Halo Championship Series 2024

Official Handbook

Version 2.0

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I. Introduction

This official handbook (the "Handbook", "Rules", or "Official Rules") serves as the primary governing document for all elements of the 2024 Halo Championship Series (the "Program") and applies to all Teams, Players, Coaches, Team Owners, Partnered Teams, or any other affiliates or persons participating in any element of the Program (each a "Participant" and collectively the "Participants").

This Handbook will govern all aspects and competitive elements of the Program as described in this Handbook, including Online Events, LAN Events, Free for All Events, and any other elements of the Program.

A. Applicability

This Handbook is in addition to provisions provided in the 343 Industries ("343i") Terms of Service, privacy policy, and other applicable agreements associated with ownership of a Microsoft account or associated with participation in the Program.

All Participants are required to read, understand, and agree to the Handbook prior to gaining eligibility to participate in the Program.

Should this Handbook conflict with the stipulations laid forth in the Terms of Service, privacy policy, or any other applicable agreements then this Handbook will govern.

B. Changes

The Administration, as defined in Section II. And Section III., may add to, alter, change, or otherwise modify this Handbook, either in portions or in its entirety, at any time and without advance notice to Participants.

II. Terms and Definitions

Administration: Microsoft's 343 Industries ("343i") and all other entities 343i grants administrative powers and responsibilities, including Esports Engine ("EE"), FACEIT, and any other tournament operators or third parties administering competitions in the Program, at the designation and discretion of 343i.

Coach: Any person who has registered for any element of the Program as a Coach. Coaches are non-Player Participants who are permitted to communicate with Players during Matches.

Game: A competition within a Match, usually consisting of a single round of play

Grassroot Event: An Online or LAN tournament or event that has been officially sanctioned and recognized by the Administration

LAN Event: A tournament or event where players are connected via local area network connection within a shared physical space

Match: A series of Games in which Teams compete until a designated majority of Game wins is achieved (e.g., Best of 3, Best of 5)

Online Event: A Tournament or event where players are participating via online connection, playing from their own provided location and equipment

Participant: Any person or entity competing or participating in any element of the overall Program. This may include other defined persons, including but not limited to Players and Coaches

Partnered Team: An entity that has entered into an agreement with 343i to participate as a competitive unit within the Program.

Player: Any person who has registered for any element of the Program for the purpose of competing

Team: An entity that consists of a combination of Players (required) and a Coach (optional) for the purposes of competing in any element of the Program

III.   Roles

A. Administration

The Administration reserves the right to oversee and facilitate all elements of the program, while also being the sole decision-making body behind any changes made to any element of the Program.
As the main governing body of the overall Program, the Administration's responsibilities include, but are not limited to:

- Setting and approving dates and locations for all events and competitive elements
- Deciding the cadence, occurrence, or field of play for all events and competitive elements
- Seeking and approving any and all third-party operators for all elements of the Program
- Having the final authority to grant or deny any Participant eligibility in the Program
- Levying final judgment on the outcome of all match disputes or tournament contentions
- Sole power to levy fines and penalties in accordance with the Handbook and Code of Conduct
- Creating, updating, and maintaining these Official Rules

In addition to the above responsibilities the Administration reserves the right to oversee and maintain any and all decisions regarding the general operation of the Program.

B. Partnered Teams

The role of Partnered Teams is to benefit the overall Program by expanding the reach of all partners and affiliates through cross-promotion and by serving to grow and nurture the competitive ecosystem for all players from newcomers to top competitors.

Partnered Teams will not receive any competitive advantages and will be treated in the same manner as non-partnered Teams with respect to all competitive elements of the Program, including but not limited to being subject to the same rules, paths of progression and/or qualifications, and competitive standards.

IV.   Player Eligibility

The Administration reserves the right of final approval over any persons seeking eligibility in the Program and may grant or deny eligibility at its discretion.

- **Required Accounts**

Participants are required to maintain ownership of the following accounts.

- **Microsoft/ Accounts**

Players must have a Microsoft account linked to an Xbox Live account in good standing. These Rules are in addition to the Microsoft Services Agreement, the Microsoft Privacy Statement, and any other policies or terms applicable to the use of Xbox Live in connection with any portion of the Competition ("Xbox Live Terms"). Players must be able to access and use their personal Xbox Live and Microsoft accounts as they may be asked to use them at certain LAN events.

The current versions of the Xbox Live Terms are at:

• Microsoft Services Agreement: https://www.microsoft.com/en-us/servicesagreement

• Microsoft Privacy Statement: • https://privacy.microsoft.com/en-us/privacystatement

A. Additional Accounts

Participants may be required to own and maintain additional accounts in order to claim HCS points and participate in Online Events and LAN Events, therefore it strongly encouraged that Participants maintain accounts on the following platforms for the purposes of HCS point accruement and participation in LAN events.

1. FACEIT Account

FACEIT accounts can be created at https://www.faceit.com. FACEIT accounts are subject to their respective terms of service and all other applicable agreements.

Participants will be required to own and maintain an FACEIT accounts for eligibility and participation in most Online Events.

2. Esports Engine Account

Esports Engine accounts can be created at https://www.hcs.ee.gg. Esports Engine accounts are subject to their respective terms of service and all other applicable agreements.

Participants will be required to own and maintain an Esports Engine account to claim HCS 4v4 Points; HCS FFA Points; and to attain eligibility to participate in LAN Events.

B. Account Maintenance Requirements

Participation in the program is contingent on ownership and maintenance of accounts with certain native and third-party entities. In addition to ownership, Participants must maintain the following conditions in order to be eligible for competition.

● Be the sole owner and maintain sole access to the required accounts;
● Required accounts must be considered in "good standing" by the Administration and in accordance with all applicable terms and conditions;
● Players are permitted to own only one (1) of each account; and,
● Players are prohibited from trading, sharing, or otherwise transferring ownership or access to any of their personally owned, required accounts.

C. Age

To compete in this Program, Participants must meet minimum age requirements for the event they are participating in. Any prospective Player must have reached the minimum age requirement on or before the first day of the event they are competing in.

The minimum age requirement for Online Events is the Age of Eligibility for the Region the online event is open for.

The minimum age requirement for LAN events is the Age of Eligibility for the Region in which the LAN event is physically located.

The full list of Age of Eligibility delineated by country and region can be found in **Section A** of the Appendix.

Players who are under the age of majority (minors) as defined by the law in their country of residence must have a parent or legal guardian review and consent to these official rules.

D. Region Residency

Regions are defined as a grouping of individual countries in close geographic proximity established by the Administration as a single competitive region in the Program. Participants must maintain residency in an eligible Region to be eligible for participation in the Program.

Participants may also be required to present proof of residency to confirm their eligibility. Failure to provide valid proof of residency may result in ineligibility for an Event or the Program.
A full list of eligible Regions delineated by country can be found in **Section A** of the Appendix.

1. Region Residency Changes

Should a Participant desire to compete from a Region where they do not currently reside, they may petition the Administration by (a) emailing *hcs@ee.gg*; (b) providing their FACEIT, Microsoft, and EE account names; and, (c) providing proof of residency for their new Region. The Administration, at its sole discretion, reserves the right to grant or deny region changes or exceptions for residency restrictions. Should a Participant be granted a region change by the Administration they will be prohibited from seeking another region change for the duration of the split in which the region change occurred.

HCS Points earned in a Region that the Participant no longer has residency for may not be used for seeding or qualification point calculations.

E. Ineligible Players

For purposes herein, "Affiliates" is defined as any person or entity who is associated with the Halo video game franchise or the Administration to provide products or services for the Program.

A person is not eligible to participate in any element of the Program without specific permission from the Administration if they are, or have been within the prior 12 months:

- Employees or immediate family members (spouse, parent, child, sibling, and their respective spouses, regardless of where they reside) of Administration or Affiliates at any point during the Program.

Former employees of 343i, Microsoft, or any vendors that participated in the development of Halo Infinite or the Program are not eligible to participate in the Program if their final employment date was after November 15, 2020.

Requests for exemptions from this rule must be made in advance of competition. Administration, at its sole discretion, reserves the right to grant exemptions for this eligibility criteria.

F. Names

While the Administration both allows and encourages Participants to express their individuality while participating in the Program, certain elements of customization must comply with basic restrictions as outlined in this section due to the possibility of their appearance on public channels including

broadcast.

A Name is any dynamic form of identification that Participants may designate for themselves to be identified during their participation in the Program, including but not limited to team names, player names or aliases, etc.

Participants are prohibited from choosing a Name that could be considered vulgar, discriminatory, denigrating, or otherwise inappropriate. For example, Names may not include:
● Obscene or suggestive language;
● Name of a Corporation, company, sponsor, product, or services;
● 343 Industries, Microsoft, Esports Engine, FACEIT, or any shorthand of the aforementioned; or,
● Halo derivatives that may cause confusion during gameplay.

The Administration reserves the right to deny the use of any Participant submitted Name for use in any element of the Program.

V. Competition Eligibility

A. Team Competitions

Teams are defined as a roster made up of four (4) Players (required) and one (1) Coach (optional) that participate together in team competitions within the Program.

Participants are prohibited from competing on more than one (1) Team within a single competition.

Interregional Teams, defined as Teams with a composition of Players from different Regions, are only permitted under specific stipulations which are outlined in Section X.D.1.

B. Solo Competitions

Solo Competitions require Participants to compete as an individual. Participants are eligible to compete in Solo Competitions without joining or owning a Team.

VI. Sponsorships

A. Prohibited Sponsors

The Administration deems certain sponsors and sponsor categories as non-permissible for Teams participating in the Program A full list of those sponsors and sponsor categories can be located in **Section B** of the Appendix.

VII. 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;

   - 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 IX.H).

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.

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 to 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 or engaging in physical altercations.

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.

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 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 it's 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.

U. Physical Altercations

Participants must refrain from participating in any sort of physical altercation which includes, but is not limited to, pushing, hitting, throwing things or otherwise causing harm to other Participants, Administration or other event attendees. Failure to adhere to this rule may result in ejection from the event and other punitive measures.

I.

VIII. 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 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

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
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: $4,000 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
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

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

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

IX. 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.

X. Competitive Structure

A. LAN Events

LAN Events feature the most prizing, most robust competitive features, and the greatest prestige within the Program. LAN Events may award prizes in the form of money, HCS Point awards, qualification for future events, travel and accommodation coverage, and more.

Event specific rules, including full format details, qualification paths, HCS Point schedules, and registration requirements for each LAN Event will be distributed or made available to Participants prior to the start of each tournament.

1. **Major Events**

Major Events are key peaks of Halo Infinite competition, featuring a large-scale open bracket, a pro-centric pool play phase, a championship bracket, and other various qualifications.

Participants will be eligible to compete in a LAN Major event if they reside in any eligible Region.

2. **Halo World Championship**

The Halo World Championship ("HaloWC") is the apex of the Halo Infinite competitive Program and will serve to crown the world's best Halo Infinite team. The event will feature a group stage and championship bracket.

Prizing: $1,000,000 USD
Dates: October 4th - 6th, 2024

B. Online Events

Participants will only be eligible to compete in Online Events for the Region within which they reside and play from (see **Section IX** for Region compositions). Online Events may award prizes in the form of monetary compensation, HCS Point awards, qualification for future events, travel and accommodation coverage, and more.

Event specific rules, including full format details, qualification paths, HCS Point schedules, and registration requirements for each Online Event will be distributed or made available to Participants prior to the start of each tournament.

1. Open Series

Open Series tournaments form the backbone of regular competitive play and take place throughout the duration of the Program. Open Series tournaments are open entry, seeded by HCS 4v4 Points, and typically feature a single elimination bracket.

2. Online Qualifiers

Online Qualifiers are tournaments that provide a competitor an opportunity to qualify for pool play at a corresponding LAN Event or Online Event. Online Qualifiers are typically open entry tournaments featuring a double elimination bracket.

3. Other Tournaments

Additional Online Events may be added to the Program aside from the competitions listed in the above section. These tournaments may include specific eligibility restrictions and may award HCS Points, prizing, and / or entrance qualification for another Program element.

C. Free for All Events

1. Free for All LAN Tournaments

Free for All LAN Tournaments are recurring competitions taking place at LAN events throughout the Program. FFA Tournaments are an open entry competition that award HCS FFA Points and are played in a traditional FFA heat system.

Event specific rules, including full format details, qualification paths, HCS Point schedules, and registration requirements for each FFA LAN Tournament will be distributed or made available to Participants prior to the start of each tournament.

D. Roster Management

Unless otherwise stipulated within this Handbook or other Event Rules, Teams that earn a qualification position into a future event based on their placement in an individual qualifying event (e.g., Online Qualifier) must maintain at least three (3) of four (4) of the original Players that competed in the qualifying event. Specific rules and exceptions will be included within the specific Event Rules.

Coaches may be subject to relaxed roster stipulations as compared to Players. The Administration reserves the right to investigate and ultimately permit or deny Coach change requests for any competition where Coaches are permitted.

1. Open Bracket Roster Compositions – Interregional Teams

Teams competing in the Open Bracket at any Major Event must adhere to the following stipulations regarding Interregional Teams. For the avoidance of doubt, the established Region of the Coach is not a consideration for Team eligibility. No changes will be made to the Global Point totals of any Player on an Interregional Roster in regard to seeding.

The Region of Precedence is defined as the "majority" Region of an Interregional Team, determined either by numerical majority or the stipulations outlined below. The highest individual Players point totals from the Region of Precedence will be used as the maximum value that the Player(s) from the remaining Region(s) can attain in regard to seeding.

- **All four (4) Players share the same Region**
  - Teams will be seeded using the standard process as outlined in Section XVI.A.1.

- **The Team is composed of three (3) players from one Region, and one (1) from a different Region**
  - The three (3) Players from the same Region will have their points totaled for seeding consideration using the standard process as outlined in Section XVI.A.1
  - The one (1) Player from a different region will have their Regional Points capped to an amount equal to the highest individual point Player from the group of three (3) same region Players

- **The Team is composed of two (2) Players from one Region, and two (2) Players from another Region**
  - The following waterfall will be used to determine the Region of Precedence
    - 1 – North America
    - 2 – Europe
    - 3 – Mexico
    - 4 – Australia/New Zealand
  - The Region shared by the two Players numerically highest (closest to zero) on the above waterfall will be considered the Region of Precedence

  - The two (2) Players from the Region of Precedence will have their points totaled for seeding consideration using the standard process as outlined in Section XVI.A.1

  - The two (2) Players from the remaining Region will have their Regional Points capped to an amount equal to the highest individual point Player from the two Players who share the Region of Precedence

- **All four (4) Players are from a different Region**
  - The North America Region will be considered the Region of Precedence

  - The one (1) Player from the Region of Precedence will have their points totaled for seeding consideration using the standard process as outlined in Section XVI.A.1

  - The three (3) Players from the remaining Regions will have their Regional Points capped to an amount equal to the point total of the Player from the Region of Precedence

E. Roster Lock Periods

Roster Lock is defined as a date range, designated by the Administration, within which Participants may make changes to their roster as it pertains to a correlated Online or Live Event.

Teams participating in key HCS program events will be subject to specific roster submission and roster lock cutoff dates. The Administration may grant roster changes to Teams past the expiration of the roster lock at its sole discretion.

Administration may change Roster Open and Close periods at their discretion, without advance warning. Roster lock periods are follows:

1. HCS Kickoff Major Arlington 2024 hosted by OpTic

<u>Event Dates:</u>
Friday, March 15th - Sunday, March 17th 2024

<u>Roster Lock Period Open:</u>
February 12th, 2024, at 5:00 PM ET

<u>Roster Lock Period Close (pool play and travel coverage Teams):</u>
 February 26th, 2024, 11:59 AM ET

Teams are required to maintain the complete roster used for the HCS Arlington Major Qualifier held on February 24 - 25, 2024.

<u>Roster Lock Period Close for all other Teams:</u>
March 11th, 2024, at 5:00 PM ET

2. HCS London Major hosted by Quadrant

<u>Event Dates:</u>
Friday, May 31st - Sunday, June 2nd, 2024

<u>Roster Lock Period Open:</u>
April 29th, 2024, at 5:00 PM ET

<u>Roster Lock Period Close (pool play and travel coverage Teams):</u>
May 13th, 2024, at 11:59 AM ET

Teams are required to maintain the complete roster used for the HCS London Major Qualifier held on May 11th - 12th, 2024

<u>Roster Lock Period Close for all other Teams:</u>
May 27th, 2024, at 5:00 PM ET

3. HCS Atlanta Major hosted by FaZe

<u>Roster Lock Period Begins:</u>
June 10th, 2024 at 5:00 PM ET

<u>Roster Lock Period Close (pool play and travel coverage Teams):</u>
June 24th, 2024 at 11:59 AM ET

Teams are required to maintain the complete roster used for the HCS Atlanta Major Qualifier held on June 22 -23, 2024

<u>Roster Lock Period Close for all other Teams:</u>
TBD

4. HCS Salt Lake City Major hosted by Spacestation Gaming

<u>Event Dates:</u>
Friday, September 6th - Sunday, September 8th 2024

<u>Roster Lock Period Begins:</u>
August 12th, 2024 at 5:00 PM ET

<u>Roster Lock Period Close (pool play and travel coverage Teams):</u>
August 26th, 2024 at 11:59 AM ET

Teams are required to maintain the complete roster used for the HCS Salt Lake City Major Qualifier held on August 24 - 25, 2024 at 5:00PM ET

<u>Roster Lock Period Close for all other Teams:</u>
September 2nd, 2024, at 5:00 PM ET

F. Grassroot Events

Grassroots Events may award HCS points to Participants or may serve as a qualifier or method of entry to other elements of the Program.

Grassroots Events and Participants are subject to these Official Rules. Additionally, Grassroots events may require participants to follow additional or supplemental rules that have been sanctioned by the Administration. These supplemental rules may include variations on game settings or tournament formats but would not alter the Code of Conduct.

XI. Gameplay Settings

A. 4v4 Settings

Unless otherwise specified in the Handbook, all HCS Games will be played using the in-game "Ranked" settings for all 4v4 game modes.

The full listing of game settings can be found in Section **C** of the Appendix.

B. Maps & Game Modes

The following are the map and game modes for sanctioned 4v4 HCS competition.

Slayer	CTF	King of the Hill	Oddball	Strongholds
Aquarius - Ranked	Aquarius - Ranked	Live Fire - Ranked	Live Fire - Ranked	Live Fire - Ranked
Live Fire - Ranked	Argyle - Ranked	Recharge - Ranked	Recharge - Ranked	Recharge - Ranked
Recharge - Ranked	Empyrean - Ranked	Solitude - Ranked	Streets - Ranked	Interference
Solitude - Ranked	Forbidden - Ranked			
Streets - Ranked				

C. Win Conditions

This section defines the specific parameters and objectives that must be attained in any of the official competition game modes in order to achieve victory for any specific Game Program. For the avoidance of doubt, the final scoreboard for each round will be the primary source of truth for determining which team wins or losses.

1. Team Slayer

To satisfy the Game Win Condition for Team Deathmatch, Teams must:

- Reach fifty (50) points before the enemy Team; or

- Have more points than their opponent at the expiration of the game clock

2. Capture the Flag

To satisfy the Game Win Condition for Capture the Flag, Teams must:

MAPS THAT NEED 5

- Attain five (5) flag captures before the enemy Team scores five (5) flag captures; or,

- Have more flags captured than their opponent at the expiration of the game clock

MAPS THAT NEED 3

- Attain three (3) flag captures before the enemy Team scores three (3) flag captures; or,

- Have more flags captured than their opponent at the expiration of the game clock

1. Strongholds

To satisfy the Game Win Condition for Strongholds, Teams must:

- Reach two hundred (250) points before the enemy Team

2. Oddball

To satisfy the Game Win Condition for Oddball, Teams must:

- Reach 100 points before the enemy Team to win a Round; and,

- Win two Rounds before the enemy Team.

3. King of the Hill

To satisfy the Game Win Condition for King of the Hill, Teams must:

- Reach four (4) points to before the enemy Team to win the Game; or,

- Have more points than their opponent at the expiration of the game clock

D. FFA Settings

The full listing of FFA settings can be found in the Appendix Section IX.D.

XII. Gameplay Rules

The following rules apply to both Online and LAN Events. Additional gameplay rules for LAN Events can be found in **Section II**. Additional gameplay rules for Online Events can be found in **Section II**.

A. Player Expectations for Media and Broadcast Matches

4. Broadcast Matches

Administration reserves the right to broadcast any Match of the HCS including online and offline play. Participants cannot refuse broadcasts authorized by Administration. Administration reserves

the right to reschedule any Match of the HCS to accommodate a specific broadcast time. Participants cannot refuse this reschedule. Refusing to allow Administration to broadcast or reschedule any Match may result in penalties as prescribed in the Code of Conduct.

Administration may require additional, reasonable actions from Participants to help facilitate and execute the broadcast of tournament matches. Participants are expected to cooperate with and comply with Administration. These expectations may include, but are not limited to:

- Being online and ready to play up to 30 minutes before the start of the scheduled Match.

- Inviting spectators/observers or other designated accounts into the game lobby;

- Utilizing an Administration-designated communications server for Team communications or other coordination;

- Participating in post-game interviews;

- Staging and starting matches upon designated instruction or timing as indicated by Administration

- Any other reasonable instructions given by Administration.

Failure to adhere to Administration's instructions or requests may result in penalties as prescribed in the Code of Conduct.

5. Media Appearances

For HCS events, teams will be required to be available for scheduled media content and photoshoots. teams may be required to be in Administration approved uniform. Best efforts will be made to provide media and photoshoot details prior to arrival. Teams may need to be flexible depending on shooting schedules. Teams and Players may not refuse participation and any such behavior or tardiness may result in disciplinary action, including a penalty. Teams will be required to arrive and depart on specified days in order fulfill Media Day requirements. For Match Interviews, each team must nominate at least one Player to be available for interviews before, during, or after any Broadcast Match. Nominated Players may not refuse to conduct an interview.

A. Stoppage of Play

Players are not permitted to cause the premature cessation of gameplay ("Stoppage of Play") without the explicit permission of a Referee or other representatives of the Administration.
Actions that would be considered committing Stoppage of Play include but are not limited to physically leaving the designated play area, manipulation of equipment resulting in the cessation of gameplay, ending the game via the in-game menus, or causing permitted time frames to extend past their designated parameters.

Players who are found to have committed Stoppage of Play may be subject to Game forfeiture or penalties as prescribed in the Code of Conduct.

B. Bugs

1. Major Bugs

A Bug is defined as an unintended occurrence within gameplay. In the event of a Bug the Administration will review the incident and surrounding circumstances, classify the Bug, and determine the appropriate response.

A Major Bug is defined as an unintended occurrence within gameplay that the Administration, at its sole discretion, has deemed to be an insurmountable hindrance to the continuation of gameplay or the integrity of the Match.

The occurrence of a Major Bug, deemed as such by the Administration and in its sole discretion, may result in a Game Restart (as prescribed below) or in the awarding of a Match win to a Team. All Major Bugs are considered on a case-by-case basis and the Administration reserves the right to review the Major Bug's effect on gameplay and to levy an official decision in response to the bugs.

2. Minor Bugs

A Minor Bug is defined as an unintended occurrence within gameplay that the Administration, at its sole discretion, has deemed to be at most an inconvenience to Players and does not pose a hindrance to the continuation of gameplay or the integrity of the Match. For examples of unintended occurrences in gameplay, known exploits and other details, please reference Section H.

The occurrence of a Minor Bug, deemed as such by the Administration and in its sole discretion, would not result in a restart of the Game and any Game in which a Minor Bug has been identified should be played until completion.

C. Ties

1. Slayer

In the event a Slayer game ends in a tie, the game will be replayed in its entirety for one (1) game. If the second game ends in a tie, the game will be replayed with a 25 point limit. The 25 point limit will be used indefinitely if the games continue to end in a tie. The replayed game(s) will utilize the same side selection for both Teams.

2. Capture the Flag

In the event a CTF game ends in a tie, a new game will be played with a sudden death rule, where the first team to capture a flag will be declared the winner. The replayed game(s) will utilize the same side selection for both Teams.

3. Strongholds

In the event a Strongholds game ends in a tie, the game will be replayed in its entirety for one (1) game. If the second game also ends in a tie, the game will be replayed with a 100 point score limit. The 100 point score limit will be used indefinitely if the games continue to end in a tie. The replayed game(s) will utilize the same side selection for both Teams.

4. King of the Hill

1.
In the event a King of the Hill game ends in a tie, the game will be replayed with a 2 point to win limit. The 2 point to win limit will be used indefinitely if the games continue to end in a tie. The replayed game(s) will utilize the same side selection for both Teams.

D. Game Restarts

A Game Restart is defined as the decision by the Administration, at its sole discretion, to begin gameplay from a previous point in the Game. Situations in which the Administration may deem a Game Restart to be appropriate include but are not limited to a critical malfunction of Provided Equipment or the occurrence of a Major Bug.

Games that have been interrupted to a point where the Administration has deemed continuation of gameplay to be untenable or a threat to the integrity of the match will be restarted.

Games in which a restart has been deemed warranted shall resume from a point determined by the Administration in their sole discretion.

1. Slayer

If Administration decides that a restart is warranted for a Slayer game, Administration, in its sole discretion, may (a) restart the game with modified Win Conditions to emulate the game state conditions that were present prior to the event that prompted the restart; or (b) restart the game in its entirety from the beginning. The restarted game will utilize the same side selection for both Teams. During an option a restart, the in-game Mode Editor will be used to match the Kill game state and game clock time remaining prior to the occurrence of game termination. The round start time will be set in accordance with the time remaining on the game clock, rounded up to the nearest minute. Should a Slayer match crash with less than 4 minutes remaining on the clock, the game clock will be set to 4 minutes.

Example (restart option a): Team A is leading 27-22 against Team B with 4 minutes and 28 seconds left and an equipment failure causes Administration to restart the game.

In the remade game

- Team A will start the new game with 27 points
- Team B will start the new game with 22 points
- The round start time will be set to 5 minutes

2. Capture the Flag

If Administration decides that a restart is warranted for a CTF game, Administration, in its sole discretion, may (a) restart the game with modified Win Conditions to emulate the game state conditions that were present prior to the event that prompted the restart; or (b) restart the game in its entirety from the beginning. The restarted game will utilize the same side selection for both Teams. During an option a restart, the in-game Mode Editor will be used to match the Flags Captured game state as well as the game clock time remaining prior to the occurrence of game termination. The round start time will be set in accordance with the time remaining on the game clock, rounded up to the nearest minute. Should a Capture the Flag match crash with less than 4 minutes remaining on the clock, the game clock will be set to 4 minutes.

Example (restart option a): Team A is leading 2-1 against Team B with 5:36 remaining on the game clock and an equipment failure causes Administration to restart the game.

In the remade game:

- Team A will start with 2 flag captures
- Team B will start with 1 flag capture
- The time remaining will be set to 6 minutes

3. Strongholds

If Administration decides that a restart is warranted for a Strongholds game, Administration, in its sole discretion, may (a) restart the game with modified Win Conditions to emulate the game state conditions that were present prior to the event that prompted the restart; or (b) restart the game in

its entirety from the beginning. The restarted game will utilize the same side selection for both Teams. During an option a restart, the in-game Mode Editor will be used to match the round score game state as closely as possible prior to the occurrence of game termination.

The following score checkpoints will be used to determine a round start score remake state for each team based on their respective in game point scores prior to the occurrence of game termination:

1. **10 Points**
2. **20 Points**
3. **30 Points**
4. **40 Points**
5. **50 Points**
6. **60 Points**
7. **70 Points**
8. **75 Points**
9. **80 Points**
10. **90 Points**
11. **100 Points**
12. **120 Points**
13. **150 Points**
14. **180 Points**
15. **200 Points**

The following waterfall process will be used to determine the remake condition:

1. Determine the point differential between the two teams
2. The team with the higher score will have their remake score set to the closest score checkpoint as outlined above (Team A Remake Score)
3. The team with the lower score will have their remake score set based on the following formula:
   a. [Team A Remake Score] - [differential between both team's scores] = Value to Match
4. The Value to Match will then be compared to the score checkpoints above
5. The lower point scoring team's remake score will then be set to the score checkpoint value closest to the Value to Match, rounded down

Example (restart option a): Team A is leading 210-77 against Team B and a player disconnects.

In the remade game:

- Team A's start score in the remade game will be set to 200
- Team B's score will be set to 60

4. Oddball

If Administration decides that a restart is warranted for an Oddball game, Administration, in its sole discretion, may (a) restart the game with modified Win Conditions to emulate the game state conditions that were present prior to the event that prompted the restart; or (b) restart the game in its entirety from the beginning. The restarted game will utilize the same side selection if the event occurred during round one or three and will have Teams change their side selection if the event occurred during round two. During an option a restart, the in-game Mode Editor will be used to match the round score game state, rounds won game state and the game clock time will be set to 5 minutes.

In the event that option a is chosen, the remade Game will include matching win conditions that respects all of:

- The overall round count of the game;

- The points scored during the round in which the game ending event occurred; and,

The following score checkpoints will be used to determine a round start score remake state:

1. **0-9 Points:** Game remake start score will be rounded down to 0
2. **10-19 Points:** Game remake start score will be rounded down to 10
3. **20-29 Points:** Game remake start score will be rounded down to 20
4. **30-39 Points:** Game remake start score will be rounded down to 30
5. **40-49 Points:** Game remake start score will be rounded down to 40
6. **50-59 Points:** Game remake start score will be rounded down to 50
7. **60-69 Points:** Game remake start score will be rounded down to 60
8. **70-74 Points:** Game remake start score will be rounded down to 70
9. **75-79 Points:** Game remake start score will be rounded down to 75
10. **80-89 Points:** Game remake start score will be rounded down to 80
11. **90-99 Points:** Game remake start score will be rounded down to 90

Example (restart option a): Team A is leading by 1-0 rounds and 40-20 points in round two against Team B and a player disconnects with 3 minutes and 15 seconds remaining on the game clock.

In the remade game:

- Team A's rounds won will be set to 1
- Team A's start score will be set to 40
- Team B's rounds won will be set to 0
- Team B's start score will be set to 20
- The round start time will be set to 5 minutes

5. **King of the Hill**

If Administration decides that a restart is warranted for a King of the Hill game, Administration, in its sole discretion, may (a) restart the game with modified Win Conditions to emulate the game state conditions that were present prior to the event that prompted the restart; or (b) restart the game in its entirety from the beginning. The restarted game will utilize the same side selection for both Teams. During an option a restart, the in-game Mode Editor will be used to match the rounds won game state and the game clock time will be set to 5 minutes.

Example (restart option a): Team A is leading 2-1 against Team B and a player disconnects with 2 minutes and 46 seconds remaining on the game clock.

In the remade game:

- Team A's round score will be set to 2
- Team B's round score will be set to 1
- The round start time will be set to 5 minutes

1. **In-Game Disputes**

Should Players have an issue with any aspect of their current Game's execution, be it due to the occurrence of any kind of Bug or a decision made by a Referee or the Administration, Players are

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expected to immediately raise their concerns to a Referee. Players are expected to continue to play their Match unless otherwise instructed by the Referee. The Referee will then evaluate the issue and make a final judgment while communicating next steps.

The final ruling of the Administration is considered binding.

2. Post-Game Disputes

Players are free to express concerns after the conclusion of a Match or Game but should be aware that decisions made by the Administration during the Match or Game are considered binding. It is highly advised that Players raise any and all concerns immediately at the time of occurrence.

Game and Match results will be considered final if there are no outstanding disputes raised within the designated window to dispute the results of a Game (the "Dispute Window"). The Dispute Window closes at: (a) the start of the following Game within a Match; (b) the start of a subsequent tournament Match from any of the Teams within the respective Game or Match; or (c) fifteen (15) minutes after the conclusion of the Match, whichever occurs first.

The final ruling of the Administration is considered binding.

E. Side Selection

The higher seeded team will select either Eagle or Cobra before the start of each Match. This side choice will apply to all Games within the Match series.

XIII. LAN Gameplay Rules

A. Equipment Rules

1. Player Provided Equipment

Players will be required to provide certain pieces of equipment ("Player Provided Equipment", or "PPE") required for participation in the Program. A list of required Player Provided Equipment can be found below.

- Peripheral(s)

  o Controller **or** Keyboard & Mouse

  o Applicable USB cables to connect the preferred peripheral(s) to the console or PC.

- Audio Equipment (Headset, etc.)

Participants are prohibited from using Player Provided Equipment that is modified to, or inherently provides, an unfair competitive advantage of any kind. For example, a peripheral that has the capability to, with the press of a single button, perform a set of actions that would normally require the Player to press multiple buttons (a "macro") or increases the rate at which a button or buttons are pressed (a "turbo" function).

Participants are required to choose to participate using either a mouse and keyboard or controller exclusively for each Match. Players are not permitted to change peripheral type *during* a Match (e.g., controller for movement, mouse for sniping), but may choose to change peripherals *between* Matches should they have submitted the proper information prior to the competition as detailed in **Section II.ii**.

All Player Provided Equipment must work natively and seamlessly with the Administration Provided Equipment. Player Provided Equipment that requires special cabling, adapters, or configurations may not be permitted for use.

(i) Inspection and Approval for PPE

The Administration reserves the right to inspect and ultimately deny or not deny the use of any Player Provided Equipment as defined in the above section. Administration may employ the following methods to ensure the competitive integrity of the competition:

- Requiring competitors to physically submit equipment for screening by the Administration prior to the competition;

- Conduct inspections of peripherals at any time during a Live event;

- Mandating that competitors use only specified peripherals, typically delineated by model number;

- Physically storing and restricting access to PPE between competition days/phases to ensure competitive integrity; and / or,

- Implementing or executing any additional processes or activities as deemed necessary.

The Administration is committed to working with Participants to ensure a fair and reasonable inspection and approval process for PPE. Inspection and approval processes will be thoroughly communicated to affected Participants prior to any competition in the Program where they will be employed.

(ii) PPE Submission – Mouse & Keyboard

For LAN Events, Participants who have qualified for pool play will be required to submit the following information within seventy-two (72) hours of the start of the tournament (typically Friday at noon).

- Peripheral make and model number

    o For both the chosen mouse and keyboard

- Driver needs

Players who fail to submit their required peripheral information may face penalties including being made to compete on Administration owned peripherals. Participants choosing to compete on a controller will not be required to submit information ahead of the competition.

(iii) SSD Policy

For LAN Events, Participants who have qualified for pool play may be provided with a solid-state drive ("SSD") removable information storage device for the purpose of maintaining competitor settings and configurations as Participants travel between stations.

Participants will not be permitted to physically touch or possess their assigned SSD.. Players will be assigned a backup SSD for use during warm-up. Loss of or damage to the assigned SSDs may result in penalties in accordance with the Code of Conduct.

2. Administration Provided Equipment

In order to reasonably facilitate the competition, the Administration will provide certain pieces of necessary equipment. This provided equipment ("Provided Equipment") includes but is not limited to the following;

- Monitors
- Player PC or Xbox Series X console ("Console")
- Host PC
- Desk
- Mixamps/Audio Equipment
- Chair

All Players will be required to use the Provided Equipment and are not permitted to make changes or to swap out the Provided Equipment unless granted explicit permission to do so by the Administration.

Players are not permitted to interact with Provided Equipment outside of actions necessary to facilitate the execution of gameplay. This restriction includes the use or connection of devices/cables for cell phones or storage devices and the connection of any device to the provided audio equipment (playing music, etc.).

Any requests to change or alter the Provided Equipment must be made to the Administration in advance of a Match. The Administration reserves the right to approve or deny any changes or alterations to the Provided Equipment.

B. Game Accounts

1. Open Bracket

Participants competing in the open bracket of any LAN Event are required to use the Administration provided account when warming up, competing, or otherwise using the game stations. Participants are not permitted to delete, modify, or manipulate Administration provided accounts; however, Participants are permitted to customize game features such as in-game armor selections.

2. Non-Open Bracket

Participants competing in advanced stages of a LAN Event (e.g., Pool Play, Championship Brackets, or other Administration designated matches) are required to use their personal account when warming up, competing, or otherwise using the game stations.

C. Equipment Tampering

Players may have access to equipment that is necessary for the efficient execution of competition. As such, in order to stem equipment attrition and uphold competitive integrity, Participants are prohibited from manipulating or altering Provided Equipment or other player's equipment without the explicit permission of the Administration. Equipment tampering may result in penalties associated with the offense as prescribed in the Code of Conduct.

Additional or intensified penalties may be incurred should the Administration find that the equipment tampering was done with the intention of foul play or malice or should the equipment tampering result in the damage or destruction of any Provided Equipment.

D. Referees

A "Referee" is defined as a member of the administration team designated by the Administration to help facilitate the execution of general competition related tasks.

1. **Role of the Referee at LAN Events**

The responsibilities of a Referee include but are not limited to the following:

- Observing Matches to ensure fair play;
- Assisting Players with equipment issues and general queries as required;
- Reporting issues and feedback to the larger Administration team;
- Maintaining an on-stage presence as the first point of escalation for any and all issues or questions during gameplay.
- Managing and facilitating Non-Broadcast Match Procedure; and,
- Managing and facilitating Feature Station Match Procedure

Players and Team staff authorized to be on-site during matches are obligated to comply with any and all instructions given by the Referee. Failure to comply with the reasonable demands of the Referee or Administration may result in penalties as prescribed in the Code of Conduct.

2. **Non-Broadcast Match Procedure**

A Referee may be present for the execution of matches that are not being broadcast. Responsibilities of Referees serving in this capacity includes the following:

- Taking inventory of Teams that are present prior to the designated match start time and that proper penalty procedure is enacted
- Informing players of the map and sides for the match
- Enacting the beginning of the match
- Maintaining a consistent presence and monitoring for foul play or technical issues
- Reporting the final score of the match to be officially recorded

3. **Broadcast Match Procedure**

Referee(s) may be present for the execution of matches taking place in association with a broadcast. Responsibilities of Referees serving in this capacity includes the following:

- Taking inventory of Teams that are present prior to the designated match start time and that proper penalty procedure is enacted
- Informing players of the maps, game types, and sides for the match
- Coordinating with the broadcast team in real-time to ensure tournament time-tables are kept
- Enacting the beginning of the match
- Maintaining a consistent presence and monitoring for foul play or technical issues
- Reporting the final score of the match to be officially recorded

E. Host Selection

All matches at LAN Events will feature a neutral host.

F. Coaches

Each Team competing in an LAN Event will be permitted to utilize a Coach, as defined in Section II, for the duration of their Match.

1. LAN Event Coaching

Coaches are permitted to accompany their Players during LAN Events including being permitted to maintain presence on the main or feature stage before and during official matches.

Coaches will be granted the use of game audio and Player communications during gameplay.

2. Expectations and Conduct

Coaches will be held to the same standards as Players and are subject to the Code of Conduct.

Coaches will be required to adhere to the same uniform policy as their Players. Failure to adhere to this policy may result in the revocation of main stage access during Matches or a penalty or fine in accordance with the Code of Conduct.

3. Prohibited Actions

The role of a Coach is to support their team in preparation and execution throughout the competition. As such the following actions are prohibited:

- Influencing either their own or their opponent's players game controls in any way during a Match

- Taunting or insulting the opposing Team during a Match

- Using permitted devices to gain an unfair competitive advantage.

XIV. Online Gameplay Rules

A. Equipment Rules

Players are expected to provide and maintain any and all equipment required in order to compete in online competitions. This equipment is of the sole responsibility of the Player, and the Administration will not grant special accommodations for delays or issues related to the failure of player provided equipment, including but not limited to the loss or significant disruption of a Players internet connection, the failure of hardware, or the loss or damage of required equipment.

B. Game Accounts

Participants are required to own and use one Microsoft and Xbox Live account consistently and exclusively throughout the duration of the Program.

C. Referees

A "Referee" is defined as a member of the administration team designated by the Administration to help facilitate the execution of general competition related tasks.

1. Role of the Referee at Online Events

The responsibilities of a Referee at an Online Event are to facilitate the execution and completion of the tournament. These responsibilities may include but are not limited to assisting players within game issues or queries, enforcing procedures, and any other tasks needed to execute the tournament.

2. Non-Broadcast Match Procedure

A Referee may be present for the execution of matches that are not being broadcast. Responsibilities of Referees serving in this capacity includes the following:

- Taking inventory of Teams that are present prior to the designated match start time and that proper penalty procedure is enacted
- Informing players of the map and sides for the match
- Enacting the beginning of the match
- Maintaining a consistent presence and monitoring for foul play or technical issues
- Reporting the final score of the match to be officially recorded

3. Broadcast Match Procedure

Referee(s) may be present for the execution of matches taking place in association with a broadcast. Responsibilities of Referees serving in this capacity includes the following:

- Taking inventory of Teams that are present prior to the designated match start time and that proper penalty procedure is enacted
- Informing players of the maps, game types, and sides for the match
- Coordinating with the broadcast team in real-time to ensure tournament time-tables are kept
- Enacting the beginning of the match
- Maintaining a consistent presence and monitoring for foul play or technical issues
- Reporting the final score of the match to be officially recorded

D. Host Selection

Online matches shall take place in official Halo Infinite lobbies, which utilize dedicated servers for all matches. Responsibility for formation of a match lobby will be granted to the higher seeded team.

E. Coaches

Coaches are not permitted to spectate live matches from within the game at any point during online competition. Violation of this rule will be considered cheating and is subject to the Code of Conduct and associated penalties.

F. Spectators

Third party spectators are not permitted inside of Match lobbies without the explicit permission of the Administration. For the avoidance of doubt, the only entities permitted inside Match lobbies consist of:

- The Players on the active Match rosters of both Teams
- Administration designated Referees or admins
- Official broadcast personnel (i.e. observers)
- Any personnel granted explicit permission to be present by the Administration

XV. Travel Coverage

Teams may qualify for travel coverage to HCS events based on Halo Pro Point rankings and roster submission. Travel coverage (travel and accommodations) is included for 4 Players and a coach. Travel Coverage may be provided in the form of either stipends or travel booked by the tournament organizer. Posted rules for each event will determine the specifics, including required arrival and departure days.

XVI. HCS Points

Throughout the course of the Program, Participants will be awarded HCS Points corresponding with their performance in select LAN Events and Online Events. The Program will award HCS 4v4 Points for

performance in 4v4 team events and HCS FFA Points for performance in FFA events. These points may be used for seeding and / or qualification for events throughout the Program

A. Event Seeding

1. Major Events

HCS 4v4 Points will be used to seed Participant's initial seeding placement for Major Events. Seeding at Major Events will be determined by *Global Team Points*, as follows:

Global Team Points = Global Points + Regional Points

Whereas:

Global Points are the total number of HCS 4v4 Points earned from each Team's roster member (as of the roster lock date for that event) at non-region locked events (i.e. Major Events).

Regional Points are the total number of HCS 4v4 Points earned from each Team's roster member (as of the roster lock date for that event) at their region's region locked events.

2. Online Events and Competitions

Global Team Points will be used to seed Participant's initial placement in any officially sanctioned online activity including but not limited to Online Qualifiers and Open Series Tournaments.

Only one (1) Region's HCS 4v4 points can be used for seeding at a time. In the event Administration approves a Player's region change, the Regional Points earned will not be used for seeding in the Player's new region locked events or Major events.

B. HCS Points Decay

Throughout the season, HCS 4v4 and FFA Points will be subject to a "Points Decay", which reduce the value of all HCS points earned by all Players. The Points Decay will occur on the following dates:

- Split 1 Decay: Monday, June 3rd, 2024
  - Points earned through the entirety of Split 1 (Majors 1 and 2) will be subject to a 75% decay

C. Distribution

HCS 4v4 and FFA Point awards for placements will be made available in the specific Event Rules in advance of the competition.

XVII. Prizing

A. Distribution

Players competing in events, competitions, and tournaments referenced in this Handbook may be subject to receiving Prizing based on their participation and performance. These "Prizes" or "Prizing" can include but is not limited to monetary awards, travel and accommodations, physical merchandise, etc.

Prizing for each competition will be evenly distributed amongst all Players on the competition roster for the associated event. For the avoidance of doubt, Coaches are not considered members of the competition roster as it relates to Prize awarding. Individual Players must notify Administration if they wish to transfer their Prize money to an organization or company.

Administration will make reasonable efforts to distribute Prizing to Participants within sixty (60) days after Administration has received all necessary payment information from the Player.

Players are responsible for any and all costs and expenses associated with their Prize that are not specifically set forth herein. National, state and local taxes, including possible VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Player. Players may become ineligible to receive any Prizing not claimed by the Player after ninety (90) days from the completion of the event.

Players will not be allowed to claim cash Prizing or cash-value Prizing if the Player resides in a country currently subject to financial sanctions by the United States of America that prohibit financial transactions or payments to their country of residence.

Full Prizing distribution breakdowns by event is to be found in **Section E** of the Appendix.

Final event specific Prize pools are subject to change and may be increased due to crowdsourcing initiatives or other measures.

XVIII. Reservation of Rights

Administration reserves the right to cancel, suspend and/or modify the Program, or any part of it, if any fraud, technical failures, human error or any other factor impairs the integrity or proper functioning of the Program, as determined by Administration in its sole discretion. If terminated, Administration may, in its sole discretion, determine the winners from among all non-suspect, eligible gameplay up to time of such action.

XIX.   Grant of Rights

Each Participant hereby grants to Administration, and their licensees and assigns, a royalty-free, fully paid-up, perpetual, irrevocable, non-exclusive right and license (with the right to grant sublicenses), throughout the universe to, in any and all manner and media now or hereafter devised: (i) film, photograph and record each Participant's name, nickname, pseudonym, persona, picture, biographical material, voice and/or likeness and to use the same in any manner or media now or hereafter known, in connection with the Program and the Franchise, and the advertising and promotion thereof, including, without limitation, in all forms of television, online, radio and other advertisements, promotions and publicity for Administration, the Program and the Franchise and other audio-visual works (collectively "Materials"); (ii) broadcast, reproduce, distribute and exhibit such photographs, films and/or recordings, the Program and/or the Materials, in any manner whatsoever, by any and all means, media, devices, processes and technology now or hereafter known or devised anywhere in the universe in perpetuity; and (iii) edit, modify, adapt, make derivative works from, copyright and otherwise exploit any of the foregoing. For the avoidance of doubt, the rights granted herein include any and all necessary rights and licenses Administration may need to effectuate the terms of the rights granted. Each Participant acknowledges that their appearance in the Program or any event related thereto shall not constitute a performance and that they shall not be entitled to any compensation for such appearance, nor to any guild or union payments for use or reuse of such appearance.

All entries and materials submitted to Administration, or their respective agents in connection with the Program ("Submissions") along with all copyright, trademark and other proprietary rights associated therewith, are hereby irrevocably and free of charge assigned by Participants to Administration and become the property of Administration upon submission, and Submissions will not be returned to any Participant.

Each Participant agrees that Administration shall own, and shall be the sole owner of, the Materials, the Submissions and all data and statistics relating to a Player's gameplay during the Program and all feeds and data streams of such data and statistics ("Data"). Administration, its respective designees, assignees and licensees shall have the right to edit, exploit, adapt, distribute, post, create derivative works from, and otherwise use the Materials, Submissions or Data, in whole or in part, and in combination with other materials, in any manner now or hereafter devised, for any advertising, promotional, trade, commercial or other purposes in any and all media, now or hereafter devised, throughout the universe in perpetuity, without further payment or consideration, notification or permission. Administration shall not incur any liability whatsoever to the extent Administration chooses to refrain from any exploitation of its rights hereunder. Each Participant will indemnify Administration and Affiliates, and any licensee of Administration against all claims, damages, liabilities, and expenses (including reasonable counsel fees and legal expenses) arising out of any breach of these terms. Each Participant agrees to take, at Administration's expense, any further action (including execution of affidavits and other documents) that Administration reasonably requests to effect, perfect or confirm Administration's rights as set forth in these Rules.

Administration collected certain information necessary to operate the Program at the time that each Participant registered their Esports Engine account and otherwise in connection with the Program, and without limiting Administration's rights under its Privacy Policies, Administration will use such information to contact you for matters and events related to the operation of the Program. Administration will collect, store, and use information collected in connection with the Program and events (including information collected at live events) in accordance with Microsoft's Privacy Policy, available at https://privacy.microsoft.com/en-us/privacystatement. By accepting these Rules, each Participant acknowledges they have read, understood and agree to be bound by the terms of Administration's Privacy Policy.

XX.   Limitations of Liability and Disclaimers

A. Cap on Liability; No Punitive Damages

(a) Participants understand and agree that Administration are not insurers of the Participant's property or personal safety. If a Participant feels the need for insurance, such Participant should obtain it from an insurance company or other third party.

(b) PARTICIPANTS AGREE THAT THE LIABILITY OF ADMINISTRATION AND/OR AFFILIATES TO PARTICIPANTS FOR ALL HARM, DAMAGES, INJURY OR LOSS SHALL BE LIMITED TO PARTICIPANTS' DIRECT DAMAGES NOT TO EXCEED FIVE HUNDRED US DOLLARS (US $500.00), AND THIS SHALL BE PARTICIPANTS' ONLY REMEDY REGARDLESS OF WHAT LEGAL THEORY IS USED TO DETERMINE THAT ADMINISTRATION AND/OR AFFILIATES WAS LIABLE FOR THE HARM, DAMAGES, INJURY OR LOSS. MULTIPLE CLAIMS WILL NOT EXPAND THIS LIMITATION.

(c) PARTICIPANTS FURTHER AGREE THAT THE LIMITATION OF LIABILITY IN THIS SECTION SHALL APPLY EVEN IF IT IS DETERMINED THAT ADMINISTRATION AND/OR AFFILIATES CAUSED THE HARM, DAMAGES, INJURY OR LOSS TO YOU. THE FOREGOING LIMITATIONS APPLY EVEN IF PARTICIPANTS' REMEDIES UNDER THESE RULES FAIL OF THEIR ESSENTIAL PURPOSE.

(d) IN NO EVENT SHALL ADMINISTRATION AND/OR AFFILIATES BE LIABLE TO PARTICIPANTS, OR ANY PERSON OR ENTITY CLAIMING RIGHTS DERIVED FROM PARTICIPANTS, FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, EXEMPLARY, SPECIAL OR PUNITIVE DAMAGES,

INCLUDING ANY DAMAGES FOR LOSS OF DATA, REVENUE, PRIZES OR PROFIT, WHETHER ARISING OUT OF BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, REGARDLESS OF WHETHER SUCH DAMAGES WERE FORESEEABLE AND WHETHER OR NOT ADMINISTRATION AND/OR AFFILIATES WERE ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

B. Disclaimers

(a) Participants agree that Administration and/or Affiliates are not responsible for:

• Any late, lost, misrouted, garbled or distorted, inaccurate, incomplete or damaged transmissions or entries;
• Any Program disruptions, injuries, losses or damages caused by events beyond the control of Administration;
• Any printing or typographical errors or any incorrect or inaccurate information in any materials associated with the Program or Program events;
• Technical failures of any kind, including, but not limited to malfunctions, interruptions, or disconnections in computer communications, phone lines or network hardware or software, malfunctions of player equipment, controllers, in-ear monitors, headsets, or other game-related equipment;
• Unauthorized human intervention in any part of the submission process or the Program;
• Late, lost, undeliverable, damaged or stolen mail;
• Any injury or damage to persons or property which may be caused, directly or indirectly, in whole or in part, from any Participant's participation in the Program or receipt or use or misuse of any prize (including any travel/activity related thereto); or
• Any misdirected or undeliverable submissions or for any unauthorized third-party use of any Submission.

(b) All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED (including any implied warranty of merchantability or fitness for a particular Purpose.

XXI.   Appendix

A. Defined Regions, Countries per Region, and Age of Eligibility per Region

1.   North America (NA)

Age of Eligibility: Thirteen (13) Years of Age

Countries per Region: United States, Canada, and Puerto Rico

2.   Europe and Middle East (EU)

Age of Eligibility: Sixteen (16) Years of Age

Countries per Region: Austria, Belgium, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Israel, Italy, Malta, Montenegro, Netherlands, Norway, Poland, Portugal, Republic of Ireland, Saudi Arabia, Slovakia, Spain, Sweden, Switzerland, Turkey, United Arab Emirates, United Kingdom

3.   **Australia & New Zealand (ANZ)**

Age of Eligibility: Fifteen (15) Years of Age

Countries per Region: Australia, New Zealand

4.   **Mexico (MX)**

Age of Eligibility: Sixteen (16) Years of Age

Countries per Region: Mexico

B. Prohibited Sponsors and Sponsor Categories

The full list of prohibited sponsors and sponsor categories is as follows:

- No alcohol, tobacco or firearms
- No Drug Related Businesses
- No gambling websites that promote free or pay services
- No dating or personals sites
- No adult products or services (Trojan, Viagra, etc.)
- No debt services
- No competitive gaming devices or services (Nintendo, Nintendo DS, PSP, PS3, PS4, etc.) Non-Microsoft gaming consoles/platforms or set-top boxes with streaming TV, video, or gaming services
- No online pharmacies
- No religion or religious content
- No political campaigns from candidates or issues
- No adult content such as: excessive or distasteful language, nudity, overt/excessive sexuality images, or racy creative.
- No violence such as: content that depicts decapitation, excessive blood splatter, killing, gore, cruelty, rape, molestation, child abuse, repeated blows or shots inflicted upon people or creatures, violent blows to the head, guns/weapons pointed at head, guns/weapons pointed toward reader/audience, depictions of fatal injuries, people/creatures on fire, etc.
- No defamatory, libelous, slanderous, or unlawful content
- No hate speech or discrimination
- No profanity
- No illegal activity

C. HCS 4v4 Game Settings Detail

1. **UNIVERSAL (SANDBOX, HUD, HEALTH & DAMAGE, MOVEMENT, and BOTS) SETTINGS**

   (i) **LOADOUT**

   - PRIMARY WEAPON: BANDIT EVO
   - PRIMARY WEAPON AMMO: Default
   - SECONDARY WEAPON: None
   - SECONDARY WEAPON AMMO: Default
   - FRAG GRENADES: 2
   - PLASMA GRENADES: 0
   - DYNAMO GRENADES: 0
   - SPIKE GRENADES: 0

   (ii) **WEAPONS**

   - WEAPON RACKS/PLACEMENTS: On
   - POWER WEAPON PADS: On
   - WEAPON PICKUP: On
   - WEAPON DROPPING: On
   - WEAPON DAMAGE RATIO: Default
   - INFINITE AMMO: Off
   - BOTTOMLESS CLIP: Off
   - TACTICAL RELOAD TIME SCALER: Default
   - EMPTY RELOAD TIME SCALER: Default

   (iii) **GRENADES**

   - MAX FRAG GRENADES: 0
   - MAX PLASMA GRENADES: 0
   - MAX DYNAMO GRENADES: 0
   - MAX SPIKE GRENADES: 0
   - GRENADE PADS/PLACEMENTS: On
   - GRENADE PICKUP: On
   - GRENADE DAMAGE RATIO: Default
   - GRENADE THROW TIME SCALER: Default
   - GRENADE DETONATION RADIUS SCALE: Default
   - GRENADE IMPULSE SCALER: Default

   (iv) **MELEE**

   - MELEE DAMAGE RATIO: Default
   - MELEE IMPULSE SCALER: Default

(v) EQUIPMENT

- EQUIPMENT PADS/PLACEMENTS: On
- POWER EQUIPMENT PADS/PLACEMENTS: On
- EQUIPMENT PICKUP: On
- ACTIVE CAMO INTENSITY SCALER: Off
- HOLDING OBJECTIVE DISABLES EQUIPMENT: On

(vi) CLEANUP

- WEAPON CLEANUP TIMER: Off
- VEHICLE CLEANUP TIME: Off

(vii)HUD

- SHIELDS & HEALTH
- SHIELDS & HEALTH BAR HUD: On
- SHIELDS & HEALTH BAR EFFECTS: On
- HUD DAMAGE INDICATORS: On

(viii) MOTION TRACKER

- MOTION TRACKER: Off
- SMART-LINK MOTION TRACKER: Off
- MOTION TRACKER INNER-RING SCALER: Default
- MOTION TRACKER DETECT (FAST-MOVEMENT): On
- MOTION TRACKER DETECT (SPRINT): On
- MOTION TRACKER DETECT (CLAMBER): On
- MOTION TRACKER DETECT (SHOOTING): On
- MOTION TRACKER DETECT (MELEE): Off

(ix) HEALTH & DAMAGE

- DAMAGE
- DAMAGE RESISTANCE RATIO: Default
- HEADSHOT BONUS DAMAGE PROTECTION: Off
- DEATHLESS: Off

(x) TEAM

- TEAM DAMAGE RESISTANCE: On
- TEAM DAMAGE RESISTANCE RATIO: 100%

(xi) SHIELDS

- MAX SHIELD SCALER: Default

- SHIELD RECHARGE TIME SCALER: Default

- SHIELD RECHARGE DELAY SCALER: Default

- SHIELD VAMPIRISM RATIO: 0%

(xii) HEALTH

- MAX HEALTH SCALER: Default

- HEALTH RECHARGE TIME SCALER: Default

- HEALTH RECHARGE DELAY SCALER: Default

- HEALTH RECHARGE VAMPIRISM RATIO: 0%

(xiii)   MOVEMENT

- BASE MOVEMENT

- MOVEMENT SPEED SCALER: Default

- GRAVITY SCALER: Default

- FORWARD/BACK SPEED SCALER: Default

- FORWARD/BACK ACCELERATION SCALER: Default

- STRAFE SPEED SCALER: Default

- STRAFE ACCELERATION SCALER: Default

(xiv)   SPRINT

- SPRINTING: On

- SPRINT SPEED SCALER: Default

- TIME TO SPRINT SCALER: Default

- SLIDE SPEED SCALER: Default

- SLIDE DISTANCE SCALER: Default

- RELOAD WHILE SPRINTING: Off

- SPRINT RESETS SHIELD RECHARGE DELAY: On

- DAMAGE INTERRUPTS SPRINT: On

(xv) JUMP

- JUMP HEIGHT SCALER: Default

(xvi)   CLAMBER

- CLAMBERING: On

- CLAMBER SPEED SCALER: Default

(xvii)   BOT COUNT

- BOT COUNT (TEAM 1: EAGLE): 0

- BOT COUNT (TEAM 2: COBRA): 0

- BOT COUNT (FFA): 0

2. **Team Slayer Settings**

   (i) ROUND

- SCORE TO WIN: 50
- TIME LIMIT: 12 min
- ROUND LIMIT: 1
- ROUNDS TO WIN: Off
- ROUNDS TO DRAW: Unlimited

   (ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 3 min

   (iii) SPAWNING

- RESPAWN DELAY: 8 s
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

   (iv) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

   (v) SLAYER

- POINTS PER SLAY: 1
- POINTS PER SELF-DESTRUCTION: -1
- POINTS PER BETRAYAL: -1
- POINTS PER ASSISTS: 0
- POINTS PER DEATH: 0
- HEADSHOT BONUS: 0
- MELEE BONUS: 0

- SPLATTER BONUS: 0
- STICKY BONUS: 0

3. **Oddball Settings**

   (i) **ROUND**

   - SCORE TO WIN: 100
   - TIME LIMIT: 5 min
   - ROUND LIMIT: 3
   - ROUNDS TO WIN: 2
   - ROUNDS TO DRAW: Unlimited

   (ii) **EXTENSIONS**

   - SUDDEN DEATH TIME EXTENSION: 10 s
   - OVERTIME TIME EXTENSION: 3 min

   (iii) **SPAWNING**

   - RESPAWN DELAY: 10 s
   - RESPAWN LINE-OF-SIGHT CHECK: On
   - SELF-DESTRUCTION RESPAWN PENALTY: None
   - BETRAYAL RESPAWN PENALTY: None

   (iv) **CONTROLS**

   - FIXED FOLLOW CAMERA: Off
   - MACHINIMA CONTROLS: Off

   (v) **ODDBALL**

   - POINTS FOR CARRYING: 1
   - CARRIER POINT FREQUENCY: 1 s
   - SKULL SPAWN DELAY: 3 s

4. Strongholds Settings

(i) ROUND

- SCORE TO WIN: 250
- TIME LIMIT: Unlimited
- ROUND LIMIT: 1
- ROUNDS TO WIN: 1
- ROUNDS TO DRAW: Unlimited

(ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 3 min

- SPAWNING
- RESPAWN DELAY: 10 s
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

(iii) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

(iv) STRONGHOLDS

- SCORE PER INTERVAL: 1
- SCORING INTERVAL TIME: 1 s
- SCORING MIN CAPTURED THRESHOLD: Default
- ZONE CAPTURE TIME: 7 s
- TEAM CAPTURE INFLUENCE: Decreasing
- INITIAL STRONGHOLDS OWNERSHIP: Near
- CONTESTING PAUSES SCORING: On
- STRONGHOLD ENEMY CONTESTING INFLUENCE: Any Enemy
- PREVENT PLAYER STRONGHOLD SPAWNING: On
- SUDDEN DEATH SCORE THRESHOLD: Unlimited
- SUDDEN DEATH RESPAWN PENALTY TIME: 1 s

5. Capture the Flag Settings

(i) ROUND

Depending on Map, 5 captures to win or 3 captures to win

- SCORE TO WIN: 5 **OR** 3 (depending on map)
- TIME LIMIT: 12 min
- ROUND LIMIT: 1
- ROUNDS TO WIN: Off
- ROUNDS TO DRAW: Unlimited

(ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 5 min

(iii) SPAWNING

- RESPAWN DELAY: 10 s
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

(iv) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

(v) CAPTURE THE FLAG

- POINTS PER CAPTURE: 1
- FLAG AT HOME SCORING: False
- ACTIVE FLAGS PER TEAM: 1
- FLAG CARRIER REVEAL: When Spotted
- FLAG CARRIER SPOTTED DURATION: 3 s
- FLAG CARRIER SPOTTED ON DAMAGE: On
- FLAG CARRIER SPOTTED WHILE SPRINTING: Off
- FLAG RETURN TIME: 1 s
- INSTANT FLAG RETURN: False
- FLAG CARRIER SHIELD SCALER: 0%

- FLAG CARRIER HEALTH SCALER: 10%

- FLAG CARRIER MOVEMENT SCALER: 100%

- FLAG CARRIER SPRINTING: On

- FLAG CARRIER GRAVITY SCALER: 100%

6) **King of the Hill Settings**

- **(i) ROUND**

- SCORE TO WIN: 4

- TIME LIMIT: 5 min

- ROUND LIMIT: 1

- ROUNDS TO WIN: Off

- ROUNDS TO DRAW: Unlimited

- **(ii) EXTENSIONS**

- SUDDEN DEATH TIME EXTENSION: 10 s

- OVERTIME MODE: Time Extension

- OVERTIME TIME EXTENSION: 2 min

- **(iii) SPAWNING**

- RESPAWN DELAY: 10 s

- RESPAWN LINE-OF-SIGHT CHECK: On

- SELF-DESTRUCTION RESPAWN PENALTY: None

- BETRAYAL RESPAWN PENALTY: None

- **(iv) KING OF THE HILL**

- LEGACY SCORING ENABLED: Off

- SCORE PER INTERVAL: 1

- SCORE INTERVAL SECONDS: 1

- HILL TIMER DURATION: 0

- HEALTH MULTIPLIER: 100%

- SHIELD MULTIPLIER: 100%

- WEAPON DAMAGE MULTIPLIER: 100%

- MELEE DAMAGE MULTIPLIER: 100%

- MOVEMENT SPEED MULTIPLIER: 100%

- SPRINT SPEED MULTIPLIER: 100%

- SLIDE SPEED MULTIPLIER: 100%

- SLIDE DURATION MULTIPLIER: 100%

D. Free for All Settings

1. MATCH
(i) ROUND

- SCORE TO WIN: Unlimited
- TIME LIMIT: 15 min
- ROUND LIMIT: 1
- ROUNDS TO WIN: Off
- ROUNDS TO DRAW: Unlimited

(ii) EXTENSIONS

- SUDDEN DEATH TIME EXTENSION: 10 s
- OVERTIME TIME EXTENSION: 3 min

(iii) SPAWNING

- RESPAWN DELAY: 6 s
- RESPAWN LINE-OF-SIGHT CHECK: On
- SELF-DESTRUCTION RESPAWN PENALTY: None
- BETRAYAL RESPAWN PENALTY: None

(iv) CONTROLS

- FIXED FOLLOW CAMERA: Off
- MACHINIMA CONTROLS: Off

2. SANDBOX
(i) LOADOUT

- PRIMARY WEAPON:Bandit Evo
- PRIMARY WEAPON AMMO: Default

- SECONDARY WEAPON: None

- SECONDARY WEAPON AMMO: Default

- FRAG GRENADES: 2

- PLASMA GRENADES: 0

- DYNAMO GRENADES: 0

- SPIKE GRENADES: 0

(ii) WEAPONS

- WEAPON RACKS/PLACEMENTS: On

- POWER WEAPON PADS: On

- WEAPON PICKUP: On

- WEAPON DROPPING: On

- WEAPON DAMAGE RATIO: Default

- INFINITE AMMO: Off

- BOTTOMLESS CLIP: Off

- TACTICAL RELOAD TIME SCALER: Default

- EMPTY RELOAD TIME SCALER: Default

(iii) GRENADES

- MAX FRAG GRENADES: 0

- MAX PLASMA GRENADES: 0

- MAX DYNAMO GRENADES: 0

- MAX SPIKE GRENADES: 0

- GRENADE PADS/PLACEMENTS: On

- GRENADE PICKUP: On

- GRENADE DAMAGE RATIO: Default

- GRENADE THROW TIME SCALER: Default

- GRENADE DETONATION RADIUS SCALE: Default

- GRENADE IMPULSE SCALER: Default

(iv) MELEE

- MELEE DAMAGE RATIO: Default

- MELEE IMPULSE SCALER: Default

(v) EQUIPMENT

- EQUIPMENT PADS/PLACEMENTS: On
- POWER EQUIPMENT PADS/PLACEMENTS: On
- EQUIPMENT PICKUP: On
- ACTIVE CAMO INTENSITY SCALER: Off
- HOLDING OBJECTIVE DISABLES EQUIPMENT: On

(vi) VEHICLES

- VEHICLE PADS/PLACEMENTS: On
- OPERATE VEHICLE TURRETS: On
- INDESTRUCTIBLE VEHICLES: Off

(vii) CLEANUP

- WEAPON CLEANUP TIMER: Off
- VEHICLE CLEANUP TIME: Off

3. HUD

(i) SHIELDS & HEALTH

- SHIELDS & HEALTH
- SHIELDS & HEALTH BAR HUD: On
- SHIELDS & HEALTH BAR EFFECTS: On
- HUD DAMAGE INDICATORS: On

(ii) MOTION TRACKER

- MOTION TRACKER: Off
- SMART-LINK MOTION TRACKER: Off
- MOTION TRACKER INNER-RING SCALER: Default
- MOTION TRACKER DETECT (FAST-MOVEMENT): On
- MOTION TRACKER DETECT (SPRINT): On
- MOTION TRACKER DETECT (CLAMBER): On
- MOTION TRACKER DETECT (SHOOTING): On
- MOTION TRACKER DETECT (MELEE): Off

(iii) HEALTH & DAMAGE

- DAMAGE
- DAMAGE RESISTANCE RATIO: Default
- HEADSHOT BONUS DAMAGE PROTECTION: Off
- DEATHLESS: Off

(iv) TEAM

- TEAM DAMAGE RESISTANCE: Off
- TEAM DAMAGE RESISTANCE RATIO: 100%

(v) SHIELDS

- MAX SHIELD SCALER: Default
- HIELD RECHARGE TIME SCALER: Default
- SHIELD RECHARGE DELAY SCALER: Default
- SHIELD VAMPIRISM RATIO: 0%

(vi) HEALTH

- MAX HEALTH SCALER: Default
- HEALTH RECHARGE TIME SCALER: Default
- HEALTH RECHARGE DELAY SCALER: Default
- HEALTH RECHARGE VAMPIRISM RATIO: 0%

4. MOVEMENT

(i) BASE MOVEMENT

- MOVEMENT SPEED SCALER: Default
- GRAVITY SCALER: Default
- FORWARD/BACK SPEED SCALER: Default
- FORWARD/BACK ACCELERATION SCALER: Default
- STRAFE SPEED SCALER: Default
- STRAFE ACCELERATION SCALER: Default

(ii) SPRINT

- SPRINTING: On
- SPRINT SPEED SCALER: Default

- TIME TO SPRINT SCALER: Default
- SLIDE SPEED SCALER: Default
- SLIDE DISTANCE SCALER: Default
- RELOAD WHILE SPRINTING: Off
- SPRINT RESETS SHIELD RECHARGE DELAY: On
- DAMAGE INTERRUPTS SPRINT: On

(iii) JUMP

- JUMP HEIGHT SCALER: Default

(iv) CLAMBER

- CLAMBERING: On
- CLAMBER SPEED SCALER: Default

5. BOTS

(i) DIFFICULTY

- BOT DIFFICULTY: Recruit

6. BOT COUNT

- BOT COUNT (TEAM 1: EAGLE): 0
- BOT COUNT (TEAM 2: COBRA): 0
- BOT COUNT (FFA): 0

(i) SLAYER

- POINTS PER SLAY: 0
- POINTS PER SELF-DESTRUCTION: -100
- POINTS PER BETRAYAL: -100
- POINTS PER ASSISTS: 0
- POINTS PER DEATH: -100
- HEADSHOT BONUS: 0
- MELEE BONUS: 0
- SPLATTER BONUS: 0
- STICKY BONUS: 0

E. Prize Distributions by Event

In the event the prizing awards are increased for any events, the increase will be allocated to all placements, to the extent possible, so that each team has the same proportion of the prize pool as outlined below.

1. Major Event Prizing

Total Prize Pool per Event: $250,000

Team Placement	Prize Award per Team
1st	$100,000
2nd	$60,000
3rd	$30,000
4th	$17,500
5th – 6th	$8,000
7th – 8th	$5,000
9th – 12th	$2,500
13th – 16th	$1,625

2. Open Series Events

Total Prize Pool per event: $2,000 (NA), $1,500 (EU), and $1,000 (MX & ANZ).

Team Placement	Prize Award per Team			
	NA	EU	MX	ANZ
1st	$1,500	$1,125	$750	$750
2nd	$500	$375	$250	$250

3. FFA LAN Events

Total Prize Pool per Event: $5,000

Placement	Prize Award
1st	$2,000
2nd	$1,200
3rd	$800
4th	$425
5th	$200

6th	$150
7th	$125
8th	$100

4. Halo World Championship

Total Prize Pool per Event: $1,000,000

Team Placement	Prize Award per Team
1st	$400,000
2nd	$220,000
3rd	$110,000
4th	$70,000
5th – 6th	$45,000
7th – 8th	$25,000
9th – 12th	$10,000
13th – 16th	$5,000

5. FFA Halo World Championship

Total Prize Pool per Event: $25,000

Placement	Prize Award
1st	$10,000
2nd	$6,000
3rd	$4,000
4th	$2,125
5th	$1,000
6th	$750
7th	$625
8th	$500

F. HCS 4v4 Point Distributions by Event

1. HCS Major Qualifiers (NA/EU)

Team Placement	Point Award per Player
1	3,000
2	1,800
3	1,320
4	1,080
5 - 6	960
7 - 8	840
9 - 12	660
13 - 16	540
17 - 24	360
25 - 32	240
33 - 48	180
49 - 64	120

2. HCS Open Champs (MX/ANZ)

Team Placement	Point Award per Player
1	3,000
2	1,800
3	1,320
4	1,080
5 - 6	960
7 - 8	840
9 - 12	660
13 - 16	540
17 - 24	360
25 - 32	240
33 - 48	180
49 - 64	120

3. Open Series (All Regions)

Team Placement	Point Award per Player
1	2,000
2	1,200
3	880

4	720
5 - 6	640
7 - 8	560
9 - 12	440
13 - 16	360
17 - 24	240
25 - 32	160
33 - 48	120
49 - 64	80

2.

4. HCS Kickoff Major

Team Placement	Point Award per Player
1	25,000
2	15,000
3	11,000
4	9,000
5 - 6	8,000
7 - 8	7,000
9 - 12	5,500
13 - 16	4,500
17 - 20	3,000
21 - 24	2,750
25 - 28	2,250
29 - 32	1,800
33 - 40	1,600
41 - 48	1,400
49 - 64	1,000

5. HCS Major Events

Team Placement	Point Award per Player
1	25,000
2	15,000
3	11,000
4	9,000
5 - 6	8,000
7 -	7,000
9 - 12	5,500

13 - 16	4,500
17 - 18	3,000
19 - 20	2,500
21 - 24	2,000
25 - 28	1,800
29 - 36	1,750
37 - 44	1,600
45 - 60	1,400
61 - 76	1,000

G. HCS FFA Point Prize Distributions by Event

1. LAN Event Opens (LAN Majors, HaloWC)

Team Placement	Point Award per Player
1	15,000
2	13,500
3	12,750
4	12,000
5	11,250
6	10,500
7	9,750
8	9,000
9 / 10	6,000
11 / 12	5,250
13 / 14	4,500
15 / 16	3,750
17 - 20	2,800
21 - 24	2,450
25 - 28	2,000
29 - 32	1,650
33 - 40	1,300
41 - 48	1,125
49 - 56	950
57 - 64	750
65 - 128	375

H. Known Exploits

The following list includes known exploits that are prohibited for use in all HCS events. This list is provided for informational purposes and is not intended to be a complete and exhaustive inventory of known exploits. Administration reserves the right to add, remove, modify, or supplement this list at any time, without advance warning. Absence of an exploit from this list should not be interpreted as explicit or implicit permission to use said exploit in an HCS competition.

- Intentionally placing a game objective (i.e. the oddball or flag) in locations that are not naturally accessible via standard movement or are otherwise inaccessible by any means (including out of the normal boundaries of the map that does not result in an instant reset). (for an example see fig. 1 – 4)

- Intentionally manipulating the physics of a game objective (i.e. the oddball or flag) resulting in the objective gaining unintended amounts of distance or range than what would typically be expected.
    - This includes, but is not limited to, placing an objective in a location outside the intended boundaries of the objective. (for an example see fig. 14)

- Clipping a game objective (i.e. the oddball or the flag) through terrain or objects that would normally be impermeable.

- Intentionally positioning yourself inside of objects that would normally be impermeable. (for an example see fig. 5)

- Utilizing game content which has been identified to create an unintended game interaction. This interaction may result in a gained advantage or have other unintended consequences. (for an example see fig. 6)
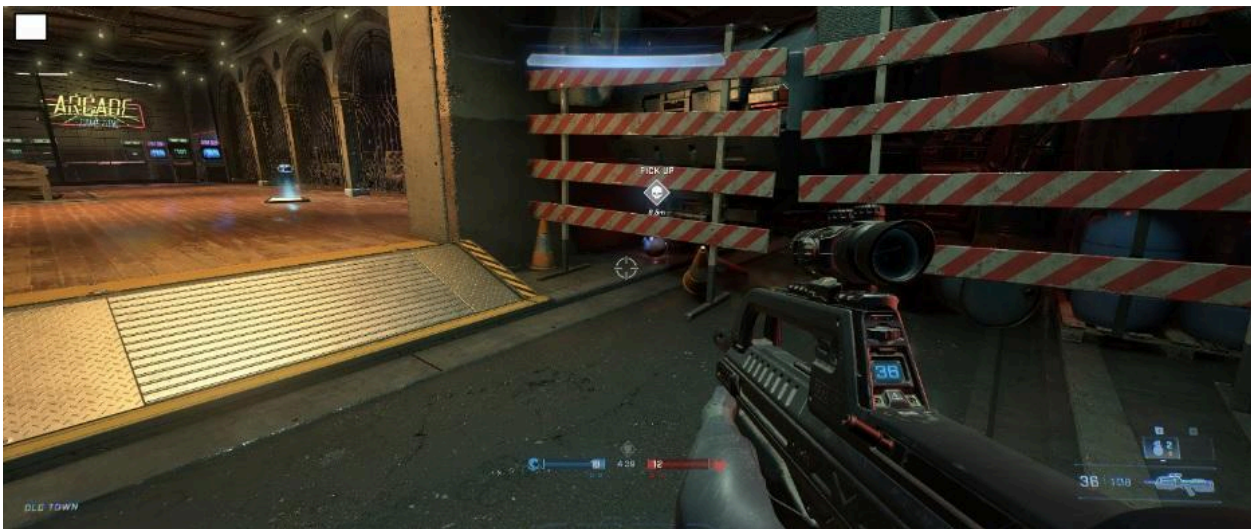
(fig. 1)

(fig. 2)

(fig. 3)

(fig. 4)

(fig. 5)

(fig. 6) - Use of the Ark Reaction Mythic Armor effect

(fig. 7) - Use of the Tormenter helmet