Halo World Championship 2024 – Official Rules

Microsoft's 343 Industries and Esports Engine (the "Administration") will be hosting the Halo World Championship 2024 taking place between October 4th and October 6th at "Seattle Convention Center - 705 Pike St. Seattle, WA 98101, USA (the "Tournament" or "Event"). The Tournament will be governed by the following: (I) these official tournament rules (the "Official Rules"); (ii) the HCS Program Handbook 2024 (the "Handbook"); and (iii) the HCS Code of Conduct 2024 (the "Code of Conduct"); (iii) Microsoft's Services Agreement; and (iv) Microsoft's Privacy Statement. If there is an inconsistency between any of these documents, then these Official Rules shall control. Defined terms in these Official Rules shall have the meanings and definitions ascribed to them in the HCS Program Handbook 2024, unless otherwise noted herein. By participating in the Tournament, each participant agrees to abide by the Handbook, these Official Rules, the decisions of the Administration (which shall be final and binding in all respects) and to be contacted by the Administration or their agents by email, mail and/or telephone regarding the Tournament.

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

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

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

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

1. Eligibility

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

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

2. Registration Information

2.1. The Tournament begins on October 4th, at approximately 11:00 PST. The tournament will take place at Seattle Convention Center - 705 Pike St. Seattle, WA 98101, USA. Information about the venue and check-in times will be conveyed to each Player before the start date.

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

2.3. Any Team participating in the Tournament will be required to use the same roster that was used at the HCS Salt Lake City Major.

2.4. Roster substitutions that occur after the applicable Roster Lock ("Emergency Substitutions") may be granted by Administration, in their sole discretion.

3. General

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

Tournament.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

4. Equipment

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

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

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

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

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

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

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

    4.7.0. Additionally, the following controllers are banned from competition use:

        4.7.0.0. Apex 3

        4.7.0.1. Apex 4

        4.7.0.2. Vader 3 Pro

        4.7.0.3. Direwolf 2

        4.7.0.4. All other FlyDigi controllers

        4.7.0.5. Any controller that has programmable macro buttons that can be utilized without the presence of third party software

        4.7.0.6. Any other controller deemed ineligible based on Administrative discretion

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

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

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

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

4.12. Players competing on the Main and Feature Stations must wear their earbuds in their ears and the

Administration provided headset over their ears for the duration of all Games.

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

5. Gameplay

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

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

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

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

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

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

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

5.8. Players may not move their character outside of the normal boundaries of a map. Moving outside of the normal boundaries of a map includes but is not limited to part of the character's body passing through what should be a non-permeable surface or object or moving into any area from which your character registers shots on an opponent who is not able to register shots on your character. Areas of the map on a "kill timer" (or an area in which the game gives the Player a limited amount of time to return to standard boundaries before auto-elimination) are permitted for Player use.

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

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

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

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

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

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

6. Spectator Guidelines

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

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

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

6.4. Spectators may not touch a Player.

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

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

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

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

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

7. Main Competition Tournament Overview

7.1. Main Competition (4v4)

7.1.0. The Main Competition is defined as the 4v4 elements of the Tournament including Pool Play and the Championship Bracket.

7.2. Pool Play

7.2.0.0. Format

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

7.2.0.0.2. All Matches will be Best of 5.

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

7.2.0.0.4. Teams finishing their Pool in 1st will be placed in the Championship Winners Bracket Round 1.

7.2.0.0.5. Teams finishing their Pool in 2nd place will be placed in Championship Winners Bracket Round 1.

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

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

7.2.0.1. Seeding

7.2.0.1.1. Pools will consist of:

7.2.0.1.2. Eight (8) Teams qualified via placement in HCS Major Salt Lake City

7.2.0.1.3. Four (4) Teams qualified via total aggregate HCS points after the completion of HCS Major Salt Lake City

7.2.0.1.4. Four (4) Teams qualified via placement in the Last Chance Qualifier held at the HCS Major Salt Lake City.

7.2.0.1.5. The teams outlined above will be entered into Pool Play in accordance with the follow prescriptions:

7.2.0.1.6. The #1 Team qualified via placement in HCS Major Salt Lake City will be placed in Pool A.

7.2.0.1.7. The #2 Team qualified via placement in HCS Major Salt Lake City will be placed in Pool B.

7.2.0.1.8. The #3 Team qualified via placement in H HCS Major Salt Lake City will be placed in Pool C.

7.2.0.1.9. The #4 Team qualified via placement in HCS Major Salt Lake City will be placed in Pool D.

7.2.0.1.10. The #5 Team qualified via placement in HCS Major Salt Lake City will be placed in Pool D.

7.2.0.1.11. The #6 Team qualified via placement in HCS Major Salt Lake City will be placed in Pool C.

7.2.0.1.12. The #7 Team qualified via placement in HCS Major Salt Lake City will be placed in Pool B.

7.2.0.1.13. The #8 Team qualified via placement in HCS Major Salt Lake City will be placed in Pool A.

7.2.0.1.14. The #1 Team qualified via aggregate HCS points after the completion of the HCS Major Salt Lake City will be placed in Pool A.

7.2.0.1.15. The #2 Team qualified via aggregate HCS points after the completion of the HCS Major Salt Lake City will be placed in Pool B.

7.2.0.1.16. The #3 Team qualified via aggregate HCS points after the completion of the HCS Major Salt Lake City will be placed in Pool C.

7.2.0.1.17. The #4 Team qualified via aggregate HCS points after the completion of the HCS Major Salt Lake City will be placed in Pool D.

7.2.0.1.18. The #1 Team qualified via the Last Chance Qualifier at HCS Major Salt Lake City will be placed in

Pool D.

7.2.0.1.19. The #2 Team qualified via the Last Chance Qualifier at HCS Major Salt Lake City will be placed in Pool C.

7.2.0.1.20. The #3 Team qualified via the Last Chance Qualifier at HCS Major Salt Lake City will be placed in Pool B.

7.2.0.1.21. The #4 Team qualified via the Last Chance Qualifier at HCS Major Salt Lake City will be placed in Pool A.

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

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

7.2.0.1.24. Ranking & Tiebreakers

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

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

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

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

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

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

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

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

7.3. **Championship Bracket**

7.3.0. **Format**

7.3.0.0. Championship Bracket will be Double Elimination style.

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

7.3.0.2. The 1st placed Teams in each Pool will be placed in the Championship Winner's Bracket Round 1.

7.3.0.3. The 2nd place Team in each Pool will be placed in the Championship Winner's Bracket Round 1

7.3.0.4. The 3rd place Team in each Pool will be placed in the Championship Elimination Bracket Round 1

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

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

7.3.0.7. When one Team remains in both the Championship Winners Bracket and the Championship Elimination

Bracket those Teams will compete against each other in the Grand Final.

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

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

7.3.0.10. Teams placing 5th/6th will be tie-broken for interevent qualification purposes based on the following tiebreak waterfall:

    7.3.0.10.1. Total Global Points

    7.3.0.10.2. A Best of Five Match will be played to resolve any remaining ties

7.3.1. Seeding

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

7.4. Free for All

7.4.0. Format

7.4.0.0. The Free for All Tournament (the "FFA Tournament" or "FFA")

7.4.0.1. All heats in the FFA Tournament will be best of one (1).

7.4.0.2. Aquarius is the only FFA Map

7.4.0.3. Players will be seeded using HCS FFA Points

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

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

7.4.0.6. At the conclusion of the FFA Open portion, teams will be seeded into two semi-finals heats based on the following snake seeding logic

    7.4.0.6.1. 1st – HCS Salt Lake City 1st Place will be placed into Match A

    7.4.0.6.2. 2nd – HCS Salt Lake City 2nd Place will be placed into Match B

    7.4.0.6.3. 3rd – HCS Salt Lake City 3rd Place will be placed into Match B

    7.4.0.6.4. 4th – HCS Salt Lake City 4th Place will be placed into Match A

    7.4.0.6.5. 5th – HCS Salt Lake City 5th Place will be placed into Match A

    7.4.0.6.6. 6th – HCS Salt Lake City 6th Place will be placed into Match B

    7.4.0.6.7. 7th – HCS Salt Lake City 7th Place will be placed into Match B

    7.4.0.6.8. 8th – HCS Salt Lake City 8th Place will be placed into Match A

    7.4.0.6.9. 9th – HaloWC 1st Place will be placed into Match A

    7.4.0.6.10. 10th – HaloWC 2nd Place will be placed into Match B

    7.4.0.6.11. 11th – HaloWC 3rd Place will be placed into Match B

    7.4.0.6.12. 12th – HaloWC 4th Place will be placed into Match A

    7.4.0.6.13. 13th – HaloWC 5th Place will be placed into Match A

    7.4.0.6.14. 14th – HaloWC 6th Place will be placed into Match B

    7.4.0.6.15. 15th – HaloWC 7th Place will be placed into Match B

    7.4.0.6.16. 16th – HaloWC 8th Place will be placed into Match A

7.4.0.7. The Top four players from each Match will then be placed into a Grand Finals Match

7.4.1. Scoring Criteria

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

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

    7.4.1.1.1. Number of Deaths (lowest to highest)

    7.4.1.1.2. Total Damage Dealt (highest to lowest)

    7.4.1.1.3. Number of Assists (highest to lowest)

    7.4.1.1.4. Damage Taken (lowest to highest)

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

7.5. **Side Tournament Overview**

  7.5.0. **Halo Infinite 1v1 Showdown**

    7.5.0.0. This competition will be conducted on Halo Infinite

    7.5.0.1. This competition will be played on the "1v1 Showdown" map

  7.5.1. **1v1 Showdown Open**

    7.5.1.0. This competition will be a walk up and play, leaderboard style kill race.

    7.5.1.1. Players can play as many 1v1 matches during the competition period as they wish

    7.5.1.2. Kills will be tracked on a global leaderboard which will determine the Players moving on to Pools

  7.5.2. **1v1 Showdown Pools**

    7.5.2.0. At the conclusion of the 1v1 Showdown Open, the Top 8 Players on the global kill leaderboard will be placed into pools based on the following placement logic

      7.5.2.0.1. 1st will be placed into Pool A

      7.5.2.0.2. 2nd will be placed into Pool B

      7.5.2.0.3. 3rd will be placed into Pool B

      7.5.2.0.4. 4th will be placed into Pool A

      7.5.2.0.5. 5th will be placed into Pool A

      7.5.2.0.6. 6th will be placed into Pool B

      7.5.2.0.7. 7th will be placed into Pool B

      7.5.2.0.8. 8th will be placed into Pool A

    7.5.2.1. A round-robin Pool Play competition will occur to determine the top two players

    7.5.2.2. First place ties will be broken based on head to head match record

    7.5.2.3. The Top placed player from each Pool will move on to the 1v1 Showdown Finals

  7.5.3. **1v1 Showdown Finals**

    7.5.3.0. #1 from Pool A and #1 from Pool B will play a single Match to determine the winner

    7.5.3.1. Exact win conditions and prizing for 1v1 Showdown Finals will be determined at the Event.

  7.5.4. **Prizing**

    7.5.4.0. 1v1 Showdown Open

      7.5.4.0.1. 1st Place - $250

      7.5.4.0.2. 2nd Place - $150

      7.5.4.0.3. 3rd – 4th Place - $50

    7.5.4.1. Halo 3 4v4

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

      7.5.4.1.2. This competition will be conducted with sign-ups prior to the tournament.

      7.5.4.1.3. A maximum of sixteen (16) Teams will be filled on a first come first served basis and at the discretion of the Administration. All Matches will be best of three, with the Finals being best of five.

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

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

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

7.5.4.1.7. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 7.8.

7.5.4.2. Halo 5 2v2

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

7.5.4.2.2. This competition will be conducted with sign-ups prior to the tournament.

7.5.4.2.3. A maximum of thirty-two (32) Teams will be filled on a first come first served basis and at the discretion of the Administration.

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

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

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

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

7.5.4.2.8. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 7.8.

7.5.4.3. Halo Infinite 2v2

7.5.4.3.1. This competition will be conducted on Halo Infinite

7.5.4.3.2. This competition will be conducted with sign-ups prior to the tournament.

7.5.4.3.3. This competition will allow for up to sixty-four (64) Teams.

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

7.5.4.3.5. All Matches will be best of three and will played on the Slayer game mode.

7.5.4.3.6. Finals will be best of five.

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

7.5.4.3.8. Registered Teams will be randomly seeded for this competition

7.5.4.3.9. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 7.8.

7.5.4.4. Halo 2 4v4

7.5.4.4.1. This competition will be conducted on the Master Chief Collection - Halo 2

7.5.4.4.2. This competition will be conducted with sign-ups prior to the tournament.

7.5.4.4.3. A maximum of sixteen (16) Teams will be filled on a first come first served basis and at the discretion of the Administration. All Matches will be best of three, with the Finals being best of five.

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

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

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

7.5.4.4.7. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 7.8.

7.6. **Side Tournament Prizing**

7.6.0. For more information on side tournament prizing, please visit
https://www.halowaypoint.com/news/halowc2024

8. Map Pool

8.1. All 4v4 Games will be played using the in-game "Ranked" settings. These settings are detailed as the Tournament Settings in Section 11 of these Official Rules.

Pro Play 4v4 Maps and Game Mode Combinations (*round-by-round schedule of map and game modes will be provided prior to Tournament start*)

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				

*This map pool may be subject to change prior to the Event.

9. Prizing Information

9.1. **Cash Prizes**

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

9.2. **HCS 4v4 Point Awards (Points below reflect the amount of HCS 4v4 Points awarded to each player according to their Team's placement)**

9.2.0. 1st: 50,000

9.2.1. 2nd: 30,000

9.2.2. 3rd: 22,000

9.2.3. 4th: 18,000

9.2.4. 5th - 6th: 16,000

9.2.5. 7th - 8th: 14,000

9.2.6. 9th - 12th: 11,000

9.2.7. 13th - 16th: 9,000

10. Common Infractions

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

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

Official's permission.

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

10.4. Participants may not adjust monitor settings, other than volume, without a Tournament Official's permission.

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

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

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

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

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

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

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

10.12. Participants may not incite Spectators into taunting a Player, Coach, or Spectator.

10.13. Participants may not engage in unsportsmanlike physical contact.

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

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

11. Penalties

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

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

11.3. Forfeiture of Game

11.4. Forfeiture of Match

11.5. Removal of Participant from Tournament (Disqualification)

11.6. Forfeiture of prizing

11.7. Forfeiture of HCS Points

11.8. Partial or full removal of HCS Points

11.9. Partial or full removal of travel coverage

11.10. Enforcement of a fine

11.11. A ban from participation in the HCS program

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

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

12. 4v4 Tournament Settings

12.1. SANDBOX

12.1.0. LOADOUT

    12.1.0.0.1. PRIMARY WEAPON: BANDIT EVO

    12.1.0.0.2. PRIMARY WEAPON AMMO: Default

    12.1.0.0.3. SECONDARY WEAPON: None

    12.1.0.0.4. SECONDARY WEAPON AMMO: Default

    12.1.0.0.5. FRAG GRENADES: 2

    12.1.0.0.6. PLASMA GRENADES: 0

    12.1.0.0.7. DYNAMO GRENADES: 0

    12.1.0.0.8. SPIKE GRENADES: 0

12.1.0.1. WEAPONS

    12.1.0.1.1. WEAPON RACKS/PLACEMENTS: On

    12.1.0.1.2. POWER WEAPON PADS: On

    12.1.0.1.3. WEAPON PICKUP: On

    12.1.0.1.4. WEAPON DROPPING: On

    12.1.0.1.5. WEAPON DAMAGE RATIO: Default

    12.1.0.1.6. INFINITE AMMO: Off

    12.1.0.1.7. BOTTOMLESS CLIP: Off

    12.1.0.1.8. TACTICAL RELOAD TIME SCALER: Default

    12.1.0.1.9. EMPTY RELOAD TIME SCALER: Default

12.1.0.2. GRENADES

    12.1.0.2.1. MAX FRAG GRENADES: 0

    12.1.0.2.2. MAX PLASMA GRENADES: 0

    12.1.0.2.3. MAX DYNAMO GRENADES: 0

    12.1.0.2.4. MAX SPIKE GRENADES: 0

    12.1.0.2.5. GRENADE PADS/PLACEMENTS: On

    12.1.0.2.6. GRENADE PICKUP: On

    12.1.0.2.7. GRENADE DAMAGE RATIO: Default

    12.1.0.2.8. GRENADE THROW TIME SCALER: Default

    12.1.0.2.9. GRENADE DETONATION RADIUS SCALE: Default

    12.1.0.2.10. GRENADE IMPULSE SCALER: Default

12.1.0.3. MELEE

    12.1.0.3.1. MELEE DAMAGE RATIO: Default

    12.1.0.3.2. MELEE IMPULSE SCALER: Default

12.1.0.4. EQUIPMENT

    12.1.0.4.1. EQUIPMENT PADS/PLACEMENTS: On

    12.1.0.4.2. POWER EQUIPMENT PADS/PLACEMENTS: On

    12.1.0.4.3. EQUIPMENT PICKUP: On

    12.1.0.4.4. ACTIVE CAMO INTENSITY SCALER: Off

    12.1.0.4.5. HOLDING OBJECTIVE DISABLES EQUIPMENT: On

12.1.0.5. VEHICLES

      12.1.0.5.1. VEHICLE PADS/PLACEMENTS: On

      12.1.0.5.2. OPERATE VEHICLE TURRETS: On

      12.1.0.5.3. INDESTRUCTIBLE VEHICLES: Off

    12.1.0.6. CLEANUP

      12.1.0.6.1. WEAPON CLEANUP TIMER: Off

      12.1.0.6.2. VEHICLE CLEANUP TIME: Off

12.1.1. HUD

  12.1.1.0. SHIELDS & HEALTH

    12.1.1.0.1. SHIELDS & HEALTH BAR HUD: On

    12.1.1.0.2. SHIELDS & HEALTH BAR EFFECTS: On

    12.1.1.0.3. HUD DAMAGE INDICATORS: On

  12.1.1.1. MOTION TRACKER

    12.1.1.1.1. MOTION TRACKER: Off

    12.1.1.1.2. SMART-LINK MOTION TRACKER: Off

    12.1.1.1.3. MOTION TRACKER INNER-RING SCALER: Default

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

    12.1.1.1.5. MOTION TRACKER DETECT (SPRINT): On

    12.1.1.1.6. MOTION TRACKER DETECT (CLAMBER): On

    12.1.1.1.7. MOTION TRACKER DETECT (SHOOTING): On

    12.1.1.1.8. MOTION TRACKER DETECT (MELEE): Off

12.1.2. HEALTH & DAMAGE

  12.1.2.0. DAMAGE

    12.1.2.0.1. DAMAGE RESISTANCE RATIO: Default

    12.1.2.0.2. HEADSHOT BONUS DAMAGE PROTECTION: Off

    12.1.2.0.3. DEATHLESS: Off

  12.1.2.1. TEAM

    12.1.2.1.1. TEAM DAMAGE RESISTANCE: On

    12.1.2.1.2. TEAM DAMAGE RESISTANCE RATIO: 100%

  12.1.2.2. SHIELDS

    12.1.2.2.1. MAX SHIELD SCALER: Default

    12.1.2.2.2. SHIELD RECHARGE TIME SCALER: Default

    12.1.2.2.3. SHIELD RECHARGE DELAY SCALER: Default

    12.1.2.2.4. SHIELD VAMPIRISM RATIO: 0%

  12.1.2.3. HEALTH

    12.1.2.3.1. MAX HEALTH SCALER: Default

    12.1.2.3.2. HEALTH RECHARGE TIME SCALER: Default

    12.1.2.3.3. HEALTH RECHARGE DELAY SCALER: Default

    12.1.2.3.4. HEALTH RECHARGE VAMPIRISM RATIO: 0%

12.1.3. MOVEMENT

12.1.3.0. BASE MOVEMENT

12.1.3.0.1. MOVEMENT SPEED SCALER: Default

12.1.3.0.2. GRAVITY SCALER: Default

12.1.3.0.3. FORWARD/BACK SPEED SCALER: Default

12.1.3.0.4. FORWARD/BACK ACCELERATION SCALER: Default

12.1.3.0.5. STRAFE SPEED SCALER: Default

12.1.3.0.6. STRAFE ACCELERATION SCALER: Default

12.1.3.1. SPRINT

12.1.3.1.1. SPRINTING: On

12.1.3.1.2. SPRINT SPEED SCALER: Default

12.1.3.1.3. TIME TO SPRINT SCALER: Default

12.1.3.1.4. SLIDE SPEED SCALER: Default

12.1.3.1.5. SLIDE DISTANCE SCALER: Default

12.1.3.1.6. RELOAD WHILE SPRINTING: Off

12.1.3.1.7. SPRINT RESETS SHIELD RECHARGE DELAY: On

12.1.3.1.8. DAMAGE INTERRUPTS SPRINT: On

12.1.3.2. JUMP

12.1.3.2.1. JUMP HEIGHT SCALER: Default

12.1.3.3. CLAMBER

12.1.3.3.1. CLAMBERING: On

12.1.3.3.2. CLAMBER SPEED SCALER: Default

12.1.4. BOTS

12.1.4.0. DIFFICULTY

12.1.4.0.1. BOT DIFFICULTY: Recruit

12.1.4.1. BOT COUNT

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

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

12.1.4.1.3. BOT COUNT (FFA): 0

12.2. **Team Slayer Settings**

12.2.0. MATCH

12.2.0.0. ROUND

12.2.0.0.1. SCORE TO WIN: 50

12.2.0.0.2. TIME LIMIT: 12 min

12.2.0.0.3. ROUND LIMIT: 1

12.2.0.0.4. ROUNDS TO WIN: Off

12.2.0.0.5. ROUNDS TO DRAW: Unlimited

12.2.0.1. EXTENSIONS

    12.2.0.1.1. SUDDEN DEATH TIME EXTENSION: 10 s

    12.2.0.1.2. OVERTIME TIME EXTENSION: 3 min

12.2.0.2. SPAWNING

    12.2.0.2.1. RESPAWN DELAY: 8 s

    12.2.0.2.2. RESPAWN LINE-OF-SIGHT CHECK: On

    12.2.0.2.3. SELF-DESTRUCTION RESPAWN PENALTY: None

    12.2.0.2.4. BETRAYAL RESPAWN PENALTY: None

12.2.0.3. CONTROLS

    12.2.0.3.1. FIXED FOLLOW CAMERA: Off

    12.2.0.3.2. MACHINIMA CONTROLS: Off

12.2.0.4. SLAYER

    12.2.0.4.1. POINTS PER SLAY: 1

    12.2.0.4.2. POINTS PER SELF-DESTRUCTION: -1

    12.2.0.4.3. POINTS PER BETRAYAL: -1

    12.2.0.4.4. POINTS PER ASSISTS: 0

    12.2.0.4.5. POINTS PER DEATH: 0

    12.2.0.4.6. HEADSHOT BONUS: 0

    12.2.0.4.7. MELEE BONUS: 0

    12.2.0.4.8. SPLATTER BONUS: 0

    12.2.0.4.9. STICKY BONUS: 0

12.3. **Oddball Settings**

  12.3.0. MATCH

    12.3.0.0. ROUND

        12.3.0.0.1. SCORE TO WIN: 100

        12.3.0.0.2. TIME LIMIT: 5 min

        12.3.0.0.3. ROUND LIMIT: 3

        12.3.0.0.4. ROUNDS TO WIN: 2

        12.3.0.0.5. ROUNDS TO DRAW: Unlimited

    12.3.0.1. EXTENSIONS

        12.3.0.1.1. SUDDEN DEATH TIME EXTENSION: 10 s

        12.3.0.1.2. OVERTIME TIME EXTENSION: 3 min

    12.3.0.2. SPAWNING

        12.3.0.2.1. RESPAWN DELAY: 10 s

        12.3.0.2.2. RESPAWN LINE-OF-SIGHT CHECK: On

        12.3.0.2.3. SELF-DESTRUCTION RESPAWN PENALTY: None

        12.3.0.2.4. BETRAYAL RESPAWN PENALTY: None

    12.3.0.3. CONTROLS

12.3.0.3.1. FIXED FOLLOW CAMERA: Off

12.3.0.3.2. MACHINIMA CONTROLS: Off

12.3.0.4. ODDBALL

12.3.0.4.1. POINTS FOR CARRYING: 1

12.3.0.4.2. CARRIER POINT FREQUENCY: 1 s

12.3.0.4.3. SKULL SPAWN DELAY: 3 s

12.4. **Strongholds Settings**

12.4.0. MATCH

12.4.0.0. ROUND

12.4.0.0.1. SCORE TO WIN: 250

12.4.0.0.2. TIME LIMIT: Unlimited

12.4.0.0.3. ROUND LIMIT: 1

12.4.0.0.4. ROUNDS TO WIN: 1

12.4.0.0.5. ROUNDS TO DRAW: Unlimited

12.4.0.1. EXTENSIONS

12.4.0.1.1. SUDDEN DEATH TIME EXTENSION: 10 s

12.4.0.1.2. OVERTIME TIME EXTENSION: 3 min

12.4.0.2. SPAWNING

12.4.0.2.1. RESPAWN DELAY: 10 s

12.4.0.2.2. RESPAWN LINE-OF-SIGHT CHECK: On

12.4.0.2.3. SELF-DESTRUCTION RESPAWN PENALTY: None

12.4.0.2.4. BETRAYAL RESPAWN PENALTY: None

12.4.0.3. CONTROLS

12.4.0.3.1. FIXED FOLLOW CAMERA: Off

12.4.0.3.2. MACHINIMA CONTROLS: Off

12.4.0.4. STRONGHOLDS

12.4.0.4.1. SCORE PER INTERVAL: 1

12.4.0.4.2. SCORING INTERVAL TIME: 1 s

12.4.0.4.3. SCORING MIN CAPTURED THRESHOLD: Default

12.4.0.4.4. ZONE CAPTURE TIME: 7 s

12.4.0.4.5. TEAM CAPTURE INFLUENCE: Decreasing

12.4.0.4.6. INITIAL STRONGHOLDS OWNERSHIP: Near

12.4.0.4.7. CONTESTING PAUSES SCORING: On

12.4.0.4.8. STRONGHOLD ENEMY CONTESTING INFLUENCE: Any Enemy

12.4.0.4.9. PREVENT PLAYER STRONGHOLD SPAWNING: On

12.4.0.4.10. SUDDEN DEATH SCORE THRESHOLD: Unlimited

12.4.0.4.11. SUDDEN DEATH RESPAWN PENALTY TIME: 1 s

12.5. **Capture the Flag Settings**

12.5.0. MATCH

    12.5.0.0. ROUND

        12.5.0.0.1. SCORE TO WIN: 5 OR 3 (depending on map)

           (i) 5 on Aquarius

           (ii) 3 on all other Maps

        12.5.0.0.2. TIME LIMIT: 12 min

        12.5.0.0.3. ROUND LIMIT: 1

        12.5.0.0.4. ROUNDS TO WIN: Off

        12.5.0.0.5. ROUNDS TO DRAW: Unlimited

    12.5.0.1. EXTENSIONS

        12.5.0.1.1. SUDDEN DEATH TIME EXTENSION: 10 s

        12.5.0.1.2. OVERTIME TIME EXTENSION: 5 min

    12.5.0.2. SPAWNING

        12.5.0.2.1. RESPAWN DELAY: 10 s

        12.5.0.2.2. RESPAWN LINE-OF-SIGHT CHECK: On

        12.5.0.2.3. SELF-DESTRUCTION RESPAWN PENALTY: None

        12.5.0.2.4. BETRAYAL RESPAWN PENALTY: None

    12.5.0.3. CONTROLS

        12.5.0.3.1. FIXED FOLLOW CAMERA: Off

        12.5.0.3.2. MACHINIMA CONTROLS: Off

    12.5.0.4. CAPTURE THE FLAG

        12.5.0.4.1. POINTS PER CAPTURE: 1

        12.5.0.4.2. FLAG AT HOME SCORING: False

        12.5.0.4.3. ACTIVE FLAGS PER TEAM: 1

        12.5.0.4.4. FLAG CARRIER REVEAL: When Spotted

        12.5.0.4.5. FLAG CARRIER SPOTTED DURATION: 3 s

        12.5.0.4.6. FLAG CARRIER SPOTTED ON DAMAGE: On

        12.5.0.4.7. FLAG CARRIER SPOTTED WHILE SPRINTING: Off

        12.5.0.4.8. FLAG RETURN TIME: 1 s

        12.5.0.4.9. INSTANT FLAG RETURN: False

        12.5.0.4.10. FLAG CARRIER SHIELD SCALER: 0%

        12.5.0.4.11. FLAG CARRIER HEALTH SCALER: 10%

        12.5.0.4.12. FLAG CARRIER MOVEMENT SCALER: 100%

        12.5.0.4.13. FLAG CARRIER SPRINTING: On

        12.5.0.4.14. FLAG CARRIER GRAVITY SCALER: 100%

12.6. **King of the Hill Settings**

    12.6.0. MATCH

    12.6.0.0. ROUND

        12.6.0.0.1. SCORE TO WIN: 4

        12.6.0.0.2. TIME LIMIT: 5 min

12.6.0.0.3. ROUND LIMIT: 1

12.6.0.0.4. ROUNDS TO WIN: Off

12.6.0.0.5. ROUNDS TO DRAW: Unlimited

12.6.0.1. EXTENSIONS

12.6.0.1.1. SUDDEN DEATH TIME EXTENSION: 10 s

12.6.0.1.2. OVERTIME MODE: Time Extension

12.6.0.1.3. OVERTIME TIME EXTENSION: 2 min

12.6.0.2. SPAWNING

12.6.0.2.1. RESPAWN DELAY: 10 s

12.6.0.2.2. RESPAWN LINE-OF-SIGHT CHECK: On

12.6.0.2.3. SELF-DESTRUCTION RESPAWN PENALTY: None

12.6.0.2.4. BETRAYAL RESPAWN PENALTY: None

12.6.0.3. KING OF THE HILL

12.6.0.3.1. LEGACY SCORING ENABLED: Off

12.6.0.3.2. SCORE PER INTERVAL: 1

12.6.0.3.3. SCORE INTERVAL SECONDS: 1

12.6.0.3.4. HILL TIMER DURATION: 0

12.6.0.3.5. HEALTH MULTIPLIER: 100%

12.6.0.3.6. SHIELD MULTIPLIER: 100%

12.6.0.3.7. WEAPON DAMAGE MULTIPLIER: 100%

12.6.0.3.8. MELEE DAMAGE MULTIPLIER: 100%

12.6.0.3.9. MOVEMENT SPEED MULTIPLIER: 100%

12.6.0.3.10. SPRINT SPEED MULTIPLIER: 100%

12.6.0.3.11. SLIDE SPEED MULTIPLIER: 100%

12.6.0.3.12. SLIDE DURATION MULTIPLIER: 100%

13. Free for All Settings

13.1.0. ROUND

13.1.0.0. SCORE TO WIN: Unlimited

13.1.0.1. TIME LIMIT: 15 min

13.1.0.2. ROUND LIMIT: 1

13.1.0.3. ROUNDS TO WIN: Off

13.1.0.4. ROUNDS TO DRAW: Unlimited

13.1.1. EXTENSIONS

13.1.1.0. SUDDEN DEATH TIME EXTENSION: 10 s

13.1.1.1. OVERTIME TIME EXTENSION: 3 min

13.1.2. SPAWNING

13.1.2.0. RESPAWN DELAY: 6 s

13.1.2.1. RESPAWN LINE-OF-SIGHT CHECK: On

13.1.2.2. SELF-DESTRUCTION RESPAWN PENALTY: None

13.1.2.3. BETRAYAL RESPAWN PENALTY: None

13.1.3. CONTROLS

    13.1.3.0. FIXED FOLLOW CAMERA: Off

    13.1.3.1. MACHINIMA CONTROLS: Off

13.1.4. SANDBOX - LOADOUT

    13.1.4.0. PRIMARY WEAPON: Bandit Evo

    13.1.4.1. PRIMARY WEAPON AMMO: Default

    13.1.4.2. SECONDARY WEAPON: None

    13.1.4.3. SECONDARY WEAPON AMMO: Default

    13.1.4.4. FRAG GRENADES: 2

    13.1.4.5. PLASMA GRENADES: 0

    13.1.4.6. DYNAMO GRENADES: 0

    13.1.4.7. SPIKE GRENADES: 0

13.1.5. SANDBOX - WEAPONS

    13.1.5.0. WEAPON RACKS/PLACEMENTS: On

    13.1.5.1. POWER WEAPON PADS: On

    13.1.5.2. WEAPON PICKUP: On

    13.1.5.3. WEAPON DROPPING: On

    13.1.5.4. WEAPON DAMAGE RATIO: Default

    13.1.5.5. INFINITE AMMO: Off

    13.1.5.6. BOTTOMLESS CLIP: Off

    13.1.5.7. TACTICAL RELOAD TIME SCALER: Default

    13.1.5.8. EMPTY RELOAD TIME SCALER: Default

13.1.6. SANDBOX - GRENADES

    13.1.6.0. MAX FRAG GRENADES: 0

    13.1.6.1. MAX PLASMA GRENADES: 0

    13.1.6.2. MAX DYNAMO GRENADES: 0

    13.1.6.3. MAX SPIKE GRENADES: 0

    13.1.6.4. GRENADE PADS/PLACEMENTS: On

    13.1.6.5. GRENADE PICKUP: On

    13.1.6.6. GRENADE DAMAGE RATIO: Default

    13.1.6.7. GRENADE THROW TIME SCALER: Default

    13.1.6.8. GRENADE DETONATION RADIUS SCALE: Default

    13.1.6.9. GRENADE IMPULSE SCALER: Default

13.1.7. SANDBOX - MELEE

    13.1.7.0. MELEE DAMAGE RATIO: Default

    13.1.7.1. MELEE IMPULSE SCALER: Default

13.1.8. SANDBOX - EQUIPMENT

    13.1.8.0. EQUIPMENT PADS/PLACEMENTS: On

13.1.8.1. POWER EQUIPMENT PADS/PLACEMENTS: On

13.1.8.2. EQUIPMENT PICKUP: On

13.1.8.3. ACTIVE CAMO INTENSITY SCALER: Off

13.1.8.4. HOLDING OBJECTIVE DISABLES EQUIPMENT: On

13.1.9. SANDBOX - VEHICLES

13.1.9.0. VEHICLE PADS/PLACEMENTS: On

13.1.9.1. OPERATE VEHICLE TURRETS: On

13.1.9.2. INDESTRUCTIBLE VEHICLES: Off

13.1.10. SANDBOX - CLEANUP

13.1.10.0. WEAPON CLEANUP TIMER: Off

13.1.10.1. VEHICLE CLEANUP TIME: Off

13.1.11. HUD - SHIELDS & HEALTH

13.1.11.0. SHIELDS & HEALTH

13.1.11.1. SHIELDS & HEALTH

13.1.11.2. SHIELDS & HEALTH BAR HUD: On

13.1.11.3. SHIELDS & HEALTH BAR EFFECTS: On

13.1.11.4. HUD DAMAGE INDICATORS: On

13.1.12. HUD - MOTION TRACKER

13.1.12.0. MOTION TRACKER: Off

13.1.12.1. SMART-LINK MOTION TRACKER: Off

13.1.12.2. MOTION TRACKER INNER-RING SCALER: Default

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

13.1.12.4. MOTION TRACKER DETECT (SPRINT): On

13.1.12.5. MOTION TRACKER DETECT (CLAMBER): On

13.1.12.6. MOTION TRACKER DETECT (SHOOTING): On

13.1.12.7. MOTION TRACKER DETECT (MELEE): Off

13.1.13. HUD - HEALTH & DAMAGE

13.1.13.0.1. DAMAGE RESISTANCE RATIO: Default

13.1.13.0.2. HEADSHOT BONUS DAMAGE PROTECTION: Off

13.1.13.0.3. DEATHLESS: Off

13.1.13.1. HUD - TEAM

13.1.13.1.1. TEAM DAMAGE RESISTANCE: Off

13.1.13.1.2. TEAM DAMAGE RESISTANCE RATIO: 100%

13.1.13.2. HUD - SHIELDS

13.1.13.2.1. MAX SHIELD SCALER: Default

13.1.13.2.2. HIELD RECHARGE TIME SCALER: Default

13.1.13.2.3. SHIELD RECHARGE DELAY SCALER: Default

13.1.13.2.4. SHIELD VAMPIRISM RATIO: 0%

13.1.13.3. HUD - HEALTH

    13.1.13.3.1. MAX HEALTH SCALER: Default

    13.1.13.3.2. HEALTH RECHARGE TIME SCALER: Default

    13.1.13.3.3. HEALTH RECHARGE DELAY SCALER: Default

    13.1.13.3.4. HEALTH RECHARGE VAMPIRISM RATIO: 0%

13.1.13.4. MOVEMENT - BASE MOVEMENT

    13.1.13.4.1. MOVEMENT SPEED SCALER: Default

    13.1.13.4.2. GRAVITY SCALER: Default

    13.1.13.4.3. FORWARD/BACK SPEED SCALER: Default

    13.1.13.4.4. FORWARD/BACK ACCELERATION SCALER: Default

    13.1.13.4.5. STRAFE SPEED SCALER: Default

    13.1.13.4.6. STRAFE ACCELERATION SCALER: Default

13.1.13.5. MOVEMENT - SPRINT

    13.1.13.5.1. SPRINTING: On

    13.1.13.5.2. SPRINT SPEED SCALER: Default

    13.1.13.5.3. TIME TO SPRINT SCALER: Default

    13.1.13.5.4. SLIDE SPEED SCALER: Default

    13.1.13.5.5. SLIDE DISTANCE SCALER: Default

    13.1.13.5.6. RELOAD WHILE SPRINTING: Off

    13.1.13.5.7. SPRINT RESETS SHIELD RECHARGE DELAY: On

    13.1.13.5.8. DAMAGE INTERRUPTS SPRINT: On

13.1.13.6. MOVEMENT - JUMP

    13.1.13.6.1. JUMP HEIGHT SCALER: Default

13.1.13.7. MOVEMENT - CLAMBER

    13.1.13.7.1. CLAMBERING: On

    13.1.13.7.2. CLAMBER SPEED SCALER: Default

13.1.13.8. BOTS - DIFFICULTY

    13.1.13.8.1. BOT DIFFICULTY: Recruit

13.1.13.9. BOTS - BOT COUNT

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

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

    13.1.13.9.3. BOT COUNT (FFA): 0

13.1.14. SLAYER

    13.1.14.0. POINTS PER SLAY: 0

    13.1.14.1. POINTS PER SELF-DESTRUCTION: -100

    13.1.14.2. POINTS PER BETRAYAL: -100

    13.1.14.3. POINTS PER ASSISTS: 0

13.1.14.4. POINTS PER DEATH: -100

13.1.14.5. HEADSHOT BONUS: 0

13.1.14.6. MELEE BONUS: 0

13.1.14.7. SPLATTER BONUS: 0

13.1.14.8. STICKY BONUS: 0

14. Side Tournament Settings

14.1. **Halo 3 4v4**

14.1.0. **Map Variants**

14.1.0.0. MLG Guardian 8

14.1.0.1. MLG Heretic 8

14.1.0.2. MLG Narrows 8

14.1.0.3. MLG Pit 8

14.1.0.4. MLG Onslaught 8

14.1.0.5. MLG Amplified 8

14.1.0.6. MLG Construct 8

14.1.0.7. MLG Cstruct TS 8

14.1.0.8. Hardcore TS

14.1.0.9. Hardcore Con TS

14.1.0.10. Hardcore CTF (Heretic/Onslaught)

14.1.0.11. Hardcore CTF (Narrows)

14.1.0.12. Hardcore CTF (The Pit)

14.1.0.13. Hardcore Ball (Guardian)

14.1.0.14. Hardcore King (Construct)

14.1.1. **Maps and Modes**

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

14.1.1.0.1. Slayer on Heretic

14.1.1.0.2. Slayer on Narrows

14.1.1.0.3. Slayer on The Pit

14.1.1.0.4. Slayer on Amplified

14.1.1.0.5. Slayer on Construct

14.1.1.0.6. CTF on Onslaught

14.1.1.0.7. CTF on The Pit

14.1.1.0.8. CTF on Narrows

14.1.1.0.9. CTF on Heretic

14.1.1.0.10. King of the Hill on Construct

14.1.1.0.11. Oddball on Guardian

14.1.2. **Game Settings**

14.1.2.0. These Matches will be played on the above variants with the following adjustments:

14.1.2.0.1. Custom Powerup Traits, Duration = 3 Seconds

14.1.2.0.2. Custom Powerup Traits, Damage Resistance = Invulnerable

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

14.1.2.0.4. Custom Powerup Traits, Player Speed = Unchanged

14.1.2.0.5. Shield Recharge Rate = 90%

14.1.2.0.6. Damage Modifier = 110%

14.1.2.0.7. Player Speed = 110%

14.1.2.0.8. Motion Tracker Mode = Off

14.1.2.0.9. Suicide Penalty = -1

14.1.2.0.10. Betrayal Penalty = -1

14.1.2.0.11. Team Changing = Not Allowed

14.1.3. **WEAPONS AND VEHICLES**

14.1.3.0. Weapons on Map: Map Default

14.1.3.1. Grenades on Map: Map Default

14.1.3.2. Vehicle Set: Map Default

14.1.3.3. Indestructible Vehicles: Disabled

14.2. **Halo 5 2v2**

14.2.0. **Maps and Modes**

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

14.2.0.0.1. Slayer on Truth

14.2.0.0.2. Slayer on Plaza

14.2.0.0.3. Slayer on Regret

14.2.1. **Game Settings**

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

14.2.1.0.1. Score Limit: 25

14.2.1.0.2. Motion Sensor: Off

14.3. **Halo Infinite 2v2**

14.3.0. **Maps and Modes**

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

14.3.0.0.1. Slayer on Live Fire

14.3.0.0.2. Slayer on Recharge

14.3.0.0.3. Slayer on Interference

14.3.0.0.4. Slayer on Streets

14.3.0.0.5. Slayer on Solitude

14.3.0.0.6. Slayer on Aquarius

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

14.3.1.0. Score Limit: 25

14.4. **Halo 2 4v4**

14.4.0. **Maps and Modes**

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

14.4.0.0.1. Capture the Flag on Warlock

14.4.0.0.2. Capture the Flag on Midship

14.4.0.0.3. Capture the Flag on Sanctuary

14.4.0.0.4. Team Slayer on Midship

14.4.0.0.5. Team Slayer on Sanctuary

14.4.0.0.6. Team Slayer on Lockout

14.4.0.0.7. Team Slayer on Beaver Creek

14.4.0.0.8. Team Slayer on Warlock

14.4.0.0.9. Assault on Midship

14.4.0.0.10. Oddball on Lockout

14.4.0.0.11. Oddball on Warlock

14.4.0.0.12. Oddball on Midship

[SIGNATURE PAGE FOLLOWS]

ACKNOWLEDGMENT

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

Date: _____

Signature of participant: _____

Name of participant (print): _____

Alias (if applicable): _____

Corporate Entity (if applicable): _____

Team Name: _____

Home Address: _____

City/State/Zip Code: _____

Emergency Contact Name/Relationship/Telephone Number:

_____

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