

ACTIVATE VARSITY ESPORTS LEAGUE

MARVEL RIVALS RULEBOOK

Rules & Format

Overview

This rulebook establishes the competitive rules, match procedures, game settings, hero selection procedures, and administrative policies for Marvel Rivals competition within the Activate Varsity Esports League.

Marvel Rivals competition will use the standard **6v6 competitive format**.

General Policies

1. If a player or team is suspected to have violated any publisher, school, league, tournament, or Code of Conduct rule, Activate Varsity Esports League reserves the right to investigate the incident.
 2. Rewards, standings points, playoff qualification, or other benefits may be withheld during an investigation.
 3. Confirmed violations may result in:
 - Game forfeiture
 - Match forfeiture
 - Standings penalties
 - Player suspension
 - Team suspension
 - Disqualification
 4. Participation in the official Activate Varsity Esports League Discord is required.
 5. Official communications may be distributed through Discord, email, the league website, or other designated channels.
 6. Activate Varsity Esports League reserves the right to update this ruleset when necessary to maintain competitive integrity or accommodate Marvel Rivals updates.
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Registration & Eligibility

1. Every player must have a registered Activate Varsity Esports League account.
2. Players must use their own Marvel Rivals account.

3. Account sharing is prohibited.
 4. Players may only compete for one Activate Varsity Esports League Marvel Rivals team during a match period unless expressly authorized.
 5. Teams must represent the school with which their players are officially affiliated.
 6. All players must meet Activate Varsity Esports League eligibility requirements.
 7. Players actively competing should have their Marvel Rivals profile available for player verification when requested.
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League Format

Preseason

1. The league will begin with **2 weeks of Preseason**.
2. Preseason matches will be **Best-of-3 (Bo3)**.
3. Preseason results may be used for:
 - Seeding
 - Scheduling
 - Division placement
 - Competitive preparation

Regular Season

1. The Regular Season will consist of **8 weeks**.
2. Regular Season matches will be **Best-of-5 (Bo5)**.
3. Regular Season standings determine playoff qualification and seeding.

Playoffs

1. Playoffs will consist of **2 weeks**.
 2. The initial playoff stage will use a Swiss-format structure unless otherwise announced.
 3. Playoff matches will be **Bo5**.
 4. The Top 8 teams will advance to the final playoff stage.
 5. The Top 8 matches will be **Bo7**.
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Team Roster

1. Each team must maintain a roster of:
 - 6 Starting Players
 - Up to 3 Substitutes
2. A team may register up to **9 players**.

3. A minimum of **6 eligible players** must be available for a match.
 4. Every substitute must be registered on the official team roster.
 5. Substitutions may occur between maps.
 6. Substitutions may not occur during an active map except when specifically authorized by an administrator.
 7. A player who disconnects may be replaced between maps if the player cannot return.
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Match Settings

All matches must be created using:

- **Custom Game**
 - **Tournament Room**
 - **Competitive**
 - **Team Size:** 6v6
 - **Join Access:** Invitation Only
 - **Spectator Access:** No Spectating
 - **Coach Slots:** Permitted when authorized
 - **Pause Permissions:** Player/Coach
 - **Move Permissions:** All
 - **Costume Customize Visibility:** Ban
 - **Current Competitive Map Pool**
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Lobby Creation

1. The team listed first/left on the official matchup is the **Home Team**.
 2. The Home Team is responsible for creating the Tournament Room unless an administrator specifies otherwise.
 3. The lobby should be locked once both teams have joined.
 4. Join access should be set to **Invitation Only**.
 5. Spectator Access must be set to **No Spectating**.
 6. Coaches may use designated Coach slots when permitted.
 7. Unauthorized spectators may not enter the lobby.
 8. Both teams must verify:
 - Correct players
 - Correct team assignments
 - Correct server
 - Correct game format
 - Correct ban/pick configuration
 - Correct map
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Server Selection

1. The default server for Activate Varsity Esports League matches will be **Northern Virginia** unless the league publishes a different North Carolina/NA server standard.
 2. Teams may mutually agree to another approved North American server before the match begins.
 3. If no agreement is reached, the designated AVEL server will be used.
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Hero Ban / Pick

Standard

Marvel Rivals matches will use the in-game **Tournament Ban/Pick** system.

For Bo5 and Bo7 matches, Activate Varsity Esports League will use **Tournament (Advanced)** whenever the current game version supports the system.

The Advanced system is based on the ban/protect structure used by Marvel Rivals Ignite and collegiate competition.

Advanced Ban/Pick

The current Advanced sequence is:

1. Both teams ban one hero simultaneously.
2. Team B protects one hero.
3. Team A bans one hero.
4. Team A protects one hero.
5. Team B bans one hero.
6. Both teams simultaneously ban one hero.
7. Team A protects one hero.
8. Team B bans one hero.
9. Team B protects one hero.
10. Team A bans one hero.

Important

A team bans heroes from the **opposing team's available pool**.

A team may still play a hero that it personally banned.

The exact in-game sequence controls if the game client changes the presentation of the ban/pick process.

Preseason Ban/Pick

1. Bo3 Preseason matches may use **Tournament (Basic)**.
 2. Tournament Basic follows the in-game competitive ban/pick system.
 3. The league may use Advanced Ban/Pick for Preseason if the game version and league administration determine that it is appropriate.
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Hero Restrictions

1. The current live competitive hero pool will be used.
 2. Newly released heroes may be temporarily restricted from league play when:
 - They have not been sufficiently tested competitively;
 - A major bug exists;
 - The game publisher or league administration recommends a restriction.
 3. Unless specifically announced by Activate Varsity Esports League, all heroes available through the in-game Competitive/Tournament system are legal.
 4. If a hero is disabled by the game or publisher, that hero is automatically unavailable.
 5. Activate Varsity Esports League may issue a temporary hero ban when a severe competitive bug is discovered.
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Map Pool

The league will use maps available in the current **Competitive** map pool.

Current competitive map categories include:

Domination

- Birnin T'Challa
- Celestial Husk
- Hell's Heaven
- Krakoa
- Royal Palace

Convoy

- Arakko
- Midtown

- Museum of Contemplation
- Spider-Islands
- Yggdrasill Path
- Other maps designated by the current competitive pool

Convergence

- Central Park
- Hall of Djalila
- Heart of Heaven
- Lower Manhattan
- Shin-Shibuya
- Symbiotic Surface

The active pool will always be subject to the current live competitive map pool in the game.

Map Selection

Game 1

1. Home Team is designated Team A.
2. Away Team is designated Team B.
3. Team B chooses the **game mode** for Map 1.
4. Team A selects the map from that mode.
5. Team B selects the starting side.

Subsequent Maps

1. The losing team of the previous map selects the next game mode from the modes not already used in the series.
 2. The losing team then selects the map from the selected mode.
 3. The winning team of the previous map selects the starting side.
 4. A mode may not be selected again until the format allows it.
 5. A map may not be reused during a series unless the league explicitly permits it.
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Substitutions

1. Substitutions may occur before a map begins.
2. Once a map has officially started, no substitution may occur until the teams return to the lobby.
3. Substitutes must be registered and eligible.

4. The team making the substitution must notify the opposing team before the next map begins.
 5. Coaches or administrators may require roster confirmation before beginning the next map.
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Score Reporting

1. The winning team is responsible for reporting the match result within **10 minutes**.
 2. The report must include:
 - Final series score
 - Map-by-map results
 - Screenshot of the final results
 - Player names when required
 3. Teams should retain screenshots or recordings for disputed matches.
 4. False or doctored results may result in match forfeiture and disciplinary action.
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Match-Up Protocols

Day of Play

1. Teams must be ready to enter the lobby at the scheduled match time.
 2. A **10-minute forfeiture timer** begins at the scheduled match time.
 3. Each team must be capable of fielding six eligible players.
 4. A team that cannot field six players when the timer expires may forfeit the match (Unless a 5v6 is approved by a League Admin).
 5. Administrators may extend the timer when circumstances justify an extension.
 6. Teams must not intentionally delay the start of a match.
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Connectivity Issues & Player Disconnections

Before Game of Record

If a player disconnects before a Game of Record is established:

1. Notify the opposing team and administrator.

2. Allow the player to reconnect.
3. Restart the map when directed or when both teams agree under league rules.

After Game of Record

Once a Game of Record has been established:

1. The map should continue unless an administrator directs otherwise.
 2. The disconnected player should attempt to reconnect.
 3. The team may not replace the disconnected player in the middle of the map.
 4. A substitute may enter between maps.
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Pauses

1. Pauses may only be used for legitimate technical or emergency reasons.
 2. Pauses should not occur during active team fights, objective engagements, or other competitive interactions unless the pause is required because of a technical emergency.
 3. A team requesting a pause must communicate the reason in the designated match chat.
 4. Players must not use a pause to gain information unavailable during normal gameplay.
 5. Administrators may terminate a pause or order a restart.
 6. A pause expected to exceed **10 minutes** requires administrator approval.
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Automatic Disconnect Pause

When supported by the current game version:

1. Auto-pause on player disconnect should be enabled.
 2. Each team may receive the number of automatic disconnect pauses permitted by the current Tournament Room configuration.
 3. The maximum pause duration will follow the current in-game tournament configuration unless AVEL publishes a stricter limit.
 4. Players must confirm readiness before resuming.
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Draws

If a map ends in a result officially recognized by Marvel Rivals as a draw:

1. The map will not count as a win for either team unless the game itself records a winner.

2. The team that did not select the drawn map receives the next map selection where applicable.
 3. Activate Varsity Esports League administrators may determine the appropriate resolution if the game produces an unexpected result.
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Timeouts

1. Regular Season Bo5 matches do not include tactical timeouts.
 2. Each team participating in a Bo7 playoff match receives **one 2-minute timeout**.
 3. A timeout may only occur between maps.
 4. A timeout cannot be used to delay a forfeiture timer.
 5. The team must notify an administrator before the next map begins.
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Communications

1. Players may communicate freely with their active teammates during gameplay.
 2. Coaches may communicate with players between maps.
 3. Coaches may not provide information obtained from an unauthorized spectator or observer.
 4. Players may not receive outside information concerning:
 - Enemy positions
 - Enemy cooldowns
 - Enemy ultimate status
 - Enemy strategy
 - Map state
 - Information obtained from another team's stream
 5. Players may not communicate with unauthorized spectators during a match.
 6. Public arguments over disputes are prohibited.
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Tiebreakers

In the event of a Regular Season standings tie:

Two-Team Tie

1. Head-to-Head Match Record
2. Map Differential
3. Additional league tiebreaker

Three-or-More-Team Tie

1. Map Differential
 2. Head-to-Head results where applicable
 3. Additional league tiebreaker
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Streaming & Spectating

1. Activate Varsity Esports League staff may spectate or broadcast designated matches.
 2. Unauthorized spectators are prohibited.
 3. Coaches may occupy designated Coach slots when permitted.
 4. Players may stream their own gameplay.
 5. A minimum **3-minute delay** is recommended for personal streams.
 6. Players may not intentionally watch an opponent's stream for competitive information.
 7. Observer-perspective streaming requires league approval.
 8. Observers may not communicate with players during a map.
 9. Administrators may prohibit streaming for designated matches.
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Cheating / Glitching

1. Cheating is strictly prohibited.
2. Prohibited conduct includes:
 - Unauthorized third-party software
 - Game-client modification
 - Macros
 - XIM or unauthorized input devices
 - Account sharing
 - Smurfing
 - Hacking
 - Exploiting bugs
 - Match fixing
 - Collusion
 - Unauthorized spectator information
 - Intentional disconnection
 - Outside assistance
3. Any intentional use of an unintended game mechanic to obtain a competitive advantage is prohibited.
4. Players must report significant competitive bugs to league administration.
5. Administrators will determine whether a reported interaction constitutes an exploit.

Marvel Rivals' official tournament rules prohibit game modification, cheat programs/devices, macros, account sharing, bug exploitation, match fixing, and unauthorized information.

Match Disputes

1. Notify an administrator immediately when a dispute occurs.
 2. Continue gameplay unless directed otherwise.
 3. Teams should not leave the lobby because of a dispute.
 4. Match protests should include:
 - Match number
 - Map
 - Approximate time of incident
 - Players involved
 - Description of the issue
 - Screenshots/video whenever available
 5. Time-sensitive disputes should be sent privately to an event administrator.
 6. Disputes will be reviewed on a case-by-case basis.
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Dispute Evidence

Acceptable evidence may include:

- Screenshots
- Video recordings
- Stream VODs
- Match recordings
- Lobby screenshots
- Discord messages
- Game results
- Player profile information

False, altered, or intentionally misleading evidence may result in disciplinary action.

Power of Admin

The Lead Event Administrator has final authority regarding interpretation and enforcement of this ruleset.

Administrators may issue:

- Warnings
- Map forfeits

- Match forfeits
- Rematches
- Suspensions
- Standings penalties
- Disqualification
- Other penalties necessary to protect competitive integrity

Administrator decisions will prioritize fairness, competitive integrity, player safety, and the continued operation of the league.

Other Policies

All players, coaches, and teams must comply with the Activate Varsity Esports League Code of Conduct.

This Marvel Rivals ruleset is supplemental to the league-wide rules and policies.

If this ruleset conflicts with a league-wide policy, the league-wide policy will control unless expressly stated otherwise.

All rules are subject to amendment following review by Activate Varsity Esports League.

END OF MARVEL RIVALS RULEBOOK