AEL High Schools Competition
Marvel Rivals
Official Rules

Date Updated: 17.05.2025

Overview

This document provides and outlines the rules and regulations that competitors must adhere to at all times when participating in Marvel Rivals during the AEL High Schools Competition.

Please be aware that this document may be amended or replaced with additional regulations or stipulations where explicitly indicated.

Please note that the tournament administration holds final authority in all matters. In exceptional situations, decisions may be made that are not explicitly covered in this rulebook, or may even differ from it, to ensure the principles of fair play and sportsmanship are maintained.

We truly hope that whether you're a participant, spectator, or member of the press, you enjoy the competition. The tournament administration is dedicated to making sure the event is fair, exciting, and enjoyable for all involved whilst incorporating the values held by Esports Australia (www.esportsaustralia.org.au).

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1. Eligibility

1.1. Terms & Conditions

By competing in this competition, competitors agree to the terms and conditions set out by the tournament organiser, available at www.ael.org.au/terms.

1.2. School

Each school may register any number of teams for the competition. There is no maximum number of teams allowable per school. To purchase and register more than 5 teams, please contact us at schools@ael.org.au to organise.

1.3. Team

1.3.1. School Team

Each team must only field players from the same school. Schools with multiple campuses may be allowed to field students from different campuses. Please contact schools@ael.org.au to discuss further.

1.3.2. Team Size

Each team requires a minimum of six (6) registered students and up to a maximum of eight (8) registered students.

1.3.3. Captain

Each team must nominate a captain for their team. The captain will be the first point of contact for each team when matches are to be hosted or for direct communications from competition referees. In the event a captain is not available, please ensure to notify competition referees of an interim captain via provided Discord channels.

1.3.4. Substitutes

Each team can have up to eight (8) competitors. Only a maximum of six (6) players may compete per map. More information on substitutions can be found at 2.5.4. Substitutions.

1.4. Player

1.4.1. Player Information

Once a school has been registered and student information has been provided by an educator, students will be required to complete the student registration form available here. On completion of the form, students will receive an email with more detailed information.

1.4.1.1. Username, Alias and/or Avatar

All competitors must label themselves in an appropriate manner, in respect to their usernames, on any competition platform or channel. Inappropriate usernames or avatars will not be tolerated, including names or avatars which contain themes of discrimination, racism or sexism.

1.4.1.2. Game Account

Competitors must compete on their own game accounts, of which have been provided to the tournament organiser during the registration process. Competitors' accounts are the sole responsibility of the competitor. The tournament organiser is not responsible for any issues, problems or concerns regarding game accounts.

1.4.1.3. Discord

The online competition utilises Discord as the main communication platform. The platform will be utilised to organise students, check-in, organise matches and provide updates. All competitors are required to join the Discord server for the duration of the tournament.

1.4.1.3.1. Discord Server Access

On completion of the registration for, as outlined in 1.4.1 Player Information, students will be provided with a link to the Marvel Rivals Discord server.

Only competitors who have been verified by the tournament organiser will be provided with access to competition channels. Competitors who cannot be verified will not be able to view the Discord until they receive a role. Any individual who joins the server without being verified will not be able to interact with the competition or view the accounts of any competitors within the server.

1.4.2. Changes to Player Information

In the event that competitor information changes (Username or Discord Username), the competitor must notify the tournament organiser via the Discord server #update-info channel. For more support, please ask via #support in the Discord server.

1.5. Player Bans

This tournament is administered by the tournament organiser, Australian Esports League (AEL), and endorsed by Esports Australia (Esports Australia).

The AEL will uphold and administer player restrictions as per restrictions set by the following:

- The Australian judicial system;
- Game publishers;
- Esports Australia, Global Esports Federation or International Esports Federation

2. League Information

2.1. Competition Title Information

2.1.1. Disclaimer

This tournament is in no way sponsored, endorsed, or administered by, or otherwise associated with, NetEase, Inc. or Marvel Entertainment, LLC. The information players provide in connection with this tournament is being provided to the tournament organiser and not to NetEase, Inc. or Marvel Entertainment, LLC.

2.1.2. Competition Platform

Marvel Rivals is available on the following platforms:

- PC via Steam or Epic Games
- Playstation 5
- Xbox Series X|S

2.2. Competition Matches

2.2.1. Competition Check-in

The competition check-in time occurs thirty (30) minutes before the competition start time and closes five (5) minutes before the competition start time. Failure to check-in will result in forfeiture of the day.

2.2.2. Competition Start Time

The competition start time for Marvel Rivals in Term 1, 2025 is 1:30PM AEDT, 12:30PM AEST, 1PM ACDT, 10:30AM AWST.

2.2.3. Match Start Time

The match start time will be provided in each match's channel via the competition Discord server. Competitors will have ten (10) minutes from the match start time to begin their match.

2.2.4. Match Hosting

The match host will be provided in each matches channel via the competition Discord server.

2.3. Competition Stages

2.3.1. Swiss Ranking Tournament

The Swiss Ranking Tournament occurs in Week 1 of the competition. A Swiss-system tournament is a non-eliminating format that consists of a set number of rounds, significantly fewer than a round-robin tournament. As a result, each competitor (whether a team or individual) does not play against every other participant. The Swiss Ranking Tournament will help tournament organisers prepare Divisions for participating teams.

2.3.2. Divisional League Play

At the conclusion of the Swiss Ranking Tournament, teams are split into divisions based on their results and other factors. The Divisional League Play stage utilises the divisions to host a round robin competition between teams within their division. The Divisional League Play stage occurs from Week 2 to Week 4, but may also occur in Week 5.

The exact breakdown of weeks will be provided at the conclusion of registrations.

2.3.3. Divisional Playoff

At the conclusion of the Divisional League Play stage, teams are entered in the Divisional Playoff stage. Teams will be seeded based on their Divisional League Play stage. The Divisional Playoff stage occurs in Week 5 and 6.

The exact breakdown of weeks will be provided at the conclusion of registrations.

2.4. Leaderboard and Standings

2.4.1. Points Breakdown

Each match won will result in three (3) points assigned to the winning team. Each match lost will result in zero (0) points assigned to the losing team. Any match forfeit will result in zero (0) points assigned to the forfeiting team. Any match in which both teams forfeit will result in zero (0) points assigned to both teams.

2.4.2. Tiebreaker Scenarios

All ties in standings will be resolved in the following order:

1. Head-to-Head Results
    - Head-to-Head results between all tied teams.
2. Head-to-Head Game Differential
    - Head-to-Head round differential between all tied teams.
3. Overall Game Differential
    - Overall game differential between all tied teams based on all games played within their division.
4. Tiebreaker Match

If, at any point, a step resolves a tie for one or more teams, but not all teams, a new tie will be declared between the remaining tied teams. This tie will be resolved using the same tiebreaker scenario mechanics as per above.

2.5. Competition Format

2.5.1. Match Format

2.5.1.1. First to One (Ft1)

The First to One (Ft1) format will have competitors compete on predetermined domination maps. This format is primarily used for the Swiss Ranking Tournament.

2.5.1.2. First to Two (Ft2)

The First to Two (Ft2) format will have competitors compete on a predetermined domination map, followed by a convoy map and then a convergence map. The tiebreaker map will be a domination map.

Map 1: Predetermined Domination Map
Map 2: Convoy
Map 3: Convergence
Tiebreaker: Domination

2.5.1.3. First to Three (Ft3)

The First to Three (Ft3) format will have competitors compete on a predetermined domination map, followed by a convoy map, a convergence map, a convoy map and lastly, a convergence map. The tiebreaker map will be a domination map.

Map 1: Predetermined Domination Map
Map 2: Convoy
Map 3: Convergence
Map 4: Convoy
Map 5: Convergence
Tiebreaker: Domination

2.5.2. Map Selection Process

The tournament organiser will outline the domination map per round or week. For subsequent maps, the team that loses the previous map will select from the pool of available maps. The team that did not choose a map will select their starting side. Any map that has already been played cannot be chosen.

2.5.3. Competition Map Pool

2.5.3.1. Domination

- Yggsgard: Royal Palace
- Intergalactic Empire of Wakanda: Birnin T'Challa

- Hydra Charteris Base: Hell's Heaven
- Hellfire Gala: Krakao

2.5.3.2. Convoy

- Yggsgard: Yggdrasill Path
- Tokyo 2099: Spider-Islands
- Empire of Eternal Night: Midtown

2.5.3.3. Convergence

- Tokyo 2099: Shin-Shibuya
- Intergalactic Empire of Wakanda: Hall of Djalia
- Klyntar: Symbiotic Surface

2.5.4. Swiss Ranking Tournament Map Pool

- Round 1: Intergalactic Empire of Wakanda: Birnin T'Challa
- Round 2: Hydra Charteris Base: Hell's Heaven
- Round 3: Hellfire Gala: Krakoa
- Round 4: Yggsgard: Royal Palace
- Round 5: Intergalactic Empire of Wakanda: Birnin T'Challa

The Swiss Ranking Tournament may not utilise all five (5) rounds, but only a maximum of five (5) rounds will occur.

2.5.5. Divisional League Play Starting Map

- Week 2 (17/05) - Intergalactic Empire of Wakanda: Birnin T'Challa
- Week 3 (24/05) - Hydra Charteris Base: Hell's Heaven
- Week 4 (31/05) - Hellfire Gala: Krakoa

2.5.6. Divisional Playoff Starting Map

- To be provided via Discord.

2.5.7. Match Settings

The match settings are available via our #match-setup-host and #match-setup-join channels in the Competition Discord server.

2.5.8. Substitutions

Teams can substitute a player at the conclusion of a map. Teams must declare that they are substituting a player via the Discord match channel or the in-game chat, whilst in the custom game lobby. Teams cannot substitute players once a map has begun.

3. Spectating and Streaming

3.1. Spectating

Competitors are not allowed to spectate matches via the in-game custom game spectator slots. Only the tournament organisers production team will be allowed in the in-game spectator slots. Any competitors who disobey this rule may face penalties.

3.2. Streaming

Competitors are not restricted from broadcasting their own matches on their own platforms. Similar to 3.1. Spectating, competitors are not allowed to utilise the in-game spectator system to broadcast matches.

4. Hardware, Software and Connections

4.1. Competitor Hardware

Competitor hardware is solely the responsibility of the competitor. The tournament organiser will not be held liable for any issues that may arise from the use of competitor's hardware within the tournament organiser's competition.

4.2. Competitor Software

Competitor software is solely the responsibility of the competitor. The tournament will not be held liable for any issues that may arise from the use of competitor's software within the tournament organiser's competition.

4.3. Competitor Connection

Competitor connection (internet or otherwise) is solely the responsibility of the competitor. The tournament will not be held liable for any issues that may arise from the use of competitor's connection within the tournament organiser's competition. In the event of a major widespread failure, tournament organisers may reschedule, cancel or postpone matches until the failure is resolved.

4.3.1. Competitor Dropouts

In the event a competitor drops out of a game, teams may be permitted to ask for a game restart, provided the game setup timer has not reached zero (0). Once the map has begun, a restart will not be permitted.

If a competitor drops out in the middle of a game, the game will continue. Competitors will be able to reconnect to the competition lobby.

On PC, the competitor will be provided with an option to Reconnect to the custom lobby or to cancel. If a competitor clicks cancel, they will not be able to Reconnect and the map will continue.

4.4. Server Connection Issues

In the event of a widespread outage due to game servers or a widespread major internet failure, tournament organisers may reschedule, cancel or postpone matches until the failure is resolved.

5. Cosmetics

There are currently no cosmetic restrictions for the competition. In the event a cosmetic is deemed as a competitive advantage or inappropriate, the tournament organiser will provide notice of restriction via competition communication channels.

6. Sportspersonship

Competitors are required to uphold, observe and respect a reasonable level of sportspersonship. This level of sportspersonship is expected to be conducted at all stages and platforms of the competition. Unsportspersonlike conduct is not strictly prohibited, of which includes and is not limited to, interactions with other teams, general abuse or non-compliance towards tournament organisers, referees, production staff or spectators.

7. Cheating

Cheating will not be tolerated in any form throughout the competition. This includes but is not limited to; bugs, cheats, scripts and hacks. The offender, and potentially the team, will forfeit all matches for the current tournament.

8. Penalties

The tournament organiser reserves the right to issue any of the following penalties:

- A warning
- A final warning
- Forfeiture of a single round or map
- Forfeiture of a match
- A competitor suspension from the competition
- A competitor disqualification from the competition
- A team disqualification from the competition
- A temporary ban from all events hosted by the Tournament Organiser
- A permanent ban from all events hosted by the Tournament Organiser
- Forfeiture of any prizes and prize pool

9. Competition Administration

A no-tolerance policy is in place for abuse, harassment and/or assault of any tournament organiser, referee, production staff or competitor. Additionally, the tournament organiser reserves the right to alter and/or update the rules, at their own discretion, to maintain competitive integrity.

The tournament organiser adheres to Esports Australia's code of conduct.