



# Marvel Rivals Ruleset

**Player Eligibility:** All players participating in Marvel Rivals competitions must have an active Marvel Rivals account in good standing.

Only registered team members playing under their own account are allowed to play for a team.

## Platforms

The Tournament will use private lobbies and will allow cross play to be enabled. PCs and Consoles are welcome.

## Match Winner

The winner is the Team that wins the most games in the series.

## Series Matches

Matches will be best-of-three (3) during the regular season.

Matches will be best-of-three (3) for playoffs and elimination rounds.

Matches will be best-of-five (5) for loser finals and grand finals in the playoffs.

## Roster

Players are allowed to switch during a Match (e.g. in-between games during a Bo3/Bo5).

A player who is substituted out may be substituted back in later.

Players not registered as Subs or Players for the team are not allowed to compete under their team banner.

## Spectator Size

Spectator slots may be occupied by Casters, KCGO representatives and their designees, or players from either team not currently playing. Such players may stream from the Spectator slot.

## 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.

## Ban-Pick Process

All matches will use **Ban/Pick: Competitive** as their selection when creating the 'tournament' game.

1. Faction A (home team) bans a hero;
2. Faction B (away team) bans a hero;
3. Faction A bans a hero;
4. Faction B bans a hero;
5. Players choose heroes.

**Locked heroes are not part of the 'competitive' rules.**

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

After the ban process ends, up to 4 heroes will be banned from the match. Participants can then choose other heroes from those available.

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

Teams will alternate first pick starting with the home team as pick 1. In the second game, the 'away' team will choose to ban first. This pattern will continue through the set of 3 or 5 games. The "leader" responsible for bans and locks will be selected from the Participants in the following order:

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

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

## Map Selection Rules

The admins will pre-select **competitive** map/types and rotate map/type selections each week to make sure all maps are played equally.

- Yggsgard - Yggdrasill path (Convoy)
- Tokyo 2099 - Spider-Islands (Convoy)
- Empire of Eternal Night - Midtown (Convoy)
- Intergalactic Empire of Wakanda - Hall of Djalia (Convergence)
- Kyntar - Symbiotic Surface (Convergence)
- Empire of Eternal Night - Central Park (Convergence)
- Intergalactic Empire of Wakanda - Birnin T'Challa (Domination)

- Hydra Charteris Base - Hell's Heaven (Domination)
- Hellfire Gala - Krakoa (Domination)

Map/Types will need to be selected one at a time to allow teams to swap in subs between matches. **Do not** select **'multi-select'** and put all three maps in because the game doesn't give you an option to sub people out between matches.

## Issue Resolution

There will be no pauses or rematches at any stage of the Tournament. Participants should manage their network connection and ensure its stability. If disconnected, Players can use the "Reconnect" feature to quickly rejoin the game.

Since this is not a Tournament-specific feature, KCCEC does not guarantee its effectiveness or stability and is not responsible for failed reconnections. KCCEC will not handle complaints about disconnections due to network issues. KCCEC will hold no responsibility for such outcomes.

## Code of Conduct for Participants

This Tournament aims to provide an exciting competitive experience for all Participants yearning for victory. In order to ensure that every match holds significant value, it is essential for fair conditions to be maintained for all Participants. KCCEC strives to create a fair environment for all Participants, ensuring the value of each match. To create a fair gaming environment, we insist there should be no cheating, system abuse, harassment, or other actions that prevent Participants from performing to the best of their abilities.

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

Disclaimer: Rules and Tournament structure are subject to change without notice. Please pay attention to discussions via email and discord for the most up to date information.

GLHF  
**KCGAMEON**