HCS Major Salt Lake City 2025 hosted by Spacestation Gaming – Official Rules

Microsoft's Halo Studios and ESL FACEIT Group ("EFG") (the "Administration") will be hosting the HCS Major Salt Lake City 2025 taking place between **August 1st to August 3rd** at the Salt Palace Convention Center – 90 South West Temple, Salt Lake City, UT 84101, 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 2025 (the "Handbook"); and (iii) the HCS Code of Conduct 2025 (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 2025, 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 August 1st, at approximately 11:00 AM MDT. The tournament will take place at the Salt Palace Convention Center – 90 South West Temple, Salt Lake City, UT 84101, USA. Information about the venue and check-in times will be conveyed to each Player before the start date.
    2.2. Participants must purchase a team pass through EFG (start.gg) in order to participate in the Tournament. A limited quantity of team passes for the Tournament are available for purchase until 4:00 PM MDT on Monday, July 28th, 2025. for 250.00 USD.
    2.3. In order to purchase a team pass, Players must affirmatively accept the Handbook, these Official Rules, and any other applicable eligibility agreements as prescribed in the Handbook or these Official Rules.
    2.4. Coaches must register with their team, but Coaches do not pay any entry fees and are not eligible to win any prizes.
    2.5. Online registration for the Tournament will open at **10:00 AM MDT on June 24th**.

2.6. All team pass sales are considered final. Refunds may be granted only at the discretion of the Administration. Transfers of a team pass to another person or another event is not permitted. Limit one registration/entry per person. No other methods of entry will be accepted.

2.7. All Players must submit their rosters to complete their registration.

2.8. Any Team earning Administration sponsored travel coverage to HCS Major Salt Lake City 2025 via placement at **the HCS Open at Dreamhack Dallas 2025** will be required to use 3/4ths of the same roster that was used to earn placement at **Major #2**. Should a Team break this roster requirement, the Team will still be eligible to participate in this Tournament but will be ineligible for Administration sponsored travel coverage and will lose their pool play slot. These roster declarations must occur by the pool play roster lock deadline of **4:00PM MDT, July 14th**.

2.9. For Pool Play teams, Rosters lock after completion of the HCS Major Salt Lake City Qualifier held on **July 12th and 13th.**

2.10. In the event of a pool play slot obtained from the HCS Open at Dreamhack Dallas 2025 placement being revoked due to inability to field the roster requirements as listed above, the following modifications to competition will occur:

2.10.1. The team losing their pool play slot may participate in the Open Bracket of the HCS Major Salt Lake City 2025, or qualify via other means through the HCS Major Salt Lake City 2025 Online Qualifier.

2.10.2. Any remaining, eligible pool play spots within top 6 will shift seeds based on the below example

2.10.3. Top 6 consists of Team A – Seed 1, Team B – Seed 2, Team C – Seed 3, Team D – Seed 4, Team E – Seed 5, Team F – Seed 6

2.10.3.1. Team B and Team D forfeit their pool play slots
2.10.3.2. Team C moves up to seed 2
2.10.3.3. Team E moves up to seed 3
2.10.3.4. Team F moves up to seed 4
2.10.3.5. Replacement team #1 is placed in seed 5
2.10.3.6. Replacement team #2 is placed in seed 6

2.10.4. The #1 team from the forfeited pool play slot team's corresponding region, in total HCS points, before the execution of the HCS Major Salt Lake City 2025 Qualifier, will inherit the forfeited pool play slot.

2.10.5. If teams from multiple regions forfeit their pool play slots, the replacement teams will retain the seed preference of their corresponding region for purposes of replacement seeding.

2.10.6. Should multiple teams forfeit their Top 6 pool play slots, the same number of replacement teams will be fielded from the HCS Major Salt Lake City 2025 Qualifier signups.

2.11. For Open Bracket teams, Rosters lock at 4**:00 PM MDT on Monday, July 28th.**

2.12. Roster questions and requests regarding team passes must be emailed to hcs@ee.gg by **4:00 PM MDT on Monday, July 28th**.

2.13. 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.

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

        4.7.1.1. All FlyDigi controllers

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

        4.7.1.3. 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 open bracket 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)**

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

7.2. **Open Bracket**

7.2.1. **Format**

7.2.1.1. The Open Bracket will allow for up to **sixty-four (64)** Teams.

7.2.1.2.   The Open Bracket will be Double Elimination. After losing a Match in the Winners Bracket, Teams will enter the Elimination Bracket. A Match loss in the Elimination Bracket will result in elimination from the Tournament.

7.2.1.3.   All rounds in the Open Bracket will be Best of 3 with the exception of Matches that result in qualification of Teams into the Championship Bracket. Those Matches will be Best of 5. Administration may choose to expand Best of 5 matches at their discretion and with time permitting.

7.2.1.4.   When two (2) Teams remain in the Open Winners Bracket, they will be placed in Pool Play.

7.2.1.5.   When two (2) Teams remain in the Open Elimination Bracket, they will be placed in Pool Play.

7.2.2. Seeding

7.2.2.1.   The first through fourth seeds will be hard locked and populated by four Teams of designated regional makeup. These Teams will be ordered by the following method:

7.2.2.1.1. First seed: The one (1) North American Team with the highest aggregate HCS points.

7.2.2.1.2. Second seed: The one (1) European Team with the highest aggregate HCS points.

7.2.2.1.3. Third seed: The one (1) Mexico Team qualified via the HCS Major Salt Lake City 2025 MX Qualifier

7.2.2.1.4. Fourth seed: The one (1) Australia/New Zealand Team qualified via the HCS Major Salt Lake City 2025 ANZ Qualifier

7.2.2.2.   Registered Teams will be seeded for the Open Bracket by their aggregate HCS 4v4 Points as of 8:00 PM MDT on Thursday, July 31st**.**

7.2.2.3.   Teams with zero (0) HCS 4v4 Points will be seeded randomly and after any Team that has HCS 4v4 points.

7.2.2.4.   Teams that are completed after the Open Bracket is seeded will be seeded last, regardless of their HCS 4v4 Points.

7.2.2.5.   In the event an Emergency Substitution is approved by Administration after the applicable Roster Lock date, added Players points will not contribute to the Global Team Points.

7.3. Pool Play

7.3.1. Format

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

7.3.1.2.   All Matches will be Best of 5.

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

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

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

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

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

7.3.2. Seeding

7.3.2.1.   Pools will consist of:

7.3.2.1.1. Four (4) teams who qualified via placement at the HCS Open Dallas at Dreamhack 2025.

7.3.2.1.2. Five (5) teams who qualified via placement in the HCS Major Salt Lake City 2025 Online Qualifier.

    7.3.2.1.2.1.   Four (4) North American Teams

    7.3.2.1.2.2.   One (1) European Team

7.3.2.1.3. Three (3) teams who qualified via aggregate HCS points after the completion of the HCS Major Salt Lake City 2025 Qualifier held on July 12th and 13th.

    7.3.2.1.3.1.   Two (2) North American Teams

    7.3.2.1.3.2.   One (1) European Team

7.3.2.1.4. Four (4) Open Bracket Teams as detailed in Section 7.3.2.2.13.

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

7.3.2.2.1.   The #1 Team qualified via placement at the HCS Open at Dreamhack Dallas will be placed in Pool A.

7.3.2.2.2.   The #2 Team qualified via placement at HCS Open at Dreamhack Dallas will be placed in Pool B.

7.3.2.2.3.   The #3 Team qualified via placement at HCS Open at Dreamhack Dallas will be placed in Pool C.

7.3.2.2.4.   The #4 Team qualified via placement at HCS Open at Dreamhack Dallas will be placed in Pool D.

7.3.2.2.5.   The #1 North America Team qualified via the HCS Major Salt Lake City 2025 NA Online Qualifier will be placed in Pool D.

7.3.2.2.6.   The #2 North America Team qualified via the HCS Major Salt Lake City 2025 NA Online Qualifier will be placed in Pool C.

7.3.2.2.7.   The #1 Europe Team qualified via the HCS Major Salt Lake City 2025 EU Online Qualifier will be placed in Pool B.

7.3.2.2.8.   The #3 North America Team qualified via the HCS Major Salt Lake City 2025 NA Online Qualifier will be placed in Pool A.

7.3.2.2.9.   The #4 North America Team qualified via the HCS Major Salt Lake City 2025 NA Online Qualifier will be placed in Pool A

7.3.2.2.10. The #1 North America Team qualified via aggregate HCS points after the completion of the HCS Major Salt Lake City 2025 NA Online Qualifier will be placed in Pool B.

7.3.2.2.11. The #1 European Team qualified via aggregate HCS points after the completion of the HCS Major Salt Lake City 2025 EU Online Qualifier will be placed in Pool C.

7.3.2.2.12. The #2 North America Team qualified via aggregate HCS points after the completion of the HCS Major Salt Lake City 2025 NA Online Qualifier will be placed in Pool D.

7.3.2.2.13.   Four (4) Open Bracket teams will qualify for entry and be placed into Pool Play based on performance in the Open Bracket in accordance with the following prescription.

7.3.2.2.14.   The #1 & #2 Open Bracket Teams who qualified via the winner's portion of the open bracket will be placed, one into each pool, based on the 2025 Global HCS points of each Team. The Team with the highest amount of 2025 Global HCS points will be placed into Pool D and the Team with the

second highest amount of 2025 Global HCS points will be placed into Pool C.

7.3.2.2.15.   The #3 & #4 Open Bracket Teams who qualified via the loser's portion of the open bracket will be placed, one into each pool, based on the 2025 Global HCS points of each Team. The Team with the highest amount of 2025 Global HCS points will be placed into Pool B and the Team with the second highest amount of 2025 Global HCS points will be placed into Pool A.

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

7.3.2.3.   Rankings & Tiebreakers

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

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

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

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

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

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

7.3.2.3.7. 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.

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

7.3.2.4.   Replacement Teams

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

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

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

7.4. Championship Bracket

    7.4.1. Format

        7.4.1.1. Championship Bracket will be a Double Elimination style bracket.

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

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

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

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

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

        7.4.1.7. 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.

        7.4.1.8. 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.

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

        7.4.1.10. 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.

    7.4.2. Seeding

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

7.5. Free For All

    7.5.1. Format

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

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

        7.5.1.3. Aquarius is the only FFA Map

        7.5.1.4. Players will be seeded using HCS FFA Points

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

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

    7.5.2. Scoring Criteria

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

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

            7.5.2.2.1. Number of Deaths (lowest to highest)

            7.5.2.2.2. Total Damage Dealt (highest to lowest)

            7.5.2.2.3. Number of Assists (highest to lowest)

            7.5.2.2.4. Damage Taken (lowest to highest)

            7.5.2.2.5. 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.

7.6. **Side Tournament Overview**

    7.6.1. **Format**

7.6.1.1. <u>Halo 3 2v2</u>

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

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

7.6.1.1.3. 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.

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

7.6.1.1.5. 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.

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

7.6.1.1.7. The winning Team of the competition will be awarded a prize based on the distribution listed in Section <u>7.6.1.5.1</u>.

7.6.1.2. Halo 5 2v2

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

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

7.6.1.2.3. 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.

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

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

7.6.1.2.6. 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.

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

7.6.1.2.8. winning Team of the competition will be awarded a prize based on the distribution listed in Section <u>7.6.1.5.1</u>.

7.6.1.3. Halo 2 4v4

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

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

7.6.1.3.3. 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.

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

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

7.6.1.3.6. 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.

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

7.6.1.3.8. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 7.6.1.5.1.

7.6.1.4. Halo Infinite 2v2

7.6.1.4.1. This competition will be conducted on Halo Infinite.

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

7.6.1.4.3. A maximum of sixty-four (64) 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.

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

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

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

7.6.1.4.7. Registered Teams will be randomly seeded for this competition.

7.6.1.4.8. The winning Team of the competition will be awarded a prize based on the distribution listed in Section 7.6.1.5.1.

7.6.1.5. Side Tournament Prizing

7.6.1.5.1. For more information on side tournament prizing, please visit https://www.spacestationgaming.com/hcs-major-2025

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 12 of these Official Rules.

8.2. **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	Assault Neutral Bomb
Aquarius - Ranked	Aquarius - Ranked	Live Fire - Ranked	Live Fire - Ranked	Live Fire - Ranked	Aquarius - Ranked
Live Fire - Ranked	Fortress - Ranked	Recharge - Ranked	Recharge - Ranked	Recharge - Ranked	Fortress - Ranked
Recharge - Ranked	Origin - Ranked	Solitude - Ranked	Streets - Ranked		
Solitude - Ranked	Forbidden - Ranked				
Streets - Ranked					
Origin - 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)

        9.2.1. 1st: 25,000

        9.2.2. 2nd: 15,000

        9.2.3. 3rd: 11,000

        9.2.4. 4th: 9,000

        9.2.5. 5th – 6th: 8,000

        9.2.6. 7th – 8th: 7,000

        9.2.7. 9th – 12th: 5,500

        9.2.8. 13th – 16th: 4,500

        9.2.9. 17th-18th: 3,000

        9.2.10. 19th – 20th: 2,750

        9.2.11. 21st – 24th: 2,250

        9.2.12. 25th – 28th: 1,800

        9.2.13. 29th – 36th: 1,600

        9.2.14. 37th – 44th: 1,400

        9.2.15. 45th – 60th: 1,000

        9.2.16. 61st – 76th: 0

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:

   11.2.1.   Forfeiture of Game

   11.2.2.   Forfeiture of Match

   11.2.3.   Removal of Participant from Tournament (Disqualification)

   11.2.4.   Forfeiture of prizing

   11.2.5.   Forfeiture of HCS Points

   11.2.6.   Partial or full removal of HCS Points

   11.2.7.   Partial or full removal of travel coverage

   11.2.8.   Enforcement of a fine

   11.2.9.   A ban from participation in the HCS program 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

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

12. 4v4 Tournament Settings

12.1.   **SANDBOX**

   12.1.1.   LOADOUT

   12.1.1.1.   PRIMARY WEAPON: BANDIT EVO

   12.1.1.2.   PRIMARY WEAPON AMMO: Default

   12.1.1.3.   SECONDARY WEAPON: None

   12.1.1.4.   SECONDARY WEAPON AMMO: Default

   12.1.1.5.   FRAG GRENADES: 2

   12.1.1.6.   PLASMA GRENADES: 0

   12.1.1.7.   DYNAMO GRENADES: 0

   12.1.1.8.   SPIKE GRENADES: 0

   12.1.2.   WEAPONS

   12.1.2.1.   WEAPON RACKS/PLACEMENTS: On

   12.1.2.2.   POWER WEAPON PADS: On

   12.1.2.3.   WEAPON PICKUP: On

   12.1.2.4.   WEAPON DROPPING: On

   12.1.2.5.   WEAPON DAMAGE RATIO: Default

   12.1.2.6.   INFINITE AMMO: Off

   12.1.2.7.   BOTTOMLESS CLIP: Off

12.1.2.8.   TACTICAL RELOAD TIME SCALER: Default

12.1.2.9.   EMPTY RELOAD TIME SCALER: Default

12.1.3.   GRENADES

12.1.3.1.   MAX FRAG GRENADES: 0

12.1.3.2.   MAX PLASMA GRENADES: 0

12.1.3.3.   MAX DYNAMO GRENADES: 0

12.1.3.4.   MAX SPIKE GRENADES: 0

12.1.3.5.   GRENADE PADS/PLACEMENTS: On

12.1.3.6.   GRENADE PICKUP: On

12.1.3.7.   GRENADE DAMAGE RATIO: Default

12.1.3.8.   GRENADE THROW TIME SCALER: Default

12.1.3.9.   GRENADE DETONATION RADIUS SCALE: Default

12.1.3.10.   GRENADE IMPULSE SCALER: Default

12.1.4.   MELEE

12.1.4.1.   MELEE DAMAGE RATIO: Default

12.1.4.2.   MELEE IMPULSE SCALER: Default

12.1.5.   EQUIPMENT

12.1.5.1.   EQUIPMENT PADS/PLACEMENTS: On

12.1.5.2.   POWER EQUIPMENT PADS/PLACEMENTS: On

12.1.5.3.   EQUIPMENT PICKUP: On

12.1.5.4.   ACTIVE CAMO INTENSITY SCALER: Off

12.1.5.5.   HOLDING OBJECTIVE DISABLES EQUIPMENT: On

12.1.6. CLEANUP

12.1.6.1.   WEAPON CLEANUP TIMER: Off

12.1.6.2.   VEHICLE CLEANUP TIME: Off

12.1.7.   HUD

12.1.7.1.   SHIELDS & HEALTH

12.1.7.2.   SHIELDS & HEALTH BAR HUD: On

12.1.7.3.   SHIELDS & HEALTH BAR EFFECTS: On

12.1.7.4.   HUD DAMAGE INDICATORS: On

12.1.8.   MOTION TRACKER

12.1.8.1.   MOTION TRACKER: Off

12.1.8.2.   SMART-LINK MOTION TRACKER: Off

12.1.8.3.   MOTION TRACKER INNER-RING SCALER: Default

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

12.1.8.5.   MOTION TRACKER DETECT (SPRINT): On

12.1.8.6.   MOTION TRACKER DETECT (CLAMBER): On

12.1.8.7.   MOTION TRACKER DETECT (SHOOTING): On

12.1.8.8.   MOTION TRACKER DETECT (MELEE): Off

12.1.9.   HEALTH & DAMAGE

12.1.9.1.   DAMAGE

12.1.9.2.   DAMAGE RESISTANCE RATIO: Default

12.1.9.3.   HEADSHOT BONUS DAMAGE PROTECTION: Off

12.1.9.4.   DEATHLESS: Off

12.1.10.   TEAM
12.1.10.1.   TEAM DAMAGE RESISTANCE: On
12.1.10.2.   TEAM DAMAGE RESISTANCE RATIO: 100%

12.1.11.   SHIELDS
12.1.11.1.   MAX SHIELD SCALER: Default
12.1.11.2.   SHIELD RECHARGE TIME SCALER: Default
12.1.11.3.   SHIELD RECHARGE DELAY SCALER: Default
12.1.11.4.   SHIELD VAMPIRISM RATIO: 0%

12.1.12.   HEALTH
12.1.12.1.   MAX HEALTH SCALER: Default
12.1.12.2.   HEALTH RECHARGE TIME SCALER: Default
12.1.12.3.   HEALTH RECHARGE DELAY SCALER: Default
12.1.12.4.   HEALTH RECHARGE VAMPIRISM RATIO: 0%

12.1.13.   MOVEMENT
12.1.13.1.   BASE MOVEMENT
12.1.13.2.   MOVEMENT SPEED SCALER: Default
12.1.13.3.   GRAVITY SCALER: Default
12.1.13.4.   FORWARD/BACK SPEED SCALER: Default
12.1.13.5.   FORWARD/BACK ACCELERATION SCALER: Default
12.1.13.6.   STRAFE SPEED SCALER: Default
12.1.13.7.   STRAFE ACCELERATION SCALER: Default

12.1.14.   SPRINT
12.1.14.1.   SPRINTING: On
12.1.14.2.   SPRINT SPEED SCALER: Default
12.1.14.3.   TIME TO SPRINT SCALER: Default
12.1.14.4.   SLIDE SPEED SCALER: Default
12.1.14.5.   SLIDE DISTANCE SCALER: Default
12.1.14.6.   RELOAD WHILE SPRINTING: Off
12.1.14.7.   SPRINT RESETS SHIELD RECHARGE DELAY: On
12.1.14.8.   DAMAGE INTERRUPTS SPRINT: On

12.1.15.   JUMP
12.1.15.1.   JUMP HEIGHT SCALER: Default

12.1.16.   CLAMBER
12.1.16.1.   CLAMBERING: On
12.1.16.2.   CLAMBER SPEED SCALER: Default

12.2.   Team Slayer Settings
12.2.1. ROUND
12.2.1.1.   SCORE TO WIN: 50
12.2.1.2.   TIME LIMIT: 12 min
12.2.1.3.   ROUND LIMIT: 1
12.2.1.4.   ROUNDS TO WIN: Off

12.2.1.5.   ROUNDS TO DRAW: Unlimited

12.2.2. EXTENSIONS
12.2.2.1.   SUDDEN DEATH TIME EXTENSION: 10 s
12.2.2.2.   OVERTIME TIME EXTENSION: 3 min

12.2.3. SPAWNING
12.2.3.1.   RESPAWN DELAY: 8 s
12.2.3.2.   RESPAWN LINE-OF-SIGHT CHECK: On
12.2.3.3.   SELF-DESTRUCTION RESPAWN PENALTY: None
12.2.3.4.   BETRAYAL RESPAWN PENALTY: None

12.2.4. CONTROLS
12.2.4.1.   FIXED FOLLOW CAMERA: Off
12.2.4.2.   MACHINIMA CONTROLS: Off

12.2.5. SLAYER
12.2.5.1.   POINTS PER SLAY: 1
12.2.5.2.   POINTS PER SELF-DESTRUCTION: -1
12.2.5.3.   POINTS PER BETRAYAL: -1
12.2.5.4.   POINTS PER ASSISTS: 0
12.2.5.5.   POINTS PER DEATH: 0
12.2.5.6.   HEADSHOT BONUS: 0
12.2.5.7.   MELEE BONUS: 0
12.2.5.8.   SPLATTER BONUS: 0
12.2.5.9.   STICKY BONUS: 0

12.3.   Oddball Settings
12.3.1. ROUND
12.3.1.1.   SCORE TO WIN: 100
12.3.1.2.   TIME LIMIT: 5 min
12.3.1.3.   ROUND LIMIT: 3
12.3.1.4.   ROUNDS TO WIN: 2
12.3.1.5.   ROUNDS TO DRAW: Unlimited

12.3.2. EXTENSIONS
12.3.2.1. SUDDEN DEATH TIME EXTENSION: 10 s
12.3.2.2. OVERTIME TIME EXTENSION: 3 min

12.3.3. SPAWNING
12.3.3.1.   RESPAWN DELAY: 10 s
12.3.3.2.   RESPAWN LINE-OF-SIGHT CHECK: On
12.3.3.3.   SELF-DESTRUCTION RESPAWN PENALTY: None
12.3.3.4.   BETRAYAL RESPAWN PENALTY: None

12.3.4. CONTROLS
12.3.4.1.   FIXED FOLLOW CAMERA: Off
12.3.4.2.   MACHINIMA CONTROLS: Off

12.3.5. ODDBALL
    12.3.5.1.   POINTS FOR CARRYING: 1

    12.3.5.2.   CARRIER POINT FREQUENCY: 1 s

    12.3.5.3.   SKULL SPAWN DELAY: 3 s

12.4.   STRONGHOLD SETTINGS

12.4.1. ROUND
    12.4.1.1.   SCORE TO WIN: 250

    12.4.1.2.   TIME LIMIT: Unlimited

    12.4.1.3.   ROUND LIMIT: 1

    12.4.1.4.   ROUNDS TO WIN: 1

    12.4.1.5.   ROUNDS TO DRAW: Unlimited

12.4.2. EXTENSIONS
    12.4.2.1.   SUDDEN DEATH TIME EXTENSION: 10 s

    12.4.2.2.   OVERTIME TIME EXTENSION: 3 min

12.4.3. SPAWNING
    12.4.3.1.   RESPAWN DELAY: 10 s

    12.4.3.2.   RESPAWN LINE-OF-SIGHT CHECK: On

    12.4.3.3.   SELF-DESTRUCTION RESPAWN PENALTY: None

    12.4.3.4.   BETRAYAL RESPAWN PENALTY: None

12.4.4. CONTROLS
    12.4.4.1.   FIXED FOLLOW CAMERA: Off

    12.4.4.2.   MACHINIMA CONTROLS: Off

12.4.5. STRONGHOLDS
    12.4.5.1.   SCORE PER INTERVAL: 1

    12.4.5.2.   SCORING INTERVAL TIME: 1 s

    12.4.5.3.   SCORING MIN CAPTURED THRESHOLD: Default

    12.4.5.4.   ZONE CAPTURE TIME: 7 s

    12.4.5.5.   TEAM CAPTURE INFLUENCE: Decreasing

    12.4.5.6.   INITIAL STRONGHOLDS OWNERSHIP: Near

    12.4.5.7.   CONTESTING PAUSES SCORING: On

    12.4.5.8.   STRONGHOLD ENEMY CONTESTING INFLUENCE: Any Enemy

    12.4.5.9.   PREVENT PLAYER STRONGHOLD SPAWNING: On

    12.4.5.10.   SUDDEN DEATH SCORE THRESHOLD: Unlimited

    12.4.5.11.   SUDDEN DEATH RESPAWN PENALTY TIME: 1 s

12.5.   ASSAULT NEUTRAL BOMB SETTINGS

12.5.1. ROUND
    12.5.1.1.   SCORE TO WIN: 3

    12.5.1.2.   TIME LIMIT: 12

    12.5.1.3.   ROUND LIMIT: 1

    12.5.1.4.   ROUNDS TO WIN: Off

    12.5.1.5.   ROUNDS TO DRAW: Unlimited

12.5.2. EXTENSIONS

12.5.2.1.   SUDDEN DEATH TIME EXTENSION: 10 s

12.5.2.2.   OVERTIME MODE: Off

12.5.2.3.   OVERTIME TIME EXTENSION: 3 min

12.5.2.4.   SPAWNING

12.5.2.5.   RESPAWN DELAY: 10 s

12.5.2.6.   RESPAWN LINE-OF-SIGHT CHECK: On

12.5.2.7.   SELF-DESTRUCTION RESPAWN PENALTY: None

12.5.2.8.   BETRAYAL RESPAWN PENALTY: None

12.5.3. CONTROLS

12.5.3.1.   MACHINMA CONTROLS: Off

12.5.4. MATCH SETUP OVERRIDES

12.5.4.1.   Team Eagle Start Score: 0

12.5.4.2.   Team Cobra Start Score: 0

12.5.5. OVERRIDES

12.5.5.1. Score to Win: 3

12.5.5.2. Overtime Mode: Off

12.5.5.3. Respawn Delay: 10s

12.5.5.4. Use 'Minigame Object 1': Include

12.5.5.5. Use 'Minigame Object 2': Include

12.5.5.6. Use 'Minigame Object 3': Exclude

12.5.5.7. Use 'Minigame Object 4': Exclude

12.5.5.8. Use 'Minigame Object 5': Exclude

12.6.   CAPTURE THE FLAG SETTINGS

12.6.1. ROUND

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

12.6.1.2.   TIME LIMIT: 12 min

12.6.1.3.   ROUND LIMIT: 1

12.6.1.4.   ROUNDS TO WIN: Off

12.6.1.5.   ROUNDS TO DRAW: Unlimited

12.6.2. EXTENSIONS

12.6.2.1.   SUDDEN DEATH TIME EXTENSION: 10 s

12.6.2.2.   OVERTIME TIME EXTENSION: 5 min

12.6.3. SPAWNING

12.6.3.1.   RESPAWN DELAY: 10 s

12.6.3.2.   RESPAWN LINE-OF-SIGHT CHECK: On

12.6.3.3.   SELF-DESTRUCTION RESPAWN PENALTY: None

12.6.3.4.   BETRAYAL RESPAWN PENALTY: None

12.6.4. CONTROLS

12.6.4.1.   FIXED FOLLOW CAMERA: Off

12.6.4.2.   MACHINIMA CONTROLS: Off

12.6.5. CAPTURE THE FLAG

12.6.5.1.   POINTS PER CAPTURE: 1

12.6.5.2.   FLAG AT HOME SCORING: False

12.6.5.3.   ACTIVE FLAGS PER TEAM: 1

12.6.5.4.   FLAG CARRIER REVEAL: When Spotted

12.6.5.5.   FLAG CARRIER SPOTTED DURATION: 3 s

12.6.5.6.   FLAG CARRIER SPOTTED ON DAMAGE: On

12.6.5.7.   FLAG CARRIER SPOTTED WHILE SPRINTING: Off

12.6.5.8.   FLAG RETURN TIME: 1 s

12.6.5.9.   INSTANT FLAG RETURN: False

12.6.5.10.   FLAG CARRIER SHIELD SCALER: 0%

12.6.5.11.   FLAG CARRIER HEALTH SCALER: 10%

12.6.5.12.   FLAG CARRIER MOVEMENT SCALER: 100%

12.6.5.13.   FLAG CARRIER SPRINTING: On

12.6.5.14.   FLAG CARRIER GRAVITY SCALER: 100%

12.7.   KING OF THE HILL SETTINGS

12.7.1. ROUND

12.7.1.1.   SCORE TO WIN: 4

12.7.1.2.   TIME LIMIT: 5 min

12.7.1.3.   ROUND LIMIT: 1

12.7.1.4.   ROUNDS TO WIN: Off

12.7.1.5.   ROUNDS TO DRAW: Unlimited

12.7.2. EXTENSIONS

12.7.2.1.   SUDDEN DEATH TIME EXTENSION: 10 s

12.7.2.2.   OVERTIME MODE: Time Extension

12.7.2.3.   OVERTIME TIME EXTENSION: 2 min

12.7.3. SPAWNING

12.7.3.1.   RESPAWN DELAY: 10 s

12.7.3.2.   RESPAWN LINE-OF-SIGHT CHECK: On

12.7.3.3.   SELF-DESTRUCTION RESPAWN PENALTY: None

12.7.3.4.   BETRAYAL RESPAWN PENALTY: None

12.7.4. KING OF THE HILL

12.7.4.1.   LEGACY SCORING ENABLED: Off

12.7.4.2.   SCORE PER INTERVAL: 1

12.7.4.3.   SCORE INTERVAL SECONDS: 1

12.7.4.4.   HILL TIMER DURATION: 0

12.7.4.5.   HEALTH MULTIPLIER: 100%

12.7.4.6.   SHIELD MULTIPLIER: 100%

12.7.4.7.   WEAPON DAMAGE MULTIPLIER: 100%

12.7.4.8.   MELEE DAMAGE MULTIPLIER: 100%

12.7.4.9.   MOVEMENT SPEED MULTIPLIER: 100%

12.7.4.10.   SPRINT SPEED MULTIPLIER: 100%

12.7.4.11.   SLIDE SPEED MULTIPLIER: 100%

12.7.4.12.   SLIDE DURATION MULTIPLIER: 100%

13.   FREE FOR ALL SETTINGS

13.1.   MATCH

13.1.1. ROUND

13.1.1.1.   SCORE TO WIN: Unlimited

13.1.1.2.   TIME LIMIT: 15 min

13.1.1.3.   ROUND LIMIT: 1

13.1.1.4.   ROUNDS TO WIN: Off

13.1.1.5.   ROUNDS TO DRAW: Unlimited

13.1.2. EXTENSIONS

13.1.2.1.   SUDDEN DEATH TIME EXTENSION: 10 s

13.1.2.2.   OVERTIME TIME EXTENSION: 3 min

13.1.3. SPAWNING

13.1.3.1.   RESPAWN DELAY: 6 s

13.1.3.2.   RESPAWN LINE-OF-SIGHT CHECK: On

13.1.3.3.   SELF-DESTRUCTION RESPAWN PENALTY: None

13.1.3.4.   BETRAYAL RESPAWN PENALTY: None

13.2.   SANDBOX

13.2.1. LOADOUT

13.2.1.1.   PRIMARY WEAPON:Bandit Evo

13.2.1.2.   PRIMARY WEAPON AMMO: Default

13.2.1.3.   SECONDARY WEAPON: None

13.2.1.4.   SECONDARY WEAPON AMMO: Default

13.2.1.5.   FRAG GRENADES: 2

13.2.1.6.   PLASMA GRENADES: 0

13.2.1.7.   DYNAMO GRENADES: 0

13.2.1.8.   SPIKE GRENADES: 0

13.2.2. WEAPONS

13.2.2.1.   WEAPON RACKS/PLACEMENTS: On

13.2.2.2.   POWER WEAPON PADS: On

13.2.2.3.   WEAPON PICKUP: On

13.2.2.4.   WEAPON DROPPING: On

13.2.2.5.   WEAPON DAMAGE RATIO: Default

13.2.2.6.   INFINITE AMMO: Off

13.2.2.7.   BOTTOMLESS CLIP: Off

13.2.2.8.   TACTICAL RELOAD TIME SCALER: Default

13.2.2.9.   EMPTY RELOAD TIME SCALER: Default

13.2.3. GRENADES

13.2.3.1.   MAX FRAG GRENADES: 0

13.2.3.2.   MAX PLASMA GRENADES: 0

13.2.3.3.   MAX DYNAMO GRENADES: 0

13.2.3.4.   MAX SPIKE GRENADES: 0

13.2.3.5.   GRENADE PADS/PLACEMENTS: On

13.2.3.6.   GRENADE PICKUP: On

13.2.3.7.   GRENADE DAMAGE RATIO: Default

13.2.3.8.   GRENADE THROW TIME SCALER: Default

13.2.3.9.   GRENADE DETONATION RADIUS SCALE: Default

13.2.3.10.   GRENADE IMPULSE SCALER: Default

13.2.4. MELEE
  13.2.4.1.   MELEE DAMAGE RATIO: Default
  13.2.4.2.   MELEE IMPULSE SCALER: Default

13.2.5. EQUIPMENT
  13.2.5.1.   EQUIPMENT PADS/PLACEMENTS: On
  13.2.5.2.   POWER EQUIPMENT PADS/PLACEMENTS: On
  13.2.5.3.   EQUIPMENT PICKUP: On
  13.2.5.4.   ACTIVE CAMO INTENSITY SCALER: Off
  13.2.5.5.   HOLDING OBJECTIVE DISABLES EQUIPMENT: On

13.2.6. VEHICLES
  13.2.6.1.   VEHICLE PADS/PLACEMENTS: On
  13.2.6.2.   OPERATE VEHICLE TURRETS: On
  13.2.6.3.   INDESTRUCTIBLE VEHICLES: Off

13.2.7. CLEANUP
  13.2.7.1.   WEAPON CLEANUP TIMER: Off
  13.2.7.2.   VEHICLE CLEANUP TIME: Off

13.3.   HUD
  13.3.1. SHIELDS & HEALTH
  13.3.1.1.   SHIELDS & HEALTH
  13.3.1.2.   SHIELDS & HEALTH BAR HUD: On
  13.3.1.3.   SHIELDS & HEALTH BAR EFFECTS: On
  13.3.1.4.   HUD DAMAGE INDICATORS: On

  13.3.2. MOTION TRACKER
  13.3.2.1.   MOTION TRACKER: Off
  13.3.2.2.   SMART-LINK MOTION TRACKER: Off
  13.3.2.3.   MOTION TRACKER INNER-RING SCALER: Default
  13.3.2.4.   MOTION TRACKER DETECT (FAST-MOVEMENT): On
  13.3.2.5.   MOTION TRACKER DETECT (SPRINT): On
  13.3.2.6.   MOTION TRACKER DETECT (CLAMBER): On
  13.3.2.7.   MOTION TRACKER DETECT (SHOOTING): On
  13.3.2.8.   MOTION TRACKER DETECT (MELEE): Off

  13.3.3. HEALTH & DAMAGE
  13.3.3.1.   DAMAGE
  13.3.3.2.   DAMAGE RESISTANCE RATIO: Default
  13.3.3.3.   HEADSHOT BONUS DAMAGE PROTECTION: Off
  13.3.3.4.   DEATHLESS: Off

  13.3.4. TEAM
  13.3.4.1.   TEAM DAMAGE RESISTANCE: Off
  13.3.4.2.   TEAM DAMAGE RESISTANCE RATIO: 100%

  13.3.5. SHIELDS
  13.3.5.1.   MAX SHIELD SCALER: Default
  13.3.5.2.   HIELD RECHARGE TIME SCALER: Default

13.3.5.3.   SHIELD RECHARGE DELAY SCALER: Default

13.3.5.4.   SHIELD VAMPIRISM RATIO: 0%

13.3.6. HEALTH
13.3.6.1.   MAX HEALTH SCALER: Default

13.3.6.2.   HEALTH RECHARGE TIME SCALER: Default

13.3.6.3.   HEALTH RECHARGE DELAY SCALER: Default

13.3.6.4.   HEALTH RECHARGE VAMPIRISM RATIO: 0%

13.4.   MOVEMENT
13.4.1. BASE MOVEMENT
13.4.1.1.   MOVEMENT SPEED SCALER: Default

13.4.1.2.   GRAVITY SCALER: Default

13.4.1.3.   FORWARD/BACK SPEED SCALER: Default

13.4.1.4.   FORWARD/BACK ACCELERATION SCALER: Default

13.4.1.5.   STRAFE SPEED SCALER: Default

13.4.1.6.   STRAFE ACCELERATION SCALER: Default

13.4.2. SPRINT
13.4.2.1.   SPRINTING: On

13.4.2.2.   SPRINT SPEED SCALER: Default

13.4.2.3.   TIME TO SPRINT SCALER: Default

13.4.2.4.   SLIDE SPEED SCALER: Default

13.4.2.5.   SLIDE DISTANCE SCALER: Default

13.4.2.6.   RELOAD WHILE SPRINTING: Off

13.4.2.7.   SPRINT RESETS SHIELD RECHARGE DELAY: On

13.4.2.8.   DAMAGE INTERRUPTS SPRINT: On

13.4.3. JUMP
13.4.3.1.   JUMP HEIGHT SCALER: Default

13.4.4. CLAMBER
13.4.4.1.   CLAMBERING: On

13.4.4.2.   CLAMBER SPEED SCALER: Default

13.5.   BOTS
13.5.1. DIFFICULTY
13.5.1.1.   BOT DIFFICULTY: Recruit

13.5.2. BOT COUNT
13.5.2.1.   BOT COUNT (TEAM 1: EAGLE): 0

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

13.5.2.3.   BOT COUNT (FFA): 0

13.5.3. SLAYER
13.5.3.1.   POINTS PER SLAY: 0

13.5.3.2.   POINTS PER SELF-DESTRUCTION: -100

13.5.3.3.   POINTS PER BETRAYAL: -100

13.5.3.4.   POINTS PER ASSISTS: 0

13.5.3.5.   POINTS PER DEATH: -100

13.5.3.6.   HEADSHOT BONUS: 0
13.5.3.7.   MELEE BONUS: 0
13.5.3.8.   SPLATTER BONUS: 0
13.5.3.9.   STICKY BONUS: 0

14.
14.1.   SANDBOX

14.1.1. GENERAL
14.1.1.1.   Primary Weapon: Bandit Evo
14.1.1.2.   Primary Weapon Ammo: Default
14.1.1.3.   Secondary Weapon: None
14.1.1.4.   Secondary Weapon Ammo: Default
14.1.1.5.   Frag Grenades: 1
14.1.1.6.   Plasma Grenades: 0
14.1.1.7.   Dynamo Grenades: 0
14.1.1.8.   Spike Grenades: 0
14.1.1.9.   Starting Equipment: None
14.1.1.10.   Infinite Base Equipment Energy: Off
14.1.1.11.   Infinite Power Equipment Energy: Off

14.1.2. WEAPONS
14.1.2.1.   Weapon Racks/Placements: On
14.1.2.2.   Power Weapon Pads: On
14.1.2.3.   Weapon Pickup: On
14.1.2.4.   Weapon Dropping: On
14.1.2.5.   Weapon Damage Ratio: Default
14.1.2.6.   Infinite Ammo: On
14.1.2.7.   Bottomless Clip: Off
14.1.2.8.   Tactical Reload Time Scalar: Default
14.1.2.9.   Empty Reload Time Scalar: Default

14.1.3. GRENADES
14.1.3.1.   Max Frag Grenades: 0
14.1.3.2.   Max Plasma Grenades: 0
14.1.3.3.   Max Dynamo Grenades: 0
14.1.3.4.   Max Spike Grenades: 0
14.1.3.5.   Grenade Pads/Placements: On
14.1.3.6.   Grenade Pickup: On
14.1.3.7.   Grenade Damage Ratio: Default
14.1.3.8.   Grenade Throw Time Scalar: Default
14.1.3.9.   Grenade Detonation Radius Scalar: Default
14.1.3.10.   Grenade Impulse Scalar: Default

14.1.4. MELEE
14.1.4.1.   Melee Damage Ration: Default
14.1.4.2.   Melee Impulse Scalar: Default

14.1.5. EQUIPMENT
14.1.5.1.   Equipment Pads/Placements: On
14.1.5.2.   Power Equipment Pads/Placements: On

14.1.5.3.   Equipment Pickup: On

14.1.5.4.   Active Camp Intensity: Off

14.1.5.5.   Holding Objectives Disables Equipment: On

14.1.6. VEHICLES

14.1.6.1.   Vehicle Pads/Placements: On

14.1.6.2.   Operate Vehicle Turrets: On

14.1.6.3.   Indestructible Vehicles: Off

14.1.7. CLEANUP

14.1.7.1.   Weapon Cleanup Timer: Off

14.1.7.2.   Vehicle Cleanup Timer: Off

14.2.   HUD

14.2.1. SHIELDS & HEALTH

14.2.1.1. Shield Bar HUD: On

14.2.1.2. Shields & Health Bar Effects: On

14.2.1.3. HUD Damage Indicators: On

14.2.2. MOTION TRACKER

14.2.2.1.   Motion Tracker: Off

14.2.2.2.   Smart-Link Motion Tracker: Off

14.2.2.3.   Motion Tracker Inner-Ring Scalar: Default

14.2.2.4.   Motion Tracker Detect (Fast-Movement): On

14.2.2.5.   Motion Tracker Detect (Sprint): On

14.2.2.6.   Motion Tracker Detect (Clamber): On

14.2.2.7.   Motion Tracker Detect (Shooting): On

14.2.2.8.   Motion Tracker Detect (Melee): Off

14.2.3. FRIENDLY/ENEMY OUTLINES

14.2.3.1.   Friendly Player Outlines: On

14.2.3.2.   Enemy Player Outlines: On

14.2.3.3.   Friendly Vehicle Outlines: On

14.2.3.4.   Enemy Vehicle Outlines: On

14.3.   HEALTH & DAMAGE

14.3.1. DAMAGE

14.3.1.1.   Damage Resistance Ratio: DEFAULT

14.3.1.2.   Headshot Bonus Damage Protection: OFF

14.3.1.3.   Deathless: OFF

14.3.2. TEAM

14.3.2.1. Friendly Fire: Off

14.3.2.2. Friendly Fire Resistance Ratio: 100%

14.3.3. SHIELDS

14.3.3.1.   Max Shield Scalar: Default

14.3.3.2.   Shield Recharge Time Scalar: Default

14.3.3.3.   Shield Recharge Delay Scalar: Default

14.3.3.4.   Shield Vampirism Ratio: 0%

14.3.3.5.   Overshield Decay Time Scalar: Default

14.3.4. HEALTH
14.3.4.1.   Max Health Scalar: Default
14.3.4.2.   Heatlh Recharge Time Scalar: Default
14.3.4.3.   Health Recharge Decay Scalar: Default
14.3.4.4.   Health Vampirism Ratio: 0%

14.3.5. LIFEPOOL
14.3.5.1.   DEFAULT

14.3.6. REVIVE
14.3.6.1.   DEFAULT

14.4.   MOVEMENT
14.4.1. BASE MOVEMENT
14.4.1.1.   Friendly Player Collision: Off
14.4.1.2.   Movement Speed Scalar: Default
14.4.1.3.   Gravity Scalar: Default
14.4.1.4.   Forward/Back Speed Scalar: Default
14.4.1.5.   Forward/Back Acceleration Scalar: Default
14.4.1.6.   Strafe Speed Scalar: Default
14.4.1.7.   Strafe Acceleration Scalar: Default

14.4.2. SPRINT
14.4.2.1.   Sprinting: On
14.4.2.2.   Sprint Speed Scalar: Default
14.4.2.3.   Time To Sprint Scalar: Default
14.4.2.4.   Slide Speed Scalar: Default
14.4.2.5.   Slide Distance Scalar: Default
14.4.2.6.   Reload While Sprinting: On
14.4.2.7.   Sprint Resets Shield Recharge: On
14.4.2.8.   Damage Interrupts Sprint: On

14.4.3. JUMP
14.4.3.1.   Jump Height Scalar: Default

14.4.4. CLAMBER
14.4.4.1.   Clambering: On
14.4.4.2.   Clamber Speed Scalar: Default

14.5.   BOTS
14.5.1. DIFFICULTY
14.5.1.1.   Bot Difficulty: Recruit

14.5.2. COUNTS
14.5.2.1.   Bot Count (Team 1: Eagle): 0
14.5.2.2.   Bot Count (Team 2: Cobra): 0
14.5.2.3.   Bot Count (FFA): 0

14.6.   AI

14.6.1. GENERAL SETTINGS

14.6.1.1.　　Allow AI: On

14.6.1.2.　　AI Limit: 32

14.6.1.3.　　Difficulty: Heroic

14.6.1.4.　　Player Count Difficulty Multiplier: Dynami

14.6.1.5.　　Valhalla: Off

14.6.1.6.　　Player Undetectable by AI: Off

14.6.2. OUTLINES

14.6.2.1.　　AI Outlines: On

14.6.2.2.　　AI Vehicle Outlines: On

14.6.2.3.　　AI Outline Occlusion: On

14.6.3. MINIGAME

14.6.3.1.　　Points Per Slay: 100

14.6.3.2.　　Points Per Self-Destruction: -100

14.6.3.3.　　Points Per Betrayal: 0

14.6.3.4.　　Points Per Assists: 0

14.6.3.5.　　Points Per Death: 0

14.6.3.6.　　Headshot Bonus: 0

14.6.3.7.　　Melee Bonus: 0

14.6.3.8.　　Splatter Bonus: 0

14.6.3.9.　　Sticky Bonus: 0

14.6.3.10.　　Use 'Minigame Object 1': Exclude

14.6.3.11.　　Use 'Minigame Object 2': Exclude

14.6.3.12.　　Use 'Minigame Object 3': Exclude

14.6.3.13.　　Use 'Minigame Object 4': Exclude

14.6.3.14.　　Use 'Minigame Object 5': Exclude

14.6.3.15.　　Spawn In Vehicle: None

14.6.3.16.　　Vehicle Creation: Create New Vehicle

14.6.3.17.　　Max Spawn Vehicles Per Team: Unlimited

14.6.3.18.　　Max Players Per Vehicle: 1

14.6.3.19.　　Vehicle Fill: Fill Evenly

15. **Side Tournament Settings**

16. Halo 3 2v2

16.1.1. Settings

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

16.1.1.2.　Custom Powerup Traits, Duration = 3 Seconds

16.1.1.3.　Custom Powerup Traits, Damage Resistance = Invulnerable

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

16.1.1.5.　Custom Powerup Traits, Player Speed = Unchanged

16.1.1.6.　Shield Recharge Rate = 90%

16.1.1.7.　Damage Modifier = 110%

16.1.1.8.　Player Speed = 110%

16.1.1.9.　Motion Tracker Mode = Off

16.1.1.10.　　　Suicide Penalty = -1

16.1.1.11.　　　Betrayal Penalty = -1

16.1.1.12.　　　Team Changing = Not Allowed

16.1.2. Mode

16.1.2.1. 2v2 Hardcore TS
16.1.3. General Settings
    16.1.3.1. Number of Rounds: 1
    16.1.3.2. Time Limit: 12 Minutes
    16.1.3.3. Friendly Fire: Enabled
    16.1.3.4. Betrayal Booting: Enabled
16.1.4. WEAPONS AND VEHICLES
    16.1.4.1. Weapons on Map: Map Default
    16.1.4.2. Grenades on Map: Map Default
    16.1.4.3. Vehicle Set: Map Default
    16.1.4.4. Indestructible Vehicles: Disabled
16.1.5. SCORING
    16.1.5.1. Team Scoring: Sum of Team
    16.1.5.2. Kill Points: 1
    16.1.5.3. Assist Points: 0
    16.1.5.4. Death Points: 0
    16.1.5.5. Suicide Points: -1
    16.1.5.6. Betrayal Points: -1
16.1.6. TEAMS: Enabled
16.1.7. SCORE TO WIN: 25

16.2.   Halo 5 2v2
    16.2.1. These Matches will be played on the "HCS Slayer" variant with the following adjustment:
    16.2.2. Score Limit: 25
    16.2.3. Motion Sensor: Off

16.3.   Halo Infinite 2v2
    16.3.1. These Matches will be played on the "Ranked Doubles Slayer" variant with the following adjustment:
    16.3.2. Score Limit: 25

16.4.   Halo 2 4v4
    16.4.1. These matches will be played on the following variants:
        16.4.1.1. Settings
            16.4.1.1.1.   Resolve Ties: Off
            16.4.1.1.2.   Suicide Penalty: None
            16.4.1.1.3.   Motion Sensor: Off
            16.4.1.1.4.   Team Changing: Off
            16.4.1.1.5.   Respawn Time Modifier: None
            16.4.1.1.6.   Betrayal Penalty: None
            16.4.1.1.7.   Starting Weapon: Battle Rifle
            16.4.1.1.8.   Weapon Respawn: Double Time
        16.4.1.2. Team Slayer (Except Sanctuary)
            16.4.1.2.1.   Round Time Limit: 15 Minutes
            16.4.1.2.2.   Weapons on Map: No Duals
        16.4.1.3. Team Slayer Sanctuary
            16.4.1.3.1.   Round Time Limit: 15 Minutes
            16.4.1.3.2.   Primary Turret: None
        16.4.1.4. Team Ball
            16.4.1.4.1.   Score to Win Round: 5 Minutes
            16.4.1.4.2.   Round Time Limit: 15 Minutes
            16.4.1.4.3.   Weapons on Map: No Duals
        16.4.1.5. CTF Classic Sanctuary
            16.4.1.5.1.   Round Time Limit: 30 Minutes
            16.4.1.5.2.   Flag at Home to Score: Off
            16.4.1.5.3.   Flag Touch Return: Off
            16.4.1.5.4.   Flag Reset Time: 10 Seconds
            16.4.1.5.5.   Flag Indicator: Off
        16.4.1.6. CTF Classic Midship & Warlock
            16.4.1.6.1.   Score to Win Round: 5
            16.4.1.6.2.   Round Time Limit: 30 Minutes

16.4.1.6.3.   Flag Reset Time: 15 Seconds
16.4.1.6.4.   Flag Indicator: Off
16.4.1.6.5.   Weapons on Map: No Duals
16.4.1.7. Neutral Bomb
16.4.1.7.1.   Number of Rounds: 1 Round
16.4.1.7.2.   Score to Win Round: 3
16.4.1.7.3.   Round Time Limit: 30 Minutes
16.4.1.7.4.   Bomb Reset Time: 60 Seconds
16.4.1.7.5.   Bomb Arm Time: 5 Seconds
16.4.1.7.6.   Weapons on Map: No Duals
16.5.   SnD Extraction
16.5.1. Match
16.5.1.1. Round
16.5.1.1.1.   Score to Win: Unlimited
16.5.1.1.2.   Time Limit: 2 Minutes
16.5.1.1.3.   Round Limit: 11
16.5.1.1.4.   Rounds to Win: 6
16.5.1.1.5.   Rounds to Draw: Unlimited
16.5.1.2. Extensions
16.5.1.2.1.   Sudden Death Time Extension: 10 seconds
16.5.1.2.2.   Overtime Mode: Off
16.5.1.2.3.   Overtime Time Extension: 10 seconds
16.5.1.3. Spawning
16.5.1.3.1.   Respawn Delay: 1 second
16.5.1.3.2.   Respawn Line-Of-Sigh Check: Off
16.5.1.3.3.   Self-Destruction Respawn Penalty: None
16.5.1.3.4.   Betrayal Respawn Penalty: None
16.5.1.4. Controls
16.5.1.4.1.   Machinima Controls: Off
16.5.1.5. Match Setup Overrides
16.5.1.5.1.   Team Eagle Start Score: 0
16.5.1.5.2.   Team Cobra Start Score: 0
16.5.1.5.3.   Team Eagle Rounds Won: 0
16.5.1.5.4.   Team Cobra Rounds Won: 0
16.5.1.5.5.   Round Start Time: Default
16.5.1.6. Audio
16.5.1.6.1.   Anouncer Voice: On
16.5.1.6.2.   Match Music: On
16.5.1.7. Camera: Use Third-Person Camera: Off
16.5.2. Sandbox
16.5.2.1. Loadout
16.5.2.1.1.   Primary Weapon: Bandit Evo
16.5.2.1.2.   Primary Weapon Ammo: Default
16.5.2.1.3.   Secondary Weapon: None
16.5.2.1.4.   Secondary Weapon Ammo: Default
16.5.2.1.5.   Frag Grenades: 0
16.5.2.1.6.   Plasma Grenades: 0
16.5.2.1.7.   Dynamo Grenades: 0
16.5.2.1.8.   Spike Grenades: 0
16.5.2.1.9.   Starting Equipment: None
16.5.2.1.10.   Infinite Base Equipment Energy: Off
16.5.2.1.11.   Infinite Power Equipment Energy: Off
16.5.2.2. Weapons
16.5.2.2.1.   Weapon Racks/Placements: On
16.5.2.2.2.   Power Weapon Pads: On
16.5.2.2.3.   Weapon Pickup: On

16.5.2.2.4.   Weapon Dropping: On

16.5.2.2.5.   Weapon Damage Ration: Default

16.5.2.2.6.   Infinite Ammo: Off

16.5.2.2.7.   Bottomless Clip: Off

16.5.2.2.8.   Tactical Reload Time Scalar: Default

16.5.2.2.9.   Empty Reload Time Scalar: Default

16.5.2.3. Grenades

16.5.2.3.1.   Max Frag Grenades: 0

16.5.2.3.2.   Mas Plasma Grenades: 0

16.5.2.3.3.   Max Dynamo Grenades: 0

16.5.2.3.4.   Max Spike Grenades: 0

16.5.2.3.5.   Grenade Pads/Placements: On

16.5.2.3.6.   Grenade Pickup: On

16.5.2.3.7.   Grenade Damage Ratio: Default

16.5.2.3.8.   Grenade Throw Time Scalar: Default

16.5.2.3.9.   Grenade Detonation Radius Scalar: Default

16.5.2.4. Melee

16.5.2.4.1.   Melee Damage Ration: Default

16.5.2.4.2.   Melee Impulse Scalar: Default

16.5.2.5. Equipment

16.5.2.5.1.   Equipment Pads/Placements: On

16.5.2.5.2.   Power Equipment Pads/Placements: On

16.5.2.5.3.   Equipment Pickup: On

16.5.2.5.4.   Active Camo Intensity: Off

16.5.2.5.5.   Holding Objectives Disables Equipment: On

16.5.2.6. Vehicles

16.5.2.6.1.   Vehicle Pads/Placements: On

16.5.2.6.2.   Operate Vehicle Turrets: On

16.5.2.6.3.   Indestructible Vehicles: Off

16.5.2.7. Cleanup

16.5.2.7.1.   Weapon Cleanup Timer: Off

16.5.2.7.2.   Vehicle Cleanup Timer: Off

16.5.3. HUD

16.5.3.1. Shields & Health

16.5.3.1.1.   Shield Bar HUD: On

16.5.3.1.2.   Shields & Health Bar Effects: On

16.5.3.1.3.   HUD Damage Indicators: On

16.5.3.2. Motion Tracker

16.5.3.2.1.   Motion Tracker: Off

16.5.3.2.2.   Smart-Link Motion Tracker: Off

16.5.3.2.3.   Motion Tracker Inner-Ring Scalar: Default

16.5.3.2.4.   Motion Tracker Detect (Fast-Movement): On

16.5.3.2.5.   Motion Tracker Detect (Sprint): On

16.5.3.2.6.   Motion Tracker Detect (Clamber): On

16.5.3.2.7.   Motion Tracker Detect (Shooting): On

16.5.3.2.8.   Motion Tracker Detect (Melee): Off

16.5.3.3. FRIENDLY/ENEMY OUTLINES

16.5.3.3.1.   Friendly Player Outlines: On

16.5.3.3.2.   Enemy Player Outlines: On

16.5.3.3.3.   Friendly Vehicle Outlines: On

16.5.3.3.4.   Enemy Vehicle Outlines: On

16.5.4. Health & Damage

16.5.4.1. Damage

16.5.4.1.1.   Damage Resistance Ratio: Default
16.5.4.1.2.   Headshot Bonus Damage Protection: Off
16.5.4.1.3.   Deathless: Off

16.5.4.2. Team
16.5.4.2.1.   Friendly Fire: On
16.5.4.2.2.   Friendly Fire Resistance Ratio: 100%

16.5.4.3. Shields
16.5.4.3.1.   Max Shield Scalar: Default
16.5.4.3.2.   Shield Recharge Time Scalar: Default
16.5.4.3.3.   Shield Recharge Delay Scalar: Default
16.5.4.3.4.   Shield Vampirism Ratio: 0%
16.5.4.3.5.   Overshield Decay Time Scalar: Default

16.5.4.4. Health
16.5.4.4.1.   Max Health Scalar: Default
16.5.4.4.2.   Health Recharge Time Scalar: Default
16.5.4.4.3.   Health Recharge Delay Scalar: Default
16.5.4.4.4.   Health Vampirism Ratio: 0%

16.5.4.5. Lifepool
16.5.4.5.1.   Lifepool Enabled for Teams: None
16.5.4.5.2.   Eagle Team Respawn Count: 0
16.5.4.5.3.   Cobra Team Respawn Count: 0

16.5.4.6. Revive
16.5.4.6.1.   Team Revive: None
16.5.4.6.2.   Auto-Revive: Off
16.5.4.6.3.   Auto-Revive Timer: 60s
16.5.4.6.4.   Revive Grants Over Shield: False
16.5.4.6.5.   Preserve Revive Progress: On
16.5.4.6.6.   Revive Allies Action Time: 1s
16.5.4.6.7.   Revive Action Time Scales Per Revive: True
16.5.4.6.8.   Revive Time Scalar: 1.50
16.5.4.6.9.   Revive Orb Lifetime Enabled: Off
16.5.4.6.10.   Revive Orb Lifetime: 30s

16.5.5. Movement

16.5.5.1. Base Movement
16.5.5.1.1.   Friendly Player Collision: Off
16.5.5.1.2.   Movement Speed Scalar: Default
16.5.5.1.3.   Gravity Scalar: Default
16.5.5.1.4.   Forward/Back Speed Scalar: Default
16.5.5.1.5.   Forward Back Acceleration Scalar: Default
16.5.5.1.6.   Strafe Speed Scalar: Default
16.5.5.1.7.   Strafe Acceleration Scalar: Default

16.5.5.2. Sprint
16.5.5.2.1.   Sprinting: On
16.5.5.2.2.   Sprint Speed Scalar: Default
16.5.5.2.3.   Time To Sprint Scalar: Default
16.5.5.2.4.   Slide Speed Scalar: Default
16.5.5.2.5.   Slide Distance Scalar: Default
16.5.5.2.6.   Reload While Sprinting: On
16.5.5.2.7.   Sprint Resets Shield Recharge: On
16.5.5.2.8.   Damage Interrupts Sprint: On

16.5.5.3. Jump
16.5.5.3.1.   Jump Height Scalar: Default

16.5.5.4. Clamber
    16.5.5.4.1.   Clambering: On
    16.5.5.4.2.   Clamber Speed Scalar: Default
16.5.6. Bots
  16.5.6.1. Difficulty
    16.5.6.1.1.   Bot Difficulty: Recruit
  16.5.6.2. Counts
    16.5.6.2.1.   Bot Count (Team 1: Eagle): 0
    16.5.6.2.2.   Bot Count (Team 2: Cobra): 0
    16.5.6.2.3.   Bot Count (FFA): 0
16.5.7. AI
  16.5.7.1. General Settings
    16.5.7.1.1.   Allow AI: On
    16.5.7.1.2.   AI Limit: 32
    16.5.7.1.3.   Difficulty: Heroic
    16.5.7.1.4.   Player Count Difficulty Multiplier: Dynamic
    16.5.7.1.5.   Valhalla: Off
    16.5.7.1.6.   Players Undetectable By AI: Off
  16.5.7.2. Outlines
    16.5.7.2.1.   AI Outlines: On
    16.5.7.2.2.   AI Vehicle Outlines: On
    16.5.7.2.3.   AI Outline Occlusion: On
16.5.8. Extraction
  16.5.8.1. Time
    16.5.8.1.1.   Extraction Duration: 60s
    16.5.8.1.2.   Deployment Duration: 4s
    16.5.8.1.3.   Conversion Duration: 7s
    16.5.8.1.4.   Incoming Time: 30s
    16.5.8.1.5.   Timer Pause: Off
    16.5.8.1.6.   Conversion Pauses Extraction: Off
  16.5.8.2. Extraction Sites
    16.5.8.2.1.   Active Sites: 2
    16.5.8.2.2.   Sites Spawn In Sets: On
    16.5.8.2.3.   Site Ordering: Sequential
    16.5.8.2.4.   Initial Ownership: Eagle
    16.5.8.2.5.   Alternate Initial Ownership: On
  16.5.8.3. MISCELLANEOUS
    16.5.8.3.1.   Retain Extraction Progress: Off
    16.5.8.3.2.   Disclose Interactions: Off
    16.5.8.3.3.   Conversion Checkpoint Increments: 50% Increments
    16.5.8.3.4.   Extraction Near Complete Message: Off
    16.5.8.3.5.   Extraction Near Complete Message Time: 10
    16.5.8.3.6.   Conversion Progress Audio: Off

17. **Maps and Modes**
  17.1.   Halo 3 2v2
    17.1.1. A round-based map rotation will be used. The Maps available in this rotation are as follows (round-by round schedule of map and Game modes will be provided prior to Tournament start):
      17.1.1.1. Slayer on Guardian
      17.1.1.2. Slayer on Narrows
      17.1.1.3. Slayer on Pit
      17.1.1.4. Slayer on Construct
      17.1.1.5. Slayer on Heretic
      17.1.1.6. Slayer on Amplified
  17.2.   Halo 5 2v2

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

    17.2.1.1. Slayer on Truth

    17.2.1.2. Slayer on Plaza

    17.2.1.3. Slayer on Regret

17.3. Halo Infinite 2v2

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

    17.3.1.1. Slayer on Aquarius

    17.3.1.2. Slayer on Live Fire

    17.3.1.3. Slayer on Recharge

    17.3.1.4. Slayer on Solitude

    17.3.1.5. Slayer on Streets

    17.3.1.6. Slayer on Origin

17.4. Halo 2 4v4

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

    17.4.1.1. Slayer on Midship

    17.4.1.2. Slayer on Warlock

    17.4.1.3. Slayer on Sanctuary

    17.4.1.4. Slayer on Lockout

    17.4.1.5. Slayer on Beaver Creek

    17.4.1.6. Capture the Flag on Midship

    17.4.1.7. Capture the Flag on Warlock

    17.4.1.8. Capture the Flag on Sanctuary

    17.4.1.9. Bomb on Midship

    17.4.1.10.   Oddball on Midship

    17.4.1.11.   Oddball on Warlock

    17.4.1.12.   Oddball on Lockout

[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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