

# Rivals 2 Championship Series Rules

Last Updated 05/13/25. **Version 1.1.**

## Tournament Rules

The Tournament will be conducted according to the Tournament Rules stated below. These rules include gameplay settings and other aspects of running an event that takes place within the Rivals 2 Championship Series.

### 1. Match Scheduling

Players should communicate with their opponents and R2CS Tournament Organizers during all stages of the event. If you are playing in multiple events, please let the organizers know so scheduling concessions can be made if possible. Tournament Organizers may disqualify players who can not be contacted after the match start time.

### 2. Gameplay Rules

#### A. Tournament Type

The tournament format is double elimination unless otherwise specified, meaning each player will have the chance to compete in a minimum of two sets.

#### B. Game Settings

Tournament matches are initiated through Local Versus mode for LAN events and Private Lobby for online events with Tournament mode enabled using default settings (3 stocks, 8:00 minute timer). Players may request to change settings such as screen shake, but in the event of a dispute, the settings should be set to default.

#### C. Set Format

Sets are played in a best two-out-of-three game format unless otherwise specified.

#### D. Character Selection

Characters for the first game are chosen double-blind (at the same time). For successive matches, the winner chooses their character first, and then the loser chooses their character. Characters are chosen before the stage is selected.

If a player wishes to choose a random character using the default in-game random button, that character may remain unknown to both players until the game shows the character. Players using custom random character pools through a custom tool (such as random number generator/dice/a future in-game setting that allows for a selective random) must determine which character is randomly chosen before proceeding to Stage Selection.

## E. Stage Selection

The first game's stage is selected using 1-2-1 stage striking. Players should determine fairly who strikes first through the in-game rock paper scissors - in the event tournament mode must be disabled for any reason, players should do this in person. Subsequent games in the series use winner-strikes-two system as shown via tournament mode UI.

When choosing stages, a player cannot return to any stage they have previously won on without the consent of their opponent (Standard Dave's Stupid Rule). Playing a match on a stage where this rule applies without immediately stopping and notifying your opponent that you wish to invoke this rule implies that you have agreed to play on it.

## F. Stage Legality

All stages available in the game are legal in both singles and doubles, though some stages have variants catered specifically to singles or doubles that can be seen in tournament mode. The legal starter stagelist will be displayed in-game.

# 3. Reporting Scores

After a set is completed players must report their results. If a player disputes a game claiming a win and submits proof of their claim, the other player must submit proof of their claim to avoid an automatic forfeit of the game. Any players found to be submitting false or doctored results will be permanently banned from the R2CS.

# 4. Additional Rules

## A. Rule Violations

Violating rules may result in punishments for players. Punishments are made at the discretion of Tournament Organizers and may include loss of game, loss of match, suspension from R2CS events, and ban from R2CS events.

## B. Reporting Rule Violations

At some point during the tournament, a player may violate either the tournament or official rules. The following rules apply toward rectifying rule violations.

- i. It is the responsibility of the players in the match to detect violations and report them to the tournament organizers immediately.
- ii. ALL non-gameplay rule violations must be reported to the tournament organizer before the next game starts.
- iii. Players are not allowed to stop a game in progress to address a non-gameplay related rule violation. Stopping a game in progress to report a non-gameplay rule violation will result in the forfeiture of the game on the part of the person stopping the game.
- iv. The only time a player is allowed to stop a game to report a rule violation is when that violation occurs during the middle of the game.
- v. Stopping a game in progress to erroneously report a rule violation automatically results in the forfeiture of the game by the player who stopped the game.
- vi. A tournament organizer is allowed to report any rule violations on behalf of a player.
- vii. The only people allowed to stop a game to report a violation are tournament organizers and the players.
- viii. If a player accidentally or intentionally stops a game for any other reason, that player will be forced to forfeit the game.
- ix. Match interruptions beyond the players' control (e.g. the game crashes or freezes) will be dealt with directly by the tournament organizers. All best attempts will be made to resume the game from where it left off.

## C. Reporting Equipment Failure

Hardware can occasionally break down during tournaments, leaving the player with the broken equipment at a significant disadvantage. The following rules will be used in the event of a breakdown:

- i. In the event of an equipment failure, the player has the option to stop the game in progress to obtain a replacement.
- ii. If a game is stopped in progress, the reporting player must forfeit the current round.
- iii. New equipment must be immediately available. If replacement equipment cannot be obtained in a timely manner, the player must continue to play on their current equipment or forfeit the Match.
- iv. Once replacement equipment is obtained, the players will be given a chance to test the new equipment and the players will start the next game (score as of the time the equipment failure was reported will stand); and
- v. A player may opt to switch out equipment between games at no penalty. When this occurs, the player will be given ample time to test the equipment before the next game begins.

## D. Player Behavior

All players are expected to maintain respect for one another and for all tournament staff, including tournament organizers, their staff, agents and representatives, and spectators.

In addition, the following is strictly forbidden:

- Predatory or Disturbing Behavior
- Swearing, Screaming or Threats
- Harassment
- Violence
- Offensive, vulgar or obscene usernames, avatars or tags
- Cheating of any sort through any means
- Any other known or unknown manner of tampering with gameplay
- Any other type of conduct deemed inappropriate at Administrators' sole discretion

Collusion of any kind with your competitors is considered cheating. If the Tournament Organizers determine that any competitor is colluding to manipulate the results or intentionally underperforming, the collaborating players may be immediately disqualified. This determination is to be made at the sole discretion of the Tournament Organizers. Anyone disqualified in this manner forfeits all rights to any titles or prizes they might have otherwise earned for that tournament.

The Tournament Organizers have a zero tolerance policy toward violence, threats of violence, intimidation, and other forms of verbal or physical abuse. Any threat of violence, extreme intimidation, or violence of any kind will result in an immediate ban.

## E. Recording/Broadcasting Permissions

By participating in the tournament, players grant permission to Aether Studios and their associates to record, photograph, and videotape the players' voice, name, image, likeness and to use such recordings for all purposes in connection with the tournament, including, without limitation, recording and exhibiting tournament gameplay, presenting and/or otherwise displaying tournament results. If a tournament organizer requests that a match be streamed or a replay be shared on an official R2CS channel, players will be given instructions on how to do so.

## F. Cheating

Using cheats or any third party tools is a rules violation and is strictly forbidden.

## G. Bugs & Glitches

In the event of a bug or glitch that affects gameplay, the full match should be played out. If a player calls for a rematch due to the bug or glitch they must save and submit a replay for an R2CS administrator to review.

## H. Sanctioned Controllers

Any compatible controller may be used in the tournament as long as it is configurable in a timely manner. If your equipment is uncommon (i.e. not Nintendo, Xbox, or Sony style controllers), please test it or talk to an organizer before your tournament set. Utilizing hardware programmable input entry, rapid-fire, or other hardware assisted mechanisms are strictly forbidden.

Notice for box-style (rectangle/arcade) and similar controllers: Our goal is make sure all competitors participate on an even playing field. We don't want any one specific controller to become the de facto best because of asymmetrical capabilities. With that in mind, we'll be monitoring these types of controllers at events this summer and update this section with additional requirements only if necessary to preserve the competitive integrity of the circuit. Any such update on our adjustments to these controllers (like button cluster or simultaneous opposite cardinal direction requirements) will include a notice when it will take effect to allow affected players time to adjust.

## I. Organizer Discretion

These rules are an attempt to ensure that the tournament runs fairly and as smoothly as possible. However, unforeseen circumstances may require a special response, and for that reason the Tournament Organizers reserve the right to change any of the tournament rules or remove any player at any time, for any reason, at their sole discretion.

# Additional Official Rules

## 1. Competition Structure

The Rivals 2 Championship Series (“R2CS”) is a competitive esports tournament featuring Rivals of Aether II. The R2CS will consist of multiple online events in North America and Europe as well as live events that all regions can participate in. These events will follow the official gameplay rules outlined in the Tournament Rules section and award R2CS Points based on players’ final standings at the end of each event.

### A. R2CS Points

All players that register and compete in an official R2CS Event will have the opportunity to earn R2CS Points. R2CS Points are recorded for the duration of the tournament and tied to the names that players use to register for that Event. These points can be used to determine prizes at the conclusion of the circuit or any time before the finals.

Players can participate in any number of R2CS events. Points earned in each region will be accrued for that region only and awarded according to the table below:

Standing	R2CS Points Awarded
1st	100
2nd	70
3rd	45
4th	25
5ths	15
7ths	10
9ths	5
13ths	3
17ths	2
25ths	1

## 2. R2CS Tournament Schedule

The events shall occur in accordance with the schedule below, with more events to be added and announced during 2025.

Event	Date + Location
<a href="#">R2CS Qualifier #1</a>	May 14th - Online (NA)
<a href="#">Combo Breaker 2025</a>	May 23rd - Chicago, IL
<a href="#">CEO 2025</a>	June 13th - Orlando, FL
<a href="#">Get On My Level: Forever</a>	July 4th - Toronto, Canada
R2CS Qualifier #2	July 16th - Online (NA)
<a href="#">EVO 2025</a>	August 1st - Las Vegas, NV
Supernova 2025	August 7th - Chantilly, VA
<a href="#">Collision 2025</a>	Secaucus, NJ
<a href="#">Riptide 2025</a>	Sandusky, OH
More events TBA	North America, Europe, Online & Offline

The finals event (“Finals”) will be announced separately from the rest of the season.

## 3. Eligibility

The Tournament is open to all legal residents of North America and Europe who are at least

13 years old or older. All players who are at least 13 years old, but under the age of majority in the jurisdiction in which they live (a “Minor”) (i) must have the permission of a parent or legal guardian to register for and participate in the Tournament, and (ii) must be accompanied by a parent or legal guardian at the Tournament in which he or she participates. If the Minor would be awarded a travel voucher for the Finals, additional proof of parental consent may be required.

Individuals must be residents in one of the official countries in each region, and must be able to provide proof of eligibility (including proof of residency, and tax form information), as reasonably requested by Tournament Organizers.

Individual Players must supply their own equipment (whether personal computer or game console), internet connectivity, and any and all permissions to access Rivals of Aether II, including, without limitation, a validly acquired copy of Rivals of Aether II.

## 4. How To Register for the Tournament

To register, please refer to the table in section 2 and our official channels on Discord, Bluesky, and X for details. Certain information about you, as a Player, will be recorded for the purpose of administering and fulfilling the Tournament as reasonably required to do so. This information will be stored and used in accordance with the Terms of Use and Privacy Policy on the registration and bracket website. Please review these terms for further information.

## 5. Player Participation Releases

By participating in a Tournament, Player hereby grants to Aether Studios and its Tournament Organizers permission to record, videotape and photograph the Player’s voice, name (including Player name, username, avatar, gamertag or equivalent), image, likeness and to use such recordings, images and information, as well as Player’s biographical information (“Player Information”), for all purposes in connection with the Tournament, including, without limitation, recording and exhibiting Tournament gameplay, presenting and/or otherwise displaying Tournament results on the Tournament website, Twitch.tv, and other online and offline destinations; recording, tabulating, presenting and/or otherwise displaying gameplay information pertaining to Player performance. All Player Information, including images, audio recordings, databases of information, bracket information, etc., made in connection with the Tournament will be owned by Aether Studios, which it may use, license, transfer or assign in its sole discretion. Player grants to Aether Studios and each of its designees, the right to use, edit, adapt, post, stream, copy, display, perform, transmit, broadcast, and otherwise exploit Player Images and the Player Information, including any names, likenesses, voice, conversation, biography and any other attributes of Player’s personality and appearance, individually or with others, in whole or in



part, alone or in conjunction with other material, in any and all media now known or hereafter devised, in perpetuity (except for residents of France, which will expire within 5 years from date of participation) throughout the world, for the purpose of trade, advertising, promotion or any other lawful purpose whatsoever, without additional compensation, consideration, notification or permission, except where prohibited by law.

## 6. Agreement to the Official Rules

By participating in the Tournament, Player fully and unconditionally agrees to and accepts these Official Rules (including the Tournament Rules, which are the rules of gameplay for the Tournament itself), which are final and binding in all matters related to the Tournament. Receipt of any Prize is contingent upon Player's compliance with all of these Official Rules and satisfactory completion of any and all documentation necessary to effectuate payment (including tax forms or equivalent, as required by law).

VOID WHERE PROHIBITED.

## 7. Code of Conduct

All players are expected to maintain respect for one another and for all tournament staff, including tournament organizers, their staff, agents and representatives, and spectators. Any player behaving inappropriately, or not competing in compliance with these official rules, may be immediately disqualified from the tournament and forfeit all potential prizes. Inappropriate behavior includes, but is not limited to, the following:

- Predatory or Disturbing Behavior
- Swearing, Screaming or Threats
- Harassment
- Violence
- Offensive, vulgar or obscene usernames, avatars or tags
- Collusion
- Cheating of any sort through any means
- Any other known or unknown manner of tampering with gameplay
- Any other type of conduct deemed inappropriate at Administrators' sole discretion

Players agree to be bound by the decisions of the tournament organizers, which shall be final and binding in all respects. The tournament organizers reserve the right, at their sole discretion, to disqualify any individual it finds to be tampering with the type, process, or operation of the tournament, or to be acting in violation of these official rules. Further, the tournament organizers reserve the right, at their sole discretion, to ban infringing players from any future tournament

event organized by tournament organizers, if deemed necessary.

## 8. Prizes

The awarding of Prizes is void where prohibited or restricted. All Players must be verified by Aether Studios to ensure their eligibility prior to being declared a winner and/or receiving any prize. Display of statistics in the game (e.g., on a leaderboard) or on a website during the Tournament does not entitle any participant to a prize. Prizes are awarded based on Players' overall ranking in R2CS Points at the conclusion of the regular tournament season.

The five players in the NA region with the most R2CS points at the end of the regular tournament season will be awarded travel vouchers of up to \$1000 for travel and accommodations at the live final event. The top pointholder in the EU region will be awarded a travel voucher of up to \$2000 for travel and accommodations at the live final event. Players must submit supporting documentation to receive reimbursement. This includes a paid, itemized receipt from hotel, motel, or commercial transportation tickets.

## 9. Criteria for Resolving Ties in total R2CS Points

### 1. Where 2 Players are Tied:

The higher rank order is awarded to the Player that won more "head to head" (based on total number of wins in games between tied Players) games in R2CS Events.

### 2. Where More than 2 Players are Tied:

If more than 2 Players are tied, the rank order of the Players shall be decided by applying the following criteria, in order:

a. The higher rank order is awarded to Players that won more "head to head" (based on total number of wins in games between tied Players) games in R2CS Events.

b. If (a.) does not satisfy the tie, then Aether Studios reserves the right to select another method to determine the higher rank between Players.

## 10. General Prize Restrictions

Failure to take delivery of any Prize may result in forfeiture, and such prize awarded to an alternate Winner. Prizes may not be transferred or assigned until after a Winner has complied with all his or her obligations under these Official Rules. No substitutions may be made for Prize(s), except by Aether Studios, who reserves the right to substitute a Prize in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by Aether Studios in its sole discretion. By participating in a Tournament, Winner acknowledges that Tournament entities have not and will not obtain or provide insurance of any kind relating to the Prizes. Winners who do not claim the Prize, or

satisfy the information or documentation requirements within 6 months of the close of the Tournament or such earlier time as designated by Aether Studios, are void, and the Tournament Organizers shall have no further liability or responsibility to such Player(s) in connection with the Prizes

## 11. Limitations of Liability

TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE VIDEOGAME SOFTWARE, EQUIPMENT, OPERATION OF THE TOURNAMENT, OR PRIZING, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

Tournament Entities shall not be responsible for any of the following:

- (i) incorrect or inaccurate information whether caused by users or by any of the equipment or programming associated with or utilized in a Tournament or by any technical or human error which may occur in the processing of a Player's registration or gameplay;
- (ii) any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction, or unauthorized access which may result in alteration of gameplay or game results;
- (iii) any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player resulting from participation in a Tournament;
- (iv) injuries or losses to Player's person or property arising or resulting from participation in a Tournament;
- (v) any acts or omissions by Tournament entities or their employees, whether negligent or willful, in the conduct of the Tournament;
- (vi) any equipment or software malfunction; or
- (vii) the inability to complete a Game due to any technical malfunction.

Tournament Organizers, at their sole discretion, may require the replaying of any Game, match, or Event, or declare any of the foregoing null and void by reason of any technical or other system error. If for any reason the Tournament or any portion thereof is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure, or any other causes beyond the control of Tournament Organizers, which corrupt or affect the administration, security, fairness, integrity, or proper conduct of the Tournament or any portion thereof, Tournament Organizers reserve the right, at their sole discretion, to cancel, terminate, modify, or suspend the Tournament or any portion thereof.

Without limiting the generality of the foregoing, in the event that Tournament Organizers determine, at their sole discretion, that any individual game, match, Event or Tournament, has been tampered with or that the validity of any game, match, Event or Tournament has been compromised for any reason, it may eliminate that game, match, Event or the Tournament, and may conduct the Tournament on the basis of the remaining game, match, Event and/or Tournament. In the event that any individual is adversely affected in a game, match, Event or Tournament by any technical or equipment malfunction, Tournament Organizers reserve the right to schedule special game, match, Event or Tournament among any such competitors so adversely affected. In the event of any cancellation, termination, modification or suspension of the Tournament or any portion thereof, Tournament Organizers will post a notice promptly on the Tournament website.

BY ENTERING AND PARTICIPATING IN A TOURNAMENT, PLAYER AGREES TO INDEMNIFY, DEFEND, RELEASE AND HOLD HARMLESS ALL TOURNAMENT ENTITIES, AND THEIR RESPECTIVE DIRECTORS, OFFICERS, EMPLOYEES, AGENTS AND REPRESENTATIVES FROM ANY AND ALL CLAIMS, DEMANDS, DAMAGES, EXPENSES, COSTS (INCLUDING REASONABLE ATTORNEYS' FEES) AND LIABILITIES (INCLUDING SETTLEMENTS) FOR ANY INJURIES, INCLUDING BUT NOT LIMITED TO PERSONAL INJURY OR DEATH, OR LOSS OR DAMAGE OF ANY KIND, ARISING FROM OR IN CONNECTION WITH THE TOURNAMENT, ATTENDANCE AT ANY TOURNAMENT, OR ANY PRIZE. OR ANY OTHER MATTER OR ACTIVITY DIRECTLY OR INDIRECTLY RELATED TO THE TOURNAMENT, INCLUDING BUT NOT LIMITED TO LIBEL, SLANDER, DISPARAGEMENT, DEFAMATION, COPYRIGHT INFRINGEMENT, INVASION OF PRIVACY, OR INFRINGEMENT OF ANY PATENT, COPYRIGHT, TRADEMARK, TRADE SECRET OR OTHER INTELLECTUAL PROPERTY RIGHT OF ANY THIRD PARTY. THIS OBLIGATION SHALL CONTINUE BEYOND THE TERM OF THE TOURNAMENT.

## 12. Privacy

Player acknowledges and agrees that Aether Studios may collect, store, share and otherwise use any personally identifiable information provided to Aether Studios throughout the Tournament, including, but not limited to, Player information and email address. Sponsors will use this information in accordance with their privacy policies, including for administering the Tournament and verifying a Player's identity, postal address and email address in the event a Player qualifies for a Prize. Player's information, including Player information, may also be transferred to countries outside the country of Player's residence, including the United States of America. Such other countries may not have privacy laws and regulations similar to those of the country of Player's residence. Player has the right to request access, review, rectification or deletion of any personal data held by Aether Studios in connection with the Tournament by writing to Aether Studios at [dataprivacy@aetherstudios.com](mailto:dataprivacy@aetherstudios.com).