

VALORANT Rank System Explained (2025): All Ranks, MMR, RR & Changes



Image Credits: VALORANT, Riot Games

In 2025, VALORANT's competitive scene feels more polished than ever. Riot has made some big changes across the board—better matchmaking and a rank system that's built around fairness, showing off skill, and making things easier to understand. Whether you're just starting and aiming for Gold, or you're a veteran pushing for Radiant, this guide breaks down how the VALORANT ranking system works today simply and easily.

How to Unlock Competitive Mode

To play ranked matches: Reach Account Level 20. This is to ensure that the players acquire adequate gameplay experience prior to exposure to the competitive scene.

All VALORANT Ranks (2025)

VALORANT's ranking system consists of nine primary levels, with 25 total subdivisions. Radiant is still the sole top-level rank with no subdivisions.

VALORANT Rank Distribution (2025)

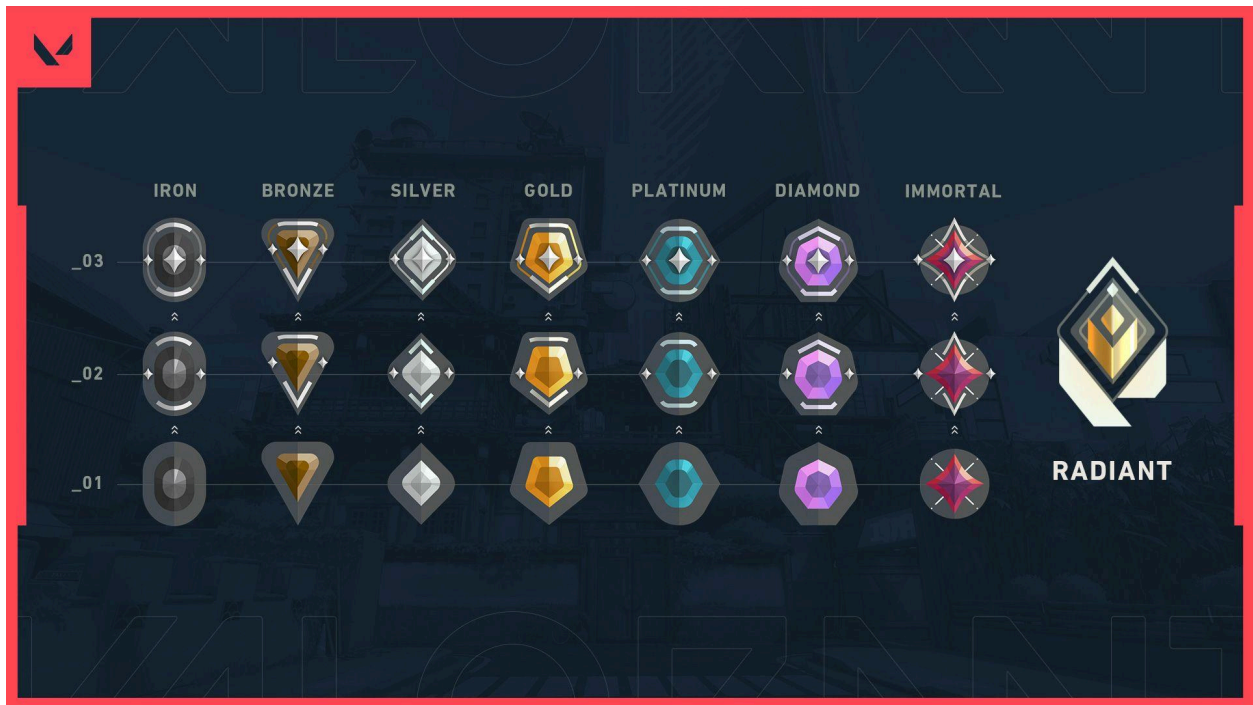


Image Credits: VALORANT, Riot Games

Tier	Sub-Tiers	Global Player Breakdown (2025)
Iron	Iron 1, 2, 3	6.8% – 7.2%
Bronze	Bronze 1, 2, 3	Approximately 16.9%
Silver	Silver 1, 2, 3	Approximately 21.5% – 21.6%
Gold	Gold 1, 2, 3	Approximately 21.9% – 22%
Platinum	Platinum 1, 2, 3	Approximately 16.1% – 16.4%
Diamond	Diamond 1, 2, 3	Approximately 10.3% – 10.4%
Ascendant	Ascendant 1, 2, 3	Approximately 4.7% – 5%
Immortal	Immortal 1, 2, 3	Approximately 0.88% – 0.9%
Radiant	No sub-tiers	Top 0.02% – 0.03% per region

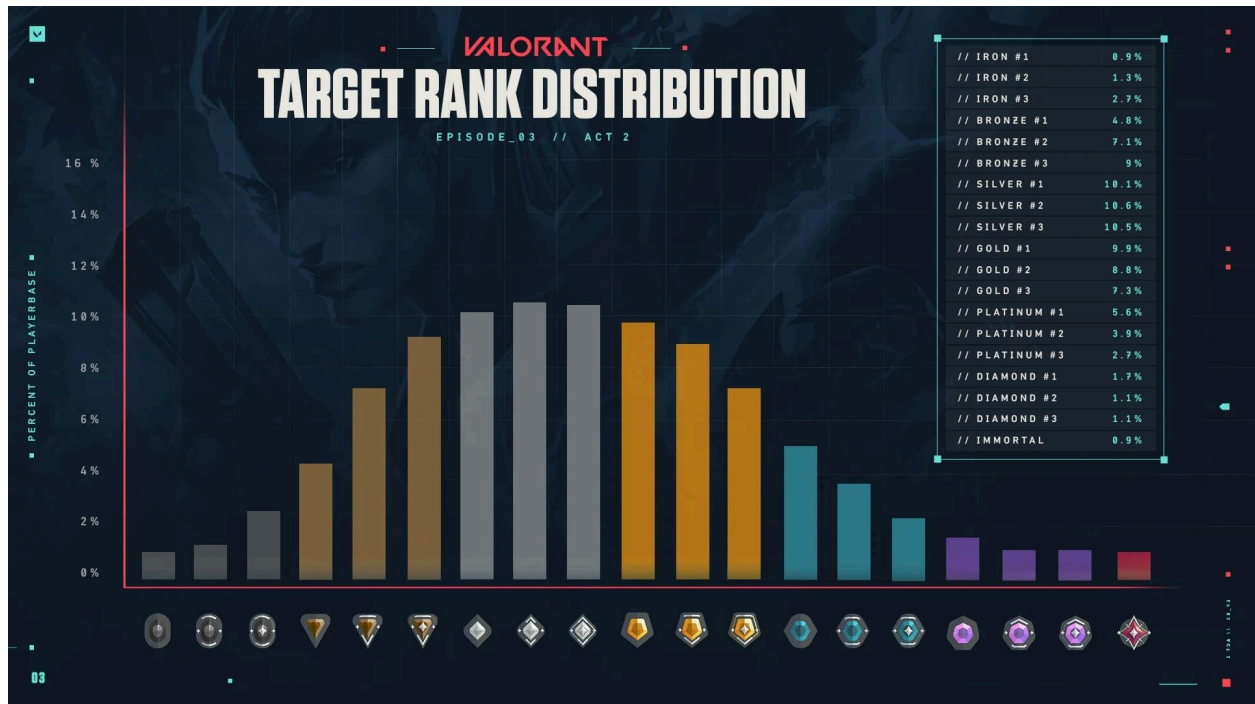


Image Credits: VALORANT, Riot Games

Gold continues to be the most populated rank, while Radiant is reserved for the top 500 players in each region.

Understanding MMR and RR

VALORANT uses two separate systems to calculate skill and progression. Below is an image of how things work altogether.

AFTER CONSISTENT WINS AT HIGHER RANKS

	— DEFEAT		-20
	— VICTORY		+21
	— VICTORY		+20
	— VICTORY		+19

Player has converged to a higher rank through consistent wins—raising their MMR.

THREE RANK PROMOTIONS LATER...

	— VICTORY		+17
	— DEFEAT		-24

Because Rank is now higher than MMR, losses result in significant RR decreases.

CLIMB CONTINUES

	— VICTORY		+20
	— DEFEAT		-20

Rank has converged with MMR. Wins and losses result in an even RR increase and decrease. Player needs to win more consistently to improve MMR.

CLIMB STARTS AFTER INITIAL PLACEMENT

	— DEFEAT		-14
	— VICTORY		+29

Because MMR is higher than Rank, wins result in more significant RR gains.

HOW DOES

Matchmaking Rating (MMR)

- This is a secret score that is the actual level of your skill.
- It is affected by the overall performance: kills, assists, deaths, clutches, round impact, and consistency.
- It influences the quality of teammates and opponents you encounter during matchmaking.

Rank Rating (RR)

- This is the public score displayed on ranked matches.
- Players receive 10 to 50 RR for winning and 10 to 30 RR for losing.
- At 100 RR, you get promoted; falling to 0 RR and losing might get you demoted.

You will get more RR for a win and less for a defeat if your MMR is greater than your visible rank. And when MMR is low, then RR winds diminish and defeats are greater.

Placement Matches and Seasonal Progression



Image Credits: VALORANT, Riot Games

In 2025, Riot removed the old episode format of ranking and switched to a season setup, which will last for a year. It's split into six acts, and the ranks reset at the start and middle of every

season. After each reset, you need to play a few competitive matches to get your rank back. This, in fact, helps to track your skill level in-game of whether you are performing better than your previous ranks or not.

Placement Rules

- Five competitive matches at the beginning of any season.
- One competitive match during the new acts of a season
- For new accounts, five competitive matches along with restriction to only level up to Ascendant 3

Season Reset Behavior

- Your observable rank soft resets at season beginnings.
- Your observable rank resets at the beginning of a season.
- Instead of being fully erased, MMR continues with its minor tweaks.

Act Rank Badge and Match History

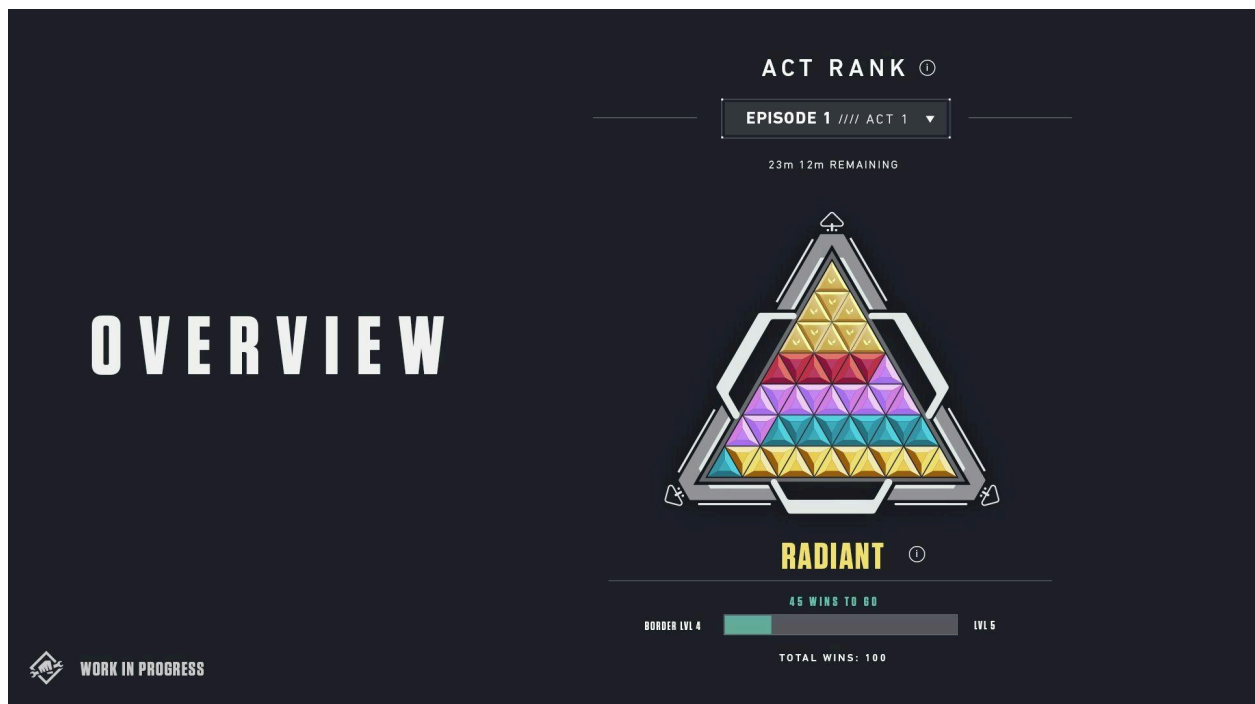


Image credits: VALORANT, Riot Games

The Act Rank Badge is indicative of your greatest victories and highest performances in each Act. It is in the shape of a pyramid:

- Each triangle denotes a victory in competitive mode.

- The highest-ranked victory match period dictates the highest triangle.
- The border increases after reaching 9, 25, 50, 75, and 100 victories.

The system aims to represent your personal peak performance instead of your ultimate Act rank.

Updated Matchmaking Rules (2025)

Riot's latest enhancements to the matchmaker seek to build more evenly matched games:

- Accounts that are suspected to be smurfs are put into higher skill games or paired with other smurfs.
- New game performance in recent games has a greater impact on MMR changes.
- New maps and agents roll out with less RR influence in initial times to promote adjustment.

Ranked Party Queue Rules

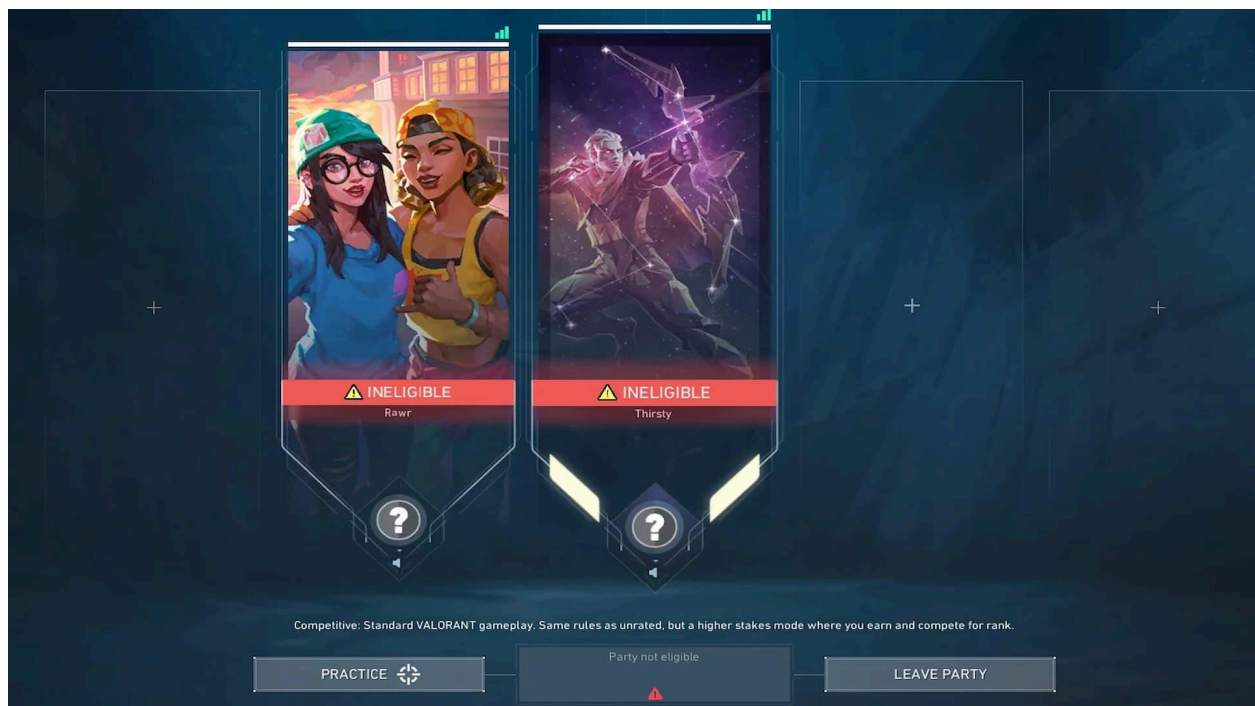


Image Credits: r/Eggwick, Pikakoks

To ensure fairness, certain rules exist for ranked party queues:

Party Size	Restrictions
Solo/Duo	Maximum 1-tier rank difference allowed
3-Stack	Allowed under the same 1-tier restriction
4-Stack	Not allowed in competitive queue
5-Stack	Allowed, but with reduced RR if ranks vary widely

For players in Immortal and above, only solo, duo, or full 5-stack queues are allowed. If you're queuing with a 5-stack that has a wide rank gap, your RR gains will be reduced to stop any kind of unfair boosting.

Additional Competitive Features (2025)

- **Act Rank Badge Reset:** At the start of a new Act, everyone's visible rank gets reset. However, Immortal and Radiant players keep their leaderboard spot, though their RR drops by 90%. To get a visible rank again, you'll need to play a placement match. How you perform in that game decides your new Act Rank Badge.
- **RR Shields and Demotion Buffer:** Every time you rank up (except Radiant), you get a "Rank Rating Shield" for your first two matches. If you lose, the system won't drop you down right away. You'll stay at 70 RR instead of getting instantly demoted, giving you a small safety net after a promotion.

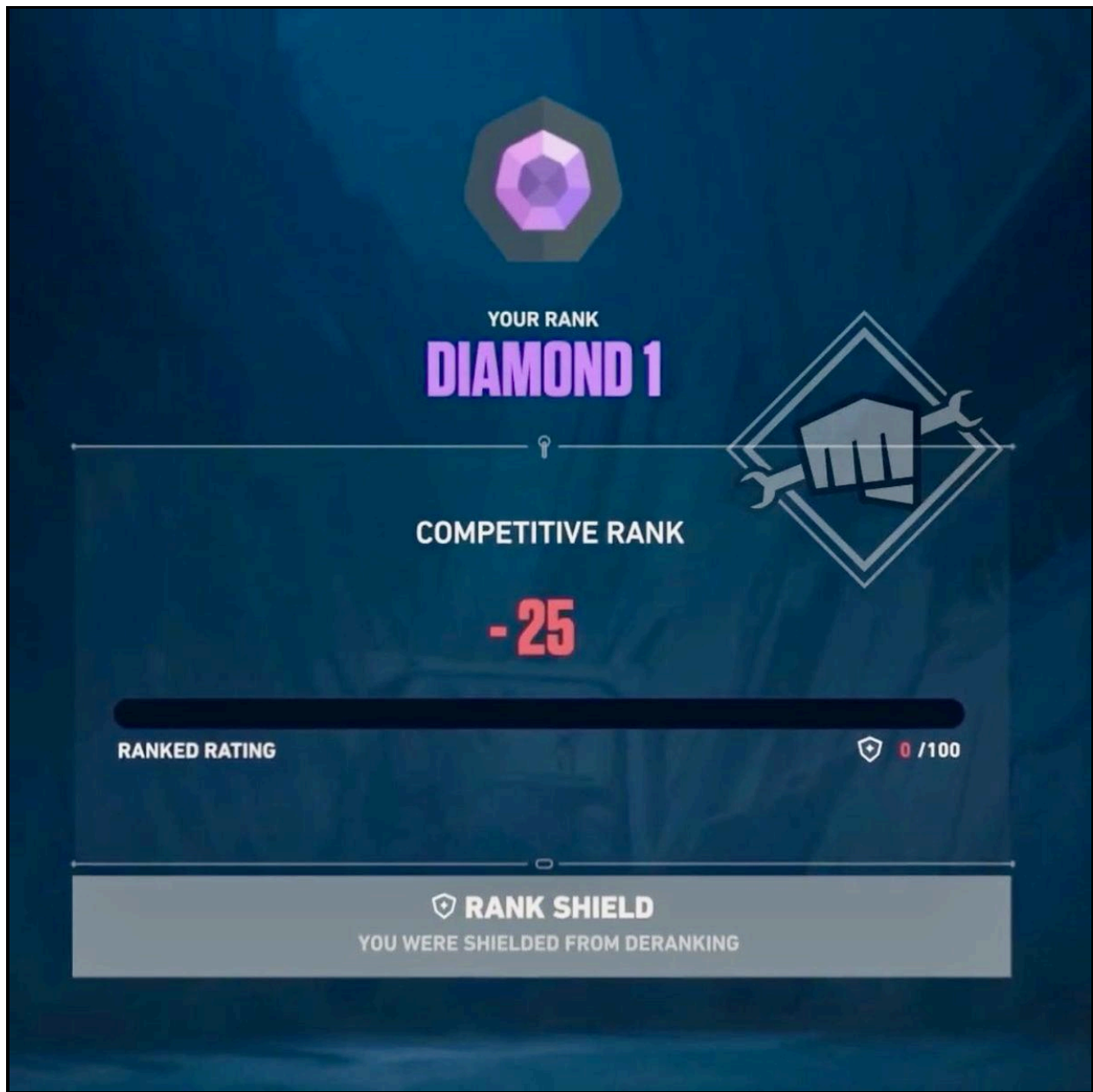


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Rank Decay and Inactivity

- Players' rank is not lost from inactivity.
- Your rank will be hidden from your profile after 14 days of no play in competitive matches.
- A single ranked match played will cause the visibility of your rank to return.
- **Act badge resets:** Mentioned, but not that Immortal/Radiant keep leaderboard positions, though RR resets by 90% each Act

Quick Tips to Rank Up Faster

Climbing the ranks in VALORANT isn't just about aim. It takes a bit of planning, steady habits, and game sense.

- Try to stay consistent; don't queue if you're tired or not focused.
- Use voice chat smartly. It helps a lot with team coordination.
- Stick to agents that are strong in the current patch and work well on maps you're playing.
- Solo-queue less if you can; playing with people you know usually makes games smoother.
- Watch your replays when possible. It helps spot mistakes you might not notice otherwise.