Halo World Championship 2023 – Official Rules

Microsoft's 343 Industries and Esports Engine (the "Administration") will be hosting the Halo World Championship 2023 taking place between October 13th and October 15th, at the Seattle Convention Center in Seattle, Washington (the "Tournament" or "Event"). The Tournament will be governed by the following: (I) these official tournament rules (the "Official Rules"); (ii) the HCS Program Handbook 2023 (the "Handbook"); and (iii) the HCS Code of Conduct 2023 (the "Code of Conduct"); (iii) Microsoft's Services Agreement; and (iv) Microsoft's Privacy Statement. If there is an inconsistency between any of these documents, then these Official Rules shall control. Defined terms in these Official Rules shall have the meanings and definitions ascribed to them in the HCS Program Handbook 2023, unless otherwise noted herein. By participating in the Tournament, each participant agrees to abide by the Handbook, these Official Rules, the decisions of the Administration (which shall be final and binding in all respects) and to be contacted by the Administration or their agents by email, mail and/or telephone regarding the Tournament.

The current versions of Microsoft's Services Agreement and Privacy Statement are available at:

Microsoft Services Agreement: https://www.microsoft.com/en-us/servicesagreement
Microsoft Privacy Statement: https://privacy.microsoft.com/en-us/privacystatement

THE ADMINISTRATION RESERVES THE RIGHT TO CHANGE, UPDATE AND MODIFY THESE OFFICIAL RULES AT ANY TIME, FOR ANY REASON. CHANGES TO THESE OFFICIAL RULES WILL BE PROVIDED TO YOU OR POSTED ON THE EVENT BEFORE THE EVENT IN WHICH THE CHANGED RULES WILL APPLY. RULINGS MAY BE MADE OUTSIDE OF THE SCOPE OF THESE OFFICIAL RULES IN ORDER TO PRESERVE FAIR PLAY AND TOURNAMENT INTEGRITY. PARTICIPATION IN THE TOURNAMENT CONSTITUTES YOUR FULL AND UNCONDITIONAL AGREEMENT TO THE HANDBOOK, CODE OF CONDUCT, THE ADMINISTRATION'S TERMS OF SERVICE, THE ADMINISTRATION'S PRIVACY POLICY, THESE OFFICIAL RULES, AND THE ADMINISTRATION'S DECISIONS, WHICH ARE FINAL AND BINDING IN ALL MATTERS AND IN ALL RESPECTS. THE ADMINISTRATION SHALL DECIDE ANY MATTERS NOT HEREIN EXPRESSLY PROVIDED FOR AND SUCH DECISIONS SHALL BE FINAL AND BINDING ON PARTICIPANTS. WINNING A PRIZE IS CONTINGENT UPON FULFILLING ALL THE REQUIREMENTS SET FORTH IN THE HANDBOOK AND THESE OFFICIAL RULES.

1. Eligibility

1.1. Eligibility for the Tournament is as set forth in the Handbook.

1.2. Key terms from the Handbook used in these Official Rules that will retain the definitions prescribed to them in Section II of the Handbook include but are not limited to Participant, Player, Coach, Team, Game, and Match.

1.3. Participants must adhere to all health and safety instructions throughout the duration of the Tournament.

2. Registration Information

2.1. The Tournament begins on October 13th, at approximately 12:00 PM PT. The tournament will take place at the Seattle Convention Center, 705 Pike Street, Seattle, WA 98101, United States. Information about the venue and check-in times will be conveyed to each Player before the start date.

2.2. In order to participate in the Tournament, Players must affirmatively accept the Handbook, these Official Rules, and any other applicable eligibility agreements as prescribed in the Handbook or these Official Rules. Participation in any competitive aspect of the Tournament signifies acceptance of these Official Rules.

2.3. Coaches must register with their team, but Coaches do not pay any entry fees and are not eligible to win any prizes.

2.4. Any Team participating in the Tournament will be required to use the same roster that was used at the HCS Fort Worth Major.

2.5. For Pool Play Teams, Rosters locked after completion of the HCS Fort Worth Major.

2.6. Roster substitutions that occur after the applicable Roster Lock ("Emergency Substitutions") may be granted by

Administration, in their sole discretion.

3. General

3.1. Any violation of the rules set forth in the Handbook, Code of Conduct, or in these Official Rules, including, without limitation, any form of cheating, may result in a forfeit of the Game/Match and/or disqualification from the Tournament.

3.2. Participants must comply with the reasonable requests of Administration staff (the "Referee" or "Tournament Official"). Failure to comply with instructions given by Tournament Officials may result in a forfeit of the Game/Match and/or disqualification from the Tournament.

3.3. The physical competition area designated for an individual Match of tournament play is defined as the competition station (the "Station"). These Stations include (a) the Main Stage (primary broadcast stage for marquee Matches); (b) the Feature Stations (side stations that may be on elevated platforms for marquee Matches); and (c) Bracket Stations (Stations primarily used for Free for All and Side Tournament competition).

3.4. Players/Teams that are disqualified prior to the start of a Game will not be allowed to play in the Game. Players/Teams that are disqualified during a Game must quit out of the Game. Players/Teams that are disqualified from the Tournament won't receive any benefits (Prize, Pro Points, etc.) for their ranking in the Tournament. Such Players/Teams may also be subject to a permanent or temporary ban from future tournament(s).

3.5. All Player and Coach apparel must be approved by the Administration. The Administration reserves the right to require the removal of unapproved apparel as well as the right to disqualify a Player or Team for wearing unapproved apparel.

3.6. A Match's Scheduled Start Time is the official start time for a Match, and will be communicated by Administration through visual displays, audio announcements, and/or directly to players by Tournament Official(s). Scheduled Start Times are subject to change, and Administration's communication of a new Scheduled Start Time will replace any previously communicated Scheduled Start Time(s).

3.7. Teams must have all four (4) Player's present (within the immediate physical proximity of their assigned Station) to start a Game. A Team will forfeit Game 1 if all four Players are not present by five (5) minutes (the "Grace Period") after a Matches scheduled start time. If a Team forfeits Game 1, they will Forfeit the Match if all four players are not present within 15 minutes after the Match's Scheduled Start Time. Teams that played a previous Game(s) in a Match will Forfeit a Game 2, 3, etc. if all four Players are not present by five minutes after the conclusion of the previous Game. If a Match hasn't begun by 15 minutes after the Scheduled Start Time and neither Team has all four Players present, the Match win may be awarded to the higher seeded Team.

3.8. If their Match has not been completed, Players may ask their Referee for permission to leave their Station. Referees may set a time limit by the end of which the Player must return to their Station, or they may deny the Player's request. Teams may forfeit a Game(s) if a Player(s) hasn't returned by the end of their Referee's set time limit. Teams may forfeit a Game(s) if a Player(s) leaves their Station without their Referee's permission or is otherwise unable to play.

3.9. Teams may ask their Tournament Official for an extended break between Matches. The Tournament Official may set a time limit by the end of which the Team must report to their upcoming Match's Station, or they may also deny the Team's request. Teams may forfeit a Game(s) if they haven't reported to their upcoming Match's Station by the end of their Tournament Official's set time limit.

3.10. Coaches may speak with their Players during and between Games. Coaches are permitted inside the competition area during competitive play. Coaches will be permitted to use personally provided earbuds for the use of live communication with their Players via an Administration provided audio solution.

3.11. In order to dispute Game results, Players/Teams must notify their Referee that they would like to protest the Game before a new Game has begun. In order to dispute Match results, Players/Teams must notify their Referee that they would like to protest the Match within five (5) minutes of the completion of the Match. The Administration reserves the right to deny the dispute or otherwise decide in the best interest of the Tournament.

3.12. Teams may request that they be allowed to concede an Administration awarded victory of a Game. Teams may request that their opponent not receive a forfeit penalty, or a penalty associated with receiving a Technical Foul.

3.13. Language used in Team communication will be governed by the Code of Conduct.

3.14. Players/Teams are expected to put forth their best effort in all Games. The Administration reserves the right to forfeit Games/Matches and/or remove Players/Teams from the Tournament should this rule be violated.

3.15. Players and Coaches are expected to treat all members of the Administration with respect. Failure to abide by this stipulation may result in disciplinary action.

4. Equipment

4.1. Players must provide their own input device (controller or keyboard & mouse), USB cable, headset, and earbuds. Players are responsible for ensuring the proper function of this equipment. Games will not be paused or ended in order to resolve an issue with a Player's equipment or any audio malfunction. Players may bring backup equipment to use in the situation where malfunctions may occur.

4.2. Players must use the console, monitor, and network equipment provided by the Administration. The Xbox Series X and/or PC will be used as the official consoles for the Tournament (the "Console"). Players competing on the main stage must use the headset provided by the Administration. If a Player finds that an issue has occurred with any of the Administration provided equipment, they should notify a Tournament Official immediately. If the Tournament Official can confirm that an issue has occurred, they will determine next steps, which may include a Game restart, Game win being awarded to a Team, continuation of play without action, or other action as deemed by the Tournament Official.

4.3. Players are permitted to use either a controller or a keyboard and mouse provided that their chosen input device is compatible with the Console and works natively and seamlessly with the Console without the use of external adapters or power supplies.

4.4. Players choosing to use a mouse & keyboard input device may be subject to additional stipulations should they advance to Pool Play or the Championship Bracket as prescribed in Section XIII of the Handbook.

4.5. If a Game malfunction occurs and the cause can't immediately be identified, a Tournament Official may call for the Game to be ended in order to investigate further.

4.6. All Player equipment is subject to approval. The Administration reserves the right to deny the use of anything suspected of providing an unfair competitive advantage.

4.7. Players may not use an input device with "turbo" or a button macro feature. A turbo feature allows Players to press a button that results in performing a set of actions that would normally require the Player to press the same button multiple times. A button macro feature allows Players to press a button that results in performing a set of actions that would normally require the Player to press multiple buttons.

4.8. Players may not use an input device that has been modified in such a way that it alters their abilities and/or in-Game mechanics in such a way that the modification offers an unfair competitive advantage at the determination of the Administration. Players are permitted to make cosmetic changes to their input device.

4.9. Players may not compete with batteries in their input device. Players must maintain a wired connection with their Console**.**

4.10. Player-provided Headsets must utilize a standard 3.5mm stereo headset jack. Players may not use a wireless headset or a headset that requires an outlet for power.

4.11. Coaches can wear earbuds or a headset to connect to their Team audio on all Stations.

4.12. Players competing on the Main and Feature Stations must wear their earbuds in their ears and the Administration provided headset over their ears for the duration of all Games.

4.13. Teams found to be in violation of any of these equipment rules may be subject to warnings or penalties in accordance with these Official Rules.

5. Gameplay

5.1. Players competing in the Bracket Stations will use an Administration-provided profile for all Matches.

5.2. Players competing on the Main or Feature Stations will use their personal Xbox Live Gamertag.

5.3. For all Main Stage Matches each Player will be assigned a seat by the Administration.

5.4. Players will have five (5) minutes before the start of a Match and one minute in between each Game to adjust personal preferences and game settings, and ensure their headset is functioning properly. Five-minute time limits will begin at the Match's Scheduled Start Time. One-minute time limits will begin at the conclusion of the preceding Game.

5.5. No warm-up or practice Games are permitted once the Match's first Game has begun.

5.6. Players and Coaches may not look at an opposing Player's monitor or projected screen during a Game.

5.7. Players and Coaches may not intentionally manipulate a teammate's input device(s) during a Game. This includes but is not limited to a button, trigger, bumper, D-Pad, joystick, mouse, buttons on a keyboard, etc. Coaches may not touch a teammate's input device during a Game.

5.8. Players may not move their character outside of the normal boundaries of a map. Moving outside of the normal boundaries of a map includes but is not limited to part of the character's body passing through what should be a non-permeable surface or object or moving into any area from which your character registers shots on an opponent who is not able to register shots on your character.

5.9. Violation of rules found in this section may result in Game or Match forfeiture at the discretion of the Administration.

5.10. If a Game/Match is started without the approval of a Tournament Official, it may be restarted from the beginning.

5.11. If a Player, Tournament Official, or game observer fails to load into a Game/Match or loses their connection to the Game during or prior to the start of the Game/Match, the Game/Match may be restarted from the beginning.

5.12. If a Tournament Official or game observer disconnects from a Game after the Game/Match has begun, but all Players remain in the Game, the Game will continue.

5.13. Players are not permitted to voluntarily disconnect from a Game before it has ended without explicit permission from a Tournament Official. Voluntarily disconnecting from a Game without permission may result in penalties, including forfeit of the Game. Players who are involuntarily disconnected from a Game will be allowed to rejoin the Game.

5.14. Players who end a Game without a Tournament Official's permission may forfeit the Game/Match. If a Player disconnects after the Game/Match has begun, ending the Game without a Tournament Official's permission will result in a forfeit of the Game/Match.

6. Spectator Guidelines

6.1. A Spectator is defined as anyone who is not currently competing in a Match. Therefore, Players and Coaches shall be considered Spectators when they are not competing in a Match. The start of a Match is marked by all Players seated at the Station prior to the start of the first Game and the end of a Match is marked by a Team winning a sufficient number of Games to be determined as the winner.

6.2. Spectators may not stand within two feet of a seated Player.

6.3. Spectators may not taunt, "trash talk", or disparage Teams that are competing in a Match.

6.4. Spectators may not touch a Player.

6.5. Spectators may not interfere with a Referee's ability to preside over a Match.

6.6. Spectators may not touch or get on a Main Stage, Feature Station, or inside the ropes of a Station in the open bracket.

6.7. Spectators may not attempt to coach or directly communicate with a Player/Team.

6.8. Spectators must heed all warnings and follow all instructions given by Administration staff.

6.9. Spectators may be made to move, made to leave an area, or removed from the venue, at any time, for any

reason.

7. Main Competition Tournament Overview

7.1. The Main Competition is defined as the aggregate of the following phases of the Tournament which consists of the Open Bracket, Pool Play, and the Championship Bracket.

7.2. Pool Play

7.2.1. Format

7.2.1.1. Pool Play will have four (4) Pools of four (4) Teams.

7.2.1.2. All Matches will be Best of 5.

7.2.1.3. Teams will play one Match against each of the other Teams in their Pool.

7.2.1.4. Teams finishing their Pool in 1st & 2nd will be placed in the Championship Winners Bracket Round 1.

7.2.1.5. Teams finishing their Pool in 3rd place will be placed in Championship Losers Bracket Round 1.

7.2.1.6. Teams finishing their Pool in 4th place will be eliminated from the Tournament.

7.2.2. Seeding

7.2.2.1. Pools will consist of:
Eight (8) Teams qualified via top placement in the HCS Fort Worth Major 2023 ("Fort Worth").
Four (4) North American Teams that participated in Fort Worth qualified via aggregate HCS points after the completion of Fort Worth.
Two (2) Europeans Teams that participated in Fort Worth qualified via aggregate HCS points after the completion of Fort Worth.
The one (1) Mexican Team that won the HaloWC MX Regional Qualifier at Fort Worth.
The one (1) Australia & New Zealand Team that won the HaloWC ANZ Regional Qualifier at Fort Worth.

7.2.2.2. The #1 Team qualified via placement at Fort Worth will be placed in Pool A.
The #2 Team qualified via placement at Fort Worth will be placed in Pool B.
The #3 Team qualified via placement at Fort Worth will be placed in Pool C.
The #4 Team qualified via placement at Fort Worth will be placed in Pool D.

7.2.2.3. The #5 Team qualified via placement at Fort Worth, with ties in placement being broken by highest aggregate HCS Points will be placed in Pool D.
The #6 Team qualified via placement at Fort Worth, with ties in placement being broken by highest aggregate HCS Points will be placed in Pool C.

7.2.2.4. Ties in placement for Teams that share different Regions will be broken via highest aggregate HCS Points earned at Global events.

7.2.2.5. The #7 Team qualified via placement at Fort Worth, with ties in placement being broken by highest aggregate HCS Points will be placed in Pool B.
The #8 Team qualified via placement at Fort Worth, with ties in placement being broken by highest aggregate HCS Points will be placed in Pool A.

7.2.2.6. The #1 - #4 North American Teams qualified via highest aggregate HCS Points amongst North American rosters that participated at Fort Worth will be placed one in each of the available Pools. The Team with the highest aggregate HCS Point total will be placed in Pool A, the Team with the second highest aggregate HCS Point total will be placed in Pool B, the Team with the third highest aggregate HCS Point total will be placed in Pool C, and the Team with the lowest aggregate HCS Point total will be placed in Pool D.

7.2.2.7. The #1 and #2 European Teams qualified via highest aggregate HCS Points amongst European rosters that participated at Fort Worth will be placed into Pool D. The Team with the highest aggregate HCS Point total will be placed in Pool D, and the lower aggregate HCS Point total Team will be placed in Pool

C.

7.2.2.8. The one (1) Mexican team that won the HaloWC MX Regional qualifier played at Fort Worth will be placed in Pool B.

7.2.2.9. The one (1) Australia / New Zealand team that won the HaloWC ANZ Regional qualifier played at Fort Worth will be placed in Pool A.

7.2.2.10. Pool Play Seeds will be determined after Teams have already been assigned to a Pool.

7.2.2.11. A Pool Play Team's Seed is used to govern Side Choices during Tournament Matches.

7.2.3. Ranking & Tiebreakers

7.2.3.1. Pool Play Ranking (1st - 4th) will be determined using each Team's record of Matches won and lost ("Match Record").

7.2.3.2. If two or more Teams have the same Match Record (Tied Teams), Ranking will be determined by Head-to-Head Match Winning Percentage (Pool Play Matches Won vs. Tied Teams / Pool Play Matches Played vs. Tied Teams)

7.2.3.3. If two or more Teams have the same Head-to-Head Match Winning Percentage, Ranking will be determined by Head-to-Head Game Winning Percentage (Pool Play Games Won vs. Tied Teams / Pool Play Games Played vs. Tied Teams).

7.2.3.4. If two or more Teams have the same Head-to-Head Game Winning Percentage, Ranking will be determined by Overall Game Winning Percentage (Pool Play Games Won / Pool Play Games Played).

7.2.3.5. The higher number will win all the aforementioned tiebreakers.

7.2.3.6. If the aforementioned Tiebreakers can't break a tie between 1st or 2nd place, the tie will be broken by Pool Play Seed with the higher seed winning the Tiebreaker. The highest seed is 1.

7.2.3.7. If the aforementioned Tiebreakers can't break a tie between 2nd and 3rd, or 3rd and 4th place, the tied Teams will be scheduled to play a Best of 1 Game Round Robin tiebreaker. The Tiebreaker Game Mode will be Team Slayer. Map will be chosen at random and side choice will be given to the higher seed. After each Team has played all other tied Teams on the Tiebreaker Map, their records of Games Won and Games Lost will be used to break the tie. If there is still a tie that can't be broken by the aforementioned tiebreakers, an additional Best of 1 Game Round Robin Tiebreaker(s) will be played until the tie can be broken.

7.2.3.8. If there is a tie involving more than two Teams and a Tiebreaker resolves the tie for a Team(s), but leaves at least two Teams tied, the tie(s) that remains will be broken by starting over with the Head-to-Head Match Winning Percentage Tiebreaker.

7.2.4. Replacement Teams

7.2.4.1. If a Pool Play Team chooses not to participate in the Tournament and notifies the Administration prior to the start of the Tournament, the Administration reserves the right to replace the Team with a Team of the Administration's choice.

7.2.4.2. If a Pool Play Team chooses not to participate in the Tournament and notifies the Administration after the start of the Tournament, a replacement Team may not be selected to take their place.

7.2.4.3. If a replacement Team is needed for Pool Play and all Pools have been set, the Replacement Team will be given the #16 Seed and will be assigned to the same Pool as the Team they have replaced. As a result, other Pool Play Teams may see their Seed change. However, all other Pool Play Teams will keep their Pool assignment.

7.3. Championship Bracket

7.3.1. Format

7.3.1.1. Championship Bracket will be Double Elimination style.

7.3.1.2. All Matches will be Best of 5 with the exception of both Matches (if applicable) in the Grand Finals which will be Best of 7.

7.3.1.3. The 1st and 2nd placed Teams in each Pool will be placed in the Championship Winner's Bracket Round 1.

7.3.1.4. The 3rd placed Team in each Pool will be placed in the Championship Loser's Bracket Round 1.

7.3.1.5. The 4th placed Team in each Pool will be eliminated from the Tournament.

7.3.1.6. After Losing a Match in the Championship Winners Bracket, Teams will enter the Championship Losers Bracket. A Match loss in the Championship Losers Bracket will result in elimination from the Tournament.

7.3.1.7. When one Team remains in both the Championship Winners Bracket and the Championship Losers Bracket those Teams will compete against each other in the Grand Final.

7.3.1.8. The Grand Final will begin with an initial Match. If the Winners Bracket Team wins the initial Match, they will win the Tournament.

7.3.1.9. If the Elimination Bracket Team wins the initial Match of the Grand Final, a second Match must be played. The winner of the second Match will win the Tournament.

7.3.2. Seeding

7.3.2.1. Pool Play Teams will keep their Pool Play Seed in the Championship Bracket, including both matches (if applicable) of the Grand Finals.

8. HaloWC 2023 $25K FFA presented by The Marines – Tournament Overview

8.1. Format

8.1.1. HaloWC 2023 $25K FFA presented by The Marines (the "HaloWC FFA") consists of two competitive phases; the HaloWC Open Bracket Free for All ("Open FFA") and the sixteen player HaloWC Free for All finals bracket (the "FFA Championship").

8.1.2. Open FFA

8.1.2.1. The Open FFA is the open-entry, free-entry phase of the HaloWC FFA that is capped at a total of two-hundred-and-fifty-six (256) players.

8.1.2.2. All heats in the Open FFA will be best of one (1).

8.1.2.3. Aquarius is the only Map

8.1.2.4. Players will be seeded using HCS FFA Points

8.1.2.5. A single "heat" or Game lobby consists of eight (8) players. Some heats at the beginning of the tournament may have less than eight players. The goal of the Administration is to get Players to eight players as soon as possible.

8.1.2.6. FFA Format will follow a traditional FFA Heat system in which the Top four players from each Match will advance to the following round.

8.1.2.7. The top eight (8) Players from the Open FFA will advance to the FFA Championship.

8.1.3. FFA Championship

8.1.3.1. The FFA Championship is the sixteen-player invite only championship phase of the HaloWC FFA featuring the top sixteen FFA players in the world.

8.1.3.2. The Participants in the FFA Championship consist of:

8.1.3.2.1. The six (6) top placing Players from the FFA Tournament at HCS Major Fort Worth 2023.

8.1.3.2.2. Two (2) Players registered for the Open FFA at the Halo World Championship with the highest aggregate FFA Points. For the avoidance of doubt, these players will be selected prior to the start of the

Open FFA.

8.1.3.2.3. The eight (8) top placing Players from the Open FFA at the Halo World Championship.

8.1.3.3. The sixteen Players will be seeded into two (2) heats of eight players each (the "FFA Semi Finals"), snake seeded into each heat according to the following methods.

8.1.3.3.1. The six (6) Players that qualified via placement at Fort Worth will be seeded into Pool A and B. The #1 Fort Worth Players will be placed into Pool A, the #2 Fort Worth Players will be placed into Pool B, the #3 Fort Worth Players will be placed into Pool B, the #4 Fort Worth Players will be placed into Pool A, the #5 Fort Worth Players will be placed into Pool A, and the #6 Fort Worth Players will be placed into Pool B.

8.1.3.3.2. The two (2) Players that qualified via highest aggregate FFA Points registered for the Open FFA will be placed in Pool A and B. The Players with the higher aggregate FFA Points will be placed in Pool B, and the lower will be placed in Pool A.

8.1.3.3.3. The eight (8) Players that qualified via placement in the Open FFA will be placed in Pool A and Pool B in the following order.

The #1 placed player from the Open FFA will be placed in Pool A.

The #2 placed player from the Open FFA will be placed in Pool B.

The #3 placed player from the Open FFA will be placed in Pool B.

The #4 placed player from the Open FFA will be placed in Pool A.

The #5 placed player from the Open FFA will be placed in Pool A.

The #6 placed player from the Open FFA will be placed in Pool B.

The #7 placed player from the Open FFA will be placed in Pool B.

The #8 placed player from the Open FFA will be placed in Pool A.

8.1.3.4. The top four (4) Players from each heat of the FFA Semi Finals will advance to the final heat of eight players (the "FFA Grand Finals"). The winner of the FFA Grand Finals will win the competition.

8.2. Scoring Criteria

8.2.1. At the end of each Match, The Players placement will be determined by the number of points scored (Points scored = number of kills – number of suicides).

8.2.2. If there is a tie in points scored, the following waterfall will be used to break ties:

8.2.3. Number of Deaths (lowest to highest)

8.2.4. Total Damage Dealt (highest to lowest)

8.2.5. Number of Assists (highest to lowest)

8.2.6. Damage Taken (lowest to highest)

In the event none of the above criteria is able to break a tie, Administration reserves the right to select a new criterion, or randomly break the tie.

9. Side Tournament Overview

9.1. Format9.2

9.1.1. Halo 3 2v2

9.1.1.1. This competition will be conducted on the Master Chief Collection - Halo 3

9.1.1.2. This competition will be conducted in a "walk-up and play" fashion. A maximum of sixteen (16) Teams will be filled on a first come first serve basis and at the discretion of the Administration. All Matches will be best of three, with the Finals being best of five.

9.1.1.3. The Administration will only admit Teams (i.e. two Players queueing together). The Administration cannot assist in locating potential teammates.

9.1.1.4. Game one host will be determined by coinflip. The Administration will select a representative from one Team to select the first coin side choice. The winner of the coinflip will have host for Game 1. Each subsequent Game loser will choose between having host or not.

9.1.1.5. Specific maps played within each Match are determined by the Administration.

The winning Team of the competition will be awarded a prize based on the distribution listed in Section 9.2.

9.1.2. Halo 5 2v2

9.1.2.1. This competition will be conducted on Halo 5: Guardians.

9.1.2.2. This competition will be conducted in a "walk-up and play" fashion. A maximum of fourty-eight (48) Teams will be filled on a first come first serve basis and at the discretion of the Administration.

9.1.2.3. All Matches will be best of three, with the finals being best of five.

9.1.2.4. The Administration will only admit Teams (i.e. two Players queueing together). The Administration will not assist in locating potential teammates.

9.1.2.5. Game one host will be determined by coinflip. The Administration will select a representative from one Team to select the first coin side choice. The winner of the coinflip will have host for Game 1. Each subsequent Game loser will choose between having host or not.

9.1.2.6. Specific maps played within each Match are determined by the Administration.

9.1.2.7. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 9.2.

9.1.3. Halo 2 4v4

9.1.3.1. This competition will be conducted on Master Chief Collection – Halo 2 Classic

9.1.3.2. This competition will be conducted in a "walk-up and play" fashion. A maximum of eight (8) Teams will be filled on a first come first serve basis and at the discretion of the Administration.

9.1.3.3. All Matches will be best of three, with the finals being best of five.

9.1.3.4. The Administration will only admit Teams (i.e. four Players queueing together). The Administration will not assist in locating potential teammates.

9.1.3.5. Game one host will be determined by coinflip. The Administration will select a representative from one Team to select the first coin side choice. The winner of the coinflip will have host for Game 1. Each subsequent Game loser will choose between having host or not.

9.1.3.6. Specific maps played within each Match are determined by the Administration.

9.1.3.7. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 9.2.

9.1.4. Halo 3 4v4

9.1.4.1. This competition will be conducted on Master Chief Collection – Halo 3

9.1.4.2. This competition will be conducted in a "walk-up and play" fashion. A maximum of eight (8) Teams will be filled on a first come first serve basis and at the discretion of the Administration.

9.1.4.3. All Matches will be best of three, with the finals being best of five.

9.1.4.4. The Administration will only admit Teams (i.e. four Players queueing together). The Administration will not assist in locating potential teammates.

9.1.4.5. Game one host will be determined by coinflip. The Administration will select a representative from one Team to select the first coin side choice. The winner of the coinflip will have host for Game 1. Each subsequent Game loser will choose between having host or not.

9.1.4.6. Specific maps played within each Match are determined by the Administration.

9.1.4.7. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 9.2.

9.1.5. Halo Infinite 2v2

9.1.5.1. This competition will be conducted on Halo Infinite

9.1.5.2. Pre-registration for this competition will take place on hcs.ee.gg. Players must create an Esports Engine account to be eligible for competition. Registration is considered complete when a Team checks in with their full roster present at the designated check-in area between 10:30 AM PT and 11:30 AM PT on Saturday, October 14th.

9.1.5.3. This competition will allow for up to thirty-two (32) Teams.

9.1.5.4. This competition will be single elimination. Losing a Match will result in elimination from the competition.

9.1.5.5. All Matches will be best of three, with finals being best of five and will played on the Slayer Game mode.

9.1.5.6. Aquarius, Live Fire, Recharge, and Solitude will be the only available maps. Specific maps played within each Match are determined by the Administration.

9.1.5.7. Registered Teams will be randomly seeded for this competition

9.1.5.8. The winning Team will be awarded a prize based on the distribution listed in Section 9.2.

9.1.6. SEN City 2v2 Throwdown

9.1.6.1. This competition will be conducted on Halo Infinite

9.1.6.2. Pre-registration for this competition will take place on https://hcs.ee.gg. Players must create an Esports Engine account to be eligible for competition. Registration is considered complete when a Team checks in with their full roster present at the designated check-in area between 2:00 PM PT and 3:00 PM PT on Friday, October 13th.

9.1.6.3. This competition will allow for up to forty-eight (48) Teams.

9.1.6.4. This competition will be single elimination. Losing a Match will result in elimination from the competition.

9.1.6.5. All Matches will be best of three, with finals being best of five and will played on the Slayer Game mode.

9.1.6.6. Aquarius, Live Fire, Recharge, and Solitude will be the only available maps. Specific maps played within each Match are determined by the Administration.

9.1.6.7. Registered Teams will be randomly seeded for this competition

9.1.6.8. The winning Team will be awarded a prize based on the distribution listed in Section 9.2

9.2. Side Tournament Prizing

9.2.1. Specific prizing breakdowns can be found at aka.ms/SideTourneys

10. Game Settings

10.1. Halo 3 2v2

10.1.1. These Matches will be played on the "Hardcore TS" variant with the following adjustments:

10.1.1.1. Primary Weapon = Battle Rifle

10.1.1.2. Custom Powerup Traits, Duration = 3 Seconds

10.1.1.3. Custom Powerup Traits, Damage Resistance = Invulnerable

10.1.1.4. Custom Powerup Traits, Shield Multiplier = 3X Overshields

10.1.1.5. Custom Powerup Traits, Player Speed = Unchanged

10.1.1.6. Shield Recharge Rate = 90%

10.1.1.7. Damage Modifier = 110%

10.1.1.8. Player Speed = 110%

10.1.1.9. Motion Tracker Mode = Off

10.1.1.10. Suicide Penalty = -1

10.1.1.11. Betrayal Penalty = -1

10.1.1.12. Team Changing = Not Allowed

10.1.2. MODE

10.1.2.1. 2v2 Hardcore TS

10.1.3. GENERAL SETTINGS

10.1.3.1. Number of Rounds: 1

10.1.3.2. Time Limit: 12 Minutes

10.1.3.3. Friendly Fire: Enabled

10.1.3.4. Betrayal Booting: Enabled

10.1.4. WEAPONS AND VEHICLES

10.1.4.1. Weapons on Map: Map Default

10.1.4.2. Grenades on Map: Map Default

10.1.4.3. Vehicle Set: Map Default

10.1.4.4. Indestructible Vehicles: Disabled

10.1.5. SCORING

10.1.5.1. Team Scoring: Sum of Team

10.1.5.2. Kill Points: 1

10.1.5.3. Assist Points: 0

10.1.5.4. Death Points: 0

10.1.5.5. Suicide Points: -1

10.1.5.6. Betrayal Points: -1

10.1.6. TEAMS: Enabled

10.1.7. SCORE TO WIN: 25

10.2. Halo 5 2v2

10.2.1.1. These Matches will be played on the "HCS Slayer" variant with the following adjustment:

10.2.1.1.1. Score Limit: 25

10.2.1.2.

10.3. Halo Infinite 2v2

10.3.1. These Matches will be played on the "Ranked Doubles Slayer" variant with the following adjustment:

10.3.1.1. Score Limit: 25

10.4. SEN City 2v2 Throwdown

10.4.1. These matches will be played on the "Ranked Doubles Slayer" variant, utilizing a Bandit EVO starting weapon.

10.5. Halo 2 4v4

10.5.1. These matches will be played on the following variants:

10.5.1.1. HCS TS - No Sanctuary

10.5.1.2. HCS TS - Sanctuary

10.5.1.3. HCS Team Ball

10.5.1.4. HCS CTF Classic - Sanctuary

10.5.1.5. HCS CTF Classic - No Sanc

10.5.1.6. HCS - Neutral Bomb

10.6. Halo 3 4v4

10.6.1. These matches will be played on the following variants:

10.6.1.1. MLG Guardian 8

10.6.1.2. MLG Heretic 8

10.6.1.3. MLG Narrows 8

10.6.1.4. MLG Pit 8

10.6.1.5. MLG Onslaught 8

10.6.1.6. MLG Amplified 8

10.6.1.7. MLG Construct 8

10.6.1.8. MLG Cstruct TS 8

10.6.1.9. Hardcore TS

10.6.1.10. Hardcore Con TS

10.6.1.11. Hardcore CTF (Heretic/Onslaught)

10.6.1.12. Hardcore CTF (Narrows)

10.6.1.13. Hardcore CTF (The Pit)

10.6.1.14. Hardcore Ball

10.6.1.15. Hardcore King

11. Maps and Modes

11.1.1. Halo 3 2v2

11.1.1.1. A round-based map rotation will be used. The Maps available in this rotation are as follows (*round-by-round schedule of map and Game modes will be provided prior to Tournament start*):

11.1.1.1.1. Slayer on Guardian

11.1.1.1.2. Slayer on Narrows

11.1.1.1.3. Slayer on Pit

11.1.1.1.4. Slayer on Construct

11.1.1.1.5. Slayer on Heretic

11.1.1.1.6. Slayer on Amplified

11.1.2. Halo 5 2v2

11.1.2.1. A round-based map rotation will be used. The Maps available in this rotation are as follows (*round-by-round schedule of map and Game modes will be provided prior to Tournament start*):

11.1.2.1.1. Slayer on Truth

11.1.2.1.2. Slayer on Plaza

11.1.2.1.3. Slayer on Regret

11.1.3. Halo Infinite 2v2

11.1.3.1. A round-based map rotation will be used. The Maps available in this rotation are as follows (*round-by-round schedule of map and Game modes will be provided prior to Tournament start*):

11.1.3.1.1. Slayer on Aquarius

11.1.3.1.2. Slayer on Live Fire

11.1.3.1.3. Slayer on Recharge

11.1.3.1.4. Slayer on Solitude

11.1.4. Halo Infinite 2v2

    11.1.4.1. A round-based map rotation will be used. The Maps available in this rotation are as follows (*round-by-round schedule of map and Game modes will be provided prior to Tournament start*):

        11.1.4.1.1. Slayer on Aquarius

        11.1.4.1.2. Slayer on Live Fire

        11.1.4.1.3. Slayer on Recharge

        11.1.4.1.4. Slayer on Solitude

11.1.5. SEN City 2v2 Throwdown

    11.1.5.1. A round-based map rotation will be used. The Maps available in this rotation are as follows (*round-by-round schedule of map and Game modes will be provided prior to Tournament start*):

        11.1.5.1.1. Slayer on Aquarius

        11.1.5.1.2. Slayer on Live Fire

        11.1.5.1.3. Slayer on Recharge

        11.1.5.1.4. Slayer on Solitude

11.1.6. Halo 2 4v4

    11.1.6.1. A round-based map rotation will be used. The Maps available in this rotation are as follows (*round-by-round schedule of map and Game modes will be provided prior to Tournament start*):

        11.1.6.1.1. Slayer on Midship

        11.1.6.1.2. Slayer on Lockout

        11.1.6.1.3. Slayer on Warlock

        11.1.6.1.4. Slayer on Beaver Creek

        11.1.6.1.5. Slayer on Sanctuary

        11.1.6.1.6. Team Ball on Midship

        11.1.6.1.7. Team Ball on Lockout

        11.1.6.1.8. CTF Classic on Sanctuary

        11.1.6.1.9. CTF Classic on Midship

        11.1.6.1.10. CTF Classic on Warlock

        11.1.6.1.11. Team Bomb on Midship

11.1.7. Halo 3 4v4

    11.1.7.1. A round-based map rotation will be used. The Maps available in this rotation are as follows (*round-by-round schedule of map and Game modes will be provided prior to Tournament start*):

        11.1.7.1.1. Slayer on Heretic

        11.1.7.1.2. Slayer on Narrows

        11.1.7.1.3. Slayer on The Pit

        11.1.7.1.4. Slayer on Amplified

        11.1.7.1.5. Slayer on Construct

        11.1.7.1.6. CTF on Onslaught

        11.1.7.1.7. CTF on The Pit

        11.1.7.1.8. CTF on Narrows

        11.1.7.1.9. King of the Hill on Construct

        11.1.7.1.10. Oddball on Guardian

12. Main Tournament Game Settings

12.1. All Games in the Main Tournament will be played using the in-game "Ranked" settings. These settings are detailed as the Tournament Settings in Section 12 of these Official Rules.

12.2. Main Tournament Maps and Game Mode Combinations (*round-by-round schedule of map and Game modes will be provided prior to Tournament start*)

12.2.1. Slayer on Aquarius

12.2.2. Slayer on Solitude

12.2.3. Slayer on Recharge

12.2.4. Slayer on Streets

12.2.5. Slayer on Live Fire

12.2.6. Strongholds on Live Fire

12.2.7. Strongholds on Recharge

12.2.8. Strongholds on Solitude

12.2.9. Capture the Flag on Aquarius

12.2.10. Capture the Flag on Argyle

12.2.11. Capture the Flag on Empyrean

12.2.12. Oddball on Live Fire

12.2.13. Oddball on Recharge

12.2.14. Oddball on Streets

12.2.15. King of the Hill on Live Fire

12.2.16. King of the Hill on Recharge

12.2.17. King of the Hill on Solitude

12.3. Main Tournament Team Slayer Settings

12.3.1. ROUND

12.3.1.1. SCORE TO WIN: 50

12.3.1.2. TIME LIMIT: 12 min

12.3.1.3. ROUND LIMIT: 1

12.3.1.4. ROUNDS TO WIN: Off

12.3.1.5. ROUNDS TO DRAW: Unlimited

12.3.2. EXTENSIONS

12.3.2.1. SUDDEN DEATH TIME EXTENSION: 10 s

12.3.2.2. OVERTIME TIME EXTENSION: 3 min

12.3.3. SPAWNING

12.3.3.1. RESPAWN DELAY: 8 s

12.3.3.2. RESPAWN LINE-OF-SIGHT CHECK: On

12.3.3.3. SELF-DESTRUCTION RESPAWN PENALTY: None

12.3.3.4. BETRAYAL RESPAWN PENALTY: None

12.3.4. CONTROLS

12.3.4.1. FIXED FOLLOW CAMERA: Off

12.3.4.2. MACHINIMA CONTROLS: Off

12.3.5. SLAYER

    12.3.5.1. POINTS PER SLAY: 1

    12.3.5.2. POINTS PER SELF-DESTRUCTION: -1

    12.3.5.3. POINTS PER BETRAYAL: -1

    12.3.5.4. POINTS PER ASSISTS: 0

    12.3.5.5. POINTS PER DEATH: 0

    12.3.5.6. HEADSHOT BONUS: 0

    12.3.5.7. MELEE BONUS: 0

    12.3.5.8. SPLATTER BONUS: 0

    12.3.5.9. STICKY BONUS: 0

12.4. Main Tournament Oddball Settings

    12.4.1. ROUND

        12.4.1.1. SCORE TO WIN: 100

        12.4.1.2. TIME LIMIT: 5 min

        12.4.1.3. ROUND LIMIT: 3

        12.4.1.4. ROUNDS TO WIN: 2

        12.4.1.5. ROUNDS TO DRAW: Unlimited

    12.4.2. EXTENSIONS

        12.4.2.1. SUDDEN DEATH TIME EXTENSION: 10 s

        12.4.2.2. OVERTIME TIME EXTENSION: 3 min

    12.4.3. SPAWNING

        12.4.3.1. RESPAWN DELAY: 10 s

        12.4.3.2. RESPAWN LINE-OF-SIGHT CHECK: On

        12.4.3.3. SELF-DESTRUCTION RESPAWN PENALTY: None

        12.4.3.4. BETRAYAL RESPAWN PENALTY: None

    12.4.4. CONTROLS

        12.4.4.1. FIXED FOLLOW CAMERA: Off

        12.4.4.2. MACHINIMA CONTROLS: Off

    12.4.5. ODDBALL

        12.4.5.1. POINTS FOR CARRYING: 1

        12.4.5.2. CARRIER POINT FREQUENCY: 1 s

        12.4.5.3. SKULL SPAWN DELAY: 3 s

12.5. Main Tournament Strongholds Settings

    12.5.1. ROUND

        12.5.1.1. SCORE TO WIN: 250

        12.5.1.2. TIME LIMIT: Unlimited

        12.5.1.3. ROUND LIMIT: 1

        12.5.1.4. ROUNDS TO WIN: 1

12.5.1.5. ROUNDS TO DRAW: Unlimited

12.5.2. EXTENSIONS

12.5.2.1. SUDDEN DEATH TIME EXTENSION: 10 s

12.5.2.2. OVERTIME TIME EXTENSION: 3 min

12.5.3. SPAWNING

12.5.3.1. RESPAWN DELAY: 10 s

12.5.3.2. RESPAWN LINE-OF-SIGHT CHECK: On

12.5.3.3. SELF-DESTRUCTION RESPAWN PENALTY: None

12.5.3.4. BETRAYAL RESPAWN PENALTY: None

12.5.4. CONTROLS

12.5.4.1. FIXED FOLLOW CAMERA: Off

12.5.4.2. MACHINIMA CONTROLS: Off

12.6. Main Tournament Capture the Flag Settings

12.6.1. ROUND

12.6.1.1. SCORE TO WIN:

12.6.1.1.1. Aquarius: 5

12.6.1.1.2. Empyrean: 3

12.6.1.1.3. Argyle: 3

12.6.1.2. TIME LIMIT: 12 min

12.6.1.3. ROUND LIMIT: 1

12.6.1.4. ROUNDS TO WIN: Off

12.6.1.5. ROUNDS TO DRAW: Unlimited

12.6.2. EXTENSIONS

12.6.2.1. SUDDEN DEATH TIME EXTENSION: 10 s

12.6.2.2. OVERTIME TIME EXTENSION: 5 min

12.6.3. SPAWNING

12.6.3.1. RESPAWN DELAY: 10 s

12.6.3.2. RESPAWN LINE-OF-SIGHT CHECK: On

12.6.3.3. SELF-DESTRUCTION RESPAWN PENALTY: None

12.6.3.4. BETRAYAL RESPAWN PENALTY: None

12.6.4. CONTROLS

12.6.4.1. FIXED FOLLOW CAMERA: Off

12.6.4.2. MACHINIMA CONTROLS: Off

12.6.5. CAPTURE THE FLAG

12.6.5.1. POINTS PER CAPTURE: 1

12.6.5.2. FLAG AT HOME SCORING: False

12.6.5.3. ACTIVE FLAGS PER TEAM: 1

12.6.5.4. FLAG CARRIER REVEAL: When Spotted

12.6.5.5. FLAG CARRIER SPOTTED DURATION: 3 s

12.6.5.6. FLAG CARRIER SPOTTED ON DAMAGE: On

12.6.5.7. FLAG CARRIER SPOTTED WHILE SPRINTING: Off

12.6.5.8. FLAG RETURN TIME: 1 s

12.6.5.9. INSTANT FLAG RETURN: False

12.6.5.10. FLAG CARRIER SHIELD SCALER: 0%

12.6.5.11. FLAG CARRIER HEALTH SCALER: 10%

12.6.5.12. FLAG CARRIER MOVEMENT SCALER: 100%

12.6.5.13. FLAG CARRIER SPRINTING: On

12.6.5.14. FLAG CARRIER GRAVITY SCALER: 100%

12.7. Main Tournament King of the Hill Settings

12.7.1. ROUND

12.7.1.1. SCORE TO WIN: 4

12.7.1.2. TIME LIMIT: 5 min

12.7.1.3. ROUND LIMIT: 1

12.7.1.4. ROUNDS TO WIN: Off

12.7.1.5. ROUNDS TO DRAW: Unlimited

12.7.2. EXTENSIONS

12.7.2.1. SUDDEN DEATH TIME EXTENSION: 10 s

12.7.2.2. OVERTIME MODE: Off

12.7.2.3. OVERTIME TIME EXTENSION: 3 min

12.7.3. SPAWNING

12.7.3.1. RESPAWN DELAY: 10 s

12.7.3.2. RESPAWN LINE-OF-SIGHT CHECK: On

12.7.3.3. SELF-DESTRUCTION RESPAWN PENALTY: None

12.7.3.4. BETRAYAL RESPAWN PENALTY: None

12.7.4. CONTROLS

12.7.4.1. MACHINIMA CONTROLS: Off

12.7.5. KING OF THE HILL

12.7.5.1. LEGACY SCORING ENABLED: Off

12.7.5.2. SCORE PER INTERVAL: 1

12.7.5.3. SCORE INTERVAL SECONDS: 1

12.7.5.4. HILL TIMER DURATION: 0

12.7.5.5. HEALTH MULTIPLIER: 100%

12.7.5.6. SHIELD MULTIPLIER: 100%

12.7.5.7. SHIELD RECHARGE MULTIPLIER: 100%

12.7.5.8. WEAPON DAMAGE MULTIPLIER: 100%

12.7.5.9. MELEE DAMAGE MULTIPLIER: 100%

12.7.5.10. MOVEMENT SPEED MULTIPLIER: 100%

12.7.5.11. SPRINT SPEED MULTIPLIER: 100%

12.7.5.12. SLIDE SPEED MULTIPLIER: 100%

12.7.5.13. SLIDE DURATION MULTIPLIER: 100%

12.7.5.14. SPRINT ENABLED: On

13. Main Tournament Prizing Information

13.1. Cash Prizes

13.1.1. Please see the Handbook for prize distribution details. Additionally, some prizing information can be found on the event splash page).

13.2. HCS Point Awards (Points below reflect the amount of HCS Points awarded to each player according to their Team's placement)

1st: 50,000

2nd: 30,000

3rd: 22,000

4th: 18,000

5th - 6th: 16,000

7th - 8th: 14,000

9th - 12th: 11,000

13th - 16th: 9,000

14. Common Infractions

14.1. This section describes common infractions that are prohibited during the Tournament. The Administration reserves the right to act on the infractions listed in this section and in these Official Rules as a whole, in addition to the stipulations laid forth in the Handbook and the official Code of Conduct. Participants found to be in violation of these rules, or any rule laid forth in these Official Rules may be subject to penalties as prescribed in section 11 of these Official Rules.

14.2. Participants may not intentionally eject a disc from a console, use an unapproved memory card or USB flash drive, unplug anything from a monitor, console, or audio equipment, or touch power units without a Tournament Official's permission.

14.3. Participants may not move any Administration provided equipment without a Tournament Official's permission.

14.4. Players may not communicate with a Spectator, or a Player other than a teammate or an opponent(s) during Tournament play.

14.5. Participants may not use vulgar language in excess. The Administration reserves the right to determine what is considered excessive vulgar language.

14.6. Coaches may not taunt an opposing Player or Coach. Taunting of an opposing Player or Coach is defined as derogatory language or gestures, aimed at an opponent, which is audible and/or visible to the opponent.

14.7. Participants may not use a Match's designated Station for warm-up games during, or prior to the start of, a Match without a Tournament Official's permission.

14.8. Participants may not stand on chairs, tables, or other Administration provided equipment.

14.9. Participants may not verbally abuse a Tournament Official. Verbal abuse of a Tournament Official includes, but is not limited to, the use of vulgar language directed at a Tournament Official, the use of insulting words or gestures directed at a Tournament Official, and excessive argument with a Tournament Official that results in a delay of a Match. The Administration reserves the right to determine what is considered excessive vulgar language.

14.10. Participants may not direct vulgar language towards Player, Coach, or Spectator. The Administration reserves the right to determine what is considered direct vulgar language.

14.11. Participants may not incite Spectators into taunting a Player, Coach, or Spectator.
Participants may not engage in unsportsmanlike physical contact.

14.12. Participants may not throw anything in the direction of an opponent.

14.13. Participants may not throw anything into the audience that could cause injury.

15. Penalties

15.1. The Administration reserves the right to consider or enforce penalties on a case-by-case basis. The Administration will consider the totality of the infraction, including the severity, circumstances, history, consequences/impact, or other relevant factor of the infraction in order to decide or enforce a penalty in the best interest of the integrity of the Tournament.

15.2. The Administration reserves the right to enforce any of the following penalties against Participants found to be in violation of any rules or stipulations set forth in these Official Rules, the Handbook, or the official code of conduct:

15.2.1. Forfeiture of Game

15.2.2. Forfeiture of Match

15.2.3. Removal of Participant from Tournament (Disqualification)

15.2.4. Forfeiture of prizing

15.2.5. Forfeiture of HCS Points

15.2.6. Partial or full removal of HCS Points

15.2.7. Partial or full removal of travel coverage

15.2.8. Enforcement of a fine

15.2.9. A ban from participation in the HCS program

15.2.10. Temporary or permanent suspension from: Xbox Live, Halo Game platforms and services, and/or participation in a HCS, Halo, and/or Microsoft online or live tournament or event

15.2.11. Pursue prosecution with the law or authoritative bodies for any illegal activities.

16. Main Tournament Settings

16.1. SANDBOX

16.1.1. LOADOUT

16.1.1.1. PRIMARY WEAPON: BR75

16.1.1.2. PRIMARY WEAPON AMMO: Default

16.1.1.3. SECONDARY WEAPON: None

16.1.1.4. SECONDARY WEAPON AMMO: Default

16.1.1.5. FRAG GRENADES: 2

16.1.1.6. PLASMA GRENADES: 0

16.1.1.7. DYNAMO GRENADES: 0

16.1.1.8. SPIKE GRENADES: 0

16.1.2. WEAPONS

16.1.2.1. WEAPON RACKS/PLACEMENTS: On

16.1.2.2. POWER WEAPON PADS: On

16.1.2.3. WEAPON PICKUP: On

16.1.2.4. WEAPON DROPPING: On

16.1.2.5. WEAPON DAMAGE RATIO: Default

16.1.2.6. INFINITE AMMO: Off

16.1.2.7. BOTTOMLESS CLIP: Off

16.1.2.8. TACTICAL RELOAD TIME SCALER: Default

16.1.2.9. EMPTY RELOAD TIME SCALER: Default

16.1.3. GRENADES

16.1.3.1. MAX FRAG GRENADES: 0

16.1.3.2. MAX PLASMA GRENADES: 0

16.1.3.3. MAX DYNAMO GRENADES: 0

16.1.3.4. MAX SPIKE GRENADES: 0

16.1.3.5. GRENADE PADS/PLACEMENTS: On

16.1.3.6. GRENADE PICKUP: On

16.1.3.7. GRENADE DAMAGE RATIO: Default

16.1.3.8. GRENADE THROW TIME SCALER: Default

16.1.3.9. GRENADE DETONATION RADIUS SCALE: Default

GRENADE IMPULSE SCALER: Default

16.1.4. MELEE

16.1.4.1. MELEE DAMAGE RATIO: Default

16.1.4.2. MELEE IMPULSE SCALER: Default

16.1.5. EQUIPMENT

16.1.5.1. EQUIPMENT PADS/PLACEMENTS: On

16.1.5.2. POWER EQUIPMENT PADS/PLACEMENTS: On

EQUIPMENT PICKUP: On

16.1.5.3. ACTIVE CAMO INTENSITY SCALER: Off

16.1.5.4. HOLDING OBJECTIVE DISABLES EQUIPMENT: On

16.1.6. VEHICLES

16.1.6.1. VEHICLE PADS/PLACEMENTS: On

16.1.6.2. OPERATE VEHICLE TURRETS: On

16.1.6.3. INDESTRUCTIBLE VEHICLES: Off

16.1.7. CLEANUP

16.1.7.1. WEAPON CLEANUP TIMER: Off

16.1.7.2. VEHICLE CLEANUP TIME: Off

16.2. HUD

16.2.1. SHIELDS & HEALTH

SHIELDS & HEALTH BAR HUD: On

SHIELDS & HEALTH BAR EFFECTS: On

HUD DAMAGE INDICATORS: On

16.2.2. MOTION TRACKER

16.2.2.1. MOTION TRACKER: Off

16.2.2.2. SMART-LINK MOTION TRACKER: Off

16.2.2.3. MOTION TRACKER INNER-RING SCALER: Default

16.2.2.4. MOTION TRACKER DETECT (FAST-MOVEMENT): On

16.2.2.5. MOTION TRACKER DETECT (SPRINT): On

16.2.2.6. MOTION TRACKER DETECT (CLAMBER): On

16.2.2.7. MOTION TRACKER DETECT (SHOOTING): On

16.2.2.8. MOTION TRACKER DETECT (MELEE): Off

16.3. HEALTH & DAMAGE

16.3.1. DAMAGE

16.3.1.1. DAMAGE RESISTANCE RATIO: Default

16.3.1.2. HEADSHOT BONUS DAMAGE PROTECTION: Off

16.3.1.3. DEATHLESS: Off

16.3.2. TEAM

16.3.2.1. TEAM DAMAGE RESISTANCE: On

16.3.2.2. TEAM DAMAGE RESISTANCE RATIO: 100%

16.3.3. SHIELDS

16.3.3.1. MAX SHIELD SCALER: Default

16.3.3.2. SHIELD RECHARGE TIME SCALER: Default

16.3.3.3. SHIELD RECHARGE DELAY SCALER: Default

16.3.3.4. SHIELD VAMPIRISM RATIO: 0%

16.3.4. HEALTH

16.3.4.1. MAX HEALTH SCALER: Default

16.3.4.2. HEALTH RECHARGE TIME SCALER: Default

16.3.4.3. HEALTH RECHARGE DELAY SCALER: Default

16.3.4.4. HEALTH RECHARGE VAMPIRISM RATIO: 0%

16.4. MOVEMENT

16.4.1. BASE MOVEMENT

16.4.1.1. MOVEMENT SPEED SCALER: Default

16.4.1.2. GRAVITY SCALER: Default

16.4.1.3. FORWARD/BACK SPEED SCALER: Default

16.4.1.4. FORWARD/BACK ACCELERATION SCALER: Default

16.4.1.5. STRAFE SPEED SCALER: Default

16.4.1.6. STRAFE ACCELERATION SCALER: Default

16.4.2. SPRINT

16.4.2.1. SPRINTING: On

16.4.2.2. SPRINT SPEED SCALER: Default

16.4.2.3. TIME TO SPRINT SCALER: Default

16.4.2.4. SLIDE SPEED SCALER: Default

16.4.2.5. SLIDE DISTANCE SCALER: Default

16.4.2.6. RELOAD WHILE SPRINTING: Off

16.4.2.7. SPRINT RESETS SHIELD RECHARGE DELAY: On

16.4.2.8. DAMAGE INTERRUPTS SPRINT: On

16.4.3. JUMP

    16.4.3.1. JUMP HEIGHT SCALER: Default

16.4.4. CLAMBER

    16.4.4.1. CLAMBERING: On

    16.4.4.2. CLAMBER SPEED SCALER: Default

16.5. BOTS

  16.5.1. DIFFICULTY

    16.5.1.1. BOT DIFFICULTY: Recruit

  16.5.2. BOT COUNT

    16.5.2.1. BOT COUNT (TEAM 1: EAGLE): 0

    16.5.2.2. BOT COUNT (TEAM 2: COBRA): 0

    16.5.2.3. BOT COUNT (FFA): 0

17. FFA Tournament Settings

17.1. MATCH

  17.1.1. ROUND

    17.1.1.1. SCORE TO WIN: Unlimited (must be changed manually)

    17.1.1.2. TIME LIMIT: 15 min (must be changed manually)

    17.1.1.3. ROUND LIMIT: 1

    17.1.1.4. ROUNDS TO WIN: Off

    17.1.1.5. ROUNDS TO DRAW: Unlimited

  17.1.2. EXTENSIONS

    17.1.2.1. SUDDEN DEATH TIME EXTENSION: 10 s

    17.1.2.2. OVERTIME TIME EXTENSION: 3 min

  17.1.3. SPAWNING

    17.1.3.1. RESPAWN DELAY: 6 s (must be changed manually)

    17.1.3.2. RESPAWN LINE-OF-SIGHT CHECK: On

    17.1.3.3. SELF-DESTRUCTION RESPAWN PENALTY: None

    17.1.3.4. BETRAYAL RESPAWN PENALTY: None

  17.1.4. CONTROLS

    17.1.4.1. FIXED FOLLOW CAMERA: Off

    17.1.4.2. MACHINIMA CONTROLS: Off

17.2. SANDBOX

  17.2.1. LOADOUT

    17.2.1.1. PRIMARY WEAPON: BR75 (must be changed manually)PRIMARY WEAPON AMMO: Default

    17.2.1.2. SECONDARY WEAPON: None (must be changed manually) SECONDARY WEAPON AMMO: Default

    17.2.1.3. FRAG GRENADES: 2

    17.2.1.4. PLASMA GRENADES: 0

17.2.1.5. DYNAMO GRENADES: 0

17.2.1.6. SPIKE GRENADES: 0

17.2.2. WEAPONS

17.2.2.1. WEAPON RACKS/PLACEMENTS: On

17.2.2.2. POWER WEAPON PADS: On

17.2.2.3. WEAPON PICKUP: On

17.2.2.4. WEAPON DROPPING: On

17.2.2.5. WEAPON DAMAGE RATIO: Default

17.2.2.6. INFINITE AMMO: Off

17.2.2.7. BOTTOMLESS CLIP: Off

17.2.2.8. TACTICAL RELOAD TIME SCALER: Default

17.2.2.9. EMPTY RELOAD TIME SCALER: Default

17.2.3. GRENADES

17.2.3.1. MAX FRAG GRENADES: 0

17.2.3.2. MAX PLASMA GRENADES: 0

17.2.3.3. MAX DYNAMO GRENADES: 0

17.2.3.4. MAX SPIKE GRENADES: 0

17.2.3.5. GRENADE PADS/PLACEMENTS: On

17.2.3.6. GRENADE PICKUP: On

17.2.3.7. GRENADE DAMAGE RATIO: Default

17.2.3.8. GRENADE THROW TIME SCALER: Default

17.2.3.9. GRENADE DETONATION RADIUS SCALE: Default

17.2.3.10. GRENADE IMPULSE SCALER: Default

17.2.4. MELEE

17.2.4.1. MELEE DAMAGE RATIO: Default

17.2.4.2. MELEE IMPULSE SCALER: Default

17.2.5. EQUIPMENT

17.2.5.1. EQUIPMENT PADS/PLACEMENTS: On

17.2.5.2. POWER EQUIPMENT PADS/PLACEMENTS: On

17.2.5.3. EQUIPMENT PICKUP: On

17.2.5.4. ACTIVE CAMO INTENSITY SCALER: Off

17.2.5.5. HOLDING OBJECTIVE DISABLES EQUIPMENT: On

17.2.6. VEHICLES

17.2.6.1. VEHICLE PADS/PLACEMENTS: On

17.2.6.2. OPERATE VEHICLE TURRETS: On

17.2.6.3. INDESTRUCTIBLE VEHICLES: Off

17.2.7. CLEANUP

17.2.7.1. WEAPON CLEANUP TIMER: Off

17.2.7.2. VEHICLE CLEANUP TIME: Off

17.3. HUD

  17.3.1. SHIELDS & HEALTH

    SHIELDS & HEALTH BAR HUD: On

    SHIELDS & HEALTH BAR EFFECTS: On

    HUD DAMAGE INDICATORS: On

  17.3.2. MOTION TRACKER

    17.3.2.1. MOTION TRACKER: Off (must be changed manually)

    17.3.2.2. SMART-LINK MOTION TRACKER: Off

    17.3.2.3. MOTION TRACKER INNER-RING SCALER: Default

    17.3.2.4. MOTION TRACKER DETECT (FAST-MOVEMENT): On

    17.3.2.5. MOTION TRACKER DETECT (SPRINT): On

    17.3.2.6. MOTION TRACKER DETECT (CLAMBER): On

    17.3.2.7. MOTION TRACKER DETECT (SHOOTING): On

    17.3.2.8. MOTION TRACKER DETECT (MELEE): Off

17.4. HEALTH & DAMAGE

  17.4.1. DAMAGE

    17.4.1.1. DAMAGE RESISTANCE RATIO: Default

    17.4.1.2. HEADSHOT BONUS DAMAGE PROTECTION: Off DEATHLESS: Off

  17.4.2. TEAM

    17.4.2.1. TEAM DAMAGE RESISTANCE: Off

    17.4.2.2. TEAM DAMAGE RESISTANCE RATIO: 100%

  17.4.3. SHIELDS

    17.4.3.1. MAX SHIELD SCALER: Default

    17.4.3.2. SHIELD RECHARGE TIME SCALER: Default

    17.4.3.3. SHIELD RECHARGE DELAY SCALER: Default

    17.4.3.4. SHIELD VAMPIRISM RATIO: 0%

  17.4.4. HEALTH

    17.4.4.1. MAX HEALTH SCALER: Default

    17.4.4.2. HEALTH RECHARGE TIME SCALER: Default

    17.4.4.3. HEALTH RECHARGE DELAY SCALER: Default

    17.4.4.4. HEALTH RECHARGE VAMPIRISM RATIO: 0%

17.5. MOVEMENT

  17.5.1. BASE MOVEMENT

    17.5.1.1. MOVEMENT SPEED SCALER: Default

    17.5.1.2. GRAVITY SCALER: Default

    17.5.1.3. FORWARD/BACK SPEED SCALER: Default

    17.5.1.4. FORWARD/BACK ACCELERATION SCALER: Default

    17.5.1.5. STRAFE SPEED SCALER: Default

17.5.1.6. STRAFE ACCELERATION SCALER: Default

17.5.2. SPRINT
    17.5.2.1. SPRINTING: On
    17.5.2.2. SPRINT SPEED SCALER: Default
    17.5.2.3. TIME TO SPRINT SCALER: Default
    17.5.2.4. SLIDE SPEED SCALER: Default
    17.5.2.5. SLIDE DISTANCE SCALER: Default
    17.5.2.6. RELOAD WHILE SPRINTING: Off
    17.5.2.7. SPRINT RESETS SHIELD RECHARGE DELAY: On
    17.5.2.8. DAMAGE INTERRUPTS SPRINT: On

17.5.3. JUMP
    17.5.3.1. JUMP HEIGHT SCALER: Default

17.5.4. CLAMBER
    17.5.4.1. CLAMBERING: On
    17.5.4.2. CLAMBER SPEED SCALER: Default

17.6. BOTS
  17.6.1. DIFFICULTY
    17.6.1.1. BOT DIFFICULTY: Recruit

  17.6.2. BOT COUNT
    17.6.2.1. BOT COUNT (TEAM 1: EAGLE): 0
    17.6.2.2. BOT COUNT (TEAM 2: COBRA): 0
    17.6.2.3. BOT COUNT (FFA): 0

17.7. SLAYER
  17.7.1. POINTS PER SLAY: 0
  17.7.2. POINTS PER SELF-DESTRUCTION: -100
  17.7.3. POINTS PER BETRAYAL: -100
  17.7.4. POINTS PER ASSISTS: 0
  17.7.5. POINTS PER DEATH: -100
  17.7.6. HEADSHOT BONUS: 0
  17.7.7. MELEE BONUS: 0
  17.7.8. SPLATTER BONUS: 0
  17.7.9. STICKY BONUS: 0

[SIGNATURE PAGE FOLLOWS]

ACKNOWLEDGMENT

I have read the Handbook and these Official Rules in their entirety and fully understand their respective content. I acknowledge and understand that the Handbook and these Official Rules are an important legal document and by signing this document I am agreeing to and am bound by the rules, terms and conditions set forth in the Handbook and these Official Rules. I have signed it voluntarily, without inducement of any nature and understand it's intended to be enforced to the fullest extent allowed by law. I confirm that I meet the eligibility requirements required by the Handbook and these Official Rules. If I am a Team owner, I am signing the below on behalf of myself, my applicable corporate entity, and my entire Team organization, including all other owners, coaches, staff and other personnel affiliated with my Team, all of whom are bound by the rules, terms and conditions set forth in the Handbook and these Official Rules and I represent that I have provided each with a copy of the Handbook and these Official Rules and that I have the authority to bind each of those individuals or entities and hereby indemnify the Administration to the extent I do not.

Date: _____

Signature of participant: _____

Name of participant (print): _____

Alias (if applicable): _____

Corporate Entity (if applicable): _____

Team Name: _____

Home Address: _____

City/State/Zip Code: _____

Emergency Contact Name/Relationship/Telephone Number:

_____

_____