# Marvel Rivals Championship

## Tournament Rules

Season 6: Night at The Museum

Official Rules v1.6

# Summary

The "Marvel Rivals Championship" (hereinafter referred to as "the Tournament" or "MRC") 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 MRC. These "Marvel Rivals Championship Tournament Rules" (hereinafter referred to as the "Tournament Rules" or "these Rules") constitute an agreement between all 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 this Tournament;
2. Participating in any match related to this Tournament;
3. Signing a participation confirmation form, either in paper or electronic format;

The Marvel Rivals Championship is a quarterly event that follows the game's seasons. Each season of the Marvel Rivals Championship may have changes in the event's sub-title, rules, registration requirements, reward rules, and more. Please stay updated and refer to the latest Tournament Rules.

This Tournament (referred to as the "Season 6 Championship" or "MRC Season 6") is scheduled from January 24, 2026, to March 15, 2026, and is divided into four stages: sign-up stage, open qualifiers, closed qualifiers, and double-elimination stage.

# 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 double-elimination stage, to ensure that participating 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 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 "Double-Elimination Stage Rules" section. This mechanism is designed to provide Players with a comfortable, negotiable start time while ensuring the Tournament progresses smoothly.
4. **Double-Elimination Stage:** In a double-elimination stage, each Faction must suffer two losses across different rounds before being eliminated. In the first round of the double-elimination stage, as well as in subsequent "upper bracket" rounds, if a Faction loses, it will still advance to the next round in the "lower bracket". Please note that the Faction will not be eliminated at this stage. The final round ("finals") is an exception. A Faction that advances to the "finals" from the upper bracket, if defeated in this round, will be the runner-up rather than getting an additional match opportunity.

# 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 this 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 Faction, temporary suspension, permanent suspension, disqualification of the Faction, and restriction of prize eligibility. If a Participant is disqualified due to making inappropriate comments, resulting in their Faction having fewer than 6 eligible members, the consequences will be borne by the Faction itself.

Age Limit:

1. Participants in the China PC Tournament must be citizens of mainland China and be at least 18 years old at the time of registering.
2. There is no age limit for players registering for other regions. However, during the tournament, underage players shall still be subject to the minor protection provisions (the legal age of majority shall be determined in accordance with the laws 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.

# Factions

Players can form Factions through the in-game Faction system, which is located within the game's Tournament system.
The Faction Name and Faction Tag are the primary identifiers of 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 Faction name and Faction Tag will be solely determined by the Official Organization.
The Official Organization has the right to decide on restrictions or modifications to the Faction Name and Faction Tag. If the Faction Name or 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 Faction from the Tournament.
In certain periods of the Tournament, the Faction Name and 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 Faction Name/Faction Tag or force the Faction to modify their Faction Name/Faction Tag without prior notice.
Factions that have successfully registered for the Tournament will be temporarily locked after registration, meaning no Faction members can be added or removed during the Tournament. This lock will remain in place from the moment of successful registration until the Faction is eliminated or achieves a final ranking. Before the registration deadline, 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 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 in the China region, and will take place on both PC and console in the AMERICAS, EMEA, and PACIFIC regions. The Tournaments in different regions and on different platforms will be independent from each other.
For the PC version of this Tournament, Participants must adhere to the PC registration requirements and use a PC account to compete.
For the console version of this Tournament, Participants must adhere to the console registration requirements and use a console account to compete.
This Tournament does not support cross-platform participation. Therefore, Players from different platforms cannot join the same 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.
In console Tournaments, Participants may only use controllers.
If a Participant violates the Tournament's equipment usage rules, the Official Organization reserves the right to disqualify them from the event.
In PC or console 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. 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 Faction, temporary suspension, permanent suspension, disqualification of the Faction, and restriction of prize eligibility.

# Regions

This Championship consists of the following 7 regions, each with its own schedule, Factions, event prizes, and virtual rewards.

1. CHINA PC Region;
2. AMERICAS PC Region;
3. AMERICAS Console Region;
4. EMEA PC Region;
5. EMEA Console Region;
6. PACIFIC PC Region;
7. PACIFIC Console Region;

Only players from mainland China can register for the China PC Tournament. All players from other regions can register for AMERICAS, EMEA, or PACIFIC Tournaments, yet selecting a distant region may lead to high latency in all matches.
Each player with a single legal identification document may select only one region to compete in. It is prohibited for a player to use multiple accounts to join one or more regions repeatedly in the same season. 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.

The platform of an account is determined by the device used for registering. A PC Player can only team up with other PC Players for PC Tournaments. A console Player can only team up with other console Players for console Tournaments.

# 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.
Below is the registration schedule for each region in this Championship:

**CHINA PC Region:**

- Registration Open: January 24, 2026 at 08:00 (UTC+8);
- Registration Close: February 14, 2026 at 18:00 (UTC+8);

**AMERICAS PC/Console Region:**

- Registration Open: January 24, 2026 at 08:00 (UTC-5);
- Registration Close: February 14, 2026 at 18:00 (UTC-5);

**EMEA PC/Console Region:**

- Registration Open: January 24, 2026 at 08:00 (UTC+2);
- Registration Close: February 14, 2026 at 18:00 (UTC+2);

**PACIFIC PC/Console Region:**

- Registration Open: January 24, 2026 at 08:00 (UTC+9);
- Registration Close: February 14, 2026 at 18:00 (UTC+9);

This Championship requires a minimum rank of Platinum 3 for registration. For registration, all Faction members must have reached the required rank in the relevant season's competitive mode.
Faction registration limit for this Championship: 2,500 Factions/Region
Players must register through the "Tournament" page in the game. There are no other channels available.
All eligible Players can register. Factions must be formed through the in-game "Faction" system. Once the captain or coach ensures that all Faction members meet the platform and rank requirements for registration, they can register on the Marvel Rivals Championship page under the "Tournament" section. After the sign-up stage starts, the captain or coach will automatically approve it. Registration is successful once all Faction members confirm on the "Tournament" page.
Registration will fail if there are any unconfirmed Faction members before the deadline of the sign-up stage.
During the sign-up stage confirmation period, the 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 Faction size below 6 members, registration will immediately stop and fail.
Notes: Once registration is successful or deadline of the sign-up stage arrives, 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 Faction has more than 6 members, they are free to decide the lineup before each match. Factions are advised to include enough substitutes in case of an emergency.
Before the deadline, Factions can cancel their registration twice. The Faction captain can initiate a cancellation at any time, and it will be successful once a majority of members confirm.
If any Faction cancel their registration before the deadline, the number of registered Factions will decrease accordingly.

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

Registered 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 Factions will be renamed or disqualified without further notice.

The China PC Region is open only to players aged 18 and above. There is no age limit for players registering for other regions. However, during the tournament, players who are children or adolescents shall still be subject to the minor protection provisions (the legal adult age will be determined according to the legal requirements of the Participant's country of nationality. Factions shall be held responsible for any impact on the tournament caused by the minor protection provisions applicable to their underage members. Age verification shall be based on the registration deadline. The captain must check each member's real age and make sure they meet the age requirement. In addition, Factions that qualify for the Marvel Rivals Ignite 2026 via the MRC must ensure that all members meet the adult age requirement when submitting their official rosters.

Players who are already registered on the member lists of any teams of Marvel Rivals Ignite Series 2026 (hereinafter referred to as "Ignite") are prohibited from participating in the MRC in any form. Furthermore, there is a transfer window between each stage of the Ignite Series. If players sign with Ignite participating Teams during this period, they will be ineligible to participate in any ongoing or upcoming MRC matches. Players who have registered for the MRC should cancel their registration promptly. The MRC matches which players participated before their registration for Ignite Teams will not be subject to official review. To avoid the influence on Factions arising from players being unable to continue their MRC participation midway due to partial schedule overlap between the MRC and the Ignite Series, should such a situation occur, the affected Factions shall actively recruit substitutes to complete the remaining matches. If the number of remaining players drops below 6, the Factions shall promptly contact the Official Organization to apply for a temporary addition of substitute members to their rosters. Otherwise, the Official Organization shall not be held liable for any consequences such as MRC match losses due to insufficient participating players. Any violation will result in disciplinary actions taken by the Official Organization based on the severity of the situation. The actions may include, but are not limited to, verbal warnings, disqualification from the tournament, revocation of prize eligibility, removal from the Faction, disqualification of the affiliated Faction along with revocation of its prize eligibility, and temporary or permanent ban from all future tournaments of Ignite series.

# Ban-Lock Process

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

1. Faction A bans a hero;
2. Faction B bans a hero;
3. Faction B locks a hero;
4. Faction A locks a hero;
5. Faction A bans a hero;
6. Faction B bans a hero;
7. Faction B locks a hero;
8. Faction A locks a hero;
9. Faction A bans a hero;
10. 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 Faction mistakes (e.g. operational errors and the countdown ending). The match will proceed with the consequences borne by the 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 winner 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. Faction captain;
2. 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 and closed qualifiers, the maps and initial sides for all matches will be randomly decided by the system.

The matches in the double-elimination stage follow a captain map picking process, with the 'captain' selection logic identical to that of the ban & lock leader. The rules are as follows:

1. The initial sides for all matches will be randomly decided by the system. The initial attacking/defending side will not be swapped within a single round;
2. For the first match of a round, the map will be randomly selected by the system from the available [Domination] mode maps;
3. From the second match onward, the losing team's leader' will pick the map for the current match from the available maps pool;
4. No map may be re-selected for any match within a single round, unless every map in the available maps pool has been selected at least once.

# Open Qualifiers Rules

The open qualifiers will run from February 14, 2026, to February 15, 2026.

Below is the open qualifiers matchmaking schedule for each region:

**CHINA PC Region:**

- 19:00-23:00 (UTC+8) on February 14, 2026;
- 19:00-23:00 (UTC+8) on February 15, 2026;

**AMERICAS PC/Console Region:**

- 19:00-23:00 (UTC-5) on February 14, 2026;

- 19:00-23:00 (UTC-5) on February 15, 2026;

**EMEA PC/Console Region:**

- 19:00-23:00 (UTC+2) on February 14, 2026;
- 19:00-23:00 (UTC+2) on February 15, 2026;

**PACIFIC PC/Console Region:**

- 19:00-23:00 (UTC+9) on February 14, 2026;
- 19:00-23:00 (UTC+9) on February 15, 2026;

During the matchmaking period in the registered region, the Faction captain or coach forms a team with members and starts the open qualifiers matchmaking. The system then randomly pairs Factions for the Tournament. The "team" refers to the in-game teaming system, where either the Faction captain or coach must lead and select the "Tournament" mode. When the leader accesses open qualifiers matchmaking through the Championship 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 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 Faction sides.

Each Faction can complete up to 10 open qualifiers. Any open qualifier completed counts toward the 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 Factions will be ranked based on their points. In the event of multiple Factions having the same points, rankings will be determined in the following order until the tie is broken:

1. The Faction with more matches completed is ranked higher;
2. The Faction with a shorter total time for wins is ranked higher;
3. The Faction with more kills is ranked higher;
4. The 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 Faction's chances of advancing. It is recommended to start open qualifiers matchmaking early.

The top 128 Factions in the open qualifiers directly advance to the double-elimination stage.

Factions ranked No. 129-512 in the open qualifiers advance to the closed qualifiers.

Factions eliminated from the open qualifiers shall have completed at least 6 matches of the open qualifiers to claim their rewards.

Note: Rankings in the open and closed qualifiers will impact the initial matchups in the double-elimination stage. For more details, please refer to the double-elimination stage rules.

# Closed Qualifier Rules

The closed qualifiers will run from February 21, 2026, to February 22, 2026.

Below is the closed qualifier matchmaking schedule for each region:

**CHINA PC Region:**

- 19:00-23:00 (UTC+8) on February 21, 2026;

- 19:00-23:00 (UTC+8) on February 22, 2026;

**AMERICAS PC/Console Region:**

- 19:00-23:00 (UTC-5) on February 21, 2026;
- 19:00-23:00 (UTC-5) on February 22, 2026;

**EMEA PC/Console Region:**

- 19:00-23:00 (UTC+2) on February 21, 2026;
- 19:00-23:00 (UTC+2) on February 22, 2026;

**PACIFIC PC/Console Region:**

- 19:00-23:00 (UTC+9) on February 21, 2026;
- 19:00-23:00 (UTC+9) on February 22, 2026;

During the matchmaking period in the registered region, the Faction captain or coach forms a team with members and starts the closed qualifiers matchmaking. The system then randomly pairs Factions for the Tournament. The "team" refers to the in-game teaming system, where either the Faction captain or coach must lead and select the "Tournament" mode. When the leader accesses closed qualifiers matchmaking through the Championship 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 Faction is not participating, it is not within the scheduled period, or the matchmaking limit has been reached.

Closed 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 Faction sides.

Each Faction can complete up to 10 closed qualifiers. Any closed qualifier completed counts toward the Faction's ranking. Each closed 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 closed qualifiers. After the closed qualifiers end, all Factions will be ranked based on their points. In the event of multiple Factions having the same points, rankings will be determined in the following order until the tie is broken:

1. The Faction with more matches completed is ranked higher;
2. The Faction with a shorter total time for wins is ranked higher;
3. The Faction with more kills is ranked higher;
4. The 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 Faction's chances of advancing. It is recommended to start closed qualifiers matchmaking early.

The top 128 Factions in the closed qualifiers advance to the double-elimination stage.

Factions eliminated from the closed qualifiers shall have completed at least 6 matches in the closed qualifiers to claim the rewards. If this requirement is not met, but the Faction satisfies the reward criteria for the open qualifiers, it will be eligible to receive the rewards of the open qualifiers.

Note: Rankings in the open and closed qualifiers will impact the initial matchups in the double-elimination stage. For more details, please refer to the double-elimination stage rules.

# Double-Elimination Stage Rules

The initial Faction limit for this Championship - Double-Elimination Stage is 256, with 128 from the open qualifiers and

another 128 from the closed qualifiers.

The double-elimination stage will run for 3 weeks: from February 28, 2026, to March 1, 2026, from March 7, 2026, to March 8, 2026, and from March 14, 2026, to March 15, 2026.

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

The matchups for round 1 will be based on the rankings upon advancement. The 128 Factions from the open qualifiers will be ranked No. 1-128, and the 128 Factions from the closed qualifiers will be ranked No. 129-256. The Tournament system will first spread out the higher-ranked Factions.

Factions advancing to the double-elimination stage should promptly check the "Tournament" page for the matchups and match start deadlines for each round.

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

**CHINA PC Region:**

1. Ignition Round (256 Factions): February 28, 2026 at 14:00 (UTC+8)
2. Round 2 (128 Factions in the upper bracket, 128 Factions in the lower bracket): February 28, 2026 at 17:00 (UTC+8)
3. Round 3 (128 Factions in the lower bracket): February 28, 2026 at 20:00 (UTC+8)
4. Round 4 (64 Factions in the upper bracket, 64 Factions in the lower bracket): March 1, 2026 at 14:00 (UTC+8)
5. Round 5 (64 Factions in the lower bracket): March 1, 2026 at 17:00 (UTC+8)
6. Round 6 (32 Factions in the upper bracket, 32 Factions in the lower bracket): March 1, 2026 at 20:00 (UTC+8)
7. Round 7 (32 Factions in the lower bracket): March 7, 2026 at 14:00 (UTC+8)
8. Round 8 (16 Factions in the upper bracket, 16 Factions in the lower bracket): March 7, 2026 at 17:00 (UTC+8)
9. Round 9 (16 Factions in the lower bracket): March 7, 2026 at 20:00 (UTC+8)
10. Round 10 (8 Factions in the upper bracket, 8 Factions in the lower bracket): March 8, 2026 at 17:00 (UTC+8)
11. Round 11 (8 Factions in the lower bracket): March 8, 2026 at 20:00 (UTC+8)
12. Round 12 (4 Factions in the upper bracket, 4 Factions in the lower bracket): March 14, 2026 at 14:00 (UTC+8)
13. Round 13 (4 Factions in the lower bracket): March 14, 2026 at 17:00 (UTC+8)
14. Round 14 (2 Factions in the upper bracket, 2 Factions in the lower bracket): March 14, 2026 at 20:00 (UTC+8)
15. Lower Bracket Finals: March 15, 2026 at 16:00 (UTC+8)
16. Finals: March 15, 2026 at 20:00 (UTC+8)

**AMERICAS PC/Console Region:**

1. Ignition Round (256 Factions): February 28, 2026 at 14:00 (UTC-5)
2. Round 2 (128 Factions in the upper bracket, 128 Factions in the lower bracket): February 28, 2026 at 17:00 (UTC-5)
3. Round 3 (128 Factions in the lower bracket): February 28, 2026 at 20:00 (UTC-5)
4. Round 4 (64 Factions in the upper bracket, 64 Factions in the lower bracket): March 1, 2026 at 14:00 (UTC-5)
5. Round 5 (64 Factions in the lower bracket): March 1, 2026 at 17:00 (UTC-5)
6. Round 6 (32 Factions in the upper bracket, 32 Factions in the lower bracket): March 1, 2026 at 20:00 (UTC-5)
7. Round 7 (32 Factions in the lower bracket): March 7, 2026at 14:00 (UTC-5)
8. Round 8 (16 Factions in the upper bracket, 16 Factions in the lower bracket): March 7, 2026 at 17:00 (UTC-5)
9. Round 9 (16 Factions in the lower bracket): March 7, 2026 at 20:00 (UTC-5)
10. Round 10 (8 Factions in the upper bracket, 8 Factions in the lower bracket): March 8, 2026 at 17:00 (UTC-5)
11. Round 11 (8 Factions in the lower bracket): March 8, 2026 at 20:00 (UTC-5)

12. Round 12 (4 Factions in the upper bracket, 4 Factions in the lower bracket): March 14, 2026 at 14:00 (UTC-5)
13. Round 13 (4 Factions in the lower bracket): March 14, 2026 at 17:00 (UTC-5)
14. Round 14 (2 Factions in the upper bracket, 2 Factions in the lower bracket): March 14, 2026 at 20:00 (UTC-5)
15. Lower Bracket Finals: March 15, 2026 at 16:00 (UTC-5)
16. Finals: March 15, 2026 at 20:00 (UTC-5)

**EMEA PC/Console Region:**

1. Ignition Round (256 Factions): February 28, 2026 at 14:00 (UTC+2)
2. Round 2 (128 Factions in the upper bracket, 128 Factions in the lower bracket): February 28, 2026 at 17:00 (UTC+2)
3. Round 3 (128 Factions in the lower bracket): February 28, 2026 at 20:00 (UTC+2)
4. Round 4 (64 Factions in the upper bracket, 64 Factions in the lower bracket): March 1, 2026 at 14:00 (UTC+2)
5. Round 5 (64 Factions in the lower bracket): March 1, 2026 at 17:00 (UTC+2)
6. Round 6 (32 Factions in the upper bracket, 32 Factions in the lower bracket): March 1, 2026 at 20:00 (UTC+2)
7. Round 7 (32 Factions in the lower bracket): March 7, 2026 at 14:00 (UTC+2)
8. Round 8 (16 Factions in the upper bracket, 16 Factions in the lower bracket): March 7, 2026 at 17:00 (UTC+2)
9. Round 9 (16 Factions in the lower bracket): March 7, 2026 at 20:00 (UTC+2)
10. Round 10 (8 Factions in the upper bracket, 8 Factions in the lower bracket): March 8, 2026 at 17:00 (UTC+2)
11. Round 11 (8 Factions in the lower bracket): March 8, 2026 at 20:00 (UTC+2)
12. Round 12 (4 Factions in the upper bracket, 4 Factions in the lower bracket): March 14, 2026 at 14:00 (UTC+2)
13. Round 13 (4 Factions in the lower bracket): March 14, 2026 at 17:00 (UTC+2)
14. Round 14 (2 Factions in the upper bracket, 2 Factions in the lower bracket): March 14, 2026 at 20:00 (UTC+2)
15. Lower Bracket Finals: March 15, 2026 at 16:00 (UTC+2)
16. Finals: March 15, 2026 at 20:00 (UTC+2)

**PACIFIC PC/Console Region:**

1. Ignition Round (256 Factions): February 28, 2026at 14:00 (UTC+9)
2. Round 2 (128 Factions in the upper bracket, 128 Factions in the lower bracket): February 28, 2026 at 17:00 (UTC+9)
3. Round 3 (128 Factions in the lower bracket): February 28, 2026 at 20:00 (UTC+9)
4. Round 4 (64 Factions in the upper bracket, 64 Factions in the lower bracket): March 1, 2026 at 14:00 (UTC+9)
5. Round 5 (64 Factions in the lower bracket): March 1, 2026 at 17:00 (UTC+9)
6. Round 6 (32 Factions in the upper bracket, 32 Factions in the lower bracket): March 1, 2026 at 20:00 (UTC+9)
7. Round 7 (32 Factions in the lower bracket): March 7, 2026 at 14:00 (UTC+9)
8. Round 8 (16 Factions in the upper bracket, 16 Factions in the lower bracket): J March 7, 2026 at 17:00 (UTC+9)
9. Round 9 (16 Factions in the lower bracket): March 7, 2026 at 20:00 (UTC+9)
10. Round 10 (8 Factions in the upper bracket, 8 Factions in the lower bracket): March 8, 2026 at 17:00 (UTC+9)
11. Round 11 (8 Factions in the lower bracket): March 8, 2026 at 20:00 (UTC+9)
12. Round 12 (4 Factions in the upper bracket, 4 Factions in the lower bracket): March 14, 2026 at 14:00 (UTC+9)
13. Round 13 (4 Factions in the lower bracket): March 14, 2026 at 17:00 (UTC+9)
14. Round 14 (2 Factions in the upper bracket, 2 Factions in the lower bracket): March 14, 2026 at 20:00 (UTC+9)
15. Lower Bracket Finals: March 15, 2026 at 16:00 (UTC+9)
16. Finals: March 15, 2026 at 20:00 (UTC+9)

Once the matchups for each double-elimination stage are fully announced, the Factions can schedule their matches before the match start deadline. It is recommended for two Factions to pick an early match time. When any 6 members from each

side are ready for the double-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. 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 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 Faction has fewer than 6 members at this time, the system will automatically declare the other Faction as the winner, and they will advance to the next stage. If both 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 double-elimination stage, if a Faction has fewer than 6 members upon the match start deadline, the system will automatically declare the other Faction as the winner to advance (not just for that match, but for the entire round). If both 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 double-elimination stage. When one Faction has a bye, it will automatically advance. A matchup with no Factions grants no qualification.

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

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

The Tournament will use BO3 for rounds 1-9, BO5 for rounds 10-14, BO5 for the lower bracket finals, and BO7 for the finals. Factions eliminated from the double-elimination stage shall have completed at least 1 match in this tournament to claim the corresponding rewards. If this requirement is not met, but the Faction satisfies the reward criteria for the closed qualifiers, it will be eligible to receive the rewards of the closed qualifiers. If neither of the above requirements is met, but the team meets the reward criteria for the open qualifiers, it will be eligible to receive the rewards of the open qualifiers. For factions that advance directly from the open qualifiers to the double-elimination stage, if they fail to meet the reward criteria for the double-elimination stage, their eligibility for the open qualifier rewards will be determined directly.

# 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.

Factions can replace Participants with other registered members before and between matches, but temporary substitutes are not permitted. If a 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 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. Factions do not start matches before the match start deadline;
2. Factions do not start the next match after the break (between BO3/BO5/BO7 elimination matches) ends;

After entering the double-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 this Tournament, there will be no pauses or rematches during the open qualifiers, and closed qualifiers. 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 this Tournament, the double-elimination stage features an automatic pause function for player disconnections. If a participant disconnects during the battle phase (excluding the hero ban/pick phase, battle preparation phase, or post-match results phase), the match will be automatically paused. Each team is allowed 1 automatic game pause due to disconnection per match. The maximum duration for a single pause is 180 seconds. The match will resume once all players have clicked "Ready" on the pause screen to confirm their preparedness or the pause time exceeds 180 seconds. For the team have exhausted their pause opportunity (i.e., pause count reaches 0), subsequent disconnections will not trigger automatic pauses.

In rare cases, if the game server fails to record match results, the Tournament system will automatically take the following actions: For the open and closed qualifiers, the match count and points will remain unchanged. Affected Factions can continue competing within the matchmaking period. For the double-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. 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, closed qualifiers, and double-elimination stage will be based on the data automatically generated by the Tournament system. 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 this 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 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 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

This 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 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. When reclaiming the rewards that have been distributed to players of factions in violation of the rules, the Official Organization will also recall the Units rewards. After the reclamation, the player's Units balance may become negative, which is a normal situation. The Official Organization will not compensate the other non-violating players of the Faction with the recalled Units. The following actions will be considered violations:

1. Failing to use the designated device to compete;
2. Passive gameplay or illegally obtaining confidential information from other 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. If the recipient of the prize money involves a minor (the legal age of majority shall be determined in accordance with the laws of the participant's country of nationality), the prize shall be claimed by their legal guardian, who is also required to provide the contact information and bank account details for receiving the prize money.

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

A specific prize pool is set for this Tournament, with all prizes listed in "Tournament Prizes" being pre-tax.

Winners are responsible for any taxes or fees related to the prizes. Winners agree that the Official Organization will withhold and prepay the individual income tax and any other relevant taxes (if any) according to the law, and will deduct them from the prizes. For additional taxes that are incurred during personal income tax filing, the responsibility lies with the winners, not the Official Organization.

After the Tournament ends, the Official Organization will contact the winning Factions for prize distribution. Winners must follow the official procedure to sign a prize claim form.

The Official Organization has the right to disqualify players who repeatedly participate in the same Tournament, and to refuse to award prizes to winning Factions that contain rule-violating Participants.

Unless otherwise agreed upon in writing, a prize will be equally divided among all Faction members listed at the registration deadline, regardless of their participation in the Tournament.

Prizes cannot be transferred or redeemed for other rewards. If a particular prize is unavailable, the Official Organization has the right to replace it with an equivalent or higher-value prize. Unless the Official Organization permits other payment methods, all cash rewards in the China PC Region will be paid in RMB, while all cash rewards in other regions will be paid in USD. Potential prize winners are responsible for all liabilities for the use of the prizes.

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

# Tournament Prizes

**China PC Region (Faction Prizes, in CNY):**

- Champion: ¥50,000
- Runner-up: ¥25,000
- Third Place: ¥15,000

- Fourth Place: ¥10,000

**AMERICAS PC/Console Region, EMEA PC/Console Region, PACIFIC PC/Console Region (Faction Prizes, in USD):**

- Champion: $7,000
- Runner-up: $3,500
- Third Place: $2,500
- Fourth Place: $1,500

# Virtual Rewards

This Tournament offers in-game virtual rewards for Marvel Rivals. Based on the Factions' final rankings, Factions and their members will receive various virtual rewards. Reward styles and names are subject to in-game display. Be sure to check Marvel Rivals Championship - Prize Preview in the game.

Virtual rewards are composed of individual and Faction rewards, with individuals needing to claim their rewards on the Tournament page. Rewards from previous seasons can be claimed on the "Hall of Honor" tab of the Tournament page. They do not expire and are not affected by leaving or changing Factions. Unclaimed rewards will remain available as long as the game lasts. Note: Some virtual rewards are time-limited. Whether they are claimed in time or not, they are only available during the season following the winning season. Claiming them late will not extend their validity.

Faction virtual rewards will be automatically distributed to the Faction page after the season ends, with no need to be manually collected. Note: Disbanding a Faction will result in the permanent loss of all its honors and virtual rewards. The Official Organization cannot recover or transfer these rewards to another Faction.

Virtual rewards cannot be transferred or redeemed for other rewards. The Official Organization may redesign or visually optimize already issued or pending virtual rewards in the future without giving advance notice. The Official Organization only guarantees the validity of virtual rewards during the operation 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, Faction names, 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 this 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 this 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 this 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

This 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.