Collegiate Rivals League

Season 1 Rulebook

Updated 2/24/2025

Table of Contents

1 Introduction

1.1 Overview of The Collegiate Rivals League

The Collegiate Rivals League is North America's premier 6v6 Hero Shooter League for colleges, hosting a vast community of universities and thousands of student competitors. Our experienced team, with over two years in tournament management, offers an inclusive collegiate 6v6 hero shooter gaming experience. Participation is open to students from all universities and skill levels, provided they are enrolled in an accredited college or university. Students from smaller institutions may join by teaming up with other schools, subject to League Admin approval.

The Collegiate Rivals League is open to nationally accredited US and Canadian schools.

2 League Information

2.1 Rules and Administration

The rulebook for The Collegiate Rivals League Season 1 is the definitive guide for participation. Players agree to these rules upon registration. Collegiate Rivals League may modify rules or intervene in unspecified cases to ensure fairness. Decisions by Tournament Admins are final.

Tournament Leadership:

- Executive Director: Marcel | aspect041

- Director of Administration: Open Postition

For inquiries or issues, contact a League Admin or submit a ticket via our Discord.

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 use their registered account throughout the competition, keeping their name and in game ID consistent. Account sharing is strictly prohibited and may result in disqualification.

All accounts must be in good standing and not banned from the tournament platform or in-game on 6v6 hero shooter game. Players who are banned during the competition are ineligible to play in any matches during and after the day of the ban. Players are not allowed to circumvent these rules by using substitute or "Smurf" accounts.

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 League 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.

2.3 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, except in unique or emergency situations.

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

2.6 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/Gft3UHGun2 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 1

Participation Fee:

- $100/team for Season 1

Structure

- Season 1
    - Teams are split into divisions of 8 teams with one bye week
    - Round Robin Style (Each team plays every team in division
    - 7 Regular Season Matches (1 match per week)
    - Best of 3 (BO3) Series
    - Scoring System is a win is 3 points, loss 0 points, Overtime Loss 1 point
- Playoffs
    - Top 4 Teams from each division advance
    - 40 teams advance to playoffs from divisions
    - Wild Cards: Top 8 additional team across all divisions with the highest points/tiebreakers
    - Swiss System with Double Elimination
    - Best of 5 (BO5) for all rounds except finals where it is best of 7 (BO7)

Maps:

All normal competitive maps are plays with your tournament bans

3.1 Collegiate Rivals Season 1 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 1 Dates:

Regular Season:

- Week 1:

    - All teams: March 1st
- Week 2:

    - All teams: March 8th
- Week 3:

    - Half teams: March 15th
    - Other Half Bye Week

- Week 4:

  - Half teams: March 22th
  - Other Half Bye Week
- Week 5:

  - All teams: March 29th
- Week 6:

  - All teams: April 5th
- Week 7:

  - All teams: April 12th
- Week 8:

  - All teams: April 19th
- Week 9:

  - All teams: April 5th

Playoffs:

- 1st Half of Playoffs Start April 19th at 3 pm CST

- 2nd Half of Playoffs Start April 20th at 3pm CST

3.3 Tournament Rules and Regulations

3.3.1 Match Times:

All <u>Open</u> matches are scheduled to start at 3 pm CST on the dates specified

All <u>playoff</u> matches are scheduled to start at either 3 PM CST on the dates specified.

3.3.2 Default Server - All Rounds

For Season 1, the designated default server is:

- All teams must play on Dallas with a backup of Northern Virginia

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.

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 3rd playday of the season.

- Post-lock, no additions to rosters are allowed for the Season.

- Roster Lock Date:

  - Season 1: March 14th @ 11:59 PM PST

4 Match Rules and Regulations

4.1 Match Start

4.1.1 Match Time Punctuality

- Matches start within 5 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 Minimum Player Restrictions

- Team may only participate as a full team

4.1.3 Minimum Playday Restrictions

- Season 1:
  - Requirement: Must participate in at least 80% of all playdays.
  - Consequences: Subject to potential disqualification.

4.2 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" 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.

4.3 Team Communication

- Teams may use any communication platform.

- Restrictions: No shared calls or physical space with an observer during a match.

- 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.

4.4 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.

4.5 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.

4.6 Technical Issues

4.6.1 Rivals Connectivity Issues

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

4.6.2 Pre-Match Connectivity Issues

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

4.6.3 Mid-Match Connectivity Issues

- Reporting: Open a ticket and ping the competition team.

- 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 collegiatemarvelrivals@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
- Ruleset Scope: This document is not exhaustive. Final decisions in unaddressed matters lie with tournament admins, prioritizing fair play, integrity, and sportsmanship.

- Independence and Affiliations: Collegiate Rivals is independent and not affiliated with NetEase Games.

- Content Rights: All game-related content belongs to respective owners.

- Admin Authority: Admins and staff hold final decision-making power in all matters.

- Overall Experience: Players are encouraged to enjoy their experience in Collegiate Rivals responsibly.