

Driving Points

1. Introduction	3
1.a. Purpose	3
1.b. Using This Rulebook	3
1.c. Related Documents	3
1.d. Rule Interpretation	3
1.e. Definition of Common Terms	4
2. Match Preparation	4
2.a. Account Requirements	4
2.a.i. Linked Game Account	4
2.a.ii. Main Account and Ranked Requirements	5
2.a.iii. Account Bans	6
2.a.iv. Social Settings	6
2.b. Maps Selection	7
2.b.i. Map Picks	7
2.b.ii. Map Pool	8
2.c. Hero Selection	9
2.c.i. Hero Ban/Pick	9
2.c.ii. Team-Ups	9
2.d. Pre-Match Procedures	9
2.d.i. Lobby Setup	9
2.d.i.1 Tournament Room Settings	10
3. Match Procedures	12
3.a. Match Start	12
3.b. Team Communications	13
3.c. Coaches & Spectators	13
3.d. Pauses (Technical, Tactical, Admin)	13
3.d.i. Technical Pauses	14
3.d.ii. Tactical Pauses	14
3.d.iii. Administrative Pauses	15
3.d.iv. Timeout Guidelines	15
3.e. Disconnects	15
4. Match Completion	15
4.a. Match Results	15

4.b. Match Submission	16
5. Match Administration	17
5.a. Match Scheduling	17
5.b. Rescheduling	17
5.c. Match Check-in	19
5.d. Punctuality	19
5.e. Match Delays	19
5.f. Playing Under Protest	20
5.g. Score Reporting	20
5.h. Administrative Decisions	20
5.i. Incident Reporting	20
5.j. Forfeits	21
Notice & Disclaimers	22
Confidentiality Disclaimer	22
Copyright Notice	22
Contact Support	22

1. Introduction

The Marvel Rivals Rulebook outlines the game-specific rules, match procedures, and competition settings used for all NECC Marvel Rivals competitions. All participants are expected to read and comply with this rulebook in addition to the applicable Handbook and Competition Policies.

1.a. Purpose

The purpose of this rulebook is to establish the game-specific procedures and requirements for Marvel Rivals competition. This document supplements the Conference Handbook by providing rules specific to Marvel Rivals, including match setup, gameplay procedures, and match reporting.

1.b. Using This Rulebook

This rulebook should be used alongside the applicable Conference Handbook and Competition Policies. Universal competition rules, including eligibility, roster management, schedules and punctuality, code of conduct, and penalties are governed by the Conference Handbook unless otherwise stated.

1.c. Related Documents

For additional information regarding competition policies and procedures, please refer to the following documents:

- Conference Handbook
- Competition Policies
- NECC Resource Hub
- LeagueOS Guides

1.d. Rule Interpretation

This rulebook is governed by the applicable Conference Handbook. The NECC Competition Committee reserves the authority to interpret and enforce these game-specific rules. For additional information regarding rule interpretation, administrative authority, and appeals, please refer to the Conference Handbook.

1.e. Definition of Common Terms

Round: A sub-portion of a map that is separated by a break, reset, or pause in gameplay before the next round begins.

Game: A single game in a contest between two teams. A game may consist of one or more in-game rounds.

Series/Match: A contest between two teams consisting of one or more games, depending on series length.

First to 2: A series where the first team to win 2 maps wins the series. Ties do not count as a win or a loss of a map.

First to 3: A series where the first team to win 3 maps wins the series. Ties do not count as a win or a loss of a map.

First to 4: A series where the first team to win 4 maps wins the series. Ties do not count as a win or a loss of a map.

2. Match Preparation

2.a. Account Requirements

Players are responsible for ensuring that the Marvel Rivals account(s) used during NECC competition comply with all account requirements outlined in this section. These requirements allow tournament administrators and opponents to verify player identity, eligibility, and competitive integrity throughout the season.

2.a.i. Linked Game Account

All Marvel Rivals accounts belonging to a player must be disclosed and linked to their LeagueOS profile. All disclosed accounts must remain public and accurately associated with the player throughout the competition. Players are responsible for ensuring that their account information remains accurate and up to date throughout the season.

Players may only use their main Marvel Rivals account for NECC competition. For competition purposes, a player's main account is defined as the account on which they have the highest rank and/or skill rating. Alternate accounts may not be used for NECC competition, regardless of whether the account is linked to LeagueOS. All alternate accounts must still be disclosed and linked to the player's LeagueOS profile.

If a player plays on multiple platforms, all of their Marvel Rivals Platform Accounts must be linked in-game. When disclosing these accounts to the NECC, the Primary Character must be connected to LeagueOS for competition purposes. All Marvel Rivals connections on LeagueOS should be linked with the account's **UID and in-game name**, and may not be linked through other third-party platforms such as Epic Games, Steam, PlayStation Network (PSN), or Xbox.

Players are responsible for ensuring that the proper accounts are connected and publicly disclosed. Failure to disclose an account, intentionally concealing an account, or competing on an account other than the player's main account may result in administrative action and penalties at the discretion of the NECC.

2.a.ii. Main Account and Ranked Requirements

Players must use their main Marvel Rivals account to compete in the season. For competition purposes, a player's main account is defined as the account on which they have the highest rank and/or skill rating. Players may not compete using an alternate account, regardless of whether the alternate account is linked to their LeagueOS profile.

Players' main accounts must have 10 games played during the applicable competitive season. For the **Fall 2026** season, players must have their 10 competitive games played in Season 10 by **September 25, 2026**.

Players are only required to meet the ranked requirement when actively competing in an NECC match. Substitute players and rostered players who are not actively participating in a match are not required to meet the ranked requirement until they are needed to compete.

In the event that a new competitive half season begins during an NECC season, players must have a combined total of 10 games played across the applicable full and half season (e.g., Season 10 and Season 10.5) to satisfy the ranked requirement. For new full competition seasons (e.g., Season 10), teams will have two weeks from the start of the season to meet the ranked requirement.

Players found to be intentionally concealing their main account, misrepresenting their highest-ranked account, or otherwise attempting to circumvent these requirements may be subject to administrative action and penalties at the discretion of the NECC.

2.a.iii. Account Bans

If a player receives an account ban due to in-game behavior or a violation of the game's Terms of Service, the player is ineligible to compete in NECC competition for the duration of the ban.

Players may not use an alternate Marvel Rivals account to circumvent an account ban on their main account. Using an alternate account to evade a ban will be considered ban evasion and is prohibited, regardless of whether the alternate account is linked to the player's LeagueOS profile.

A player found to be ban evading will be subject to the following penalties:

- The individual player will receive a permanent NECC ban, which may be appealed after one year.
- All teammates associated with the ban evasion will receive a one-year NECC ban.

If a player receives a permanent in-game ban during an NECC season, that player is no longer eligible to compete in the NECC season until the ban is revoked.

League officials retain the discretion to consider, include, or discount account bans on a case-by-case basis when determining a player's eligibility or appropriate administrative action.

2.a.iv. Social Settings

To ensure player eligibility can be verified, all Marvel Rivals accounts used in competition must have the following Career Profile settings configured:

- Overview Visibility
 - Everyone
- Statistics Visibility
 - Everyone
- History Visibility
 - Everyone
- Individual Replay Visibility
 - Everyone

Teams may refuse to begin a match if an opposing player's required profile information is not publicly visible. Failure to maintain the required social settings may result in administrative

action in accordance with the Conference Handbook.

2.b. Maps Selection

Map rotation will be the same as the Marvel Rivals Championship map rotation, and the NECC will update those changes, as they happen, in the proper channels on the NECC Discord. New maps released during an active NECC season or major changes to a map (at the discretion of the NECC) will not be eligible for play in the NECC until **two weeks** after the date of release. An announcement will be made when a new map is released, detailing when the map will be available to play.

2.b.i. Map Picks

For map picks, the team on the top of the schedule view and the left side of the match page will be considered the “Home” team. During playoffs, the higher seed will be considered the “Home” team

Map picks will take place in the match chat on Marvel Rivals or through direct contact with the opponent.

Round 1: The first map of each series will be played as a random Domination map, as selected by the ‘Random Domination Map’ feature in the lobby setup. Details on how to do this can be found in [2.d.i.1 Tournament Room Settings](#). The home team will select Team A or Team B.

Round 2: Loser will then pick a Convergence map from the remaining maps in that type. Winner selects the side.

Round 3: Loser will then pick a Convoy map from the remaining maps in that type. Winner selects the side.

Round 4: Loser will then pick a Domination map from the remaining maps in that type. Winner selects Team A or Team B.

Round 5: Repeat steps in Round 2 for the Convergence. Loser picks from the remaining map pool. Winner selects the side.

Round 6: Repeat steps in Round 3 for the Convoy. Loser picks from the remaining map pool. Winner selects the side.

Round 7: The remaining Domination map will be played. Loser selects Team A or Team B.

Round 8: The remaining Convergence map will be played. Loser selects the side.

Round 9: Repeat steps in Round 3 for the Convoy. Loser picks from the remaining map pool. Winner selects the side.

Once a map is played, it cannot be replayed for the duration of the series.

In the event of a draw, the next round will be played in the rotation above. The loser would be considered the team who lost the previous round, so if Team B lost Round 1, Round 2 was a draw, then Team B would pick the map for map 3.

Map Order

- Round 1: Domination
- Round 2: Convergence
- Round 3: Convoy
- Round 4: Domination
- Round 5: Convergence
- Round 6: Convoy
- Round 7: Domination
- Round 8: Convergence
- Round 9: Convoy

2.b.ii. Map Pool

Convoy

- Empire of Eternal Night: Midtown
- Hellfire Gala: Arakko
- Tokyo 2099: Spider-Islands
- Yggsgard: Yggdrasill Path
- Museum of Contemplation
- Thebes

Convergence

- Empire of Eternal Night: Central Park
- Intergalactic Empire of Wakanda: Hall of Djalia
- Klyntar: Symbiotic Surface
- K'un-Lun: Heart of Heaven
- Lower Manhattan
- Tokyo 2099: Shin-Shibuya

Domination

- Hellfire Gala: Krakoa
- Hydra Charteris Base: Hell's Heaven
- Intergalactic Empire of Wakanda: Birnin T'Challa
- Klyntar: Celestial Husk

◆ ~~The God Quarry~~ - **Available After October 9th**

2.c. Hero Selection

Heroes released during an NECC active season will not be eligible to play in the NECC until **two weeks** after the date of release. Hero reworks will be at the discretion of the NECC. An announcement will be made when a new hero is released, detailing when the hero will be available to play.

Heroes who have not been available on the live service for more than 14 days before the beginning of the match are prohibited from use.

2.c.i. Hero Ban/Pick

The NECC Marvel Rivals season will utilize the Ban/Pick feature built into the game. After the game has started, leaders can choose to not ban or pick heroes. If a team makes a mistake during the ban/pick phase, the match will proceed with the consequences of the team.

All Divisions will follow the Tournament Mode (not Advanced) ban/pick setting.

2.c.ii. Team-Ups

All hero team-ups will be available for use on launch. In the event a team-up is 'broken' or unfair, an announcement will be made by NECC Staff if the team-up is then ineligible for play.

2.d. Pre-Match Procedures

2.d.i. Lobby Setup

When in the custom game screen, ensure Tournament is selected at the top opposed to Casual before creating the match. Tournament Rooms will be used for all NECC competition. In each match, the designated Home team is to invite the Away team to the custom lobby. The Home team must use the settings laid out in [2.d.i. Lobby Setup](#). Reference section [2.b.i. Map Picks](#) for whether a team should be Team A or Team B.

Note: Bolded settings indicate values that differ from the default Marvel Rivals custom game settings and must be configured as specified below. All settings not bolded should remain at their default values.

2.d.i.1 Tournament Room Settings

- Tournament Room
 - Join Access
 - **Invitation Only**
 - Join During Battle
 - Apply to Join
 - Spectator Access
 - Open to All
 - Move Permission
 - All
 - Costume Customize Visibility
 - Visible to All
 - Auto-Select Server
 - Disabled
 - Balance Latency
 - **Disabled**

TOURNAMENT ROOM

Type: Tournament Room

Details ☒ LOCK ROOM

Game Name School A v School B

Password password

Join Access **i** Invitation Only

Join During Battle **i** Apply to Join

Spectator Access **i** Open to All

Move Permission **i** All Host Only

Costume Customize Visibility **i** Ban Visible to All

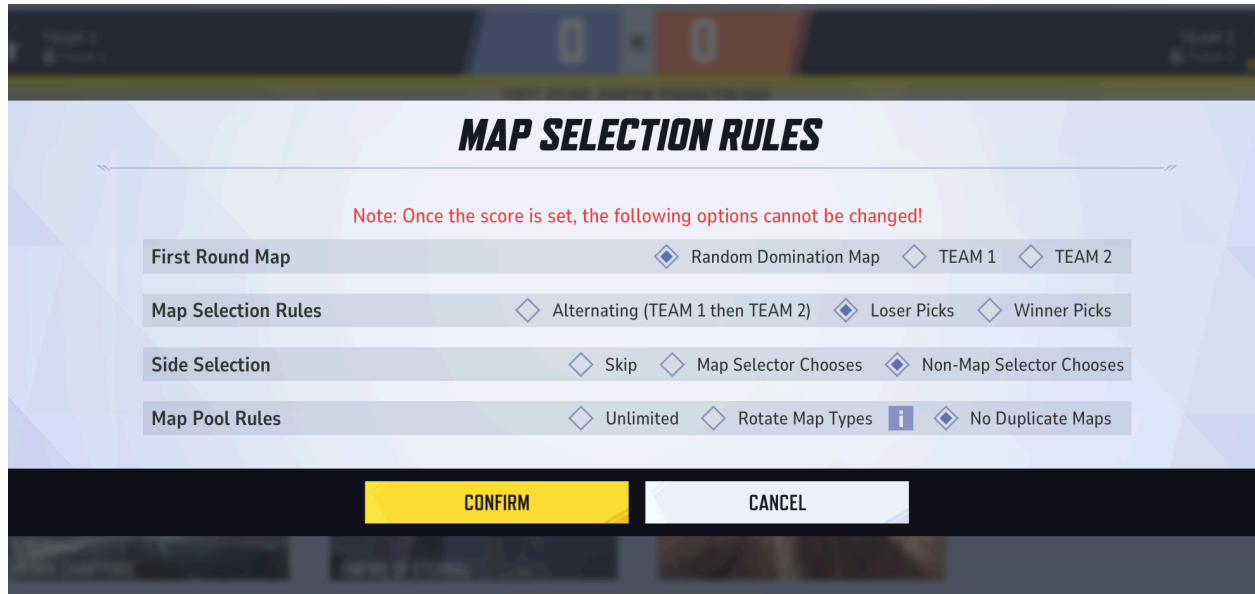
CONFIRM CANCEL

- Settings
 - Format
 - **3 (Placement Tournaments)**
 - **5 (Regular Season and Playoffs)**
 - **7 (Bracket Finals)**
 - Pause Permission

- **Player and Coach checked**
 - Auto Pause on Player Disconnects
 - **Enabled**
 - Ban/Pick Settings
 - **Tournament Mode (not advanced)**



- Custom Maps > Map Selection Rules
 - First Round Map
 - **Domination**
 - Map Selection Rules
 - **Loser Picks**
 - Side Selection
 - **Non-Map Selector Chooses**
 - Map Pool Rules
 - **No Duplicate Maps**



Once both teams are in the lobby with all coaches and players sorted onto correct sides, the custom lobby owner is to find a fair server.

- A fair server is a server that has an agreeable and/or low average ping difference between teams. The selected server and acceptable latency difference may be adjusted at the discretion of NECC staff based on the specific matchup and circumstances of the match.
- If there is no agreement on a fair server, then an NECC staff will enter into the lobby and deem a fair server.
 - Failure to follow the NECC staff's ruling on a fair server will be a game forfeiture for the lobby host.
- If an Away Team doesn't agree with a server, and makes no effort to contact the NECC, the map or series is to be upheld.

3. Match Procedures

3.a. Match Start

After both teams have joined the tournament lobby and completed all pre-match procedures, the match may begin. Teams should verify the correct players, maps, lobby settings, and hero selection procedures are in place before starting the first game.

If either team identifies an issue prior to the start of the match, they should notify their opponent and resolve the issue before play begins. If the issue cannot be resolved, a tournament administrator should be contacted before proceeding.

3.b. Team Communications

Teams without spectators may communicate using any voice communication platform of their choosing throughout the match.

If a team has any spectator, including but not limited to coaches, managers or substitute players, all team communications must take place in an NECC Discord server voice channel for the duration of the match. This allows tournament administrators to monitor communications and ensures compliance with competition rules.

Failure to use the required NECC voice channel when a spectator is present may result in administrative action at the discretion of the NECC.

3.c. Coaches & Spectators

Teams may designate up to four (4) Coaches on their official roster.

Any individual occupying an in-game **Coach** or **Spectator** slot during an official match must:

- **Be listed on the team's official roster.**
- Have the correct game account linked to their LeagueOS profile for the account they will use to join the match lobby.

Individuals who do not meet both requirements may not occupy an in-game Coach or Spectator slot unless expressly authorized by the NECC.

The use of Coach and Spectator slots, including game-specific restrictions, permissions, and communication requirements, is governed by the applicable game rulebook and the NECC Streaming Rulebook.

Teams may spectate matches through player profiles, match pages, official broadcasts, or other methods that do not require occupying an in-game Coach or Spectator slot.

3.d. Pauses (Technical, Tactical, Admin)

Players have the ability to pause the match by going to the game menu (esc) and selecting "Pause Match."

Teams are allowed to pause during a match as long as the following conditions are met:

- The pause must be for a legitimate reason (As defined by sections below)
- Timeouts may not be initiated before a series has officially begun. Teams are responsible for ensuring that all players have properly functioning equipment, the game is fully updated, and the game is able to launch and load properly before the series begins. Issues with equipment, game updates, or loading that occur before the series begins do not qualify for a Technical Timeout.
- **Pauses cannot be initiated while players are within visual proximity of each other, during combat (no players should be taking damage or charging an ability) or while an objective is being contested.** Once the fight has ceased, the match can be paused.
- Teams are also allowed five minutes between maps if requested, between maps. This does not count as part of a team's tactical timeout.

3.d.i. Technical Pauses

Teams are allowed 3 technical pauses throughout the series, each being a maximum of 5 minutes long. If more than 5 minutes are taken during a pause, the team will begin using their 2nd pause time (or 3rd if it is their 2nd pause). Once the total of 15 minutes has run out the team must continue playing regardless of technical issues. Pauses due to player disconnects count toward this time bank. If a player disconnects before (a) the attacker spawn doors have opened or (b) fifteen (15) seconds have elapsed, the game will be re-hosted with the same bans. In the case of a player disconnecting mid-game, play must continue. Play may continue with a 5v6, but a new map may not be started with less than 6 players on a team (in which case the team lacking the necessary amount of players would forfeit the map).

Valid reasons for technical pauses include, but are not limited to:

- Player disconnects
- Ping or lag issues
- Hardware or peripheral malfunctions

3.d.ii. Tactical Pauses

These pauses are the only times once the game has started when coaches can talk with their players. These can only be called in between rounds of a map prior to the attacker spawn

doors opening. Tactical timeouts are limited to 5 minutes total per series (this can be used as either one 5-minute pause or split up into multiple 1-minute pauses).

3.d.iii. Administrative Pauses

If at any point a team abuses timeouts to gain an unfair competitive advantage, they will automatically forfeit the game upon staff review.

Questions pertaining to timeouts must be asked prior to resuming gameplay.

3.d.iv. Timeout Guidelines

Timeouts should only be used for legitimate technical, tactical, or administrative reasons. During any timeout, players must remain in the tournament lobby and may not resume gameplay until both teams agree or a tournament administrator authorizes play to continue.

Any questions or disputes regarding a timeout should be addressed before the match resumes. Abuse of the timeout system to gain a competitive advantage may result in administrative action.

3.e. Disconnects

Player disconnects are governed by the Technical Pause procedures outlined in Section 3.d.i. When a player disconnects, the automatic disconnect pause will occur in accordance with the tournament lobby settings. The affected team may use any remaining Technical Timeout time to allow the player to reconnect.

If a player is unable to reconnect before the team's available Technical Timeout time has been exhausted, play must resume in accordance with the Technical Pause procedures.

4. Match Completion

4.a. Match Results

Upon completion of the series, **either team** may enter the game and series scores through the corresponding match page in LeagueOS. Once the scores have been entered, **both teams are responsible for reviewing and confirming that the reported results accurately reflect the outcome of the match.**

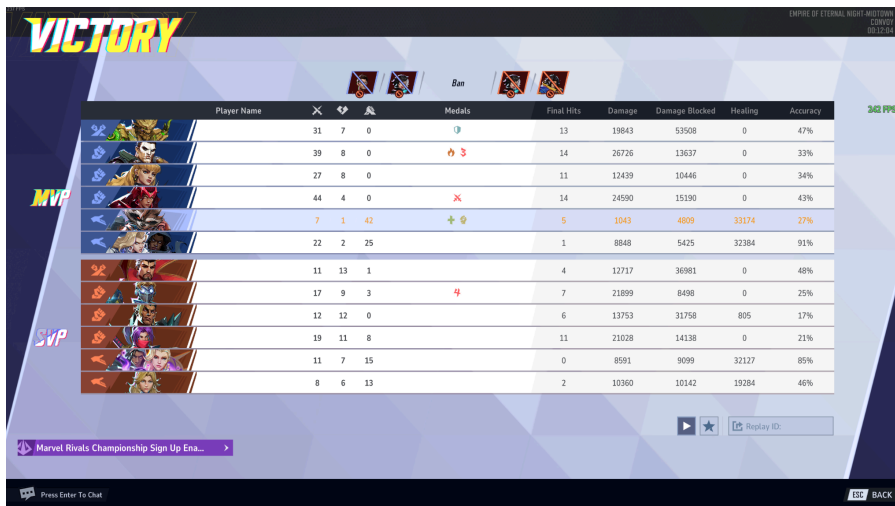
If the teams are unable to agree on the reported results, they should not verify the match. Instead, the match should remain unverified until the discrepancy is resolved or reviewed by a tournament administrator.

4.b. Match Submission

All Marvel Rivals match results must be submitted through the corresponding match page in LeagueOS. **At the conclusion of each individual game (map)**, the winning team must capture a screenshot of the in-game results screen. A separate screenshot is required for **every game** played in the series.

All results screenshots must be uploaded to the **Proof of Results** section of the LeagueOS match page. Once the required proof for each game has been uploaded, the game and series scores should be entered and confirmed by both teams to complete the match.

An example of an acceptable results screenshot is shown below.



VICTORY

SHIPPING BY CRYTEK, NIGHT AQUATON, CONVOY 0017234

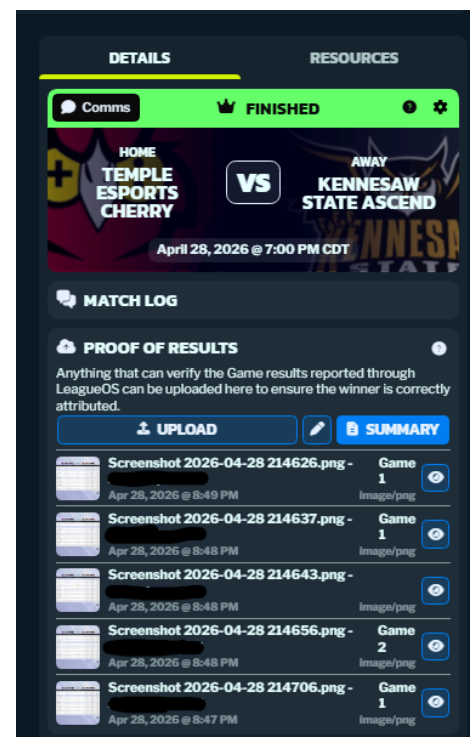
Player Name	Kills	Deaths	Assists	Medals	Final Hits	Damage	Damage Blocked	Healing	Accuracy
[Character Icon]	31	7	0	10	13	19843	53508	0	47%
[Character Icon]	39	8	0	10	14	26726	13637	0	33%
[Character Icon]	27	8	0	10	11	12439	10446	0	34%
[Character Icon]	44	4	0	10	14	24590	15190	0	43%
[Character Icon]	7	1	42	10	5	1043	4809	33174	27%
[Character Icon]	22	2	25	10	1	8848	5425	32384	91%
[Character Icon]	11	13	1	10	4	12717	36981	0	48%
[Character Icon]	17	9	3	10	7	21899	8498	0	25%
[Character Icon]	12	12	0	10	6	13753	31758	805	17%
[Character Icon]	19	11	8	10	11	21028	14138	0	21%
[Character Icon]	11	7	15	10	0	8591	9099	32127	85%
[Character Icon]	8	6	13	10	2	10360	10142	19284	46%

362 FPS

Marvel Rivals Championship Sign Up Ena...

Press Enter To Chat

BACK



DETAILS **RESOURCES**

Comms **FINISHED**

HOME **TEMPLE ESPORTS CHERRY** **VS** **AWAY** **KENNESAW STATE ASCEND**

April 28, 2026 @ 7:00 PM CDT

MATCH LOG

PROOF OF RESULTS

Anything that can verify the Game results reported through LeagueOS can be uploaded here to ensure the winner is correctly attributed.

UPLOAD **SUMMARY**

Screenshot 2026-04-28 214626.png - Game 1
Apr 28, 2026 @ 8:49 PM Image/png

Screenshot 2026-04-28 214637.png - Game 1
Apr 28, 2026 @ 8:48 PM Image/png

Screenshot 2026-04-28 214643.png - Game 1
Apr 28, 2026 @ 8:48 PM Image/png

Screenshot 2026-04-28 214656.png - Game 2
Apr 28, 2026 @ 8:48 PM Image/png

Screenshot 2026-04-28 214706.png - Game 1
Apr 28, 2026 @ 8:47 PM Image/png

5. Match Administration

This section outlines the administrative procedures for all official NECC matches, including scheduling, rescheduling, check-in requirements, punctuality, match delays, score reporting, and other competition operations. All teams are responsible for complying with these procedures throughout the season.

5.a. Match Scheduling

Official match schedules are created by the NECC using each team's submitted Team Availability in LeagueOS, or are scheduled based on the official time set by the league conference. The NECC will make reasonable efforts to schedule matches at a time that accommodates the availability of both competing teams.

For the NECC, If no overlapping availability exists between the two teams, the NECC will schedule the match at a time that falls between the latest available start time of one team and the earliest available end time of the other team, as determined by each team's submitted availability.

If a team is unable to compete at its scheduled match time, it must follow the procedures outlined in [5.b. Rescheduling](#). Teams should not assume a scheduled match will be changed without prior approval from the NECC.

Once published, the official match schedule will not be modified by the NECC without communication to the affected teams. Teams remain eligible to request a reschedule in accordance with [5.b. Rescheduling](#), and any approved schedule changes will be communicated through the appropriate official channels.

Teams are responsible for reviewing their scheduled matches each week and ensuring they are prepared to compete at the published date and time. Failure to review the official schedule does not excuse a missed match or failure to appear.

5.b. Rescheduling

For the NECC, teams that are unable to compete at their scheduled match time may request a reschedule by submitting a Game Support Ticket in the official NECC Discord server.

Reschedule requests should be submitted as soon as the conflict is known and must include:

- A valid reason for the request.
- At least three (3) alternative dates and times that are reasonable to the requesting team.
- Any additional information requested by the NECC.

Submission of a reschedule request does not guarantee approval. All reschedules are reviewed on a case-by-case basis, and the NECC reserves the right to approve or deny any request at its sole discretion.

Reschedule eligibility varies by competition stage:

- **Placement Tournament:** Matches are not eligible for reschedule.
- **Regular Season:**
 - Teams may mutually agree to reschedule a match without NECC approval, provided the match is completed before the Results Due Date.
 - If teams are unable to reach an agreement, a team may request NECC assistance by submitting a Game Support Ticket at least seven (7) days prior to the scheduled match. The NECC will make reasonable efforts to facilitate a mutually acceptable match time.
 - Requests submitted fewer than seven (7) days before the scheduled match, or requests where the teams are unable to reach an agreement, may still be considered by the NECC but are not guaranteed to result in a reschedule.
- **Playoffs and Nationals:** Due to the structured nature of the postseason schedule, reschedule requests will only be considered under exceptional circumstances and are subject to approval by the NECC.

Teams are expected to utilize eligible substitute players whenever reasonably possible before requesting a reschedule. Conflicts affecting only a single player may not constitute sufficient grounds for approval if another eligible rostered player is available.

Circumstances beyond a team's reasonable control, including but not limited to medical emergencies, severe weather, widespread internet outages, or other unforeseen events, may be considered when evaluating a reschedule request. Such circumstances do not automatically guarantee approval. The NECC may require documentation or other supporting evidence to substantiate certain claims when evaluating a reschedule request.

If a reschedule request is approved, or if teams mutually agree to a Regular Season reschedule, the official schedule and match records must be updated as directed by the NECC before the match is played.

5.c. Match Check-in

Teams are encouraged to be present and ready to compete at least 15 minutes prior to their scheduled match time. While LeagueOS check-in is not required, teams should use this time to verify player availability, resolve technical issues, and coordinate with their opponents before the match begins.

5.d. Punctuality

Teams that are not ready to begin play within ten (10) minutes of their scheduled match start time will receive one (1) game forfeit. An additional game forfeit will be issued for every subsequent five (5) minutes that the team remains unprepared. Game forfeits will continue until the match begins or the series has been decided, whichever occurs first. Forfeited games will be applied in the order they would have been played.

If a team has not arrived or is otherwise unable to begin play, the opposing team should make a reasonable attempt to contact them and notify the NECC. The NECC may issue game forfeits in accordance with this section while determining whether the match should instead be handled under the No-Show Forfeit procedures outlined in

5.e. Match Delays

Teams are expected to begin their match as close to the scheduled start time as reasonably possible. Delays occurring before the first game of a series are governed by the Punctuality provisions in [5.d. Punctuality](#).

Technical timeouts may not be used prior to the official start of a series. Teams experiencing technical issues before gameplay begins remain subject to the applicable punctuality and forfeit procedures.

If a delay occurs after the series has officially begun, any pauses, technical timeouts, or restart procedures will be governed by the applicable Game Rulebook.

5.f. Playing Under Protest

If a dispute or rules concern arises during an official match that cannot be immediately resolved, teams may be instructed by the NECC to continue playing the match under protest. Unless directed otherwise by the NECC, teams are expected to complete the match and preserve any relevant evidence for later review.

Playing under protest does not waive a team's right to file a formal dispute or request an administrative review following the conclusion of the match.

5.g. Score Reporting

Teams are responsible for ensuring that the results of each official match are reported accurately and before the applicable reporting deadline. Both teams should verify that the reported score correctly reflects the outcome of the match.

If a team believes that a reported result is inaccurate, it must notify the NECC as soon as reasonably possible and provide any requested supporting evidence. The NECC reserves the right to review submitted match results and determine the official outcome of any match.

Failure to accurately report match results or knowingly submitting false or misleading information may result in penalties at the discretion of the NECC.

5.h. Administrative Decisions

The NECC reserves the right to make administrative decisions that are necessary to preserve competitive integrity, ensure fair competition, and facilitate the operation of the league. Administrative decisions may be issued when a situation is not explicitly addressed by the Competition Handbook, Game Rulebooks, or Competition Policies, or when exceptional circumstances require interpretation or clarification of existing rules.

Unless otherwise specified, administrative decisions made by the NECC take effect immediately and remain in force unless modified through the appeals process.

5.i. Incident Reporting

Teams wishing to report a potential rule violation, misconduct, or other competition-related incident must submit a Game Report support ticket in the official NECC Discord server as soon as reasonably possible.

Incident reports must include:

- The match or competition in which the incident occurred.
- A clear description of the alleged incident or rule violation.
- An explanation of why the reporting team believes the claim is valid.
- The players, teams, or other individuals involved, if applicable.
- Any available supporting evidence, including screenshots, video recordings, chat logs, or other relevant documentation.

The NECC may request additional information or evidence from any involved party when investigating an incident. Failure to provide requested information may impact the NECC's ability to review or act upon the report.

Submitting knowingly false, misleading, or frivolous reports may result in disciplinary action at the discretion of the NECC.

5.j. Forfeits

Teams that know they will be unable to compete in a scheduled match should notify the NECC as soon as possible by submitting a Game Support Ticket in the NECC Discord server. Prompt communication allows the NECC to notify affected teams and minimize disruptions to the competition.

A team that is unable to compete in a scheduled match will forfeit the series. Any team that forfeits **two (2) series** during the NECC Regular Season may be removed from competition.

Individual game forfeits issued as a result of [5.d. Punctuality](#) does not count toward the Regular Season series forfeit total. Excessive or repeated game forfeitures may be reviewed by the NECC and may result in administrative action. Teams may not voluntarily forfeit an individual game or series after gameplay has begun unless specifically instructed or approved by the NECC.

Resource:  NECC - Forfeit Policy

6. Conditions and Release

I understand that failure to conduct myself responsibly, as stated and implied by the conditions in this NECC Code of Conduct, may result in sanctions, up to and including suspension or banning from further game play within the conference.

6.a. Competition Committee Ruling

The Competition Committee has the right to make rulings regarding all NECC matches, competitors, competitive formats, and arising issues, based upon circumstances that emerge for the good of the members and the Conference. Rulings that require Competition Committee Discretion can only be brought to the Competition Committee by official NECC Admins or Title Managers.

6.b. Spirit of the Rules

6.b.i. Finality of Decisions

All decisions regarding the interpretation of this rulebook lie solely with the NECC. NECC admins will make decisions based on their best judgment. An incorrect judgment may be subject to an appeal process where it will be reviewed by head NECC staff (Director of Game Operations and other relevant staff and councils). Any decisions on rulings made by head NECC staff will be final, and may be presented publicly. Any and all decisions shall not give rise to any claim for legal or equitable remedy.

6.b.ii. Rule Changes

These rules may be amended, modified or supplemented by NECC staff at any given moment. to ensure fair play and the integrity of the NECC. Any relevant changes to this rulebook will be documented to ensure that the changes are known.

6.b.iii. NECC Authority

Any NECC staff member reserves the right to act with authority in order to preserve league integrity. This right is not limited by the lack of specific language in this document. NECC staff may use any disciplinary tool at their disposal against any entity whose conduct goes against stated guidelines.

Notice & Disclaimers

Confidentiality Disclaimer

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Contact Support

Should you have any questions or need further assistance, please don't hesitate to email us at support@neccathletics.com or open a General Support ticket in our Discord.