of the official online events. References to prizes or brand names related to Marvel Rivals do not imply or constitute official endorsement by NetEase, Marvel, or Disney.