



# MARVEL RIVALS IGNITE

Marvel Rivals Ignite 2026  
Preseason and Stage 1  
Tournament Rules

Official Rules v1.0

# I. Summary

The "Marvel Rivals Ignite Series" (hereinafter referred to as "the Tournament") is a tournament hosted and operated by UK NetEase Interactive Entertainment Limited and its affiliated companies (collectively referred to as the "Organizer") on the PC platform only.

These "Marvel Rivals Ignite Preseason and Stage 1 Tournament Rules" (hereinafter referred to as "Rules") constitute an agreement between all Teams, Players and, if applicable, legal organizations representing Players and managers, coaches and other representatives (collectively referred to as "Participants") and the Organizer 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.

These Rules form part of, and shall be interpreted consistently with, the Marvel Rivals Global Competition Rules (the "Policy") and their applicable appendices which have been previously signed by the Participants. In the event of any conflict or inconsistency between these Rules and the Policy, the Policy shall prevail to the extent of such conflict.

The tournament schedule will consist of Group Stage and Playoffs across 5 different Regions with eight to twelve Teams participating in each Region. The preseason and the Stage 1 have different tournament formats.

Prior to participating in the Tournament, each Participant must carefully read, understand, and agree to be bound by these Rules. As a strict condition of entry, all Participants must sign and submit a participation confirmation form (in either electronic or physical format, as deemed appropriate by the Organizer) provided by the Organizer. Any Participant who fails or refuses to agree to these Rules will not be permitted to enter or continue participating in the Tournament.

# II. Term Definitions

**"Administrator"**: referees, administrators and staff designated by Organizer to operate an Official Competition. As communicated to the Participants, Administrators serve as point of contacts for the Participants and shall have the power to interpret, enforce these Rules and make a decision on behalf of Organizer. For the avoidance of doubt, Marvel, The Walt Disney Company, and their affiliates are not Administrators.

**"Map"**: a competitive game of Marvel Rivals set by the Organizer in order to determine a winner between two (2) Teams participating in the Tournaments.

**"Match"**: series of Maps played between two Teams until one Team wins a majority of a set number of Maps as determined by the Organizer accordingly to the phase of the Tournaments. Depending on the phase of the Tournament, there might be different format as: best of three (BO3), best of five (BO5), best of seven (BO7).

**"Official Assets"**: Game assets, official logos of the Game, Organizer and/or Marvel as well as any event materials prepared by the Organizer in connection with the Tournament

**"Team"**: group of Players and Substitute Players participating in the Tournament, as well their managers, coaches and other representatives. "Tournament Admins": group of officials, administrators and referees appointed by Organizer to run and supervise the Tournament.

**"Qualified Teams"**: Teams that are qualified and admitted into Marvel Rivals Ignite Preseason and Stage 1 Tournament based on the Marvel Rivals Championship Season 6 PC tournament.

**"Guest Teams"**: Teams that has been invited to participate in the Tournament by Organizer based on the previously won

tournaments or other criteria decided by the Organizer at its own discretions.

"Partner Teams": Teams that has been invited to participate in the Tournament as a Partner by Organizer based on the previously won tournaments or other criteria decided by the Organizer at its own discretions.

"**Game**": Marvel Rivals published by NetEase Games

"**Region**": region in which the Tournament takes place

"**Player**": individual competing in the Tournament.

"**Substitute Player**": substitute player that can replace the Player, each Team may have up to 2 (two) Substitute Players.

"**Team Captain**": one of the Players designated as captain to Organizer by each Team.

"**User Agreement**": NetEase Games Terms of Service available [here](#).

"**Privacy Policy**": NetEase Games Privacy Policy available [here](#).

### III. Participants

1. The following Teams are eligible to participate in the Tournament:
  - a. Qualified Teams:
    - a) at least 3 Teams in Americas Region, at least 3 Teams in EMEA Region, at least 2 Teams in Chinese Mainland Region, at least 4 Teams in Pacific Region
  - b. Guest Teams:
    - a) Certain amount of Teams will be directly invited to participate in the Tournament as Guest Team. In each league region, the total amount of the Guest Teams plus the total amount of the Partner Teams won't violate the guaranteed minimum amount of the Qualified Team.
  - c. Partner Teams:
    - a) In Marvel Rivals Ignite 2026, 12 Teams around the globe will become Marvel Rivals' official Partner Team. Partner teams will receive direct invitation to the Tournament. The 12 Partner Teams will be distributed to different league regions according to the Official's consideration and the Teams' choice and its roster composition

If any Qualified or Invited Teams choose not to participate in the Tournament, are unable to participate, or are disqualified, or if any slot in any Region becomes available, the Organizer reserves the right, at its discretion, to invite any other Team to participate.

2. Participants must ensure that all their registered Marvel Rivals game accounts remain in good standing throughout the duration of the Tournament. Accounts must be free from any active bans, suspensions, or violations of the game's User Agreement and Privacy Policy. Furthermore, Participants must strictly adhere to all official rules, guidelines, and communications issued by the Organizer regarding the Tournament.
3. The Tournament will only take place on PC in all Regions. For the PC version of this Tournament, Players must adhere to the PC registration requirements and use a PC account to compete.
4. Participants agree to abide by these Rules and accept the decisions made by the Organizer and Tournament Officials. Each Participant (or their legal guardian) will need to sign the copy of the Rules that confirms each Participants agree to follow these Rules before the Tournament starts. Failure to properly complete, sign, and submit the participation confirmation form within the time period specified by the Organizer may result in denial or termination of the Participant's Tournament registration and/or participation. Each Participant must ensure that even if certain Team Member does not sign the acceptance form, they must always comply with these Rules. Participants in the Chinese Mainland region must be Chinese citizens (including residents of Hong Kong SAR, Macau SAR, Taiwan region) and be at least 18 years old at the time of registering. Participants from

other regions must be at least 16 years of age at the time of registration. If a Participant meets this minimum age requirement but is still considered a minor under the applicable laws of their jurisdiction or country of residence, their parent or legal guardian must review and formally accept these Rules on their behalf prior to participation. Eligibility to participate is strictly limited to Players who legally reside in territories where the Game is officially and commercially available.

5. Participants must:
  - a. ensure that their participation in the Tournament and their team operations (including contracts, streaming, content, sponsorships, and promotions) comply with all applicable laws and regulations in all places where they are resident, registered, or operate, especially those relating to data protection, protection of minors, gambling, advertising and promotion; and each Participant must take all necessary measures to ensure such compliance and, if needed, seek their own legal advice. The Organizer is not responsible for ensuring the local legal compliance of any Participant or team; and each Participant acknowledge that these Rules are governed by Singapore law. If there is any conflict between these Rules and the laws of a Participant's or team's own jurisdiction, the Participant or team must notify the Organizer and resolve it at their own cost, including by refraining from participation or from certain activities if required by their local law.
  - b. If required, they must obtain authorization from the relevant government authorities.
  - c. Not have been convicted of any criminal offence including but not limited to fraud, dishonesty, violence, match-fixing, gambling or moral turpitude within the past three (3) years and must not be currently involved in any pending criminal cases.
  - d. Not make any illegal, inappropriate, or disrespectful comments toward other 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.
  - e. The Participant's and Team's in-game name must comply with all the legal requirements and may not be offensive or inappropriate or make improper or insulting use of the intellectual property of NetEase, Marvel, Disney, or any third party. The Organizer reserves the right to impose restrictions on the Participant's in-game name and request changes for any non-compliant names prior or during the Tournament and non-compliance with these sanctions provided in section XIX below.
  - f. Not be serving as directors, executives, or employees of the Organizer 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 Organizer 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 Organizer and written authorization must be obtained.

## IV. Regions

1. The Tournament comprises the following five Regions, which operate independently within the schedule:
  - a. Chinese Mainland Region (CST/ UTC+8): Chinese Mainland | Note: The players from Hong Kong SAR, Macau SAR and Taiwan region are not considered foreign player when joining the Chinese Mainland Region Teams for competition.
  - b. Americas Region (EDT/ UTC-4): 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.

- c. Europe, the Middle East, and Africa (EMEA) Region (CEST/ UTC+2): 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.
  - d. Asia Region (JST/ UTC+9): Hong Kong SAR, Macau SAR, Taiwan region, Japan, South Korea, Indonesia, Thailand, Malaysia, Philippines, Singapore.
  - e. Oceania Region (AEST/ UTC+10): Australia, New Zealand.
2. In certain phases of the Tournament, namely in the Playoffs of Stage 1/2, in the Mid-Season Finals and in the Grand Finals, Asia Region and Oceania Region will be merged. Teams from these two regions will compete together as a single and unified region.
  3. The Qualified Teams and Invited Teams must participate in the same Region throughout Ignite 2026 Preseason, Stage 1 and/or Marvel Rivals Championship unless otherwise agreed by the Organizer.
  4. Each Player must possess valid identification corresponding to the respective Region, however each Team may include a maximum of two Players who do not belong to the Region. Prior to participating in the Tournament, all players must certify their residency by providing proof of residency at the Organizer's discretion. To certify the residency players will need to submit a valid government-issued identification document (passport or national identity card) or a valid residency visa. A tourist visa doesn't fulfill this requirement. If applicable, Teams that qualify for Tournaments must provide their players' passport information to verify travel arrangements.
  5. For Teams in Asia or Oceania region, players that don't come from Asia nor Oceania will be considered as "foreign player" and must not exceed 2 members per Team. The region belongings of the Team will be determined by the rest of the roster: If the amount of the Asian players is bigger than the amount of the Oceania players, this Team will be considered as an Asian Team. If it's an opposing situation, this Team will be considered as an Oceania Team. If the amount of the Asian players is the same as the amount of the Oceania players, this Team can choose freely the region that it belongs to, Asia or Oceania. This decision must be made before the roster deadline set by the Official, before the preseason. Once determined, the belonging region of this Team cannot be changed during the league year. This Team must ensure an equal number of non-foreign players from Asia and Oceania, or the number of players from the team's region must exceed the number from the other region at all time.

## V. Tournament Format

1. This Section V clarifies the Tournament format for the following four phases while the format for other stages will be specified and supplemented separately, subject to further notice by the Organizer:
  - a. Ignite 2026 Preseason Group Stage
  - b. Ignite 2026 Preseason Playoffs
  - c. Ignite 2026 Stage 1 Group Stage
  - d. Ignite 2026 Stage 1 Playoffs

2. The Tournament Format for the Preseason Group Stage will run as follows in respective Regions:
  - a. Americas and EMEA Region

The Group Stage will last for two weeks. The 12 teams will be divided into two groups based on both historical performance and random draw. Each group will adopt a round-robin format with Best of Three (BO3) matches. Upon completion of the group stage, the top four teams from each group (8 teams in total) will advance to the Playoffs.
  - b. Chinese Mainland Region

The Group Stage will last for two weeks. All 8 teams will be placed into a single group, competing in a round-robin format with Best of Three (BO3) matches. The matchup order for the 8 teams will be determined through random draw by the organizer. Upon completion of the group stage, the top six teams will advance to the Playoffs.
  - c. Asia region

The Group Stage will last for two weeks. All 8 teams will be placed into a single group, competing in a round-robin format with Best of Three (BO3) matches. The matchup order for the 8 teams will be determined through random draw by the organizer. Upon completion of the group stage, the top six teams will advance to the Playoffs.
  - d. Oceania region

The Group Stage will last for one week. The 8 teams will be divided into two groups based on both historical performance and random draw, with each group adopting a round-robin format and Best of Three (BO3) matches. Upon completion of the group stage, the top two teams from each group (4 teams in total) will advance to the Playoffs.
3. The Tournament Format for the Preseason Playoffs will run as follows in respective Regions:
  - a. Americas and EMEA Region

A total of 8 teams will advance to the Playoffs, which will adopt a double elimination bracket format. All Playoffs matches will be played in a Best of Five (BO5) format except for the Grand Finals, which will be a Best of Seven (BO7) match.
  - b. Chinese Mainland Region

A total of 6 teams will advance to the Playoffs, which will adopt a double elimination bracket format. All Playoff matches will be played in a Best of Five (BO5) format except for the Grand Finals, which will be a Best of Seven (BO7) match.
  - c. Asia region

A total of 6 teams will advance to the Playoffs, which will adopt a double elimination bracket format. All Playoff matches will be played in a Best of Five (BO5) format except for the Grand Finals, which will be a Best of Seven (BO7) match.
  - d. Oceania region

A total of 4 teams will advance to the Playoffs, which will adopt a double elimination bracket format. All Playoff matches will be played in a Best of Five (BO5) format except for the Grand Finals, which will be a Best of Seven (BO7) match.
4. The Tournament Format for the Stage 1 Group Stage will run as follows in respective Regions:
  - a. Americas and EMEA Region

The Group Stage will last for three weeks. The 12 teams will be divided into two groups based on their ranking order from the Preseason. Each group will adopt a round-robin format with Best of Five (BO5)

matches. Upon completion of the group stage, the top four teams from each group (8 teams in total) will advance to the Playoffs.

b. Chinese Mainland Region

The Group Stage will last for three weeks. All 8 teams will be placed into a single group, competing in a round-robin format with Best of Five (BO5) matches. The matchup order for the 8 teams will be determined through random draw by the organizer. Upon completion of the group stage, the top six teams will advance to the Playoffs.

c. Pacific region (including Asia and Oceania region)

The Group Stage for the Asian region and Oceania region will be held separately.

For Asia region, the Group Stage will last for three weeks. All 8 teams will be placed into a single group, competing in a round-robin format with Best of Five (BO5) matches. The matchup order for the 8 teams will be determined through random draw by the organizer. Upon completion of the group stage, the top six teams will advance to the Playoffs.

For Oceania region, the Group Stage will last for one week. All 8 teams will be placed into a single group based on their ranking order from the Preseason, competing in a double elimination bracket format. All matches will be played in a Best of Five (BO5) format except for the Grand Finals, which will be a Best of Seven (BO7) match. Upon completion of the group stage, the top two teams will advance to the Playoffs.

5. The Tournament Format for the Stage 1 Playoffs will run as follows in respective Regions:

a. Americas and EMEA Region

A total of 8 teams will advance to the Playoffs, which will be played in a double elimination bracket format. All Playoff matches will follow the Best of Five (BO5) format except for the Grand Finals, which will be a Best of Seven (BO7) match.

b. Chinese Mainland Region

A total of 6 teams will advance to the Playoffs, which will be played in a double elimination bracket format. All Playoff matches will follow the Best of Five (BO5) format except for the Grand Finals, which will be a Best of Seven (BO7) match.

c. Pacific region (including Asia and Oceania region)

The Asian region and Oceania region will be merged as Pacific region during Stage 1 Playoffs.

The Playoffs will feature a combined bracket of 6 qualifying teams from the Asian region and 2 qualifying teams from the Oceania region. The 8 advancing teams will compete in a double elimination bracket format. All Playoff matches will follow the Best of Five (BO5) format except for the Grand Finals, which will be a Best of Seven (BO7) match.

6. The Tournament format details, dates, and times will be communicated to Participants before and during the event. The Organizer reserves the right to modify the format, which may include changes to the schedule, lobby settings, map selection rules, and any other adjustments deemed necessary by the Organizer at its sole discretion. The Organizer will make its best effort to inform Participants about any such material changes in advance.

## VI. Preseason and Regional Seed Ranking

1. Where a Group Stage draw or Knockout Stage draw is required for each region in the Preseason, the Tournament Organizer will determine the initial groupings in accordance with the following principles:
  - a. For teams with historical results from Ignite 2025, the Organizer will prioritize seeding these teams into the initial groupings for each Preseason region using a high seed ranking method based on their historical results. Results of the most recent professional tournaments will carry a higher priority compared to those of earlier professional tournaments.
  - b. For all other teams, the Organizer will randomly assign them to the initial groupings or positions for the group stage or knockout stage via a draw.
2. The tournament results of each region upon the conclusion of the Preseason will determine the initial matchups for the corresponding region in Stage 1, as specified below.
  - a. Americas and EMEA Region
    1. The 1st-ranked team is placed in Group A, and the 2nd-ranked team in Group B.
    2. The 3rd-ranked team is randomly assigned to either Group A or B, and the 4th-ranked team to the other group.
    3. The 5th-ranked team is randomly assigned to either Group A or B, and the 6th-ranked team to the other group.
    4. The 7th-ranked team is randomly assigned to either Group A or B, and the 8th-ranked team to the other group.
    5. The 9th-ranked team is randomly assigned to either Group A or B, and the 10th-ranked team to the other group.
    6. The 11th-ranked team is randomly assigned to either Group A or B, and the 12th-ranked team to the other group.
  - b. Chinese Mainland and Asia Region

A single group format is adopted for the Stage 1 Regular Season, which is not affected by Preseason results. The matchup order for the 8 teams will be determined through random draw by the organizer.
  - c. Oceania Region

The initial seeding for the 8-team double elimination bracket will be determined in the following order:

    1. 1st-ranked team
    2. Randomly drawn between the 7th and 8th-ranked teams
    3. Randomly drawn between the 5th and 6th-ranked teams
    4. 4th-ranked team
    5. 3rd-ranked team
    6. The remaining team from 5th- and 6th-ranked teams
    7. The remaining team from 7th- and 8th-ranked teams
    8. 2nd-ranked team
  - d. Pacific Playoffs Bracket Seeding

The initial bracket seeding for the Pacific Playoffs elimination stage shall be determined by regular season results in the following order:

    1. Asia 1st-ranked team
    2. Randomly drawn between Asia 5th and 6th-ranked teams
    3. Randomly drawn between Asia 3rd and 4th-ranked teams

4. OCE 2nd-ranked team
  5. Asia 2nd-ranked team
  6. The remaining team from the Asia 4th- and 3rd-ranked teams
  7. The remaining team from the Asia 5th- and 6th-ranked teams
  8. OCE 1st-ranked team
- e. Stage 1 Regional Ranking Systems
- Final rankings per region will be determined by Stage 1 results, with Asia and Oceania incorporating both regular season and playoffs outcomes:
1. Americas/EMEA: 1, 2, 3, 4, 5-6, 7-8, 9-10, 11-12
  2. Chinese Mainland: 1, 2, 3, 4, 5-6, 7-8
  3. Asia: 1, 2, potential ties for 3rd-6th, 7, 8
  4. Oceania: potential ties for 1st-2nd, 3, 4, 5-6, 7-8
  5. Pacific Playoffs: 1, 2, 3, 4, 5-6, 7-8

## VII. Mid-Season Promotion and Relegation Provisions

Upon the conclusion of the Stage 1 Playoffs in each region, the following teams must participate in the Mid-Season Qualifiers to compete for league spots in Stage 2:

1. Teams ranking in the bottom 50% of their Region after the Stage 1 Playoffs. Meanwhile, Partner Teams among them will be protected and exempt from the Mid-Season Qualifiers, securing direct spots in Stage 2.
2. The top 4 teams from MRC Season 8.
3. Teams with the highest cumulative Championship Points (26) from MRC Season 7 and Season 8. The number of such teams will be determined on a case-by-case basis by the Organizer as needed to fill the initial quota of thirty-two (32) teams for the Mid-Season Promotion and Relegation Tournament in each Region.

The Official Organization will extend invitations to participate in Ignite 2026 Stage 2 based on the final rankings of the Mid-Season Qualifiers. If a team does not meet the eligibility requirements or otherwise cannot participate, the invitation will be passed to the next highest-ranked eligible team in order.

## VIII. Teams & Roster

1. Each Team will be required to appoint one player as the Team Captain that will serve as the leader for the Team and the main point of contact for the Organizer. All communications to and from the Team Captain will be considered representative of the entire Team. The Team Captain must be a player on the Team's roster. Any changes to the Team Captain role during a Tournament must receive prior written approval from Tournament Officials. If the Team Captain is unavailable, the Team must inform Organizer in advance and assign an interim Team Captain. In cases where the Team Captain cannot fulfill their duties, each Team Members must communicate with Organizer to ensure adherence to Rules.
2. Each Team must maintain a starting lineup of six Players and may have up to two substitute players. . Each Team can further include up to 2 additional Team Members serving as Team Manager and/or Team Coach. All

Team Members must be eligible to participate in Tournament at all times. Teams must communicate their roster, including Substitute Players, as requested by Organizer. A Team Member may not compete or be listed on the roster of more than one Team concurrently in Tournament.

3. A Team may make changes to its rosters involving, sign new players or free agents or otherwise change the players on its roster during any time within a given period set by the Organizer. Any unauthorized changes or non-complete may lead to penalties, including disqualification from the Tournament, however Organizer reserves the right to find a suitable remedies in case Team roster is incomplete.
4. A Directly Invited Team must submit a valid roster before the deadline preset by the official. A Qualified Team must submit a valid roster before the deadline preset by the official, and must ensure that at least 4 members of the roster come from the qualified team that participated in Marvel Rivals Championship Season 6. Team names and logos provided to the Organizer prior to the Tournament must remain unchanged throughout its duration without approval from the Organizer. Team names and logos must not contain any offensive, illegal, inappropriate, or infringing elements on the rights of the Organizer, Disney Marvel, or third parties or content otherwise deemed inappropriate or objectionable, at the sole discretion of the Organizer and Disney Marvel. The Organizer reserves the right to reject non-compliant names or logos in accordance with these Rules.
5. During the public-facing segments of Tournament Teams Members are permitted to wear official uniforms during (if available). Prior to any public-facing or in-person Tournament events, Organizer will provide Teams with Uniform design guidelines that Participants must dtrictly follow. Uniform designs may feature logos, patches, or promotional language provided that they adhere to aesthetic standards and do not include any objectionable, offensive or unethical content. Organizer reserves the right to review and approve design or request modification at their sole discretion. If uniform design is not approved, Team Members must wear generally appropriate attire. Failure to comply with apparel rules may lead to a ban or refusal of entry. In case the Participants do not wish to wear Team Uniforms, Organizer will either provide a uniform to Team Members or agree that Team Members will wear generally appropriate attire in line with guidelines provided by the Organizer.

## **IX. Allocation of Initial Spots and Roster Confirmation for Ignite 2026**

Open qualification spots qualified via the PC version of the Marvel Rivals Championship Season 6 (MRC S6) tournament:

1. Players who have been admitted into the official rosters of Partner Teams or Guest Teams are prohibited from participating in MRC S6 and all subsequent MRC seasons in any form during their active tenure.
2. Clubs or organizations on the official list of Partner Teams or Guest Teams may field a maximum of two academy teams to participate in MRC S6 and all subsequent MRC seasons. However, even if such an academy team secures a qualifying rank in the MRC, its eligibility for the promotion and relegation tournament of the

corresponding stage will be determined in accordance with the following rules:

- a. If the club/organization's primary team in the league is not relegated and is exempt from the qualifiers, its academy teams will be ineligible to participate in the qualifiers of that stage—unless the club/organization elects to release the academy team prior to the start of the qualifiers.
  - b. If the club/organization's primary team in the league is required to participate in the qualifiers, its academy teams may take part in the same qualifiers concurrently. However, only the highest-ranked eligible team among all the club/organization's participating teams will qualify for promotion; all other teams of the club/organization will be ineligible. This rule aligns with the fundamental restriction that a single entity may own only one team in the Marvel Rivals Professional League across all global regions. If the club/organization elects to release the highest-ranked eligible team, the team may advance to subsequent league stages either as an independent organization, or by being rebranded under the name of a team/club that is not part of the league after the qualifiers.
3. Based on the final rankings of the PC version of MRC S6 in each region, top-ranked teams will receive invitations to join Ignite 2026 in sequence until the upper limit of open spots allocated to MRC S6 for each region is reached. In specific cases, the official will organize supplementary tournaments to resolve tied rankings. Teams that fail to meet the Professional League eligibility criteria will be skipped during the sequential invitation process.
  4. Teams invited to join Ignite 2026 must submit their official rosters by March 22, 2026. Such rosters must comply with the roster restrictions stipulated in the Marvel Rivals Ignite Series Tournament Rules, and at least 4 players must be from the original roster of the team's MRC S6 squad. Failure to meet these requirements will be deemed a violation of the Professional League eligibility criteria, and the official will defer invitations to the next-ranked teams in sequence.

## **X. Team Entity Change Provisions**

Among the initial spots for Ignite 2026, Guest Teams and teams that qualified via the MRC S6 Open Qualification may not have an affiliated club entity which means they are independent self-organized teams. The official permits such teams to participate in Ignite 2026, with the following provisions noted:

1. Prior to the start of the Preseason, Guest Teams and such open-qualified teams may change their entity name by accepting a naming rights sponsorship during the following periods: before the Preseason; after the Preseason and before the start of Stage 1; after Stage 1 and before the start of the Mid-Season Finals; after the Mid-Season Finals and before the start of Stage 2; and after Stage 2 and before the start of the Grand Finals. The naming rights sponsor must be an officially recognized club or organization. Upon the successful completion of the naming rights sponsorship, all historical results and points of the team will be inherited by the new entity. The naming rights sponsor may not be a club or organization that has participated in or is currently participating in Ignite 2026.
2. During the Mid-Season Promotion and Relegation Qualifiers stage, newly qualified self-organized teams may accept a naming rights sponsorship from either: a club or organization that has not participated in Ignite 2026;

or a club or organization that participated in Stage 1 and was eliminated in the Mid-Season Qualifiers. For the latter case, upon the completion of the naming rights sponsorship, the new team will inherit the points that the sponsored club or organization earned in Stage 1.

## **XI. Club Voluntary Withdrawal Provisions**

Except for elimination in the Mid-Season Qualifiers, if a Team desires to withdraw from the League, it must provide the Organizer with at least thirty (30) days' prior written notice, specifying the detailed reasons for such withdrawal. Any such withdrawal shall be subject to the Organizer's prior written consent, which shall not be unreasonably withheld. Notwithstanding the foregoing, to ensure the integrity of the competition, a Team is strictly prohibited from withdrawing from the League while a specific Tournament stage is in progress. Under no circumstances shall a Team withdraw before the conclusion of the then-current stage in which it is participating. If a team withdraws without just cause, all of its matches shall be forfeited with the maximum score, and no applicable prize money will be distributed. In the meantime, the following provisions shall apply:

1. The club or organization will not be eligible to return to the league in any subsequent Ignite 2026 tournaments, including via rebranding or any other means.
2. For the corresponding player roster of the club or organization:
  - a. If at least 6 players agree to continue participating in subsequent tournaments, the team will continue to compete as a self-organized team, and all historical match results and points will be inherited. Remaining players who decline to participate must leave the team, and all players shall reach a mutual agreement through consultation. The team must submit a new team name, team logo and confirmed player roster to the Organizing Committee in a timely manner as required.
  - b. If fewer than 6 players agree to continue participating, the team will be ineligible for all subsequent tournaments and may not recruit substitutes under such circumstances. The team will be deemed to have forfeited all subsequent matches of the corresponding stage and will no longer be included in the league standings.
3. If the team continues to compete as a self-organized team, it may apply the Team Entity Change Provisions for the remainder of the tournament, and any entity change must take place within the window periods specified in the Team Entity Change Provisions.

## **XII. Roster Adjustment Windows**

During Ignite 2026, multiple windows for roster adjustments will be available, specified as follows:

1. After the Preseason and before the start of Stage 1: Restricted changes apply—a maximum of 3 main players may be adjusted, while substitute players may be freely adjusted, added or removed. Adjustment Window: 00:00 on May 4, 2026, to 24:00 local time on May 15, 2026.
2. Teams advancing to the Mid-Season Finals (after Stage 1 and before the start of the Mid-Season Finals): No roster adjustment window will be available.
3. Teams required to participate in the Mid-Season Qualifiers (after Stage 1 and before the start of the Mid-Season Qualifiers): No roster adjustment window will be available.

4. All types of teams invited to the Mid-Season Qualifiers from MRC Season 7/8 (i.e., club/organization/self-organized teams) must ensure that at least 4 players on their Mid-Season Qualifiers roster are from their MRC Season 8 squad, and comply with all official Professional League roster restrictions. Newly qualified teams from the MRC participating in the Mid-Season Qualifiers must adhere to all player-related requirements defined in the Marvel Rivals Ignite Series Tournament Regulations in all aspects, including but not limited to the number of starting and substitute players, players' regional affiliation, and foreign player limits.
5. All teams remaining in the league after Stage 1 (after the full conclusion of the Mid-Season Finals and Qualifiers, and before the start of Stage 2): Restricted changes apply—a maximum of 3 main players may be adjusted, while substitute players may be freely adjusted, added or removed.
6. Newly qualified teams (club/organization/self-organized) from the Mid-Season Qualifiers must submit their official tournament roster in a timely manner as required by the official after securing qualification and before the start of Stage 2. The roster must comply with all player roster requirements set forth in these Rules, with at least 4 players from their Mid-Season Qualifiers squad (no distinction between starting and substitute players).
7. Teams advancing to the Global Grand Finals (after Stage 2 and before the start of the Global Grand Finals): No roster adjustment window will be available.
8. Clubs that retain their Partner Team status for the following year after the Grand Finals: May freely adjust their team members.
9. Players added via roster adjustments by any team may be sourced from members of other participating teams in Ignite 2026, provided that the adjustment is conducted based on the principle of friendly negotiation and with the mutual consent of both teams.
10. All roster adjustment plans of any type must be timely communicated to the Tournament Organizing Committee and subject to its prior written approval.
11. No team may adjust its members outside the aforementioned windows. In the event that an adjustment is truly necessary due to unforeseen circumstances or force majeure, the team must promptly contact and obtain consent from the Tournament Organizing Committee. Such special cases will be reviewed and determined on a case-by-case basis by the Organizing Committee. Additionally, the Organizing Committee may solicit public opinions from all other league teams regarding such special cases, and will take such opinions into consideration in its deliberations.
12. Roster adjustments made under any circumstances must comply with the player roster restrictions established in these Rules, including but not limited to the limits on the number of main/substitute players and foreign players.
13. The management of team roles such as team managers and coaches falls within the autonomous management scope of each team and is not under the jurisdiction of the Tournament Organizing Committee. However, the official may require teams to submit confirmed rosters of team functionaries (e.g., team managers, coaches) during specific tournament stages to facilitate official arrangements for offline tournament travel, in-team microphone communication restrictions, and other related matters.
14. Team functionaries such as team managers and coaches are not considered eligible playing members of the team and may not participate as players in any tournament stage. In the event that a temporary substitution is truly necessary under special circumstances, the team must promptly contact and obtain consent from the Tournament Organizing Committee, which will review and judge such cases on a case-by-case basis according to actual circumstances. The official permits team players to concurrently hold the roles of team manager or coach to fulfill various official requirements such as official communication and tournament progress coordination for both online and offline tournaments.

### **XIII. Likeness & Intellectual Property Rights**

1. By participating in the Tournament, each Team and individual Team Member hereby grants the Organizer and its affiliates the perpetual, exclusive right to broadcast, stream, record their performance and gameplay during the Tournament or any part thereof. Furthermore, Each Team Member hereby grant Organizer a perpetual, royalty-free, worldwide, transferable license (with a right to sublicense) to use, copy, publish, distribute, edit, modify, host, and publicly display their full name, professional name or alias, team name & logo, game name, image, voice, video, and biography and other likeness. This license covers all purposes and fields of exploitation, including but not limited to 1) hosting, broadcasting or streaming coverage of Tournament and related events; 2) Marketing and promotion of the Tournament; 3) marketing and promotion of the Game.
2. All Players consent to engage in various media engagements (online and offline) organized by Organizer to promote the Tournament or the Game. These media engagements may include interviews, briefings, streaming sessions, photo shoots, sponsor events, webcasts and other media events. Participants confirm that refusal to participate in such events reasonably requested by Organizers may result in disqualification of the Team from the Tournament.
3. Participants acknowledge and agree that the Game, Official Assets, all streams, audiovisual recordings, data, broadcasts, footage, and all associated intellectual property rights are the property of the Organizer and/or its licensors. Participants understand that they do not possess any rights to these materials.
4. Participants may provide suggestions or feedback about Tournament, the Game and its future tournaments to Organizer. Such feedback is not considered confidential unless agreed upon in writing. Organizer may use or distribute the feedback without restrictions unless specified in a separate written agreement.
5. If Participants wish to use any Official Assets in their marketing or branding materials, they agree to always adhere to the official logo asset kits, branding guidelines, and/or usage rules provided by the Organizer. Participants also agree not to modify any Official Assets and to obtain prior written approval from both the Organizer and Marvel before releasing any materials that incorporate the Official Assets.

### **XIV. Prizes**

1. The Tournament features a dedicated prize pool for each Region. All prize amounts listed under the "Tournament Prizes" section are pre-tax and denominated in US Dollars (USD). Winners are solely responsible for any applicable taxes, bank fees, or other surcharges associated with the receipt of their prize. By participating, winners acknowledge and agree that the Organizer reserves the right to withhold and remit any taxes as required by applicable law, deducting such amounts directly from the prize payout. Any additional tax liabilities incurred, including but not limited to personal or corporate income tax filings, remain the strict responsibility of the winning Participants. Following the conclusion of the Tournament, the Organizer will contact the winning Teams regarding the prize distribution process. To successfully claim the prize, winning Teams and/or their Members must sign an official prize claim form. Additionally, Participants must provide necessary identity verification documents (e.g., government-issued IDs, passports) and complete all relevant tax forms as requested by the Organizer. Failure to accurately complete and submit these required documents within the specified timeframe will result in the delay, withholding, or complete forfeiture of the prize, at the Organizer's sole discretion.
2. Unless otherwise agreed upon in writing, prizes will be given to the Team Captain or another Team representative communicated to the Organizer. Prizes are non-transferable and cannot be exchanged for other

rewards. If a prize is unavailable, the Organizer may replace it with an equivalent or higher-value prize. Cash rewards will be paid in USD or an applicable local currency as determined by the Organizer. The conversion rate from USD to the applicable local currency shall be based on a reliable financial source on the day the payment is processed, at the sole discretion of the Organizer. Note: Marvel/Disney is neither a sponsor of this Tournament nor the provider of the prizes. Marvel, The Walt Disney Company, and their affiliates are not prize providers.

3. Participants agree to collaborate with the Organizer and provide all necessary documents as required by applicable laws and regulations to facilitate the disbursement of Tournament Prizes. In the event that legal restrictions or regulatory requirements impede a Participant from accepting the Tournament Prizes, the Participant will work closely with the Organizer to identify and implement a suitable solution.
4. As between NetEase and Participant, Participant shall be solely responsible for paying all applicable taxes imposed or levied in connection with any Tournament Prizes.

## XV. Tournament Prizes

Prizes in the Marvel Rivals Ignite 2026 Preseason (US dollars)			
Place	Americas and EMEA	Asia and Oceania	Chinese Mainland
1	16000	20000	20000
2	8000	10000	10000
3	6000	6000	6000
4	5000	4000	4000
5-6	3000	3000	3000
7-8	2000	2000	2000
9~12	1250	-	-
13~16	-	-	-
Total	50000	50000	50000

Prizes in the Marvel Rivals Ignite 2026 Stage 1 (US dollars)			
Place	Americas and EMEA	Pacific (Asia + Oceania)	Chinese Mainland
1	64000	42000	40000
2	32000	21000	20000
3	24000	15000	12000
4	20000	12000	8000
5-6	12000	9000	6000
7-8	8000	6000	4000
9~12	5000	3750	-
13~16	-	3750	-
Total	200000	150000	100000

## XVI. Sponsorships

1. Participants may establish partnerships with sponsors and advertisers provided such partnerships comply with the Rules that the following categories of sponsors are prohibited ("Prohibited Sponsors"):
  - a. Other video game companies
  - b. Gambling operators, cryptocurrency companies and unregulated financial institutions,
  - c. Tobacco, alcohol & pharmaceutical companies
  - d. Any companies that create or allow for creation of adult content or are generally known for the

- distribution or promotion of adult content.
  - e. Illegal goods and services as well as goods and services that are not appropriate for the game audience.
  - f. Political candidates or ballot initiatives.
  - g. Religious products or services.
  - h. Any other sponsor that NetEase or Marvel may reasonable deem to be adverse or inappropriate to the reputation of NetEase, Disney, Marvel, or the Marvel Rivals community.
2. If any Participant wishes to engage in partnership with any Prohibited Sponsors, they must obtain prior written approval from the Organizer. Organizer may grant such approval on a case-by-case basis, provided that such Partnership is not harmful to the interest of Organizer, Disney, Marvel or the game community or otherwise offensive or inappropriate.
  3. Any sponsors logos appearing on Teams uniforms, equipment or otherwise visible on the stream must be notified to Organizer in advance.
  4. In the event of conflict with Organizer's commercial rights or official sponsors, Organizer's rights shall prevail and Organizer may take any necessary measures, including masking or restricting sponsor visibility, without compensation.

## **XVII. Livestreams**

Participants are permitted to livestream their personal gameplay during the Tournament. However, while broadcasting, Participants are strictly prohibited from making any illegal, derogatory, disrespectful, or otherwise inappropriate remarks directed at other Players, Participants, Tournament Officials, or the Organizer. Participants who choose to livestream their matches are required to implement an appropriate stream delay to prevent "stream-sniping" (the act of a viewer or opponent watching a stream to gain an unfair competitive advantage). The Organizer assumes no responsibility or liability for any competitive disadvantage, including but not limited to the leakage of in-game tactics or positions, resulting from a Participant's failure to utilize a sufficient stream delay. Participants assume all risks associated with broadcasting their live gameplay. Broadcasting Participants must strictly comply with all applicable local laws, regulations, and broadcasting platform policies. Participants are required to uphold the highest standards of professional esports ethics, fully cooperate with relevant regulatory authorities if required. Participants must strictly uphold the brand integrity and public reputation of Game and refrain from any conduct that may bring disrepute to the Tournament or the Game. Furthermore, Participants shall not engage in any conduct that misappropriates, infringes upon, or otherwise damages Game's associated intellectual property rights.

## **XVIII. Equipment**

1. Participants may use either a keyboard and mouse, or a controller. Use of any cheats and/or unauthorized software or hardware in connection with gameplay is strictly forbidden. The Organizer will continuously monitor for violations and disqualify any Participants found to be breaching this rule.
2. The Organizer may require Participants suspected of violating this 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 Map and before the start of the next Map, as per the requirements instructed by the Organizer. When producing recordings, Participants must clearly display their monitors (if multiple monitors are used, the recording must 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 and a ruling against the Participants may be made accordingly.

3. If a Participant violates the Tournament's equipment usage rules or refuses to provide the recording, the Organization reserves the right to disqualify them from the event or take any other action it deems necessary in accordance with these Rules.

## **XIX. Lobby Settings**

The matches in Groups and Playoffs will conform to the following settings:

- Tournament Room
- Ban/Lock Settings: Tournament (Advanced)
- Server: Selected by the Organizer based on competing Teams' location.
- Pause Permission: Only granted to the Organizer.

## **XX. Map Selection Rules**

1. At a time specified by the Organizer prior to the start of a Match, the Map selection process will take place.
2. The first map shall be chosen from Domination. Before the match begins, the specific map and sides (A/B) will be randomly drawn by the organization for all matches, with repeated use permitted.
3. Starting from the second map in a match, the defeated team selects the map from remaining modes (Convoy, Convergence, or future new modes (if any) ), and the chosen mode becomes occupied after selection.
4. After all map modes have been selected once, all modes become fully unlocked. For the fourth map, the full map mode selection process restarts (adjusted accordingly if new map modes are added), and the selected mode becomes occupied after selection;
5. The same map may only be played once per entire match.
6. The Tournament features all maps available in competitive mode. The maps available for selection are categorized into three modes as the following:
  - a. Domination: BIRNIN T'CHALLA, HELL'S HEAVEN, KRAKOA, CELESTIAL HUSK
  - b. Convoy: YGGDRASIL PATH, SPIDER-ISLANDS, MIDTOWN, ARAKKO、 MUSEUM OF CONTEMPLATION
  - c. Convergence: HALL OF DJALIA, SYMBIOTIC SURFACE, CENTRAL PARK、 HEART OF HEAVEN、 SHIN-SHIBUYA

## **XXI. Post-Match Process**

1. When applicable, the Organizer will inform Teams of the remaining amount of time before the next Map in the Match. Unless otherwise notified by the Organizer, the standard time for transitions between Maps is five (5) minutes.
2. Teams may apply substitutions during transition time, provided that a prior notice is duly given. The next Map will commence strictly at the end of the transition period, or sooner if both Teams confirm they are ready. Failure to be match-ready at the designated time will result in a sanction against delay of game.
3. The Organizer will inform Teams of the remaining amount of time before the next Match if applicable. Unless

otherwise notified by the Organizer, the standard time for transitions between matches is ten (10) minutes. At the end of a Match, next teams have 10 minutes to be match-ready, otherwise they will potentially receive a Map Loss. Every subsequent ten (10) minute delay will result in an additional Map Loss, ultimately escalating to a full Match Loss.

4. Unless otherwise explicitly stated by the Organizer, all Mival Rivals Series events will operate on a "Rolling Schedule." Under a Rolling Schedule, match start times are fluid; the next Match will commence promptly after the preceding match concludes and both Teams have confirmed their readiness to a Tournament Official. All Teams are strictly required to be fully prepared to play their match immediately following the conclusion of the preceding match. It is the sole responsibility of the Teams to maintain active communication with Tournament Officials (e.g., Referees, Administrators, or the Organizer) to ensure the Match commences smoothly and without delay upon the Official's directive.
5. Players will be informed of any post-Match obligations, including, but not limited to, match process (Map Selection), media appearances, interviews, or further discussion of any Match matters. Players are required to perform these post-Match obligations.
6. If two (2) or more Teams are tied in the overall win/loss standings at the conclusion of a stage, the tie will be resolved by applying the following tiebreaker criteria in sequential order. In the event of a tie involving three (3) or more Teams, the criteria will be applied to all tied Teams simultaneously. If a specific criterion separates one (1) or more Teams from the tie but leaves the remaining Teams still tied, those remaining tied Teams will restart the tiebreaker process from the first criterion. This recursive process will continue until all ties are fully resolved:
  - a. Overall Match W-L Record
  - b. Head to Head Match Differential between tied teams
  - c. Overall Map Differential
  - d. Strength of victory evaluated by combining records of all Teams beaten
  - e. If a tie remains after all tiebreakers have been exhausted, a tiebreaker match will be played.

## XXII. Match Guide

1. All Match results, statistics, and related data are strictly and automatically determined by the Tournament's official system. These automated records act as the sole source of truth unless overridden by Tournament Officials due to technical failures. In the event of any technical anomaly, discrepancy, or dispute regarding Match results or data, the Organizer retains the absolute authority to determine the official outcome. All decisions made by the Organizer, as enforced and communicated by Tournament Administrators, are final, binding, and not subject to appeal.
2. Pause may be invoked by the Administrators when there are technical issues that could put a team at a disadvantage. Any player may request an in-game pause through the settings interface, and the Administrators will do pause at a proper time (e.g. after a team fight). Player must signal the Administrators immediately after the pause to identify the reason. Maximum pause time is 10 minutes and 3 times per team per map.
3. The Game version may be updated during the Tournament and/or Organizer may include hotfixes, patches or specific rules for the Tournament at the sole discretion of the Organizer.
4. If any part of the Tournament is hosted online, Participants will be responsible for preparing their own devices and resolving any network issues. It is recommended to use a stable wired connection. Participants must test their network in advance. If any network or device issues occur during online matches, Participants will be

responsible for the consequences. In the event of a disconnection, players can use the "Reconnect" feature to quickly return to the game. This feature is not exclusive to the Tournament, and the Organizer does not guarantee its effectiveness or stability. The Organizer is not responsible for any failed reconnections. The Organizer will not accept complaints related to disconnections caused by network issues. Using game boosters or other software to speed up, change nodes, or disconnect may result in network instability, disconnections, or failure to reconnect. The Organizer will not be held responsible for any consequences arising from the use of such software.

5. Participants must cooperate with the Organizer for device and network IP address checks.
6. Participants may replace players within the registered roster before and between matches, but temporary substitutes are not permitted.

## **XXIII. Dispute/Complaint Rules**

1. The Organizer and the Tournament Administrators hold final and binding authority over all Tournament matters. In the event of any dispute, the involved Participants must submit a formal appeal, accompanied by supporting evidence, directly to an Administrator. The Organizer will not accept or entertain any appeals regarding a specific match if the Participant's next scheduled match has already commenced, or if more than six (6) hours have elapsed since the official conclusion of the disputed match, whichever occurs first.
2. The complainant must be a member of the participating Team, and the relevant player must provide evidence in a timely manner.
3. The standard procedure for disputes/complaints is as follows: The relevant player collects evidence and submits it to the Organizer via the in-game reporting channel or official channels or dedicated email address. The Organizer will then conduct an investigation and announce the results.
4. Once the complaint is accepted, the Organizer will conduct an investigation. To ensure competitive integrity, all Participants must fully cooperate with Organizer. Any attempt to conceal information, mislead Organizer, or obstruct the investigative process is a severe violation. Such actions will result in immediate disciplinary sanctions against the offending Participant.
5. All disciplinary and dispute-related rulings made by the Organizer are final, binding, and not subject to appeal. Rulings will be communicated privately to the affected parties, with public announcements made solely at the Organizer's discretion. The Organizer may, but is not obligated to, reopen an investigation if verifiable and substantial new evidence is presented.
6. Disputes may not be filed against legitimate in-game mechanics, strategies, or tactics (including, but not limited to, character selection, positioning, and standard combat engagements) that do not explicitly violate the Game's Terms of Service or these Tournament Rules.

## **XXIV. Code of Conduct for Participants**

1. This Tournament aims to provide all Participants who strive for victory with an exciting competitive experience. The Organizer is committed to providing all Participants with a fair competitive environment to ensure the value of every match. Our philosophy is that in a fair gaming environment, there must be no cheating, abuse of the game system, harassment, or any behavior that prevents Participants from performing to the best of their abilities.

2. Participants must resolve differences in a respectful manner, avoiding the use of violence, threats, or intimidation, regardless of whether the behavior is carried out in person. The use of violence against anyone, including other Participants, fans, referees, and the Organizer's staff, is strictly prohibited at all times.
3. The following behaviors will be regarded as violations, and the Organizer has the right to impose penalties for such behaviors, such as warnings, rematches, Match forfeits, Map forfeits, or the confiscation of prizes or rewards:
  - a. Not using the designated devices as required by the Tournament;
  - b. Engaging in match-fixing or obtaining unauthorized access to the confidential information of other Teams (including, but not limited to, screen feeds, internal voice communications, private messages, and tactical strategies).
  - c. Intentionally exploiting any in-game glitches for an advantage unless explicitly allowed by the Organizer. Participants have the obligation to report any in-game glitches they encounter in the Tournament and actively avoid exploiting them;
  - d. Match-fixing, giving away matches, or engaging in behaviors that severely affect the interests of other Participants.
  - e. Posting inappropriate comments or spamming comments in the matches, Tournament livestreams, Tournament groups, or in-game chats that disrupt the normal flow of the Tournament or livestreams.
  - f. Modifying the Game client in any way.
  - g. Using any type of cheating devices and/or cheating programs, or any similar cheating methods (e.g., signal devices, macro commands for keyboard/mouse, emulators, XIM products, etc.).
  - h. Playing matches with other Participants' accounts or hiring, inciting, or guiding others to use other Participants' accounts (smurfing).
  - i. Threatening, insulting, attacking, bribing, provoking, harassing, or defaming the Organizer's staff or other Participants.
  - j. Posting inappropriate comments related to gender, race, religion, political stance, financial status, etc., in matches, Tournament livestreams, Tournament groups, or any form of in-game chat.
  - k. Inciting or promoting hate or discrimination against others in matches, Tournament livestreams, Tournament groups, or any form of in-game chat.
  - l. Conducting behavior that violates the User Agreement and Privacy Policy or any applicable community guidelines or rules.
  - m. Any other actions that, as reasonably determined by the Organizer, affect the fairness of the Tournament or are unsportsmanlike.

## **XXV. Sanctions and Enforcement Actions**

1. In case of breach of these Rules, the Organizer has the right to impose sanctions based on the severity of the situation, including but not limited to verbal warnings, disqualification from the current match, disqualification from the current Map and/or Match, removal from the Team, temporary suspension, permanent suspension, disqualification of the Team, and restriction of prize eligibility.
2. In case of severe or repeated breaches of the Rules by any of the Team Member, Organizer reserves the right to impose collective sanctions on the entire team.
3. If any Team Member is suspended or disqualified due to disciplinary reasons (including, but not limited to, making inappropriate comments), resulting in their Team falling below the minimum roster requirement of six

(6) eligible Players, the Team shall bear all resulting consequences, up to and including Match forfeiture or Tournament disqualification.

## **XXVI. Rule Changes and Improvements**

1. To ensure competitive fairness and the overall integrity of the Tournament, the Organizer reserves the right to amend, modify, or supplement these Rules at any time, at its sole discretion. In the event of any conflict, discrepancy, or inconsistency between any verbal or written statements made by Tournament Officials (or the Organizer) and this document, the latest officially published version of these Rules shall unconditionally prevail.
2. The Administrators appointed by the Organizer have the right to interpret the Rules as well as issue supplemental clarifications complementing these rules. Communications provided by the Administrators to Participants must be considered binding and final.

## **XXVII. Data Protection**

Organizer will collect, store and process personal data of Participants in accordance with the [Marvel Rivals' Privacy Policy](#).

## **XXVIII. Confidentiality**

Each Participant agrees to keep confidential any non-public information disclosed to them by the Organizer in connection with the Tournament. Confidential information includes, but is not limited to, financial data, strategic plans, marketing strategies, and any other information designated as confidential by the Organizer. The teams shall not disclose such information to any third party without the Organizer's prior written consent, unless required by law or court order. This confidentiality obligation survives thereafter the conclusion of the Tournament."

## **XXIX. Limitation of Liability and General Disclaimer**

1. Participants acknowledge that participation in the Tournament involves inherent risks, including but not limited to technical failures, network interruptions, scheduling changes, equipment malfunction, personal injury, reputational impact, and other unforeseeable circumstances. To the maximum extent permitted by applicable law, each Participant voluntarily assumes all such risks arising from or related to participation in the Tournament.
2. To the maximum extent permitted by applicable law, the Organizer, NetEase, Marvel, Disney, and their respective affiliates, licensors, directors, officers, employees, agents, and representatives (collectively, the "Protected Parties") shall not be liable for any indirect, incidental, consequential, special, punitive, or exemplary damages; loss of profits, loss of revenue, loss of business opportunity, loss of goodwill, or reputational harm; and loss of data, loss of use, or interruption of business arising out of or in connection with the Tournament, these Rules, any match result, technical ruling, disciplinary action, schedule change, prize determination, or any other decision made in accordance with these Rules, whether based in contract, tort (including negligence), strict liability, or otherwise, even if advised of the possibility of such damages.
3. To the maximum extent permitted by applicable law, the total aggregate liability of the Protected Parties arising out of or in connection with the Tournament or these Rules shall not exceed the total amount of Tournament

prize money actually awarded to the relevant Participant under these Rules.

4. Nothing in these Rules shall be construed as creating any obligation on the part of the Organizer or any Protected Party to insure any Participant against personal injury, property damage, or financial loss. Participants are solely responsible for obtaining any insurance coverage they deem appropriate.
5. Nothing in these Rules shall limit or exclude liability for death or personal injury caused by gross negligence; fraud or fraudulent misrepresentation; willful misconduct; or any other liability that cannot be lawfully excluded or limited under applicable law.

## **XXX. Dispute Resolution**

1. These Rules shall be governed by the laws of Singapore, without reference to its laws relating to conflicts of law. Any dispute, controversy, or claim arising out of or in connection with these Rules, the Tournament, or a Participant's participation therein shall be finally resolved by arbitration administered by the Singapore International Arbitration Centre ("SIAC") in accordance with the SIAC Arbitration Rules in force at the time of submission of the Notice of Arbitration. The seat of arbitration shall be Singapore. The arbitration shall be conducted in the English language. The arbitral tribunal shall consist of one (1) arbitrator, to be appointed in accordance with the SIAC Arbitration Rules. The arbitral award shall be final and binding upon the Parties.
2. Notwithstanding the foregoing, Participants acknowledge and agree that all decisions made by the Organizer and/or Tournament Officials in relation to:
  - a. interpretation of these Rules,
  - b. player or team eligibility,
  - c. competition format and scheduling,
  - d. imposition of penalties or sanctions,
  - e. match results or technical rulings, and
  - f. sponsor or commercial restrictionsshall be final and binding within the Tournament framework and shall not be subject to appeal or challenge during the ongoing stage of the Tournament.
3. Nothing in this section shall prevent the Organizer from seeking interim, injunctive, or conservatory relief from any court of competent jurisdiction where such relief is necessary to protect its intellectual property rights, confidential information, commercial interests, or the integrity of the Tournament, pending the final determination of a dispute by arbitration.
4. To the maximum extent permitted by applicable law, all disputes shall be resolved on an individual basis, and no Participant shall have the right to participate in any class action, representative proceeding, or collective claim in connection with these Rules or the Tournament.

## Marvel Rivals Ignite 2026 – Preseason and Stage 1

### Participation Acceptance Form

I am willing to participate in the Marvel Rivals Ignite 2026 – Preseason and Stage 1 Tournament (hereinafter referred to as "Tournament") organized by the UK NetEase Interactive Entertainment Limited ("Organizer"), and hereby undertake that:

- 1. Compliance with the Rules and Local Laws.** I have thoroughly reviewed and committed to abide by the Tournament Rules ("Rules"). I pledge to uphold fair competition, refrain from illegal activities, and respect all participants, ensuring a competitive and respectful environment throughout the Tournament. This includes an undertaking not to publicly ridicule or disparage the tournament organizer, staff and other players I will adhere to all laws and regulations of the host country and take responsibility for my actions. I understand violations of the Rules, applicable laws or behavior damaging the Tournament's brand or reputation may result in penalties, including warnings, disqualification, or forfeiture of prizes as described in the Rules.
- 2. Team Logo & Likeness.** I hereby grant the Organizer and its partners the legal right and license to use my likeness, name, voice, team logo & name and performance in perpetuity for any purpose and in all media whether now known or hereafter devised.
- 3. Identification and monitoring.** To ensure fairness of the Tournament I also authorize the Organizer to verify my identity before the Tournament, including through video verification and monitor my device model, IP address, network status, and real-time conversations during the Tournament, granting access to relevant real-time data from my device.
- 4. Participation.** If Tournament is taking place in specific location and I am unable to participate in-person, I will seek the Organizer consent to participate remotely which may be granted at Organizer's discretion. I accept and agree to comply with the Organizer decisions regarding remote participation and voluntarily assume all associated responsibilities.
- 5. Acceptance of Organizer Decisions.** I will respect and accept all decisions made by the Organizer and its staff, including penalties for myself or others. Any objections will be raised through the official complaint channels, not publicly.
- 6. Cooperation in Investigations.** If the Organizer conducts inquiries or investigations related to the Tournament, I will fully cooperate and refrain from making public comments or disclosures about the investigation.
- 7. Authorization to Team Representative.** I authorize my Team Captain (or other person communicated to the Organizer) to handle all documents and decisions related to the Tournament on my behalf, including decisions to withdraw or distribute prizes.

8. **Acknowledgment of Risks.** I understand the risks associated with participating in the Tournament and accept full responsibility for any injuries, financial losses, or damages. I will be accountable for my behavior and personal/property security.
  
9. **Legal Binding Agreement:** I understand the Rules and this form are legally binding upon signature.

Team:

Player Real Name:

Player ID:

Email:

Date: