



MARVEL RIVALS IGNITE

Marvel Rivals Ignite

Stage 2

Tournament Rules

Official Rules v1.4

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 Stage 2 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.

The tournament schedule will consist of Group Stage and Playoffs across 5 different Regions with eight to sixteen Teams participating in each Region.

Before participating, each Participant must carefully read, understand, and agree to these Rules. All Participants must agree to these Rules in order to participate in the Tournament and sign a participation confirmation form, either in paper or electronic format as provided by the Organizer as a condition of 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 should 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 qualified in accordance to Ignite 2025 Stage 2 Open Qualifiers Rules.

"Invited Teams": Teams that has been invited to participated in the Tournament 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: 6 Teams in Americas Region, 6 Teams in EMEA Region, 4 Teams in Mainland China Region, 4 Teams in Asia Region, and 4 Teams in Oceania Region
 - b. Invited Teams:
 - i. Winners of 2025 Marvel Rivals Ignite Stage 1: 8 Teams in Americas Region, 8 Teams in EMEA Region, 6 Teams in Mainland China and Asia Region, 4 Teams in Oceania Regions
 - ii. Winners of Marvel Rivals Championship Season 2: 2 Teams in Americas Region, 2 Teams in EMEA Region, 2 Teams in Mainland China Region and 2 Teams in Asia Region
 - c. 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 maintain a good standing and have no violations of the User Agreement and Privacy Policy or any other official communications and rules issued by Organizer with respect to 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. If the Participant doesn't sign the Rules when asked or return it on time, they can't participate in the Tournament. 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 Mainland China Tournament must be citizens of Mainland China and be at least 18 years old at the time of registering. Participants from other Regions must be at least 16 years old at the time of registering. Participants who are 16 years old but are still regarded as minors at the time of registering (the legal adult age will be determined according to the legal requirements of the Participant's country of residence) must have their Legal Guardians accept this Rules on their behalf. Solely Players who reside in territories where the Game is commercially available are eligible to participate
5. Participants must:
 - a. ensure that their participation in the Tournament complies with the applicable laws and regulations of their place of residence and must take all necessary measures to ensure their compliance.
 - b. If required, they must obtain authorization from the relevant government authorities.
 - c. 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.
 - 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 names in-game 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.
6. The Participants of the Ignite Stage 2 will NOT be allowed to participate in the Marvel Rivals Championship Season 4

IV. Regions

1. The Tournament comprises the following five Regions, which operate independently within the schedule:
 - 1) Mainland China Region (CST/ UTC+8): Mainland China | Note: The players from Hong Kong SAR, Macau SAR and Chinese Taipei are not considered foreign player when joining the Mainland China Region Teams for competition.
 - 2) Americas Region (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.
 - 3) 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.
 - 4) Asia Region (JST/ UTC+9): Hong Kong SAR, Macau SAR, Chinese Taipei, Japan, South Korea, Indonesia, Thailand, Malaysia, Philippines, Singapore.
 - 5) Oceania Region (AEST/ UTC+10): Australia, New Zealand.
2. The Qualified Teams and Invited Teams must participate in the same Region as during Ignite 2025 Stage 2 Open Qualifiers, Marvel Rivals Ignite 2025 Stage 1 and or Marvel Rivals Championship Season 2 unless otherwise agreed by the Organizer.
3. 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.

V. Tournament Format

1. The Tournament will be comprised of 2 following phases:
 - a. Ignite Series Stage 2 Group Stage ("Group Stage")
 - b. Ignite Series Stage 2 Playoffs ("Playoffs")
2. The Tournament Group Stage will run as follows in respective Regions:
 - a. Americas and EMEA Region
The Group Stage two (2) weeks of competition in 2 groups for sixteen (16) Teams that will be divided into 2 groups by drawing. Each group will compete in a double elimination BO3 match format, with loser's final and final in BO5. At the conclusion of the double elimination the top four (4) Teams from each group advance to Playoffs.
 - b. Asia and Mainland China Region
The Group Stage two (2) weeks of competition in 2 groups for twelve (12) Teams that will be divided into 2 groups by drawing. Each group will compete in a Round robin, BO3 match format. At the conclusion of the Round robin the top four (4) Teams from each group advance to Playoffs.
 - c. Oceania Region
The Group Stage two (2) weeks of competition in 2 groups for eight (8) Teams that will be divided into 2 groups by drawing. Each group will compete in a Round robin, BO3 match format. At the conclusion of the Round robin the top two (2) Teams from each group advance to Playoffs.
3. The Tournament Playoffs will run as follows in respective Regions:
 - a. Americas and EMEA Region
Eight (8) Teams will qualify to the Playoffs for a double elimination bracket. Matches except for the Finals, in the Playoffs will be played in a BO5 format. The Grand Finals Match will be played in a BO7 format.
 - b. Asia and Mainland China Region
Eight (8) Teams will qualify to the Playoffs for a double elimination bracket. Matches except for the Finals, in the Playoffs will be played in a BO5 format. The Grand Finals Match will be played in a BO7 format.
 - c. Oceania Region
Four (4) Teams will qualify to the Playoffs for a double elimination bracket. Matches except for the Finals, in the Playoffs will be played in a BO5 format. The Grand Finals Match will be played in a BO7 format.
4. 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. 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 add up to 2 (two) Substitute Players during Tournament. 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. Team members other than starters and substitutes shall not participate in the match, barring exceptional circumstances.
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 may replace more than four main players from the roster submitted for Marvel Rivals Ignite 2025 Stage 1 or Marvel Rivals Championship Season 2 only if the Team and its owners provide valid proof of team ownership, including but not limited to player contracts, transfer agreements or other documentation officially recognized by the Organizer. Failure to provide such documentation will result in the forfeit of the Team's direct invitation.
5. 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. The Organizer reserves the right to reject non-compliant names or logos in accordance with these Rules.
6. During the public facing parts of Tournament Teams Members may wear official uniforms during (if available).

Prior to any public facing in-person part of Tournament Organizer will provide Teams guidelines on Uniform design that Participants should follow. Uniform designs can feature logos, patches, or promotional language but must adhere to aesthetic standards and not include objectionable or unethical content. Organizer reserve the right to review and approve design or request modification at their own discretion. If uniform design is not approved, Team Members should 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.

VII. Likeness & Intellectual Property Rights

1. Each Team Captain on behalf of the Team and each Team Member grants Organizer and their respective affiliates the permission to broadcast, stream, record their performance and gameplay during the Tournament or part thereof. To this extent each Team Member grants Organizer a 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 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.

VIII. Prizes

1. The Tournament has a specific prize pool for each Region, with all pre-tax prizes listed in the US Dollars under "Tournament Prizes." Winners are responsible for any taxes or fees associated with the prizes. Winners agree that the Organizer will withhold and prepay relevant taxes according to the law, deducting them from the prizes. Any additional taxes incurred during personal income tax filing are the winners' responsibility. After the Tournament, the Organizer will contact winning Teams for prize distribution, requiring them to sign a prize claim form.
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.

IX. Tournament Prizes

Prizes in the Marvel Rivals Ignite Stage 2 (US dollars)			
Place	Americas and EMEA	Asia	Oceania
1	70,000	32,000	30,000
2	35,000	16,000	15,000
3	25,000	12,000	9,000
4	20,000	10,000	6,000
5-6	15,000	6,000	4,500
7-8	10,000	4,000	3,000
9~12	7,500	2,500	-
13~16	5,000	-	-
Total	250,000	100,000	75,000

X. 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"):
 - Other video game companies
 - Gambling operators, cryptocurrency companies and unregulated financial institutions,
 - Tobacco, alcohol & pharmaceutical companies

- Any companies that create or allow for creation of adult content or are generally known for the distribution or promotion of adult content.
 - Illegal goods and services as well as goods and services that are not appropriate for the game audience.
 - Political candidates or ballot initiatives.
 - Religious products or services.
 - Any other sponsor that NetEase may reasonable deem to be adverse or inappropriate for 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.

XI. 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

XII. 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. 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 Organizer will continuously monitor for violations and disqualify any Participants found to be breaching this rule.
3. 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, through the method specified by the Organizer. 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.
4. 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.

XIII. Lobby Settings

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

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

XIV. 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. Domination will be the default first Map of a series, with the specific Map randomly determined by the administrator and a random Team will select the starting side. Starting from the second Map, the losing Team of the previous Map will select the next map and starting side. Each game modes (Domination, Convoy and Convergence) can only be used once until all modes have been played.
3. For every three Maps, teams must follow a rule when selecting a map: Map 1 is Domination, then Map 2 must be either Convoy or Convergence, and Map 3 must be the remaining mode. From Map 4 onward, the mode selection resets and all three modes become available. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. A time limit for the Map selection may be set by the Organizer in order for a timely operation of the Tournaments.
4. If a tie occurs, the team selecting the tied map will select a new map in new mode following the map selection rules
5. The Tournament features all maps available in competitive mode. The Maps available for selection will be the following:
 - a. Domination: Birnin T'Challa, HELL'S HEAVEN, KRAKOA, CELESTIAL HUSK
 - b. Convoy: YGGDRASIL PATH, SPIDER-ISLANDS, MIDTOWN, ARAKKO
 - c. Convergence: HALL OF DJALIA, SYMBIOTIC SURFACE, CENTRAL PARK

XV. 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 will be the following five (5) minutes.
2. Teams may choose to apply substitutions to their playing roster between maps. In order for Teams to make a substitution, Teams must give notice. The next Map, if applicable, will commence as soon as both Teams have confirmed to a referee or the Organizer that all players are ready to play. If all the players are not ready to play at the time designated to them by the referees or the Organizer, the Team can be sanctioned for 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 will be ten (10) minutes. At the end of a Match, next teams have 10 minutes to be match ready or will potentially receive a Map Loss. Every 10 minutes proceeding that timing will lead to another Map Loss until Match

Loss is issued.

4. The next Match, if applicable, will commence as soon as both Teams have confirmed to a referee, Administrators or the Organizer that all players are ready to play. All Teams are expected to be ready to play their match as soon as the match prior to their's ends and communicate with Organizer or referees to ensure the match commences at the designated time set by Organizer. This process is defined as a "Rolling Schedule", and all Marvel Rivals Ignite Series events will operate using a Rolling Schedule unless stated otherwise.
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, such ties will be broken as follows (in order, and in case of a tie between three (3) or more Teams, a tie will be broken where one (1) Team will prevail, and remaining tied Teams will move on to a tiebreaker between remaining Teams, starting at the top of the list. This continues until all ties are broken:
 - (i) Overall Match W-L Record
 - (ii) Head to Head Match Differential between tied teams
 - (iii) Overall Map Differential
 - (iv) Strength of victory evaluated by combining records of all Teams beaten
 - (v) If a tie remains after all tiebreakers have been exhausted, a tiebreaker match will be played.

XVI. Match Guide

1. The Match results and data will primarily be automatically determined by the Tournament system. If any major disputes arise, the Organizer's decision, as communicated by the Administrators, will prevail.
2. Pause may be invoked by the Administrators when there are technical issues that could put a team at a disadvantage. Any player can type: "p", "pp", "pause" in the game chat to request for pause, 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. In exceptional circumstances, the Administrators reserve the right to extend the pause duration based on actual conditions.
3. The Game version may be updated during the Tournament and/or Organizer may include hotfixes, patches or specific rules for the Tournament at its sole discretion.
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 should 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.

XVII. Dispute/Complaint Rules

1. The Organizer and the Administrators are the highest authority for this Tournament. For any major disputes that occur during the Tournament, the Participants involved must submit evidence and address the complaint to one of the Administrators. If the next match has already begun, or if more than 6 hours have passed since the match ended, the Organizer will no longer accept any appeals regarding that match.
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 immediately start an investigation that adheres to the principles of transparency, fairness, and justice, and will collect, analyze, and review all evidence. All Participants are obligated to submit truthful evidence. If a Participant conceals information or misleads the Organizer to obstruct an investigation, that Participant and their Clash Faction will be punished.
5. The Organizer will make a ruling based on the facts and the rules. The decision will be publicly announced through official channels. Once the result of the Organizer's investigation is announced, Participants may not dispute the result. However, if new, accurate evidence emerges and there are substantial objections to the new ruling, the Organizer may consider reopening the investigation.
6. In-game behavior that complies with the game rules and Tournament Rules, such as character selection, map utilization, and kill methods, may not be disputed.

XVIII. 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 should 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 should 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. Throwing matches, illegally obtaining confidential information from other participating Clash Factions (including but not limited to screen information, internal voice chats, internal messages, tactical information, etc.).
 - 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;

- a. Match-fixing, giving away matches, or engaging in behaviors that severely affect the interests of other Participants.
- b. 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.
- c. Modifying the Game client in any way.
- d. 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.).
- e. Playing matches with other Participants' accounts or hiring, inciting, or guiding others to use other Participants' accounts (smurfing).
- f. Threatening, insulting, attacking, bribing, provoking, harassing, or defaming the Organizer's staff or other Participants.
- g. 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.
- h. Inciting or promoting hate or discrimination against others in matches, Tournament livestreams, Tournament groups, or any form of in-game chat.
- i. Conducting behavior that violates the User Agreement and Privacy Policy or any applicable community guidelines or rules.
- j. any other actions that affect the fairness of the Tournament or are unsportsmanlike.

XIX. Sanctions and Enforcement Actions

1. In case of breach of these Rules, the Organizer 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 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 serious breach of the Rules by any of the Team Member, Organizer reserves the right to impose penalty on the whole Team.
3. If any Team Member is disqualified due to making inappropriate comments, resulting in their Team having fewer than 6 eligible Players, the consequences will be borne by the Team itself.

XX. Rule Changes and Improvements

1. To ensure fairness and integrity, the Organizer reserves the right to revise, modify, or supplement these Rules at any time based on the circumstances. In the event of any conflict between communications with the Organizer and these Rules, the officially published Rules shall 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 should be considered binding and final.

XXI. Data Protection

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

XXII. 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 the conclusion of the Tournament."

XXIII. Limitation of Liability and General Disclaimer

1. To be eligible to participate in this Tournament, to the maximum extent permitted by applicable laws and regulations, each Participant agrees to release and indemnify NetEase, Marvel, Disney, and their affiliates, as well as their respective executives, directors, employees, and other representatives (the "Indemnitees") from all liability, and waive any claims, costs, injuries, losses, or damages arising from participating in this Tournament or the receipt, delivery, acceptance, possession, or use of any Tournament prizes. This includes, but is not limited to, claims, costs, injuries, losses, and damages arising from personal injury, death, property damage, violations of publicity or privacy rights, or defamation (whether intentional or unintentional), regardless of whether these claims are based on contract, tort, warranty, or any other legal theory. The Participant hereby waives any right to file a lawsuit or seek injunctions or other equitable remedies against the Indemnitees in connection with this Tournament or its production, distribution, display, advertising, promotion, or publicity.
2. Under these Tournament Rules, the Indemnitees shall not be held liable for any consequential, incidental, indirect, punitive, special, or exemplary damages, whether arising from a Participant or any individual or entity claiming rights through a Participant. This includes, but is not limited to, losses of data, revenue, prizes, or profits resulting from breach of contract, negligence, or any other legal theory, whether such damages were foreseeable, or whether the Organizer, Marvel, Disney, or any affiliates or representatives were made aware of the potential for such damages to occur.
3. Each Participant acknowledges the inherent risks, dangers, and hazards associated with the Tournament and, to the fullest extent permitted by applicable law, voluntarily accepts and assumes all such risks, including the potential for personal injury, death, property damage, or loss arising from participation in these activities.
4. The Participant acknowledges and agrees that NetEase, Marvel, and Disney are not insurers of the Participant's property or personal safety. If a Participant believes they need insurance, they should obtain coverage from a third party on their own.

XXIV. Dispute Resolution

1. This Rules will be governed by the laws of England and Wales, without reference to its laws relating to conflicts of law. Any dispute arising out of or in connection with this contract, including any question regarding its existence, validity or termination, shall be referred to and finally resolved by arbitration under the LCIA Rules, which Rules are deemed to be incorporated by reference into this clause.

The number of arbitrators shall be one. The seat, or legal place, of arbitration shall be London, United Kingdom.

The language to be used in the arbitral proceedings shall be English.

2. All decisions pertaining to interpretation of these Rules, determining the breach and applicable sanctions player eligibility, sponsor restrictions, competition scheduling are the sole responsibility of the Organizer at the Operator's discretion. The decisions made by the Organizer are final and binding, and no claims for monetary damages or other remedies shall arise from these decisions.
3. Organizer reserve the right to pursue legal action before any competent court to obtain relief against a Participants, should the need arise. In the case of a breach by Organizer, a Participant is limited to seeking remedies for damages but cannot impede or hinder the operation of Tournament nor apply for preliminary injunctions of any kind.

Marvel Rivals Ignite – Stage 2

Participation Acceptance Form

I am willing to participate in the Marvel Rivals Ignite – Stage 2 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: