



2025 Tournament Rules

UPDATED: SEASON 3

Presented & Operated by TVO

Vanguardian League (VGL) Official Rules

Version 3.0 - Effective [July 15, 2025]

The **Vanguardian League (VGL)** is an official Marvel Rivals tournament league organized by **The Valhallan Order (TVO)**. These rules apply to all teams, players, and participants. By registering, participants agree to abide by these rules and decisions made by TVO's Tournament Organizers (TOs). All rules are subject to the discretion of the TOs and may be interpreted or adjusted as necessary to preserve the integrity and fairness of the competition.

1. Overview

- **Tournament Name:** Vanguardian League (VGL)
 - **Organizer:** The Valhallan Order (TVO)
 - **Servers:** Only NA servers allowed. All regions are allowed entry.
 - **Duration:** 5 weeks
 - **Pre-season:** 1 week (exhibition matches and addressing logistics)
 - **Regular Season:** 3 weeks (Swiss bracket format)
 - **Tournament Week:**
 - Top 8 teams in each division (total of 16 teams) compete in a double-elimination bracket (Final Dates: TBD)
 - **Game:** Marvel Rivals
 - **Match Frequency:** One event per week
 - **Streaming Platforms:** Matches streamed on Twitch and YouTube
 - **Prize Pool:**
 - **Premier:** \$1,000 minimum (1st place = 60%, 2nd place = 30%, 3rd place = 10% ; may increase based on sponsorships)
 - **Contender:** \$500 minimum (1st place = 60%, 2nd place = 30%, 3rd place = 10% ; may increase based on sponsorships)
 - 100% of all entry fees go directly into prize pool until guaranteed minimum for that division is reached
 - 70% of all team entry fees beyond minimum goes towards the prize pool; remaining funds will be allocated to supporting league production.
 - **Entry Fee:** Participation in the Vanguardian League requires an entry fee, which is subject to change each season. Discounted entry fees may be offered and will be disclosed when available.
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2. Eligibility

2.1 Player Eligibility

- All players must have valid Marvel Rivals accounts in good standing with no active bans or violations.
- Players must be at least 13 years old. Players under 18 must submit a signed guardian consent form. Please reach out to a Discord Admin or Moderator to have the form provided upon request.
- The Vanguardian League allows cross-platform play.
- Players must have stable internet access and appropriate gaming equipment.

2.2 Team Eligibility

- Teams must consist of 6 active roster players.
- Each team must designate:
 - A **Team Captain**: Responsible for all communication with TOs.
 - A **Co-Captain**: Assists the Captain and steps in if the Captain is unavailable.
- Team rosters can not exceed 12 members. 6 members on the “Active Roster” & 6 members on the “Substitute Roster”.
- **Subs**:
 - Teams are required to submit an official "Team Active Roster" consisting of a minimum of 6 players.
 - A player cannot be listed on multiple team rosters.
 - Each match must include at least 3 players from the official active roster, with a maximum of 3 floating/substitution players per match.
 - Substitutes may include players from other teams, provided that the substitute's team is not competing in a match that day.
 - Maximum of 6 subs per team on the “Substitution Roster”
- **Contender Division**
 - All players including subs must be and always have been **celestial or under**.
 - All players must have at least 100 hours on the account they are playing on.
 - A violation of this criteria will result in a forfeit for the team they are playing for and disqualification from the league.
 - All players must have their profile overview public and viewable on tracker.gg.
 - Players do not need any other details to be public other than the overview.
 - This tier is intended for up and coming teams who are interested in competition at their level.
 - *Tournament Organizer (TO) Discretion*:
 - All eligibility criteria listed above are subject to the discretion of the TOs.



- If a player or team believes they reasonably meet the **intent** of the criteria but fall outside one or more specifics, they may submit a ticket via Discord to request an exception. These cases will be reviewed individually.
- If a player is granted an exception but is later found to have intentionally withheld information—such as alternate accounts that exceed the eligibility threshold or deceptive practices—**the entire team will be immediately disqualified.**
- If that player or team is associated with an organization that has another team in a different division, that second/third/fourth/etc. team will also be disqualified.
- All disqualifications under this policy will result in forfeiture of the entry fee. No refunds or partial refunds will be granted under any circumstance.
- **Premier Division**
 - This tier is intended for professional and semi-professional teams.
 - There are no minimums or maximums for this tier, if a team is playing for this tier by definition they are unable to play in the Contender tier.

2.3 Team Names

- TVO reserves the right to refuse team names deemed inappropriate or unsuitable for the Vanguardian League. Reasons for rejection include, but are not limited to:
 - Offensive or obscene language.
 - Discriminatory, hateful, or inflammatory content.
 - Names promoting illegal activities or substances.
 - Impersonation of other teams, organizations, or public figures.
 - Any content that violates the spirit of fair play or community standards.
 - Teams whose names are rejected will be required to submit an alternative name for approval before registration is finalized.
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3. Registration

- Teams must register on the official VGL platform by the announced deadline.
 - Registration includes:
 - Team name and tag (Logo strongly encouraged)
 - Player information (including Captain and Co-Captain)
 - Consent forms (if applicable)
 - **Sign-ups** will be hosted on **start.gg**.
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4. Event Structure

4.1 Pre-season (Week 1)

- Purpose: Testing streams, formats, and resolving technical issues.
- Matches played during the pre-season will not affect rankings.

4.2 Regular Season (Weeks 2-4)

- Format: **Swiss Bracket**
 - Teams will play 6 weekly “best of one” matches.
 - The number of rounds in the Swiss Bracket will depend on the number of participating teams.
 - Teams must play 2/3 of the regular season matches to be eligible for the qualifiers.
- Ranking System: **ELO-based**
 - Teams’ win-loss records will be tracked cumulatively throughout the season.
 - A team’s win/loss performance in weekly matches will determine their ELO adjustments.
 - Weekly matches do not determine a "winner," but provide opportunities for teams to gain or lose ELO based on performance.
 - Ties will be broken by head-to-head results, match duration, and cumulative team performance.
 - Rankings and power tracking will be managed via a public ELO calculator that will be public and visible for all teams.
- Teams are not required to participate in a minimum number of events, but should be aware that their participation or lack thereof can impact their ranking and thus their eligibility for the finale.
- Registration stays open until the start of week 2 of the regular season; no new teams will be allowed to join for the current season beyond this point.
- Teams are *strongly encouraged* to compete each week to maximize opportunities to increase their ELO. Not competing in a given week provides other teams with a chance to improve their standings.

4.3 Tournament Week (Week 5)

- Format: **Double-Elimination Bracket**
 - The top 8 teams based on ELO rankings from the regular season advance.
 - Matches will progress through upper and lower brackets until the Grand Finals.
- Match Types:
 - All Rounds until Finals: Best-of-3 (BO3)
 - Winners Finals, Losers Finals and Grand Finals: Best-of-5 (BO5)

4.4 Late Arrival & Early Exit Policy



- **Late Arrival**
 - If a team knows they will not be available at the start of the first round of Swiss play but notifies the TOs **in advance**, they may still participate in subsequent rounds that day.
 - Their Round 1 will be treated as a **no-contest** (neither win nor loss), and their participation will begin with **Round 2**.
 - If a team misses **two or more rounds** without notice or arrives late beyond Round 1, they will be **removed from competition for that day**.
 - **Early Exit**
 - A team may exit early **only if they notify the TO before the next Swiss round is generated**.
 - This prevents teams from attempting to avoid difficult matchups to protect their ELO standing.
 - If a team exists **without notice**, they will receive a **loss for that round** and will be removed from any remaining rounds that day.
 - Once a team leaves early, **they are not eligible to return** to later rounds during that day's competition.
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5. Match Rules

5.1 Match Scheduling

- All matches will be held on Saturday of each week, starting at 3 PM EST, unless stated otherwise.
- If there are scheduling changes, correspondence will be sent at least one week in advance.
- Captains must coordinate with TOs and opposing teams to confirm match attendance.
- Matches not completed during the designated match time/day will result in a forfeit.

5.2 Match Format

- **Swiss Bracket Matches:**
 - Matches will all be a BO1 match per round, depending on the number of participating teams. The format will be announced prior to the start of each game day.
- **Double-Elimination Matches:**
 - Upper and Lower Bracket: Best-of-3 (BO3)
 - Winners Finals, Losers Finals and Grand Finals: Best-of-5 (BO5)

5.3 Match Start

- Matches must begin at the agreed-upon time.
- Teams must have all 6 players present in the match lobby at least 5 minutes before the match begins.



- A 5-minute grace period is allowed for late arrivals. Afterward, the match will be forfeited.
- **Spectator Policy:** Outside of casters and the production team, no other spectators will be allowed to join the matches.

5.4 Disconnection Policy

- If a player disconnects during a match:
 - The team may use their one pause per match to allow the player an opportunity to rejoin.
 - If there is a second disconnect, no additional pauses are permitted and the match must go on.
 - If technical issues persist, it will result in a forfeit.
 - The disconnected player must attempt to rejoin as quickly as possible.
 - Teams may continue playing with a disadvantage or request a timeout if rejoining is imminent.
 - Persistent disconnections will result in forfeiture of the match.

5.5 Pause Policy

- Only the production team will have the ability to initiate a pause.
- Each team is allowed one pause per match.
- A pause may only be used in the event of a legitimate technical issue that prevents one or more players from continuing play.
 - A team requesting a pause outside of the permitted criteria may be subject to penalties including, but not limited to, match forfeiture or disqualification from the tournament or league.
- Tournament Organizers (TOs) & Production must be notified immediately when a game is paused.
- By default, teams will have 5 mins to resolve the issue. Additional time may be granted at the sole discretion of the TOs.

5.6 Spectate Policy

- Spectating of matches is restricted to official tournament staff only.
- Up to a total of 2 Coaches and/or other team affiliates are permitted to spectate in-game during live matches in “coaches” spot.
- Players are permitted to stream their personal point of view to coaches via Discord or other private streaming platforms.
- No stream delay is required for coach-directed personal streams.

5.7 Forfeits

- A team with fewer than 6 players present will automatically forfeit the match.



- During an event a team may leave early provided they inform the TOs **before** the next round begins
 - Failure to do so before the round starts will result in a loss for the match. However subsequent rounds will not count against the team.
 - After leaving the event, teams may not rejoin for the rest of the event that day.
 - They may join subsequent events.
 - Situations not covered by the above rules will be up to the TO's discretion.
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6. Ban-Lock Process

- Matches will default to the **Tournament (Advanced)** ban system and will follow a Ban-Lock process as follows:
 1. Team A bans a hero.
 2. Team B bans a hero.
 3. Team A bans a hero.
 4. Team B locks a hero.
 5. Team A locks a hero.
 6. Team B bans a hero.
 7. Team A bans a hero.
 8. Team B bans a hero.
 9. Team A locks a hero.
 10. Team B bans a hero.
 11. Team A bans a hero.
 12. Team B locks a hero
 - Locked heroes cannot be banned later.
 - Captains are responsible for completing the process within the allotted time; missed bans or locks will default to no action.
 - If **both** teams agree and would like to use the **Tournament (Basic)** ban system instead, that would be permitted. If both team do not agree, it will default to the **Tournament (Advanced)**.
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7. Map & Server Selection Rules

7.1 Game Modes & Maps

- **Swiss Bracket Matches and Tournament Rounds:**
 - If matches are **Best-of-1 (BO1)**:
 - All maps for BO1 will be random.



- Game modes will alternate as follows:
 - **Round 1:** Convoy for all matches.
 - **Round 2:** Domination for all matches.
 - **Round 3:** Convergence for all matches.
 - **Round 4:** Convoy for all matches.
 - **Round 5:** Domination for all matches.
 - **Round 6:** Convergence for all matches.
 - If matches are **Best-of-3 (BO3)**:
 - Each round will feature one of three game modes:
 - **Round 1:** Convoy
 - **Round 2:** Domination
 - **Round 3 (if applicable):** Convergence
 - **Map Pool:**
 - Convoy: All maps
 - Domination: All maps
 - Convergence: All maps
 - The highest seed selects the first map for each round.
 - Losers of each subsequent match will select the next map.
 - Rounds and game mode order are locked for the entirety of the Swiss bracket.
The format listed is pre-set and will remain unchanged throughout the entire season.
 - If matches are **Best-of-5 (BO5)**:
 - Each match will follow this format:
 - **Round 1:** Convoy
 - **Round 2:** Domination
 - **Round 3:** Convoy
 - **Round 4:** Domination
 - **Round 5 (if applicable):** Convergence
 - The highest seed selects the first map for each round.
 - Losers of each subsequent match will select the next map.
 - Rounds and game mode order are locked for the entirety of the Swiss bracket.
The format listed is pre-set and will remain unchanged throughout the entire season.
- *The VGL does not restrict the map pool—any map currently playable in Marvel Rivals is eligible for use in league matches. However, we recognize that official Marvel Rivals events may operate with a limited or curated map pool. In the event of a disagreement over which map to play, teams should default to using the map list from the official tournament standards for that game mode.*



7.2 Performance Risk Maps

- Certain maps may be identified by VGL as “**Performance Risk Maps**” due to known issues (e.g., frame drops, lag spikes) that could affect competitive integrity for some players. These maps will be listed in the event rules prior to each season or event.
- If either team wishes to avoid playing on a **Performance Risk Map**, **it must be communicated to be removed in match chat prior to the match starting**. This ensures the lobby can be set up without delay.
- If one team requests removal and the other does not agree, **the map will still be removed**, and then follow the standard map selection process for that game mode.
- If both teams agree to play a Performance Risk Map, **they accept the outcome of the match as final**, and no replays or resets will be granted for performance-related issues.
- Requests made after the match has started will not be honored.

7.3 Server Selection

- All matches must be played on North American (NA) servers.
 - The selected server should be geographically located at the midpoint between both teams or another mutually agreed-upon server.
 - If the teams cannot come to an agreement, the default server will be based on the North American geographic midpoint. (i.e. the closest NA midpoint, generally North Virginia).
 - In the event that an EU-based team competes against a NA-based team, the match must still be played on NA servers, specifically defaulting to East Coast servers (e.g. North Virginia) to ensure consistency and minimize latency disparity.
 - The TOs reserve the right to override server selection in the interest of fairness or competitive integrity.
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8. Team and Player Conduct

8.1 Code of Conduct

- All participants must:
 - Treat all players, TOs, and spectators with respect.
 - Avoid any unsportsmanlike conduct or actions that interfere with or provoke an unpleasant gaming experience for viewers or players. Examples include, but are not limited to:
 - Excessive taunting or disruptive behavior.
 - Use of offensive or profane language in-game, on streams, or in chat.
 - Intentional sabotage, such as throwing games or not participating in good faith.



- Any actions designed to unfairly disadvantage or intimidate opponents.
- Refrain from harassment, bullying, or targeted attacks against individuals within or outside the tournament setting.
- Avoid offensive or disruptive behavior, including but not limited to harassment, cheating, or exploiting game mechanics.
- Ensure compliance with all instructions and decisions issued by TOs.
- Violations of this Code of Conduct will be reviewed by the TOs and may result in penalties ranging from verbal warnings to permanent bans, depending on the severity and/or frequency of the offense.

8.2 Violations and Penalties

- **Minor Offenses:** Warnings, match penalties
 - **Major Offenses:** Match forfeiture, disqualification, or permanent bans
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9. Streaming and Media

9.1 Official Streams

- Matches will be streamed live on TVO's Twitch and YouTube channels.
- Selected matches may feature commentary and additional production elements.

9.2 Team Streams

- Teams/Player are permitted to stream their own matches. It is advised that a minimum 2-minute delay be implemented, however this is at the player's own discretion.
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10. Equipment and Connection Requirements

- Players must compete using the officially supported game platform (PC or console).
- Use of unauthorized hardware or software (e.g., macros, adapters) is strictly prohibited.
- Teams are responsible for ensuring stable internet connections.

10.1 Technical Support

- Technical issues during matches should be reported immediately using the **start.gg platform** or the **TVO Discord ticketing channel**.



- TOs will provide guidance and determine if a match requires rescheduling or continuation.
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11. Prize Distribution

- **Minimum Prize Pool:**
 - Premier: \$1000 minimum
 - Contender: \$500 minimum
 - **Prize Pool Scaling:** 100% of entry fees go directly into the prize pool until the guaranteed minimum prize pool for that division is reached.
 - **Once the minimum prize pool is met:** TVO will reserve 30% of any amount beyond the minimum for league production, event funding, etc.
 - The remaining 70% continues to boost the prize pool.
 - Payouts will be made directly to the Team Captain.
 - Captains are responsible for distributing winnings among team members.
 - Prize pool may increase based on sponsorship contributions.
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12. Dispute Resolution

- Disputes must be submitted by the Team Captain within 6 hours of match completion.
 - Evidence (e.g., screenshots, replays) must accompany the dispute.
 - TO decisions are final.
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13. Rule Changes & Improvements

- TVO reserves the right to revise, amend, or supplement these rules to ensure fairness and operational integrity.
 - Changes will be communicated to Captains before taking effect.
 - Participation in future matches implies acceptance of updated rules.
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14. Tournament Material Use Agreement

- By participating, players grant TVO the right to use all gameplay footage, in-game names, and team identifiers for promotional purposes.



- Materials may be used in live broadcasts, highlight reels, and marketing campaigns without additional consent.
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15. Limitation of Liability & General Disclaimer

- Participants acknowledge the inherent risks of online competition, including technical issues, and agree to hold TVO harmless for any losses or damages.
 - TVO is not responsible for network disruptions, hardware failures, or other unforeseen events that impact match results.
 - Prize distribution is subject to compliance with all tournament rules and regulations.
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16. Tournament Guide

- **Power Ranking and ELO Tracking:** Managed through a **public sheet calculator**.
 - **Sign-ups and Bracket Management:** Conducted via **start.gg**.
 - Participants are encouraged to familiarize themselves with these platforms prior to the tournament.
 - **Cross-Platform Play:** Unlike Marvel Rivals' in-game ranked system, the Vanguardian League allows cross-platform play. Teams may consist of players from both PC and console platforms, and matches will be hosted accordingly to ensure compatibility.
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17. Additional Rules and Clarifications

17.1 Technical Support

- Teams experiencing technical issues during matches must report them immediately using the official **start.gg platform** or the **TVO Discord ticketing channel**.
- TOs will evaluate the situation and provide instructions, including rescheduling or match continuation if deemed necessary.
- Persistent technical issues that delay matches may result in penalties or forfeitures as determined by the TOs.

17.2 Streaming Permissions



- Team streams must not include unauthorized overlays or sponsor advertisements that conflict with VGL's official sponsors.
- TVO stream will maintain at least one minute of delay, we advise players to do the same but it is not required.
- Teams are responsible for ensuring their streams comply with all tournament guidelines.

17.3 Tiebreaker Policy

- In the event of tied standings that affect tournament advancement or seeding, the following tiebreaker criteria will be applied in order:
 1. Head-to-head match results.
 2. Total match duration across the regular season.
 3. Total cumulative team performance metrics (e.g., kills, objectives completed).

17.4 Penalty Escalation

- Repeated violations of tournament rules will result in escalating penalties:
 - **First Offense:** Verbal warning or minor match penalty.
 - **Second Offense:** Match forfeiture and potential deduction of ELO points.
 - **Third Offense:** Disqualification from the tournament and potential future bans from VGL events.

17.5 No Refund Policy

- All entry fees are non-refundable. This includes, but is not limited to, scenarios where a team or player:
 - Fails to participate in any scheduled matches.
 - Is disqualified due to rule violations or misconduct.
 - Voluntarily withdraws or disbands during the season.
 - Is unable to compete due to technical difficulties, scheduling conflicts, or roster issues.
 - Experiences issues related to eligibility, account standing or platform restrictions.
 - No partial refunds will be issued under any circumstance.
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18. Contact Information

- For any questions or concerns, teams should contact TVO through the following channels:
 - Official VGL Discord server via "Create A Ticket" channel.



By registering for the Vanguardian League, all participants agree to abide by these rules and uphold the spirit of competition. TVO reserves the right to amend these rules as necessary to ensure fairness and integrity within the tournament.

