

# Halo Championship Series 2023



## Official Code of Conduct

### Version 1.0

*Last Updated: February 1st, 2023*

## **I. Code of Conduct**

### **A. General Philosophy**

All Participants are expected to exercise courtesy, professionalism, and respect while participating in the Program. All Participants are expected to conduct themselves in a manner which reflects positively on their Team or Organization, the Program, Administration, affiliates, members of the press, and any other Participants, affiliates, or fans of the Program. Failure to comply with this philosophy may result in suspension or exclusion from the Program.

This Code of Conduct applies to all Participants and all Participants are expected to adhere to these standards, including when not participating in official Program events.

In addition to this Code of Conduct, all Participants are expected to follow applicable local, state, federal, and country laws. Violations of this Code of Conduct, either suspected by or made known to the Administration, will be investigated and appropriate action will be taken in accordance with this Handbook.

If a Participant becomes the subject of public disrepute, contempt, scandal or ridicule or behaves in a manner that, in the sole judgment of Administration, reflects unfavorably upon the Administration, Competition, Tournament Organizer, tournament or any of their products, such act(s) or omission(s) shall constitute a violation of these Official Rules and Administration shall, in addition to any other rights and remedies available to it hereunder, have the right to remove a Participant from any tournament or suspend the Participant from entry into any future online or live tournament or event.

### **B. Reporting**

All Participants are required to immediately report any violation of the Code of Conduct using an Administration approved channel. Examples of an Administration approved channel can include physically reporting violations to an Administration official at a LAN Event, support systems designated by the Administration as they are related to Online Events, or electronic communication by means of email. Failure to report a violation may lead to disciplinary action.

### **C. Cheating**

The Administration understands that it has an obligation to facilitate a level playing field for all competitors. Competing fairly and to the best of your ability is important towards fostering a healthy competitive environment, and the Administration is committed to ensuring the facilitation of fair competition throughout the duration of the Program and beyond.

Any form of cheating, whether intentional or not, by any Participant is strictly prohibited. Participants are required and expected to maintain cognizance of these Official Rules and any form of cheating or violation of these rules, or the spirit of these rules, either intentionally or unintentionally, will result in penalties in accordance with the Code of Conduct.

All Participants are prohibited from influencing or manipulating a Game or Match so that the outcome is determined by anything other than fair and reasonable play. Examples of Cheating include, but are not limited to:

#### **1. Collusion**

- An arrangement or agreement made between multiple Participants with the intention of manipulating the results of gameplay outside of reasonable play;
- Forming an agreement to adhere to rules outside the bounds of the required Gameplay Rules;

**Last Updated:** February 2023

**Version:** 1.0

- Negotiating the distribution of prize money and/or any other compensation with a third party;
- Intentionally losing a Game or Match, altering performance for any other reason, or attempting to induce other Participants to do so;
- Signaling, by sending or receiving any type of message in order to gain an advantage; or,
- Any form of match-fixing.

## **2. Hacking**

Using any cheats, hacks or other third-party "helper" applications, or the modification of game code or files beyond the intended use of standard game options while competing in any element of the Program for the purpose of gaining an unfair competitive advantage.

## **3. Exploiting**

- Committing an intentional abuse of in-game mechanics outside the scope of normal gameplay.
  - This includes the intentional placement of game objectives (i.e. the oddball) in locations that are not naturally accessible via standard movement or are otherwise inaccessible by any means.
- Abusing any known exploits in the game. It is the responsibility of players to understand and avoid all current illegal exploits (see Section XXII.**Error! Reference source not found.**).

## **4. Network Abuse**

Participants may not intentionally delay or slow gameplay, including but not limited to stalling, disconnecting network cables, interruption of network connectivity, or any other known or unknown manner of tampering with gameplay.

## **5. Spectator Monitors**

Attempting to view gameplay feed from any source outside of a Participant's personal monitor or screen. Outside sources can include but are not limited to opponent's monitors, spectator displays, etc.

## **6. League Required Equipment**

- Failure to use Provided Equipment
- Using unauthorized or unapproved equipment

## **D. Heightened Competitive Integrity Measures**

The Administration may require additional, heightened measures to promote competitive integrity. Such measures may include but are not limited to installing and maintaining supplemental software (e.g., "anti-cheat"); submitting system logs; use of video capture hardware, or other measures as deemed necessary by Administration. Should the Administration deem additional measures necessary, each Participant must comply with the reasonable instructions from the Administration in accordance with the Code of Conduct.

**Last Updated:** February 2023

**Version:** 1.0

### **E. Betting and Gambling**

In the interest of preserving the integrity of the Program, any form of betting or gambling on any official HCS activity is strictly prohibited. Participants will not be permitted to partake in any gambling activity as it relates to the Program in any capacity.

Participants are not permitted to offer inside information, influence, or in any way participate in betting or gambling either through direct or indirect participation.

The public promotion of any betting or gambling related to any competitive element of the Program is strictly prohibited.

### **F. Illegal and Unethical Conduct**

The Administration is dedicated in ensuring that all Participants are in an environment void of illegal and unethical conduct.

The use of illegal drugs or alcohol may lead to disruptive behavior. Players believed to be under the influence of illegal drugs or alcohol during tournament hours may be removed from the tournament at the discretion of the Administration. No references to illegal substances will be tolerated. Smoking, including the use of electronic cigarettes and vaporizers, is prohibited in live event or studio environments except in designated areas.

### **G. Bribery**

Participants are prohibited from directly or indirectly requesting or accepting a gift for services promised or rendered in connection with Games, Matches, or any other element of the Program.

### **H. Anti-Harassment**

While the Administration acknowledges that competition can bring about passionate and spirited interactions, Participants are expected to treat their opponents, members of the Administration, fans, and all additional staff and personnel of Teams or the Administration with respect.

Participants are prohibited from engaging in or using language that disparages a person's race, gender, sexual orientation, color, age, nationality, disability, religion, or any other characteristic or status protected by law.

### **I. Non-Disparagement**

While the Administration will always value constructive criticism and feedback in relation to the Program and encourages Participants to express their opinions in a professional manner, disparagement and harassment will not be tolerated.

Participants are prohibited from using language or otherwise communicating to any person, public forum, or entity in a way that would be considered disparaging or slanderous in connection with the Administration, the Program, 343i, or any associates or affiliates of the Administration or 343i. Such violations can include but are not limited to: direct or targeted personal attacks towards 343i or Program officials, excessively vulgar outbursts aimed towards 343i or Program officials, or obscene or toxic language aimed at the game title or Program.

### **J. Treatment of League Officials**

League officials, including members or representatives of the Administration, Referees, or any other associates or affiliates of the Administration, are to be treated with respect and Participants are expected to comply with their reasonable requests.

**Last Updated:** February 2023

**Version:** 1.0

Participants are prohibited from engaging in the use of language or other communication that may be considered demeaning, harassment, denigrating or otherwise unacceptable behavior deemed as such by the Administration in its sole discretion.

## **K. Sportsmanship**

Participants of the Program will be held to a high standard of behavior, communication, and action. Participants are expected to represent the Program in a professional and courteous manner and are strictly prohibited from engaging in communication or actions that could be considered vulgar, toxic, antagonistic, inflammatory, threatening or generally misrepresent the Administration in relation to the Program at any time.

Examples of prohibited behavior include:

- Hate speech or discriminatory behavior
- Violent or physical aggression or behavior
- Threats
- Sexual harassment of any kind
- Racist or sexist words, phrases, or gestures
- Extreme profanity
- Any “sound-alike” or “look-alike” words or phrases that reference these topics
- Any other type of conduct deemed inappropriate at the discretion of the Administration or tournament organizer

## **L. Ringing**

Ringing is defined as the action of participating in any competitive element of the Program under the unapproved guise of another Player's identity by any means. At all points in the program Players are required to participate using their own personal and required accounts or aliases.

Participants are strictly prohibited from participating in any competitive element of the Program while using any Required or Additional Accounts outside of their own personal and assigned account(s).

## **M. Account Sharing**

Participants are prohibited from any action that could be considered Account Sharing, defined as the act of using any account or profile that does not belong to them for the purposes of bypassing competition restrictions or for use in content creation.

## **N. Profanity / Vulgar Speech / Gestures**

Participants are strictly prohibited from using language that would be considered excessively profane, vulgar, demeaning, discriminatory or otherwise unacceptable as deemed by the Administration in its sole discretion.

Participants are strictly prohibited from engaging in physical gestures that may be considered offensive, inflammatory, or otherwise unacceptable as deemed by the Administration in its sole discretion on or off official broadcasts or personal channels.

## **O. Confidentiality**

The Administration may at times share sensitive or confidential information with Participants. The sharing or distribution of confidential information or material given to Participants by the Administration, either intentionally or unintentionally, is strictly prohibited. Confidential information may include but is not limited to information or material not yet released to the general public, a

**Last Updated:** February 2023

**Version:** 1.0

reasonable person knows or reasonably should understand to be confidential, or information or material designated as confidential by the Administration.

## **P. Equipment**

Participants competing in LAN Events are required to use Administration Provided Equipment, as described in the Handbook. Such equipment includes but is not limited to monitors, consoles, host PCs, desks, and/or chairs.

Additionally, Participants are strictly prohibited from tampering with or damaging, either intentionally or unintentionally, other equipment found in an LAN Event environment. Examples of other equipment include but are not limited to cabling, lighting equipment, cameras, stage elements, LED panels, etc. The Administration may require additional equipment to facilitate the broader completion and broadcast. In this event, the League will evaluate the additional equipment for competitive integrity concerns prior to requiring its use.

## **Q. Apparel**

Players who will or may be featured on broadcast in any capacity including Pro Series teams, pool play teams, or any other Teams or Players at the sole discretion of the Administration must wear Administration approved and required uniform Team. Players shall not wear, carry or bear any items of a political nature, or which in the Administration's opinion reflect unfavorably upon the Administration, Affiliates, or the Program.

The Administration may request, at its sole discretion, that a competitor not display a sponsorship, advertising or branding associated with any of the prohibited Sponsor categories as defined in the Handbook.

## **R. Health and Safety**

The Administration is dedicated to maintaining a safe environment for all Participants. For the health and safety of Participants, the Administration may enact additional measures at LAN Events and where appropriate, and Participants are expected to adhere to all health, safety, and security guidelines. All Participants are responsible for following all health, safety, and security practices.

## **S. Non-Compliance**

Participants are required to comply with the reasonable instructions given to them by the Administration, including Referees, representatives of the Administration and all auxiliary associates or affiliates of the Administration.

Failure to comply with instructions levied by the Administration or its designated representatives may result in penalties.

## **T. In-Game Behavior**

Participants must adhere to professional standards and represent themselves, their Team or organization, and the Administration in a positive light on broadcast, on streams, and in-game.

# **II. Disciplinary Actions & Penalties**

## **A. Disciplinary Actions**

The Administration is committed to fostering a fair and safe environment for all Participants and recognizes that while ideally the enforcement of penalties would not be required, their implementation is necessary to maintain the integrity of the Program and the safety and wellbeing of Participants. The Administration will investigate and evaluate alleged offenses and will consider the context, reach, and

**Last Updated:** February 2023

**Version:** 1.0

impact thereof, including alleged offenses outside the standard scope of the Program, when evaluating the Administration's response.

The Administration reserves the final right to levy fines, punishments, or other penalties deemed appropriate in the interest of protecting the integrity of the Program.

The penalties listed in this Section as they relate to specific offenses may be enforced by the Administration in addition to any other penalties the Administration has deemed appropriate. These listed penalties are to serve as general guidelines, as final penalties levied by the Administration are at the sole discretion of the Administration and may include additional penalties as deemed appropriate.

### **1. Appeals Process**

If the Administration decides to levy a penalty upon a Team or Player, the affected party is free to pursue the reversal or nullification of the penalty (an "Appeal") by means of the procedure described in this section. An Appeal can only apply to penalties as prescribed in this Section and does not apply to in-game or intra-tournament penalties such as Game forfeiture or disqualification.

The affected party must submit all Appeals to the Administration within seventy-two (72) hours of official notice of the prospective penalty. Failure to submit an Appeal within 72 hours will result in the affected party's acceptance of the penalty.

The Administration will review the appeal, which may include a consultation with related parties, and deliver a final ruling within seven (7) days. The Administration's final ruling will either be to grant the Appeal, grant the Appeal under amended conditions at the sole discretion of the Administration, or decline the Appeal.

Once the Administration has levied a final decision for an Appeal that decision is considered binding and no further attempts at an Appeal will be accepted.

## **B. Reporting**

### **1. Failure to Report**

Typical Minimum Penalty: Warning

Typical Maximum Penalty: Indefinite Suspension

## **C. Cheating**

### **1. Failure to Play at Best Ability**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

### **2. Non-Sanctioned Rules Agreement**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

### **3. Match Fixing**

Typical Minimum Penalty: \$2,000 Fine and Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

**Last Updated:** February 2023

**Version:** 1.0

#### **4. Cheating or Foul Play**

Typical Minimum Penalty: \$2,000 Fine and Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

#### **5. Hacking**

Typical Minimum Penalty: \$2,000 Fine and Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

#### **6. Exploiting or Abuse of In-Game Mechanics**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

#### **7. Attempting to View Spectator Monitors**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

#### **8. Network Abuse**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

### **D. Heighted Competitive Integrity Measures**

#### **1. Failure to Comply with Heightened Measures**

Typical Minimum Penalty: \$1,000 Fine

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

### **E. Betting and Gambling**

#### **1. Participation in Betting or Gambling**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

#### **2. Promotion of Gambling or Gambling Services**

Typical Minimum Penalty: \$500 Fine

Typical Maximum Penalty: \$2,000 Fine, and/or Suspension

### **F. Illegal and Unethical Conduct**

#### **1. Participation in Illegal Activity**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

#### **2. Engagement in Unethical Conduct**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension



**Last Updated:** February 2023

**Version:** 1.0

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

## **G. Bribery**

### **1. Participation in Bribery**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

### **2. Failure to Report Bribery**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

## **H. Anti-Harassment**

### **1. Harassment**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

### **2. Physical Harassment**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

### **3. Hate Speech**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

## **I. Non-Disparagement**

### **1. Disparagement**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

### **2. Severe Disparagement**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$3,000 Fine, Indefinite Suspension

## **J. Treatment of League Officials**

### **1. Mistreatment of League Officials**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

### **2. Severe Mistreatment of League Officials**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

**Last Updated:** February 2023

**Version:** 1.0

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

## **K. Sportsmanship**

### **1. General Misconduct**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Indefinite Suspension

### **2. Social Media Misconduct**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Indefinite Suspension

### **3. On-Broadcast Misconduct**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, and/or Indefinite Suspension

## **L. Ringing**

### **1. Ringing**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

## **M. Account Sharing**

### **1. Account Sharing**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

## **N. Profanity / Vulgar Speech / Gestures**

### **1. Egregious Profanity**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$2,000 Fine, Indefinite Suspension

### **2. Offensive Gestures**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, Indefinite Suspension

### **3. Vulgarity**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, Indefinite Suspension

## **O. Confidentiality**

**Last Updated:** February 2023

**Version:** 1.0

**1. Violation of Confidentiality**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Indefinite Suspension

**P. Equipment**

**1. Failure to Use Administration Provided Equipment**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

**2. Gear or Property Damage**

Typical Minimum Penalty: \$500 Fine

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

**3. Use of Unauthorized Equipment**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Indefinite Suspension

**Q. Apparel**

**1. Failure to Adhere to Required Apparel Procedure**

Typical Minimum Penalty: \$500 Fine

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

**2. Use of Unauthorized Apparel**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

**R. Health and Safety**

**1. General Health and Safety Misconduct**

Typical Minimum Penalty: \$1,000 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Indefinite Suspension

**S. Non-Compliance**

**1. Failure to Comply with Instructions**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

**2. Refusal to Participate in Media Activities**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Suspension

**Last Updated:** February 2023

**Version:** 1.0

## **T. In-Game Behavior**

### **1. In-Game Misconduct**

Typical Minimum Penalty: \$500 Fine, and/or Suspension

Typical Maximum Penalty: \$1,000 Fine, and/or Indefinite Suspension

## **III. Heightened Conduct Expectations for Partnered Teams**

Due to the elevated stature and reach associated with being partnered with the Program, Partnered Teams owners, staff, affiliates, and rosters are subject to heightened expectations of conduct and behavior. These heightened expectations may include but are not limited to the following:

- Supplemental conduct standards within partnered team agreements;
- A responsibility for Partnered Teams to avoid, actual or perceived, violation of the Official Rules; and,
- The more stringent application of penalties in comparison to similar violations committed by Player(s) from non-partnered teams.