

PlayStation Cup Tournament Rules

Year 2025
Official Rules v1.0

Intro

The "PlayStation Cup" (referred to as "this Tournament") is a competition for Marvel Rivals, organized and operated by NetEase and its affiliated companies (collectively referred to as the "Organizer" or "Committee"). UK NetEase Interactive Entertainment Limited is the operating entity for Marvel Rivals. This Tournament is sponsored by Sony Interactive Entertainment LLC ("SIE"). The "PlayStation Cup Tournament Rules" (hereinafter referred to as the "Tournament Rules" or "these Rules") constitute an agreement between all participating Clash Factions and players (collectively referred to as "Participants") and the Organizer, detailing the general rules for participation, including eligibility, tournament structure, division of competition groups, prize distribution, and player conduct. Additionally, these rules define liability limitations, licensing terms, and other legally enforceable contractual provisions. Before participating in any tournament, each Participant must carefully read, understand, and agree to the Tournament Rules.

The game version may differ in different regions due to regional legal and regulatory requirements.

All participants must agree to these rules in order to take part in the Tournament. Any of the following actions will indicate the Participant's acceptance of these Rules:

1. Successfully registering and participating in the Tournament.
2. Participating in any competition related to this Tournament.
3. Signing the participation confirmation form, either in writing or electronically.

This Tournament is a monthly event, running according to each calendar month, with one event per calendar month.

Each edition of the Tournament may have changes in its sub-name, rules, registration requirements, reward rules, and other aspects. Please stay updated and refer to the latest published Tournament Rules.

Each edition of the Tournament consists of three stages: Registration, Automatic Grouping, and Single Elimination Stage.

Term Definitions

1. **Round:** Refers to a series of matches in a group or knockout stage that affect points or advancement. It usually refers to the total number of matches in a round, which can have a best-of-three (BO3), best-of-five (BO5), best-of-seven (BO7), or best-of-nine (BO9) format.
2. **Match:** Refers to the smallest unit of a match, starting from the loading of the match to the display of the final result of that match. In a BO1 match, a round is equivalent to a single match.
3. **Latest start time:** In a single elimination stage, to ensure that participating Clash Factions can negotiate with their opponents in a friendly manner and independently select the most suitable match time, the "latest start time" mechanism has been introduced. The "latest start time" only limits the latest automatic forced start time for each round. If both factions have not agreed on a match time in advance and start the match earlier, the "latest start time" will take effect. For more details, please refer to the "Single Elimination Stage Rules" section. This mechanism is designed to provide players with a convenient and negotiable match time while ensuring the smooth progression of the Tournament.
4. **Single Elimination stage:** In a single elimination stage, each Clash Faction will be eliminated after losing a round in a given stage. Please note that there will be no third-place match in this tournament.

Participants

Participants must ensure that all of their registered Marvel Rivals accounts maintain a good standing and are free from any violations of the User Agreement and Privacy Policy as well as any other official regulations.

Participants must not hold the position of director, executive, or employee of the Tournament Organizer, Marvel, Disney,

SIE or their affiliated companies (referring to any entity that controls, is controlled by, or is under common control with the Organizer, Marvel, Disney or SIE), nor be a relative of any such individuals. If such a relationship exists, the Participant must disclose it to the Organizer and obtain written authorization.

Participants must agree to comply with the Tournament Rules and accept the decisions made by the Organizer.

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

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

Participants must not make any illegal, inappropriate, or disrespectful comments towards other players or Participants on any social platform, in-game channels, in-game friend systems, in-game voice chat systems, livestreams, or in any other public setting. Otherwise, the Organizer has the right to impose penalties based on the severity of the situation, including but not limited to verbal warnings, disqualifications from the current match, disqualifications from the current round, removal from the Clash Faction roster, temporary suspensions, permanent bans, or disqualifications of the Clash Faction from the Tournament and from receiving any awards. If a Participant is disqualified for making inappropriate remarks, and this results in their Clash Faction having fewer than 6 eligible members, the consequences will be borne by the Clash Faction itself.

Age Limit:

1. Participants must be at least 16 years old upon the registration deadline. Participants who are 16 years old but not yet of legal age by the registration deadline must submit a complete and signed guardian consent form to the Organizer before they can participate (the legal age is determined according to the laws of the Participant's country of nationality).

Participant Names

The in-game names of Participants must comply with the Organizer's requirements. The Organizer has the right to impose restrictions on Participants' in-game names and request modifications for any that are non-compliant. If a Participant's in-game name is offensive, inappropriate, or makes improper or insulting use of the intellectual property of NetEase, Marvel, Disney, or any third party, or is otherwise deemed inappropriate by the Organizer, the Organizer has the right to force the Participant to change their name or cancel the Participant's eligibility to compete in the Tournament, depending on the severity of the situation.

The Participants' names must not include personal information, such as gender, race, religion, political stance, financial status, or any other sensitive content.

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

During the Tournament, the Organizer may temporarily disable or forcefully change the in-game name of any Participant without prior notice.

Clash Factions

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

The full name and abbreviation of a Clash Faction are the basic identifiers of the Clash Faction. The content should be appropriate and not contain any illegal content, or content that is deemed inappropriate or unacceptable by the

Organizer. The compliance of the Clash Faction's full name and abbreviation will be determined solely by the Organizer. The Organizer has the right to restrict or modify the full name and abbreviation of a Clash Faction. If the full name or abbreviation of a Clash Faction is deemed by the Organizer to be offensive or inappropriate, or makes improper or insulting use of the intellectual property of NetEase, Marvel, Disney, or any third party, or is considered inappropriate by the Organizer, the Organizer shall have the right to take corrective measures, such as forcing the Clash Faction to change its name or disqualifying it from the Tournament, depending on the severity of the situation.

In certain stages of the Tournament, the full name and abbreviation of a Clash Faction may be temporarily locked without prior notice, and cannot be modified during such periods.

During the Tournament, the Organizer may temporarily disable or forcefully change the full name and abbreviation of a Clash Faction without prior notice.

Clash Factions that have successfully registered for this Tournament will be temporarily locked after successfully registering. During the Tournament, no members can be added or removed. This lock will be in effect from the time of the successful registration until the Clash Faction is eliminated or obtains a final ranking. Before the registration deadline, Clash Factions that have successfully registered for the Tournament can voluntarily cancel their registration, adjust their members, and reinstate the registration process. Factions can only voluntarily cancel their registration a limited number of times. For details, please refer to the "Registration Rules" section.

Different categories of specific Tournaments in Marvel Rivals Clash use independent Clash Factions. The data between these Clash Factions, and between the Clash Factions and regular Clash Faction, is not shared. The multiple Tournaments in this PlayStation Cup are of the same category and use the same Clash Factions.

Platform

This Tournament is exclusively for participants playing on PlayStation®5 consoles, covering three regions: the Americas; Europe, the Middle East, and Africa; and the Pacific. The Tournaments in each region shall be independent of each other. Participants in this Tournament must adhere to the PlayStation® Network ("PSN") Terms of Service and participate with a valid PSN account.

This Tournament does not support cross-platform participation, and players from different platforms cannot join the same competitive Clash Faction.

Livestreams

Participants are permitted to livestream their gameplay during the Tournament.

Participants must not make any illegal, disrespectful, or inappropriate remarks about other players or Participants while livestreaming.

Participants who choose to livestream their matches should set an appropriate delay to prevent their opponents from "stream sniping". If no delay is set, Participants will bear the consequences themselves, including but not limited to potentially revealing strategies to their opponents.

Participants should consciously abide by the laws, regulations, and policy requirements of their respective countries, actively cooperate with regulatory authorities, uphold professional ethics, and avoid inappropriate behavior.

Participants should respect the positive brand image of Marvel Rivals and its associated intellectual property rights.

Devices

In the Tournament, Participants can only use a controller.

If a Participant violates the Tournament device usage rules, the Organizer has the right to disqualify them from the

Tournament.

In Tournaments, the use of any adapters (including but not limited to devices such as XIM products) to simulate controller inputs with a mouse & keyboard is strictly prohibited by the Organizer. The Organizer will continuously monitor and disqualify any Participants who violate this rule.

The Organizer may require Participants suspected of violating the above device usage rules to record their gameplay and hand movements during subsequent matches. These recorded files must be submitted for official review within 6 hours after the end of each round and before the start of the next round, using a method specified by the Organizer. Participants who refuse this request may be regarded by the Organizer as violating the device usage rules or engaging in the use of cheats or cheating software. In this case, the Organizer will have the authority to decide on the appropriate action to be taken against the Participant. The screen recording process should clearly include the monitor (if multiple monitors are used, the recording should clearly capture all monitors), the controller, a clear view of the Participant's hands, and the operations on the devices. If the recording process violates one or more of the above requirements, it may be deemed non-compliant by the Organizer. The Organizer's actions may include but are not limited to, verbal warnings, disqualifications from the current match, disqualifications from the current round, removal from the Clash Faction roster, temporary suspensions, permanent bans, or disqualifications of the Clash Faction from the Tournament and from receiving any awards.

Regions

The Tournament will take place in the following 3 regions, which will operate independently in terms of the schedule. A single Clash Faction can only choose one region to participate in for each Tournament:

1. Americas PlayStation Cup
2. Europe, Middle East, and Africa PlayStation Cup
3. Pacific PlayStation Cup

In the Americas, Europe, Middle East, and Africa, and Pacific regions, players from any region can register for the Tournament in any region. However, choosing a region that is farther from the player's geographical location may result in higher latency during matches.

Each player with a single valid identification document can only participate in one Tournament region. It is strictly prohibited for a player to use multiple accounts to participate in the same season's Tournaments in one or more regions. Once discovered, the Committee will remove the player's registration or participation progress in all regions. This includes but is not limited to refusing to award prizes or virtual items, requiring the return of any awarded prizes, reclaiming virtual items, and permanently banning the player from participating in future Marvel Rivals Tournaments. The game platform associated with the account will be determined by the device used by the player when they registered their account. PlayStation players can only form Clash Factions with other PlayStation players and register to participate in Tournaments in any of the regions.

Mirrored Tournament Distribution Rules

The Tournament features a mirrored tournament distribution system. After the registration deadline for a Tournament region, the system will immediately auto-group all successfully registered Clash Factions, prioritizing the matching of Clash Factions that meet the following criteria:

1. The server nodes of the Clash Faction captains must be close to each other.
2. The average rank of the Clash Factions must be similar.
3. Clash Factions registering for the same Tournament region cannot be grouped across regions.

According to the above rules, Clash Factions will be divided into sub-tournaments with 8 Factions per group. These sub-tournaments will operate independently in terms of schedule and rewards.

To ensure the smooth progression of the Tournament, the grouping results of this Tournament's grouping system may involve the following situations:

1. Latency or rank differences not fully matched.
2. Fewer than 8 initial Factions in a sub-tournament group.

The Organizer retains the final rights of interpretation for the grouping rules and will not accept requests to change the sub-tournament groupings of the competing Clash Factions.

Registration Rules

The Organizer shall not require Participants to provide identification documents or any other form of personal information to participate in the Tournament. However, if a Participant is being investigated for violating the aforementioned rules, they may be asked to provide such information.

The registration periods for each region in the first 9 editions of the Tournament (from April 2025 to December 2025) are as follows:

PlayStation Cup (Americas; Europe, the Middle East, and Africa; Pacific):

April:

1. Registration opens: April 12, 2025, at 12:00 (UTC+0)
2. Registration closes: April 26, 2025, at 00:00 (UTC+0)

May:

1. Registration opens: May 1, 2025, at 12:00 (UTC+0)
2. Registration closes: May 31, 2025, at 00:00 (UTC+0)

June:

1. Registration opens: June 1, 2025, at 12:00 (UTC+0)
2. Registration closes: June 28, 2025, at 00:00 (UTC+0)

July:

1. Registration opens: July 1, 2025, at 12:00 (UTC+0)
2. Registration closes: July 26, 2025, at 00:00 (UTC+0)

August:

1. Registration opens: August 1, 2025, at 12:00 (UTC+0)
2. Registration closes: August 30, 2025, at 00:00 (UTC+0)

September:

1. Registration opens: September 1, 2025, at 12:00 (UTC+0)
2. Registration closes: September 27, 2025, at 00:00 (UTC+0)

October:

1. Registration opens: October 1, 2025, at 12:00 (UTC+0)
2. Registration closes: October 25, 2025, at 00:00 (UTC+0)

November:

1. Registration opens: November 1, 2025, at 12:00 (UTC+0)
2. Registration closes: November 29, 2025, at 00:00 (UTC+0)

December:

1. Registration opens: December 1, 2025, at 12:00 (UTC+0)

2. Registration closes: December 27, 2025, at 00:00 (UTC+0)

There are no rank requirements for registration in this Tournament.

The maximum number of Clash Factions for registration in each match of this Tournament across all regions is 25,000.

The registration limit applies to the total number of Clash Factions across all regions, with no region having a separate registration cap. The official reserves the right to adjust the upper limit of registration numbers in real time based on the registration situation during the registration phase.

Participants must register on the "Tournament" interface within the game. There are no other registration channels for this Tournament.

All players who meet the eligibility requirements to be Participants are welcome to register. The Clash Factions must be formed via the "Clash Faction" system on the Tournament interface. Once the captain or coach ensures that all members of the Clash Faction meet the platform and rank requirements for the Tournament, they can initiate the registration process on the Tournament page under the "Tournament" section. Once the captain or coach initiates the registration, the other members of the Clash Faction will automatically agree to the registration. After all other members confirm their registration on the Tournament page, the registration will be successfully completed.

If any members of the Clash Faction have not confirmed their registration by the registration deadline, the registration will be regarded as unsuccessful.

During the registration confirmation period, the Clash Faction captain can still add or remove members at any time. The registration will be automatically completed once all members have confirmed their participation. If a member is removed or if a member voluntarily leaves the match early, resulting in the Clash Faction having fewer than 6 members, the registration process will be immediately paused and the registration will fail.

Note: Once the registration is successful and the registration deadline has passed, the Clash Faction will not be able to add, remove, or change members during the Tournament. Please carefully review the members of the Clash Faction before registration. Once the registration is complete, the Organizer will not permit any changes to the members of the Clash Faction. If a registered Clash Faction has over 6 members, they can freely decide which members will participate in each match before it begins. The Organizer recommends that participating Clash Factions configure an appropriate number of substitutes in case of any unforeseen circumstances.

Before the registration deadline, each Clash Faction will have two opportunities to cancel its registration. The Clash Faction captain can cancel the registration at any time. If more than half of the Clash Faction's members confirm the cancellation, the registration will be successfully canceled.

If a Clash Faction successfully cancels its registration before the deadline, the total number of registered Clash Factions will be reduced accordingly.

If the Clash Faction registration limit is reached when all members of the Clash Faction have confirmed their registration, the Clash Faction will not be able to register.

Registered Clash Factions must ensure that their name, abbreviation, announcement, and all member names are appropriate, free from any illegal content, and do not infringe on personal rights. Additionally, they should avoid the improper or offensive use of copyrighted material and refrain from including any inappropriate references to gender, race, religion, political views, economic status, or other sensitive topics. Clash Factions that do not comply with the regulations will be forced to change their name or be disqualified, depending on the severity of the violation. In addition, no further notice will be given.

Only players aged 16 and above are permitted to participate in the Tournament in all regions. Players who are 16 years old but are still minors by the registration deadline must submit a complete, signed guardian consent form to the Organizer in order to participate (the legal age is determined according to the laws of the Participant's country of nationality), with the deadline being the official registration cutoff time. All Clash Faction captains, coaches, and members

must meet the required age for participation. Please note that Clash Factions containing players who do not meet the age requirements will be disqualified from the Tournament and will forfeit their eligibility for prizes and/or in-game awards. The captain is responsible for verifying the real age of each member and ensuring that all members meet the age requirements to participate in the Tournament.

Ban Process

All matches in the Tournament will involve a captain's ban process. The specific process is as follows:

1. Side A bans one hero
2. Side B bans one hero
3. Side B locks in one hero
4. Side A locks in one hero
5. Side A bans one hero
6. Side B bans one hero
7. Side B locks in one hero
8. Side A locks in one hero
9. Side A bans one hero
10. Side B bans one hero

Heroes that have been locked in cannot be banned in the subsequent banning phases.

Both the banning and locking-in phases can be skipped if no action is taken. The corresponding phase will be skipped once the countdown ends.

After the banning phase ends, up to 6 heroes will be banned from the match. Participants from both sides can then select heroes from those that have not been banned.

Any errors during hero banning, incorrect lock-in selections, or skipped phases due to issues caused by the Clash Faction itself (such as operational mistakes or skipping due to the countdown ending) will not be handled by the Organizer. The match will proceed as scheduled, and the consequences will be the responsibility of the Clash Faction itself.

In BO1 matches, the system will randomly assign one side to ban heroes first.

In BO3 or larger matches, the system will randomly assign one side to ban first in the first match, and for subsequent matches, the winner of the previous match will be the side that bans first.

The "leader" responsible for bans will select from the players participating in the match in the following order:

1. Clash Factions Captain
2. Clash Factions Coach
3. The player who is in the first position in the preparation lobby
4. Randomly decided

During the ban and pick process, if the designated "leader" disconnects, the system will randomly select another player from the participating team to become the new "leader" responsible for banning. Therefore, all players are advised to pay attention during this process. Please note that if the original "leader" responsible for banning successfully reconnects, they will not become responsible for banning again. The new designated player will continue to carry out the banning process instead.

Map Selection Rules

The maps available in the Tournament will be all the playable maps included in Competitive mode at the start of the game season. Maps added to Competitive mode during the season will not be included in the available map list for the

Tournament's matches.

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

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

Single Elimination Stage Rules

Once the mirrored Tournament brackets are finalized, each sub-tournament will feature a single elimination stage, starting with 8 Factions.

In some sub-tournaments where the starting number of Factions is fewer than 8, the corresponding slots will be given a bye.

Each single elimination stage will consist of three stages: quarterfinals, semifinals, and finals. There will be no third-place match in this Tournament.

The three stages of the single elimination stage for each Tournament will take place on the last Saturday of each calendar month. Please refer to the schedule outlined in this section for more details.

The matchups for the first round of the single elimination stage will be randomly generated.

After a match starts, Clash Factions must promptly check the "Tournament" page for match schedules and the latest start times for each round of the knockout stage.

The latest start times for each round of the single elimination stage in each region are as follows. Any matches that have not started will automatically begin at these times.

Americas PlayStation Cup:

April:

1. Quarterfinals: April 26, 2025, at 14:00 (UTC-4)
2. Semifinals: April 26, 2025, at 15:30 (UTC-4)
3. Final: April 26, 2025, at 17:00 (UTC-4)

May:

1. Quarterfinals: May 31, 2025, at 14:00 (UTC-4)
2. Semifinals: May 31, 2025, at 15:30 (UTC-4)
3. Final: May 31, 2025, at 17:00 (UTC-4)

June:

1. Quarterfinals: June 28, 2025, at 14:00 (UTC-4)
2. Semifinals: June 28, 2025, at 15:30 (UTC-4)
3. Final: June 28, 2025, at 17:00 (UTC-4)

July:

1. Quarterfinals: July 26, 2025, at 14:00 (UTC-4)
2. Semifinals: July 26, 2025, at 15:30 (UTC-4)
3. Final: July 26, 2025, at 17:00 (UTC-4)

August:

1. Quarterfinals: August 30, 2025, at 14:00 (UTC-4)
2. Semifinals: August 30, 2025, at 15:30 (UTC-4)
3. Final: August 30, 2025, at 17:00 (UTC-4)

September:

1. Quarterfinals: September 27, 2025, at 14:00 (UTC-4)
2. Semifinals: September 27, 2025, at 15:30 (UTC-4)
3. Final: September 27, 2025, at 17:00 (UTC-4)

October:

1. Quarterfinals: October 25, 2025, at 14:00 (UTC-4)
2. Semifinals: October 25, 2025, at 15:30 (UTC-4)
3. Final: October 25, 2025, at 17:00 (UTC-4)

November:

1. Quarterfinals: November 29, 2025, at 14:00 (UTC-5)
2. Semifinals: November 29, 2025, at 15:30 (UTC-5)
3. Final: November 29, 2025, at 17:00 (UTC-5)

December:

1. Quarterfinals: December 27, 2025, at 14:00 (UTC-5)
2. Semifinals: December 27, 2025, at 15:30 (UTC-5)
3. Final: December 27, 2025, at 17:00 (UTC-5)

Europe, the Middle East, and Africa PlayStation Cup:**April:**

1. Quarterfinals: April 26, 2025, at 14:00 (UTC+2)
2. Semifinals: April 26, 2025, at 15:30 (UTC+2)
3. Final: April 26, 2025, at 17:00 (UTC+2)

May:

1. Quarterfinals: May 31, 2025, at 14:00 (UTC+2)
2. Semifinals: May 31, 2025, at 15:30 (UTC+2)
3. Final: May 31, 2025, at 17:00 (UTC+2)

June:

1. Quarterfinals: June 28, 2025, at 14:00 (UTC+2)
2. Semifinals: June 28, 2025, at 15:30 (UTC+2)
3. Final: June 28, 2025, at 17:00 (UTC+2)

July:

1. Quarterfinals: July 26, 2025, at 14:00 (UTC+2)
2. Semifinals: July 26, 2025, at 15:30 (UTC+2)
3. Final: July 26, 2025, at 17:00 (UTC+2)

August:

1. Quarterfinals: August 30, 2025, at 14:00 (UTC+2)
2. Semifinals: August 30, 2025, at 15:30 (UTC+2)
3. Final: August 30, 2025, at 17:00 (UTC+2)

September:

1. Quarterfinals: September 27, 2025, at 14:00 (UTC+2)
2. Semifinals: September 27, 2025, at 15:30 (UTC+2)
3. Final: September 27, 2025, at 17:00 (UTC+2)

October:

1. Quarterfinals: October 25, 2025, at 14:00 (UTC+2)

2. Semifinals: October 25, 2025, at 15:30 (UTC+2)
3. Final: October 25, 2025, at 17:00 (UTC+2)

November:

1. Quarterfinals: November 29, 2025, at 14:00 (UTC+1)
2. Semifinals: November 29, 2025, at 15:30 (UTC+1)
3. Final: November 29, 2025, at 17:00 (UTC+1)

December:

1. Quarterfinals: December 27, 2025, at 14:00 (UTC+1)
2. Semifinals: December 27, 2025, at 15:30 (UTC+1)
3. Final: December 27, 2025, at 17:00 (UTC+1)

Pacific PlayStation Cup:

April:

1. Quarterfinals: April 26, 2025, at 14:00 (UTC+9)
2. Semifinals: April 26, 2025, at 15:30 (UTC+9)
3. Final: April 26, 2025, at 17:00 (UTC+9)

May:

1. Quarterfinals: May 31, 2025, at 14:00 (UTC+9)
2. Semifinals: May 31, 2025, at 15:30 (UTC+9)
3. Final: May 31, 2025, at 17:00 (UTC+9)

June:

1. Quarterfinals: June 28, 2025, at 14:00 (UTC+9)
2. Semifinals: June 28, 2025, at 15:30 (UTC+9)
3. Final: June 28, 2025, at 17:00 (UTC+9)

July:

1. Quarterfinals: July 26, 2025, at 14:00 (UTC+9)
2. Semifinals: July 26, 2025, at 15:30 (UTC+9)
3. Final: July 26, 2025, at 17:00 (UTC+9)

August:

1. Quarterfinals: August 30, 2025, at 14:00 (UTC+9)
2. Semifinals: August 30, 2025, at 15:30 (UTC+9)
3. Final: August 30, 2025, at 17:00 (UTC+9)

September:

1. Quarterfinals: September 27, 2025, at 14:00 (UTC+9)
2. Semifinals: September 27, 2025, at 15:30 (UTC+9)
3. Final: September 27, 2025, at 17:00 (UTC+9)

October:

1. Quarterfinals: October 25, 2025, at 14:00 (UTC+9)
2. Semifinals: October 25, 2025, at 15:30 (UTC+9)
3. Final: October 25, 2025, at 17:00 (UTC+9)

November:

1. Quarterfinals: November 29, 2025, at 14:00 (UTC+9)
2. Semifinals: November 29, 2025, at 15:30 (UTC+9)
3. Final: November 29, 2025, at 17:00 (UTC+9)

December:

1. Quarterfinals: December 27, 2025, at 14:00 (UTC+9)
2. Semifinals: December 27, 2025, at 15:30 (UTC+9)
3. Final: December 27, 2025, at 17:00 (UTC+9)

After the full schedule for each single elimination stage is announced, participating Clash Factions can arrange their match times freely as long as they start before the "latest start time" designated by the system. It is recommended that both sides agree on an earlier match time. When any 6 members from both participating Clash Factions are ready in the Tournament's pre-match lobby, the system will automatically start the countdown and begin the match early. Please note that multiple matches in a single round will be played consecutively.

Once the match begins, all games within a knockout stage (i.e., a BO3, BO5, or BO7) will be played consecutively without any long pauses in between. Participating Clash Factions will have up to 15 minutes of break time between matches.

Once the break ends, the system will automatically force the next match to start. During the break, if all 12 members of both Clash Factions are ready in advance, the next match can start early.

Note: If the participating Clash Factions do not start the match before the "latest start time" of each round, the system will automatically force the match to start. If a Clash Faction has fewer than 6 members at that time, the system will automatically award victory to the opposing Clash Faction, advancing them to the next round. If both participating Clash Factions have fewer than 6 members, the system will randomly select a winner to advance to the next round.

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

In the second and subsequent matches of a single elimination stage, when the system's forced automatic start time is reached, if one side's Clash Faction has fewer than 6 players, the system will automatically declare the opposing Clash Faction the winner of the entire round and advance them to the next stage (this applies to the result of the entire round, not just the single match). If both sides have fewer than 6 members, the system will randomly select one side as the winner and advance them to the next stage (this applies to the result of the entire round, not just a single match).

In a single elimination stage, a "bye" situation may occur (where a Clash Faction automatically advances to the next round without playing a match). If one side has a bye, the other side will automatically advance to the next stage. If both sides have a bye, no Clash Factions in that bracket will advance.

Before each round of the single elimination stage and during the breaks between multiple matches in each round, Clash Factions may freely adjust the members in their lobby. However, the "latest start time" must always be paid attention to. If, at that time, one of the participating Clash Factions has fewer than 6 members in the game lobby, that Clash Faction will be eliminated, and the opposing Clash Faction will advance.

The team captain and coach of a participating Clash Faction are not required to be in the knockout stage preparation lobby. As long as there are 6 participating Clash Faction members in the lobby, the match can begin.

All matches will follow a BO3 format.

Tournament Guide

The match results and data will primarily be automatically determined by the Tournament system. If any major disputes arise, the Organizer's decision will prevail.

This Tournament will use the latest game version at the time of each match. The game version may be updated during the Tournament.

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.

Participants must cooperate with the Organizer for device and network IP address checks.

Participating Clash Factions may replace players within the registered roster before and between matches, but temporary substitutes are not permitted. During the latest start time in the knockout stage, if a participating Clash Faction has fewer than 6 members in the preparation lobby, it will be regarded as that round being forfeited. If both participating Clash Factions have fewer than 6 members in the preparation lobby, the system will automatically determine which Clash Faction advances. Matches initiated by the system include two situations:

1. The match has reached the latest start time, but the participating Clash Faction has not started the match.
2. In knockout stages, there will be designated breaks between all of the BO3, BO5, and BO7 format matches. If the participating Clash Faction has not started the next match by the end of the break, the system will force the match to begin.

Error Handling

In this Tournament, no stages can be paused or replayed. Participants are responsible for managing their own network connection and ensuring its stability. 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.

In rare circumstances, if the game server fails to record match results, the Tournament system will automatically take the following measures: During single elimination stages, the unrecorded match results will be disregarded, and the scores for both sides will remain unchanged. However, the system will still automatically proceed with the rest period between matches and the next match, until the results for the BO3, BO5, or BO7 matches are confirmed. Participating Clash Factions are advised to pay attention to notifications from the Tournament system and participate in matches promptly. This Tournament will be managed by the in-game system for match scheduling and result determination. The results of the registration phase and the single elimination phase will be based on the data automatically generated by the Tournament system. Since this Tournament is an entertainment competition aimed at a large player base and has no registration requirements, in the event of a major interruption, the Organizer will not manually organize a rematch or take other such actions. If the Tournament progress cannot be permanently restored or if rewards cannot be recovered, the Organizer will not arrange rematches or redistribute rewards. Please be aware.

Dispute/Complaint Rules

The Organizer is the highest authority for this Tournament. For any major disputes that occur during the Tournament, the Participants involved must submit evidence. 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.

The complainant must be a member of the participating Clash Faction, and the relevant player must provide evidence in a timely manner.

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. The Organizer will then conduct an investigation and announce the results.

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.

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.

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.

Code of Conduct for Participants

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.

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.

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, round forfeits, or the confiscation of prizes or rewards for any actions that affect the fairness of the Tournament or are deemed uncivilized:

1. Not using the designated devices as required by the Tournament;
2. 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.);
3. Intentionally exploiting any in-game glitches for an advantage unless it is 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;
4. Match-fixing, giving away matches, or engaging in behaviors that severely affect the interests of other Participants;
5. 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;
6. Modifying the game client in any way;
7. 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.);
8. Playing matches with other Participants' accounts or hiring, inciting, or guiding others to use other Participants' accounts (smurfing);
9. Threatening, insulting, attacking, bribing, provoking, harassing, or defaming the Organizer's staff or other Participants;
10. 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;
11. Inciting or promoting hate or discrimination against others in matches, Tournament livestreams, Tournament groups, or any form of in-game chat;
12. Conducting behavior that violates the User Agreement and Privacy Policy or any applicable community

guidelines or rules.

Rule Changes and Improvements

To maintain the fairness and integrity of the Tournament, the Organizer reserves the right to revise, modify, or supplement these rules at any time based on the circumstances.

If any significant changes are made to these rules, the Organizer will notify Participants before the start of the next Tournament or match about implementing the new rules. Participating in subsequent Tournaments or matches will be regarded as accepting the changed rules.

In the event of any conflict between communications with the Organizer and the officially published rules, the officially published rules shall prevail.

The Organizer has the right to take all necessary measures, without any restrictions, to protect the interests of Marvel Rivals, and any individuals or entities related to Marvel Rivals or the Organizer, including those providing products or services for the Tournament, individuals or entities authorized to produce and/or release media content during the Tournament, as well as individuals attending Tournament-related activities. All decisions made by the Organizer shall be final.

The Organizer reserves the right to interpret all clauses of these Rules and make decisions regarding penalties for any violations.

Virtual Prizes

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

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

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

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

Game Footage Terms of Use

The Organizer or SIE may use all or some of the game footage recorded during the Tournament as original content for official promotions or broadcasts. This footage may include the names of Participants, in-game names, Clash Faction

names, Clash Faction abbreviations, and full gameplay footage. Please note that by successfully registering for the Tournament, Participants agree to the following terms:

I hereby grant NetEase, SIE, Marvel, Disney, their affiliates, and permitted third parties absolute and irrevocable rights and licenses to use and adapt my in-game name, logo, character, gameplay footage, game data, and any livestreaming content created during my participation in this game or any other game, and to create derivative works based on this content. The above content may be used in full or in part for marketing and promotional materials related to the Marvel Rivals game (collectively referred to as "marketing materials") and may be distributed, marketed, and/or used through channels operated or designated by NetEase, SIE, Marvel, or Disney in any form, whether in written or verbal form, using my real name or a pseudonym.

Limitation of Liability and General Disclaimer

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, SIE, 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.

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 or not 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.

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.

The Participant acknowledges and agrees that NetEase, SIE, 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.

Disclaimer

This Tournament is one of the Organizer's online events. Any mention of prizes or brand names related to Marvel Rivals does not imply or constitute the official endorsement of NetEase, SIE, Marvel, or Disney.