

Collegiate Rivals Series

Rulebook

Updated January 27, 2026

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1 Introduction

1.1 Overview of The Collegiate Rivals Series

The Collegiate Rivals Series is a North American collegiate 6v6 hero shooter league designed to provide structured, competitive opportunities for university students. The league hosts institutions of varying sizes and competitive experience, fostering an inclusive but integrity-driven environment.

Participation is open to students currently enrolled at nationally accredited colleges or universities within the United States and Canada. Students from smaller institutions may form combined teams with other schools, subject to approval by League Administration.

2 League Information

2.1 Rules and Administration

This rulebook serves as the authoritative governing document for all Collegiate Rivals Series competitions. By registering, all participants agree to comply with these rules and any decisions rendered by League Administration.

League Administration reserves the right to interpret, amend, or enforce rules as necessary to preserve competitive integrity, fairness, and tournament operations. In cases not explicitly covered by this rulebook, administrative rulings are final.

Tournament Leadership:

- Executive Director: Marcel | aspect041
- Director of Production: Wyatt | swagstudios_13

For support or rule clarification, teams must contact League Administration via the official Collegiate Rivals [Discord](#) ticket system.

2.2 Player Eligibility

2.2.1 Enrollment Requirements

Participants must be full-time undergraduate or graduate students, adhering to their university's standards (typically 12 credit hours or 3-4 courses). Graduate students must meet their program's full-time status. Co-op students and those graduating mid-competition can compete for the current stage only.

2.2.2 Age Requirement

Participants must be 17 years or older.

2.2.3 Academic Standing

Players must maintain good academic standing (usually above a 2.0 GPA). Those on academic probation or not meeting full-time status are ineligible, with exceptions considered case-by-case.

2.2.4 Account Integrity

Players must compete using the account registered with their team and may not change accounts during the season without administrative approval.

- Account sharing, smurfing, or account circumvention is strictly prohibited.
- All accounts must remain in good standing and not be subject to platform or game bans.
- Players banned during the competition are ineligible to participate for the duration of the ban.
- Violations may result in disqualification, match forfeiture, or further disciplinary action.

2.2.5 Exceptional Circumstances

Eligibility exceptions are considered individually and MUST be requested prior to the start of the competition. Requests include:

- Joining the main campus team from sister or satellite campuses.
- Joining a feeder school team for graduate students.
- Part-time students with exceptional academic history may request a one-time exception for financial, medical, and person hardships.
- Graduating students in their final semester with consistent good standing may request an exemption from full-time enrollment rules.

2.2.6 Enrollment Verification Process

Participants are required to submit their transcripts for eligibility verification throughout the competition. The Collegiate Rivals Series may request these documents at any time, and they are mandatory for prize eligibility. Transcripts, whether unofficial or official, must clearly indicate the student's name, academic standing, and current course load.

Transcripts will be kept confidential, used solely for verification, and destroyed 45 days post-tournament. Failure to provide transcripts as specified will lead to disqualification, with matches played by the non-compliant player recorded as losses. Teams or players found using ineligible participants or falsifying records face immediate disqualification and a ban from future Collegiate Rivals events.

2.2.7 Pro Player Participation Restrictions

To preserve competitive integrity and maintain a fair playing field across all divisions, restrictions are placed on professional or recently professional players.

- A team may roster **no more than two (2) players** who are considered professional or semi-professional.
- A player is considered **professional** if they have competed in a **professional or salaried match (tier 1)** within the last **six (6) months**.
- The six-month period begins from the **date of the player's most recent professional match**, not from contract end or public announcement.
- Tournament organizers reserve the right to request verification of a player's competitive history.
- Violations of this rule may result in roster invalidation, match forfeiture, or further disciplinary action at staff discretion.

2.3 Registration and Fees

2.3.2 Team Composition Rules

- Teams must have 6 to 12 players.
- Roster changes are allowed until the roster lock, with removed players not eligible for re-addition.
- Player swapping between multiple teams from the same school is not permitted by default, except in unique or emergency situations. A school may ask for 2 dedicated school subs; these players may not be starters and must be dedicated subs for the whole season. (Emergency Subs can only play 4 weeks of the 8 regular season and when playoffs hit they have to be dedicated to one of the teams)

2.4 Cheating Policies

- A player found cheating will receive a Tier 3 punishment.

2.4.1 Peripherals and Programs

- Collegiate Rivals supports PC, Xbox, and Playstation.
- Players may use standard PC gaming peripherals (keyboards, mice, headsets, controllers, etc.). Using non-approved devices incurs a Tier 3 punishment.
- Background programs for peripherals (e.g., Logitech G-Hub, Overwolf Tracker, music) are permitted. Programs like auto-clickers or macros are prohibited.
- Virtual machines and remote control applications are not allowed during matches; using them results in a Tier 3 punishment.

2.5 Code of Conduct

Compliance:

- Participants must adhere to the terms of service (TOS) of NetEase Games, Discord, Twitch, Twitter, and any other platforms used.

- All participants must conduct themselves respectfully towards others. Harassment, including offensive statements about gender, race, religion, sexual orientation, disability, age, etc., is not tolerated. This applies to all associated with Collegiate Rivals. Violations will result in severe punishment.

Punishment Tiers:

Tier 1 Punishment “Minor”	Tier 1: Minor infractions affecting community operations.
Tier 2 Punishment “Major”	Tier 2: Major infractions disrupting community, gameplay, or operations.
Tier 3 Punishment “Severe”	Tier 3: Severe infractions harming community, gameplay, operations, or reputation.

2.5.1 Infraction Details

The following are common infractions under the Code of Conduct. This list, while not exhaustive, categorizes frequent violations and the potential result from violating them:

Tier 1 Punishment “Minor”

- *Minor Infraction/Warning*
- Punishment: Verbal warning
 - Disrespect towards league staff, players, or community
 - Unauthorized advertising

Tier 2 Punishment “Major”

- *Major Infraction*
- Punishment: Series Placement points forfeiture, Minor Suspension, any Tier 1 punishment
 - Obscene gestures or communication towards staff, players, or community
 - Misuse of an observer
 - Intentional glitching during a match
 - Purposeful forfeiture of match by throwing to change seeding

Tier 3 Punishment “Severe”

- *Severe Infraction*

- Punishment: Ban from competition, Major Suspension, Match Forfeiture, any Tier 1 or Tier 2 punishment
 - Any form of cheating
 - Unsportsmanlike conduct
 - Bans from NetEase Games and Anti Cheat
 - Enforcement of bans from other Collegiate Rivals competitions upon review
 - Match-fixing or bribery
 - Harassment and discrimination, including racism and hate speech
 - Submission of significantly incorrect match reports
 - Repeat offenses

2.5.2 Forfeiture Coercion and Staff Enforcement

Definition:

Any act of coercion, manipulation, or undue pressure intended to cause or influence another team to forfeit a scheduled match is strictly prohibited. This includes behavior that undermines fair scheduling, sportsmanship, or competitive integrity.

Examples of Violations:

- Deliberately delaying or refusing to reschedule a match in bad faith to induce a forfeit.
- Forcing or insisting on a default match time with the intent of preventing an opponent from fielding a full roster.
- Messaging or publicly pressuring another team to concede or “take the loss.”
- Exploiting communication delays or scheduling loopholes to gain a forfeit advantage.

Staff Authority:

League Staff reserve the right to review communications, match logs, and Discord interactions related to alleged forfeiture coercion. Staff may enforce penalties if sufficient evidence shows a team or player acted in bad faith to influence a match outcome through scheduling or pressure tactics.

Penalties:

Violations of this rule will result in **Tier 1 (“Minor”)** or **Tier 2 (“Major”)** disciplinary action, depending on the severity and intent. Possible consequences include:

- **Tier 1:** Verbal or written warning.
- **Tier 2:** Match forfeiture, minor point deduction, or temporary suspension of team representatives involved.

Administrative Note:

League Administration retains full discretion to apply appropriate penalties to maintain fairness and integrity. All enforcement decisions are final and may be appealed if team believes it has been unfairly penalized.

2.6 Discord Usage

Discord is the primary communication channel between the league and players. All team members must join the Discord server at <https://discord.gg/collegiaterivals> to ensure they receive important tournament information. Announcements will be made exclusively on Discord, and teams are responsible for staying informed. Critical announcements will be highlighted with an @everyone tag.

3 Tournament Information

3.0 General Tournament Information

Season 2

Participation Fee:

- \$100/team for Season 2 Fall
- \$180/team for Season 2 Fall + Spring Bundle

Structure

- Season 2
 - o Swiss Style (Teams play other teams with same record)
 - o 8 Regular Season Matches (1 series per week)
 - o Best of 3 (BO3) Series
 - o Scoring System is a win is 3 points, loss 0 points
- Playoffs
 - o 16 Teams will qualify
 - o Double Elimination Bracket
 - o Best of 5 (BO5) for all rounds except finals where it is best of 7 (BO7)
 - o Most of the matches will be broadcasted

Maps:

All normal competitive maps are played with your tournament bans

3.1 Collegiate Rivals Season 2 Tournament Schedule

Teams will play BO3.

Mentioned below is the schedule: Please refer to Section 3.3.1 for Match Start Times for each respective division/conference.

3.1.1 Season 2 Dates:

Regular Season:

- Week 1:
 - All teams: October 4th
- Week 2:
 - All teams: October 11th
- Week 3:
 - All teams: October 18th
- Week 4:
 - All teams: October 25th
- Week 5:
 - All teams: November 1st
- Week 6:
 - All teams: November 8th
- Week 7:
 - All teams: November 15th
- Week 8:
 - All teams: November 22nd

Playoffs:

- **Double Elimination Bracket Starts Sat Nov 29**, Grand Finals finish Sat Dec 06

3.3 Tournament Rules and Regulations

3.3.1 Match Times:

All Open matches are scheduled to start at 4 pm CST on the dates specified

All playoff matches are scheduled to start at either 4 PM CST on the dates specified.

3.3.2 Default Server - All Rounds

For Season 2, the designated default server is:

- All teams must play on Dallas with a backup of Northern Virginia (Unless both teams decide on a different server)

3.3.3 Roster Requirements

- Maximum of 12 active players per team.
- Players must exclusively represent their current team during the season.

- No playing for multiple Collegiate Rival teams within the same season (Unless you are a dedicated school sub).

3.3.4 Roster and Name Changes

- Roster changes: Contact a Competition Team member via Discord ticket.
- Name changes: Limited to 1 per stage per person; allowed post-roster lock.
 - Inappropriate names: Players must change derogatory or profane names to compete in Collegiate Rival events.
 - Names must be updated with the Competition Team to participate.

3.3.5 Roster Lock

- Rosters lock before the 2nd playday of the season.
- Post-lock, no additions to rosters are allowed for the Season.
- Roster Lock Date:
 - Season 2: Roster Lock

3.3.6 Group Stage Format (8 Teams)

The group stage is used to organize teams into structured competition and determine advancement.

- The total number of registered teams will be **divided into groups of eight (8)**.
- Groups will be formed by league administration following the close of registration.
- Where the total number of teams is not evenly divisible by eight, league staff may adjust group sizes or competitive format as necessary to ensure fair competition.
- Teams will compete against other teams within their assigned group according to the official tournament schedule.
- Match format (best-of series, map count, scoring criteria) will be defined in the event-specific tournament announcement.
- Group standings will be determined using the following criteria, in order of priority:
 1. Match win-loss record
 2. Map differential
 3. Head-to-head result (if applicable)
 4. Additional tiebreaker procedures as determined by league staff
- The number of teams advancing from each group and their placement into subsequent stages will be announced prior to the start of the tournament.
- League administration reserves the right to modify group composition, match counts, or advancement rules in order to maintain competitive integrity or address unforeseen circumstances.

4 Match Rules and Regulations

4.1 Match Start

4.1.1 Match Time Punctuality

- Matches start within 15 minutes of the scheduled time; intentional delays are prohibited.
- Players joining the lobby are deemed ready to play.
- Breaks between games: Maximum of 15 minutes.

4.1.2 Match Rescheduling

To ensure fair competition and smooth tournament operations, the following match scheduling rules apply:

1. **Reschedule Initiation Window**

Any team seeking to reschedule a match **must initiate communication no later than seventy-two (72) hours before the scheduled match start time.**

- This must be done by **opening a league support ticket and/or directly contacting the opposing team** through approved league communication channels.

2. **Good-Faith Requirement**

Both teams are required to make a **good-faith effort** to communicate promptly, professionally, and cooperatively when discussing a potential reschedule.

- Ignoring messages, delaying responses, or refusing to engage without valid reason may be considered a violation of this policy.

3. **Decision Deadline**

A final reschedule decision **must be agreed upon at least twenty-four (24) hours prior to the originally scheduled match time.**

- If no agreement is reached by this deadline, the match will **proceed at the originally scheduled time**, or a **forfeit (FF)** may be issued at the discretion of league staff.

4. **League Notification Requirement**

Once a reschedule decision is reached, **league staff must be notified immediately** via a support ticket to formally approve and record the updated match time.

- Reschedules are **not considered official** until confirmed by league administration.

5. **Enforcement & Penalties**

Failure to follow this process, including repeated scheduling issues or lack of cooperation, may result in **administrative scheduling, warnings, forfeits, or additional competitive sanctions** as determined by league staff.

4.1.3 Minimum Player Restrictions

- Team may only participate as a full team
- If a team cannot field a full roster it subjects them to a forfeiture of the match.

4.1.4 Minimum Playday Restrictions

- Season 2:
 - Requirement: Must participate in at least 75% of all playdays.
 - Consequences: Subject to potential disqualification.

4.1.5 Match Creation

To ensure competitive integrity, consistency, and proper match execution, the following match creation rules apply:

- **Match Format**
 1. All official matches must be created in **Tournament Mode**.
 2. Matches are to be played in a Best-of-Three (BO3) format unless otherwise specified by league administration.
- **Lobby Creation & Setup**
 1. Matches must be created through **Custom Games** → **Tournament Room**.
 2. The lobby host is responsible for ensuring all settings match the official league configuration.
 3. If a lobby is discovered to be **improperly configured at any point**, a support ticket must be created immediately so league staff can determine how the match will proceed.
- **Server Selection**
 1. The default server for all matches is **Dallas**.
 2. A different server may only be selected if **both teams mutually agree** prior to the start of the match.
 3. If no agreement is reached, the match must be played on **Dallas**.
- **Map Selection & Order**
 1. Game 1 will be played on a **Random Dom Map**.
 2. Game 2 and Game 3 will be selected by the **previous map loser**.
- **Map Bans**
 1. Prior to the **first map**, each team is granted one (1) map ban.
 2. All banned maps must be **removed from the active map pool** before match settings are confirmed.
- **Hero & Map Restrictions/Bans**
 1. Newly released **maps and heroes** are subject to a **one-week ban period** from competitive play.
 2. Once the **ban period has passed**, the content will be added to the active competitive pool.

3. Character bans must follow the Marvel Rivals Ignite Series – **Advanced Ban format**.
 4. It has **4 enemy team side hero bans** and **2 friendly team hero saves**.
- **Side Selection**
 1. **Game 1 side selection** is determined by a **coin flip**, with the winner selecting their side.
 2. **Game 2** and **Game 3** side selection is determined by the **winner of the previous map**.
 3. This structure applies consistently for all Team A vs Team B matchups.
 - **Enforcement & Penalties**
 1. Failure to follow match creation procedures, including **improper lobby setup** or **incorrect settings**, may result in administrative rulings.
 2. **Repeated violations** may result in warnings, forfeits, or additional competitive penalties at the **discretion of league staff**.

If at any point there is concern

4.1.6 Match Pausing

- Pausing should only be used in times of extreme circumstances with disconnections being the main reason
- The lobby should have auto disconnection enabled and should be the default option when it happens
- Max disconnection time is 7 minutes otherwise the round goes to the team with all members present
- To resume play use the "initiate continue" button to confirm both teams are ready.
- If the pause is not related to a disconnection, effort must be made to have it happen outside of combat. Neither team should be ulting or damaging other players.
- Should any team abuse this feature, an admin should be called immediately to make a ruling on a pause if it gives a team an unfair advantage.
- Teams found abusing pausing will be subject to a punishment at the discretion of the admin.

4.1.7 Draws

- In the event of a draw on a convergence or payload map it is to be treated as a 0 point map for both sides
- Map pick will go to the team who did not pick the drawn map and the series will continue.

4.2 Player Substitutions

- Once a map has officially started (loading screen → in-game), no substitutions will be permitted until teams return to the lobby for the next map. All substitutions must comply with roster eligibility rules. A substitute must be a registered and approved player on the team's roster.

- The team making the substitution must inform the other team of the sub in chat before both teams agree to go forward with the match

4.3 Observers and Streaming Procedures

- Player perspective streaming: Allowed without staff approval.
- Observer perspective streaming: Requires staff approval; first-served basis, with official production prioritized.
- Streaming requirements:
 - Include "Collegiate Rivals Series" in the title.
 - Implement a 2-minute delay.
- Non-compliance: May result in a Tier 2 punishment.
- Communication ban: No contact between observers and team members during a map.
- Location restriction: Observers must not be in the same physical location as any player. Violation may lead to a Tier 2 or 3 punishment.

4.4 Team Communication

- Teams may use any communication platform.
- Restrictions: No shared calls or physical space with an observer during a match. Players must then be inside the Collegiate Rivals Series discord if an observer is present.
- Coaching communication: Permitted between maps/games, provided the coach is not observing the match or communicating with the observer.
- Public feeds: Teams may view public feeds of the observer's perspective between maps, subject to streaming rules in Section 4.2.
- Violation: May result in Tier 2 or 3 punishment.

4.5 Glitching and Bug Abuse

- Prohibition: Use of bugs or glitches in Collegiate Rival matches is strictly forbidden.
 - Punishments: Ranging from match forfeit to tournament removal.
- Definition of a Glitch: Any unintended game mechanic by NetEase Games. Handled on a case-by-case basis.
 - Examples (not exhaustive):
 - Glitching through game surfaces.
 - Shooting through unbreakable surfaces.
 - Exploiting any other unintended game mechanics.

- New or Unknown Interactions: Should be reported to a Tournament Admin or an Integrity member.
- Guidance: Contact staff for clarity on whether an action is considered a glitch.

4.6 Match Protests

- Purpose: Address problems affecting match outcomes.
- Examples (not limited to):
 - Cheating.
 - Glitch or bug abuse.
 - Match fixing.
 - Unsportsmanlike conduct.
 - Unidentifiable game accounts.
- Procedure: Submit detailed information via a ticket in the Collegiate Rivals Discord.
- Requirements: Detailed incident description, occurrence, and timing. Proper documentation is essential.
- Deadline: Within 12 hours post-match. Only Team Captains may file protests.
- Immediate Issues: Contact an admin during the match if possible.

4.7 Technical Issues

4.7.1 Rivals Connectivity Issues

- Action: Report server or connection issues immediately via a ticket, pinging a competition team member.

4.7.2 Pre-Match Connectivity Issues

- Action: If a player has connectivity issues, substitute immediately, open a ticket, and ping the competition team.

4.7.3 Mid-Match Connectivity Issues

- Reporting: Open a ticket and ping the competition team.
- Match should be paused till player rejoins
- Restart Guidelines:
 - 1 or 2 crashes in loading: Mandatory Restart

5 Miscellaneous

5.1 Support

- Staff Availability: Reach out via Discord for support and information.
- Sponsors: Direct communication via collegiatarivels@gmail.com.

5.2 Content and Branding Usage

- Usage Rights: Collegiate Rivals logos and branding are property of Collegiate Rivals.
- Personal Use: Permitted on a case-by-case basis with documented permission.

5.3 Changes and Amendments

- Administrative Authority: Collegiate Rivals administration can modify rules without prior notice.
- Rule Interpretation: The administration has the discretion to make judgment calls on scenarios not covered in the rulebook.
- Final Decisions: Admins have the final say in all matters.

5.4 Confidentiality Agreement

- Privacy Obligation: Private communications with staff and administrators are confidential.
- Disclosure Prohibition: Publicizing private discussions requires prior authorization from an administrator.
- Consequences: Violations will result in disciplinary action.

5.5 Extra League Agreements

- League Non-Responsibility: Collegiate Rivals is not responsible for external agreements between teams.
- Guidance: Advised against agreements that may harm the league's integrity.

5.6 Logos and Likeness

- Usage Rights: Consent for Collegiate Rivals to use team/brand marks and player likenesses in communications and promotional materials.
- Trademark Policy: Use of logos/trademarks granted without waiving legal rights.

5.7 Right to Obtain Information

- Information Access: Players agree to allow Collegiate Rivals to obtain academic transcripts, enrollment status, and other relevant information for competition integrity.

5.8 Midseason Exit / Leaving

- Consequences of Departure: Withdrawing or disqualified teams forfeit remaining season prizes and cannot rejoin mid-season.

5.9 Banned Players or Teams

- Player Ban: Disqualified or league-exit players are banned from joining other teams unless approved by Collegiate Rivals administration. Using an ineligible player results in a Tier 2 or Tier 3 punishment.
- Team Ban: Barred teams cannot participate for the season's remainder, including their players joining other teams or universities.

5.10 Replacements

- Team Replacement: Possible at league discretion, depending on the season's stage. Post-roster lock replacements are not permissible.

5.11 Exit Forfeiture

- Prize Forfeiture: Exiting or removed teams forfeit all earned prizes.

5.12 Prizing Deductions

- Infraction Penalties: Prizing may be reduced for infractions, at Collegiate Rivals's discretion.

5.13 Prize Collection

- Responsibility: Team Captain handles prize distribution.
- Collection Deadline: Prizes should be claimed within 30 days of awarding; extensions are case-specific.
- Distribution Timeline: Prizes distributed within 30-180 days post-win. Unclaimed prizes roll over to the next season.

5.14 Disclaimer

- This rulebook is not exhaustive. League Administration reserves final authority in all matters to ensure fairness, integrity, and a positive competitive experience.
- Collegiate Rivals Series is not affiliated with NetEase Games. All game content belongs to its respective owners.