



INFINITY CIRCUIT

Circuit Rules & Structure

Marvel: Crisis Protocol Competitive Circuit

Version 1.3 | Living Document

1. Overview

The Infinity Circuit is a regional competitive circuit for Marvel: Crisis Protocol. It consists of a series of sanctioned events held throughout a single season, culminating in the Infinity Gauntlet Championship - an invitational event open only to qualified players.

This document governs the circuit structure, Shard Point system, event qualification, and Championship format. Rules governing the conduct of individual events are detailed separately in the Infinity Circuit Event Operations Guide.

This is a living document. Rules may be updated between seasons to reflect changes to Marvel: Crisis Protocol organized play or to improve the health and fairness of the circuit. The most current version of this document is always the version in effect.

2. Event Types

The Infinity Circuit recognizes three event types. All events use Standard Timeline Marvel: Crisis Protocol rules and the current AMG Challenger document.

Event Type	Host	Min. Players	Key Prize
Shards Event	Any sanctioned store	5+	Shard Points only
Infinity Qualifier	One of 6 designated stores	8+	Shard Points + Infinity Stone awarded to winner
Infinity Gauntlet Championship	Circuit organizers (Year 1); rotating	8-16 (invite only)	Season championship;

	Infinity Qualifier host stores (future years)		Infinity Gauntlet trophy awarded
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2.1 Shards Events

Shards Events are the open competitive events of the Infinity Circuit season. Any sanctioned store may apply to host a Shards Event. These events award Shard Points to all participants based on placement and attendance. There is no additional prize tied to the winner beyond Shard Points.

Shards Events require a minimum of 5 players to qualify for Shard Point awards.

2.2 Infinity Qualifiers

Six (6) events per season are designated as Infinity Qualifiers, each hosted by one of six designated partner stores. In addition to awarding Shard Points, the winner of each Infinity Qualifier receives that event's Infinity Stone, guaranteeing them an invitation to the Infinity Gauntlet Championship.

Infinity Qualifiers require a minimum of 8 players to qualify for Shard Point awards and Stone eligibility. Because of the Stone prize, Infinity Qualifiers are expected to attract stronger attendance, which naturally increases their Shard value through the attendance multiplier.

Future Infinity Qualifier eligibility: Stores interested in hosting an Infinity Qualifier in future seasons may be considered based on demonstrated attendance history and their record of successfully running sanctioned Infinity Circuit events. Hosting a Shards Event is the natural path to consideration for an Infinity Qualifier.

2.3 Infinity Gauntlet Championship

The Infinity Gauntlet Championship is the season-ending invitational event, open only to players who have qualified through a Stone or at-large Shard standing. The Championship format and qualification rules are detailed in Sections 4 and 5.

Venue: For Year 1, the Championship venue is determined by the circuit organizers. In subsequent years, the Championship will rotate among the six Infinity Qualifier host stores, subject to availability and organizer approval. A dedicated standalone venue is a long-term goal for the circuit.

3. Shard Point System

Shard Points are the currency of Infinity Circuit season standings. Every sanctioned event awards Shards to all participants. A player's season total determines at-large qualification for the Championship.

Shard Points reflect two factors: final placement and event attendance.

3.1 Base Placement Points

All participants in a sanctioned circuit event receive Shard Points based on their final standing:

Finishing Position	Base Shard Points
1st Place	100
2nd Place	80
3rd – 4th Place	60
5th – 8th Place	40
9th Place and below	20

3.2 Attendance Multiplier

Final placement points are multiplied based on the number of players in the event, rewarding performance at better-attended events:

Attendance	Multiplier
5 – 8 players	1.0×
9 – 14 players	1.15×
15 – 24 players	1.3×

Example: A player who finishes 1st at a 16-player event earns $100 \times 1.3 = 130$ **Shard Points**.

3.3 Season Scoring

Only a player's best four (4) results from Shards Events and Infinity Qualifiers count toward their season Shard total. This prevents volume of attendance from being the primary driver of standings, and keeps players who begin attending later in the season competitive for at-large qualification.

All sanctioned events are eligible. There are no regional exclusions and no limit on how many events a player may attend, but only their top 4 results count.

4. Championship Qualification

There are two paths to earning an invitation to the Infinity Gauntlet Championship:

4.1 Path 1 - Infinity Stone (Infinity Qualifier Winners)

The winner of each Infinity Qualifier is awarded that event's Infinity Stone and receives an automatic invitation to the Championship. Stone holders are not required to qualify through Shard standings.

Stone Cascade Rule

Each Infinity Stone may only be held by one player. If a player wins multiple Infinity Qualifiers, they retain their single Championship invitation, and the Stone from their additional win(s) is awarded to the next highest-finishing player at that event who does not already hold a Stone. This cascade continues down the final standings until an eligible player receives the Stone.

Stone Holder Standings

Stone holders remain on the Shard Point leaderboard and continue to accumulate points normally. However, they do not occupy an at-large qualification spot - their standing is noted separately, and at-large spots are filled exclusively by non-Stone holders.

4.2 Path 2 - At-Large Shard Qualification

Remaining Championship spots (up to 10, for a maximum field of 16 players) are filled by the highest Shard Point holders who do not already hold an Infinity Stone, ranked by their best-4-event season total.

If a Stone holder declines their invitation, their spot is offered to the next at-large qualifier on the leaderboard.

4.3 Confirmation & Minimum Field

All Championship invitees must confirm their attendance by a published deadline. The Championship requires a minimum of 8 confirmed players to proceed. If fewer than 8 players confirm, the circuit organizers will determine how to proceed on a case-by-case basis.

5. Championship Format

5.1 Field

The Infinity Gauntlet Championship fields up to 16 players: 6 Infinity Stone holders (seeded 1–6 by season Shard total) and up to 10 at-large Shard qualifiers (seeded 7–16 by season Shard total).

5.2 Format - 4-Round Swiss

The Championship uses 4 rounds of Swiss pairings with no progression cut. The player with the best record at the end of 4 rounds is the Infinity Gauntlet Champion. With a full 16-player field, 4 rounds of Swiss will produce exactly one undefeated player.

If the field is smaller than 16 players, the number of rounds is determined per the standard Swiss round table.

5.3 Stone Holder Seeding & Byes

Infinity Stone holders are seeded 1–6, and each receives a bye in Round 1, entering active play in Round 2 with a win on their record. At-large qualifiers are seeded 7–16 and play all 4 rounds. Round 1 pairs at-large qualifiers against each other using standard Swiss seeding.

5.4 Tiebreakers

If two or more players share the same record at the end of the Championship, final standings are determined by the following tiebreakers in order:

- Top Table (TOP) - the champion's final round opponent is placed 2nd
- Strength of Schedule (SOS) - average opponent tournament points
- Victory Points Scored (VPS)

- Direct Encounter (DEN) - head-to-head record between tied players; always applied last by Longshanks

5.5 The Infinity Gauntlet

The Infinity Gauntlet Championship trophy is the Infinity Gauntlet, housing all six Infinity Stones. The trophy is awarded in full to the Championship winner. The Stones within the Gauntlet represent the six Infinity Qualifiers that defined the season's competitive field.

The Champion is encouraged to display the Infinity Gauntlet at their home store for the duration of the season, making it a visible presence in the community until the next Championship. If this is not practical, the Champion may keep the trophy at home.

5.6 Championship Day Schedule

The following is the expected schedule for Championship day. Exact times will be published in advance of the event.

Segment	Duration
Player Check-In & Registration	30 min
Round 1 (Stone Holders receive bye)	~1h 45m
Round 2	~1h 45m
Lunch Break	45 min
Round 3	~1h 45m
Round 4	~1h 45m
Standings, Tiebreakers & Award Ceremony	30 – 45 min
Total Estimated Day	~9 – 10 hours

6. Event Sanctioning

To count toward Infinity Circuit season standings, an event must be sanctioned by the circuit organizers in advance. All sanctioned events must be held at a physical venue. The Infinity Circuit does not sanction online events.

6.1 Application Requirements

- Event applications must be submitted at least 30 days before the event date.
- Each event must designate a Tournament Organizer (TO) to run the event.
- Circuit organizers assign Infinity Qualifier designations to partner stores and are not available through the standard application process. Stores interested in hosting an Infinity Qualifier in future seasons should establish a track record by hosting Shards Events first.

6.2 Format Requirements

- All sanctioned events must use Standard Timeline Marvel: Crisis Protocol rules and the current AMG Challenger document for crisis card legality, roster construction, and game rules (AtomicMassGames.com/Rules).
- Events must use Longshanks for pairings and result tracking, configured in accordance with Infinity Circuit standards (see Event Operations Guide, Section 3).
- Shards Events require a minimum of 5 players to award Shard Points.
- Infinity Qualifiers require a minimum of 8 players to award Shard Points and Stone eligibility.

6.3 Results Submission

- Results must be submitted to the circuit organizers within **14 days** of event completion using the official Infinity Circuit Results Form.
- Failure to submit results within this window may result in the event losing sanctioned status and no Shard Points being awarded.
- Repeated failure to submit results may render the organizer ineligible to host future sanctioned events.

6.4 Rules Compliance

All sanctioned events are expected to follow the Infinity Circuit Event Operations Guide in addition to this document. Circuit organizers reserve the right to review and revoke sanctioned status from events found to have violated these standards.

7. General Conduct & Community Standards

The Infinity Circuit exists to celebrate competitive Marvel: Crisis Protocol and to build a healthy, welcoming regional community. All participants - players, Tournament Organizers, and judges - are expected to uphold these values at every circuit event.

7.1 Sportsmanship

Players are expected to treat their opponents, event staff, and spectators with respect at all times. Disputes are a normal part of competitive play and should be handled calmly, with a judge called when needed.

Unsportsmanlike conduct includes but is not limited to: disrespectful language or behavior toward any participant, intentional deception of opponents or judges, intentional disruption of game components, and slow play for competitive advantage. Consequences range from a warning to disqualification at the judge's discretion.

7.2 Community Representation

As a circuit participant, you represent not only yourself but the broader MCP community. Conduct deemed harmful to the community - whether at an event or elsewhere - may result in disqualification from current and future Infinity Circuit events at the circuit organizers' discretion.

7.3 Amendments

This document is subject to revision. Circuit organizers will communicate any changes through official channels with reasonable notice. Changes will not be applied retroactively to events already completed.