

Halo World Championship Rules

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Intro

The rules within this document apply to all Halo World Championship (HaloWC) teams, players, coaches, managers and staff, as well as all tournament staff, sponsors, event attendees and those associated with the HaloWC.

The HaloWC Rulebook is considered a living document and may be updated and modified at any time, for any reason. Rulings outside the scope of this document may be made to preserve fair play and tournament integrity.

The official game of the Halo World Championship 2017 is Halo 5: Guardians on the Xbox One console.

GLHF!

This document was last updated on March 21, 2017.

Region Definitions

The Halo World Championship is a global competition comprised of 4 regions. These 4 regions are: North America; Europe; Latin America; Australia and New Zealand.

Some Regions are further divided into “sub-Regions.” The tables below specify the Region and sub-Regions for each eligible country.

Note: bolded names are the names of the sub-Regions.

North America	Europe + Middle East	LATAM	ANZ
USA Canada Puerto Rico	United Kingdom Republic of Ireland Germany France Portugal Spain Belgium Netherlands Switzerland Italy Austria Denmark Greece Hungary Slovakia Czech Republic Poland Russia	Latin America North (LAN) Colombia Latin America South (LAS) Argentina Chile Mexico Mexico Brazil Brazil	Australia New Zealand

	Norway		
	Sweden		
	Finland		
	Turkey		
	Slovenia		
	Croatia		
	Bosnia and Herzegovina		
	Albania		
	Bulgaria		
	Serbia		
	Ukraine		
	Belarus		
	Lithuania		
	Latvia		
	Estonia		
	Luxembourg		
	Liechtenstein		
	Cyprus		
	Iceland		
	Malta		
	Macedonia		
	Monaco		
	Montenegro		
	San Marino		
	Vatican City		
	Armenia		
	Azerbaijan		

	Georgia		
	Saudi Arabia		
	United Arab Emirates		
	Israel		
	Qatar		
	Kuwait		
	Bahrain		

Player Eligibility

The Halo World Championship is open to any competitor that is the minimum age of participation who resides within an eligible country at the time of competition. The minimum age of participation in each region or country are as follows:

North America - 13 years of age

Latin America - 18 years of age

Australia - 15 years of age

New Zealand - 13 years of age

Europe + Middle East - 16 years of age

Participants who are minors in their jurisdiction will be required to provide a signed consent form by a parent or legal guardian in the event they compete in the Open Live Events, or Halo World Championship 2017 Finals. Players 16 and 17 of age at the Halo World Championship Qualifier: Mexico City may compete with a signed consent form. Employees of Turtle Entertainment America, Inc. Microsoft Corporation, 343 Industries, Gfinity PLC, Ultimate Gaming Championship LLC, Comcast, and Millennial Esports Corp. are not eligible while working at their respective companies. Additionally, players who were employees of 343 Industries at any point between October 2015 through January 2017 are not eligible to compete.

Void where prohibited by law. All applicable federal, provincial, state and local laws and regulations apply.

All players must have an Xbox Live Gold account in good standing.

In order to participate in a regional competition, or represent a Region in the HaloWC Finals, a team must consist of exactly 4 players, at minimum 3 of which are citizens or legal residents of a country or countries listed under that Region or sub-Region above (sub-Region residence takes precedence over residence in a Region when sub-Regions are used).

In order to be considered a citizen or legal resident, players must either hold a passport or other federally accepted identification document (birth certificate, social security card) from or have a valid residency visa (i.e. work visa, athlete visa, student visa) issued by a country from within the Region or sub-Region in which they are competing.

Players that qualify for the HaloWC Finals must be able and have the appropriate documentation to travel to the United States of America.

A team may include 1 player who is not a citizen or legal resident of the sub-Region in which the team competes. However, all players must physically be located and play from within the sub-Region at the time of competition.

Players must utilize their own unique username for competing on MillennialEsports.gg, ESL Play, and Gfinity.net. This unique username must have been registered personally by the player. The registered account must contain all information required by the applicable tournament organizer (“TO”), which may include, but is not limited to: the correct and complete Name, Address (city/postal code), and Email of the player. If false information (ex: Name, Address, or Email) was entered, the user voids the privilege to participate in this tournament and/or receive any prizes.

The TO reserves the right to require legal proof (such as a government issued ID) for a player's eligibility at any time. If at any point, a member of a team is found to be ineligible to compete, that team will forfeit their progress in the competition.

Roster Rules

Teams that have qualified for the Summer 2017 season of the HCS Pro League in both Europe and North America receive higher seed or bracket treatment in all HaloWC Qualifiers. In order for an HCS Pro League team to retain their spot, they must abide by the HCS Pro League roster rules, which are detailed below. Teams in regions where HCS Pro League competition does not take place, or teams that are not in the HCS Pro League must abide by the HCS Open Circuit roster rules which are also detailed below.

A team must consist of 4 players. Each player must be registered and included on the team's roster on the respective TO's platform. In addition, teams also have the option, but are not required, to have a coach. Teams are not allowed to have a substitute player. Once a team has qualified for the Halo World Championship 2017 Finals, that roster is considered locked and all players on that roster are invited.

Each team account is owned by the person who creates the team account on ESL Play, MillennialEsports.gg, and Gfinity.net. Spots earned in Regional Finals or the HaloWC are associated with the team account.

Changes to the roster pre- and post- Open Live events and Regional Qualifiers will only be allowed if circumstances present will render the team's current roster unable to compete (such as illness, inability

to travel, etc). All roster changes will be subject to review and approval on a case-by-case basis by the Region's respective TO (ESL, Gfinity, UGC, and Millennial Esports) prior to the tournaments and by ESL post Regional Finals. Evidence on the circumstances that render the team unable to compete may be requested.

Players are only able to be on one roster at a time.

Players are only allowed to compete in one Region. Once a player is registered in one Region, he/she forfeit the privilege of competing for another Region in the HaloWC.

Example: A player cannot compete in the North American Regional Qualifiers and then later compete in the European Regional Qualifiers.

Teams are only allowed to earn one (1) spot in their respective Regional Finals or the HaloWC Finals. Teams are not allowed to compete in future Qualifiers once a team has earned a spot in their Regional Finals. Teams are allowed to continue to compete in their respective Region's ladder.

HCS Pro League teams will receive higher seed and bracket treatment throughout the Halo World Championship qualification and must adhere to HCS Pro League roster rules as detailed below. All other teams must adhere to HCS Open Circuit roster rules as detailed below.

HCS Pro League Roster Rules

Teams qualified for the Summer 2017 Season of the HCS Pro League must abide by the following roster rules in order to maintain higher seed and bracket treatment during Halo World Championship 2017 qualification, as well as a spot in the Summer 2017 Season of the HCS Pro League

HCS Pro League teams are permitted two out-of-season roster changes, and only one in-season roster change.

North America:

Out-of-season transfer period:

- Begins - December 12, 2017 at 11:59:59PM Pacific
- Ends – January 12, 2017 at 11:59:59PM Pacific

In-season transfer period:

- Begins – January 23, 2017 at 11:59:59PM Pacific
- Ends – February 24, 2017 at 11:59:59PM Pacific

Europe:

Out-of-season transfer period:

- Begins – December 5, 2016 at 11:59:59PM GMT
- Ends – January 20, 2017 at 11:59:59PM GMT

In-season transfer period:

- Begins – February 19, 2017 at 11:59:59PM GMT
- Ends - February 24, 2017 at 11:59:59PM GMT

Teams will be allowed two additional changes immediately following Halo World Championship 2017 Finals before the start of the HCS Pro League Summer 2017 season.

HCS Pro League teams that wish to make changes must have the Manager of the team email halo@eslgaming.com. The email must contain the team name, the current player's name and email and the new team member's player name, real name, mailing address, and email address. All team changes must be finalized at the time when the transfer period ends, at which point teams will be locked again.

During the In-season transfer period, a transfer window will be featured immediately following the conclusion of each online cup and the Thursday that precedes at 11:59:59PM PT, when teams may submitted their allowed one roster change. Rosters for teams are considered locked and no permanent roster change can be made outside of these transfer windows.

During an Out-of-season transfer period, teams are allowed to make two roster changes (2 players change) and retain their spot in the HCS Pro League. When a team is split 2-2, the manager of the team must communicate which of the 2 players are remaining in the HCS Pro League.

HCS Open Circuit Roster Rules

Teams that are not qualified for the Summer 2017 Season of the HCS Pro League must abide by HCS Open Circuit roster rules.

Teams that do not hold HCS points are allowed to make any changes at any time up until the start of a cup.

Teams that do hold HCS points will be subject to having their roster locked. Teams with points are allowed to make one roster change per week, ONLY Monday through Friday, and retain their points. If a team makes more than one roster change during any week they forfeit their points. If teams would like to make a roster change, you must submit a support ticket stating you would like to make a roster change. If 3 members of a team wish to change their team leader, all 3 players must submit a roster change request. If a team has points, players from that team CANNOT compete on other teams or that will be an immediate forfeiture of points. **Teams that forfeit their points become an invalid team. The team will then be deleted. However, you may create a new team with the same team name if you'd like.**

Coaches

Coaches cannot be players on another team competing in HaloWC.

Coaches must register with their team for all Live Events on the respective TO's platform (including Live Event Qualifiers).

Team Apparel

All teams must wear the same apparel/uniform while competing at the HaloWC Finals. If a team does not have a team jersey/uniform, they must wear the uniform provided.

Controllers

Players may not use a Button Macro controller. A macro controller allows players to press a single button that results in a set of actions being executed without additional buttons being pressed.

Gametypes

Gametypes for each match will be determined before the start of the competition by the Tournament Organizer.

All gametypes other than Slayer are classified as Objective (Stronghold, Capture the Flag).

For best-of-5 matches, the gametypes will follow the order of:

Game 1 - Objective

Game 2 - Slayer

Game 3 - Objective

Game 4 - Objective

Game 5 - Slayer

For best-of-7 matches, the gametypes will follow the order of:

Game 1 - Objective

Game 2 - Slayer

Game 3 - Objective

Game 4 - Objective

Game 5 - Slayer

Game 6 - Objective

Game 7 - Slayer

Halo World Championship Finals - 12 Teams

(Global)

- 7 teams from North America
- 3 teams from EMEA (Europe and Middle East)
- 1 team from LATAM (Latin America)
- 1 teams from ANZ (Australia and New Zealand)

Qualification Formats

North America – 7 teams qualify for Halo World Championship Finals

(The United States, Canada, Puerto Rico)

Seeding Cup (Jan 14) format:

- Matches = Best of 5 until Best of 7 Finals
- Bracket = Single elimination
- Seeding = random

Online Cup format:

- Matches = Best of 5 until Best of 7 Finals
- Bracket = Single Elimination
- Seeding = Based on points

Seeding and Online Cup Point distribution:

Placing	Points
1st	550
2nd	360
3rd/4th	200
5th - 8th	75
9th - 16th	35
17th - 32nd	15
33rd - 64th	10

NA Halo World Championship Qualifier: St. Louis format:

- Seeding:
 - Open Bracket teams: based on points earned at Seeding Cup
 - HCS Pro League teams: based on final standings at the end of the Fall 2016 season
- Brackets:

- Open Bracket: Double Elimination
- Championship Bracket: 16-team Double Elimination
 - 8 teams from HCS Pro League
 - Top 8 teams from Open Bracket
- Matches = Best of 5 until Best of 7 Grand Finals

Point distribution:

Placing	Points
1st	6000
2nd	3750
3rd	2700
4th	1800
5th/6th	900
7th/8th	600
9th - 12th	300
13th- 16th	150
17 th -20 th	100
21st- 24th	75
25th- 32nd	50

NA Halo World Championship Qualifier: Las Vegas format:

- Seeding = Based on points
- Brackets:
 - Open Bracket: Double Elimination
 - Championship Bracket: 16-team Double Elimination
 - 8 teams from HCS Pro League (open spots to be backfilled by teams with most points earned after Online Qualifier #5)
 - Top 8 teams from Open Bracket
- Matches = Best of 5, every match that qualifies a team to HaloWC 2017 will be a Best of 7
- Top 6 teams from Championship Bracket qualify for Halo World Championship Finals
- Map and gametype rotation to be predetermined and published before tournament start.

Point Distribution:

Placing	Points
1st	6000
2nd	3750
3rd	2700

4th	1800
5th/6th	900
7th/8th	600
9th - 12th	300
13th- 16th	150
17 th – 20 th	100
21st- 24th	75
25th- 32nd	50

NA Last Chance Qualifier Format:

- Two day tournament:
 - Open entry tournament on March 11
 - Last Chance Qualifier bracket on March 12
- Eligibility: 16 total teams
 - Top 8 teams based on points play on March 12
 - Top 8 teams from Open Bracket on March 11
- Seeding = Based on points
- Bracket = Double Elimination
- Matches = Best of 5 until Best of 7 Grand Finals
- Winning team goes to Halo World Championship 2017 Finals

Key dates:

- Jan 14 – Online Seeding Tournament
- Jan 20-22 - NA Halo World Championship 2017 Qualifier: St. Louis by UGC
- Jan 28 – Online Qualifier #1
- Feb 4 – Online Qualifier #2
- Feb 11 – Online Qualifier #3
- Feb 18 – Online Qualifier #4
- Feb 25 – Online Qualifier #5
- Mar 3-5 NA Halo World Championship 2017 Qualifier: Las Vegas by Millennial Esports
- Mar 11-12 - Last Chance Qualifier

Europe – 3 teams qualify for Halo World Championship Finals

(Europe and Middle East)

Seeding Cup (Jan 21) format:

- Matches = Best of 5 until Best of 7 Finals

- Bracket = Single elimination
- Seeding:
 - HCS Pro League teams will be seeding randomly amongst each other
 - All other teams will be seeded randomly

Online Cup format:

- Matches = Best of 5 until Best of 7 Finals
- Bracket = Single Elimination
- Seeding = Based on points

Seeding and Online Cup Point Distribution:

Placing	Points
1st	550
2nd	360
3rd/4th	200
5th - 8th	75
9th - 16th	35
17th - 32nd	15
33rd - 64th	10

EU Halo World Championship Qualifier: London format:

- Seeding = Based on points
- Brackets:
 - Open Bracket: Double Elimination
 - Championship Bracket: 16-team Double Elimination
 - 6 teams from HCS Pro League (open spots to be backfilled by teams with most points earned after Online Qualifier #3)
 - Top 2 teams in points after Online Qualifier #3
 - Top 8 teams from Open Bracket
- Matches = Best of 5 until Best of 7 Winner's Finals, Loser's Finals, and Grand Finals
- Top 2 teams from Championship Bracket qualify for Halo World Championship Finals

Point distribution:

Placing	Points
1st	6000
2nd	3750
3rd	2700
4th	1800
5th/6th	900
7th/8th	600

9th - 12th	300
13th- 16th	150
17 th – 20 th	100
20th- 24th	75
25th- 32nd	50

Feb 25 – Open LCQ

- Open entry
- Single elimination
- Top 8 teams in points at the time are not permitted to compete
- Top 8 teams from this tournament play in Last Chance Qualifier on the following day
- Matches = Best of 5

Feb 26 – Last Chance Qualifier

- 16 team, double elimination
- Top 8 teams in points accrued during entire qualification period
- Top 8 teams from the Open LCQ portion
- Winning team goes to Halo World Championship Finals
- Matches = Best of 5, until Best of 7 Grand Finals match

Key Dates:

- Jan 21 - Online Seeding Tournament
- Jan 22 - Online Qualifier #1
- Feb 5 - Online Qualifier #2
- Feb 12 - Online Qualifier #3
- Feb 17-19 - EU Halo World Championship 2017 Qualifier: London by Gfinity
- Feb 25-26 – Online Last Chance Qualifier

Latin America (LATAM) – 1 team qualifies for Halo World Championship Finals (Mexico, Brazil, Latin America North [LAN] and Latin America South [LAS])

Sub-region qualifiers:

- Mexico
- Brazil and Latin America North (Colombia)
- Latin America South

The teams with the most points from each of the 3 sub-region qualifiers will have travel and lodging covered for the LATAM HaloWC Qualifier in Mexico City.

Seeding Cup (Jan 28) format:

- Matches = Best of 5 until Best of 7 Finals
- Bracket = Single elimination
- Seeding = Random

Online Cup format:

- Matches = Best of 5 until Best of 7 Finals
- Bracket = Single Elimination
- Seeding = Based on points

Seeding and Online Cup Point Distribution:

Placing	Points
1st	550
2nd	360
3rd/4th	200
5th - 8th	75
9th - 16th	35
17th - 32nd	15
33rd - 64th	10

LATAM Halo World Championship Qualifier: Mexico City format:

- Seeding = Based on points
- Bracket = Double Elimination
- Matches = Best of 5 until Best of 7 Grand Finals
- Winning team qualifies for the Halo World Championship Finals

Key dates:

- Jan 28 - Online Seeding Tournament
- Jan 29 - Online Qualifier #1
- Feb 5 - Online Qualifier #2
- Feb 12 - Online Qualifier #3
- Feb 24-26 – Latin America Halo World Championship 2017 Qualifier: Mexico City by Gfinity

Australia & New Zealand (ANZ) – 1 team qualifies for Halo World Championship Finals
(Australia, New Zealand)

Seeding Cup (Jan 21) format:

- Matches = Best of 5 until Best of 7 Finals
- Bracket = Single elimination

- Seeding = Random

Online Cup and Last Chance Qualifier format:

- Matches = Best of 5 until Best of 7 Finals
- Bracket = Single Elimination
- Seeding = Based on points
- LCQ: Winning team qualifies for Online Regional Qualifier

Seeding and Online Cup Point Distribution:

Placing	Points
1st	550
2nd	360
3rd/4th	200
5th - 8th	75
9th - 16th	35
17th - 32nd	15
33rd - 64th	10

Australia/New Zealand Halo World Championship 2017 Online Regional Qualifier

- Matches = Best of 5 until Best of 7 Grand Finals
- Bracket = Double Elimination
 - Top 7 teams in points after Online Cup #4 on Feb 12
 - Winner of Last Chance Qualifier on Feb 19
- Seeding = Based on points

Prize Money Distribution

Note: Prizes will be divided equally between all Team members. For the avoidance of doubt, for the purposes of prize award, coaches are not considered Team members. Only the actual Players will be eligible to receive prizes. Prizes will be awarded in the name of the individual Players and not to any organization or company. Winners are solely responsible for all federal, provincial, state and local taxes, if any (including any income and withholding taxes). Winners may not substitute, assign, or transfer a prize. Tournament Organizer/Administrator reserves the right to substitute a prize of comparable or greater value, at its sole discretion. All prize details are at Tournament Organizer's/Administrator's sole discretion.

Qualifiers/Online tournaments:

- North America - \$1,000
 - 1st - \$750
 - 2nd - \$250
- Europe – \$1,000
 - 1st - \$750
 - 2nd - \$250

- Latin America - \$500 per sub-Region tournament (\$1,500 total)
 - 1st - \$500
- Australia & New Zealand - \$1,000
 - 1st - \$750
 - 2nd - \$250

Open Live events

Prize pools below are total prize pools, prize distribution TBA

- NA HaloWC Qualifier: St. Louis - \$50,000
- NA HaloWC Qualifier: Las Vegas - \$50,000
- EU HaloWC Qualifier: London - \$25,000
- LATAM HaloWC Qualifier: \$20,000

HaloWC Finals

- \$1,000,000

Tournament Format Rules

Gametypes and settings will be universal across all regions.

343 will provide finalized gametypes and settings.

Definitions for the tournament:

- Game - One (1) competition played on one (1) map between two (2) teams
- Map - the in-game level on which a game is played
- Match - a best-of-5/7 series made up of multiple Games
- Gametype - combination of game mode and map

Each round of the tournament will feature gametypes that are announced before the start of the event. The gametypes for each round must be played in the order that they are announced.

Maps and Game Modes

Below are the gametypes (game mode + map) that will be used for the HaloWC.

- Slayer
 - Coliseum
 - The Rig
 - Plaza
 - Eden
 - Regret
 - Truth
- Capture the Flag
 - Coliseum
 - Truth
 - Fathom
- Strongholds
 - The Rig
 - Eden
 - Empire
 - Plaza

Game Mode Settings

Slayer: First to 50 kills wins.

- Primary Weapon: Assault Rifle
- Secondary Weapon: Magnum
- Motion Sensor: On
- Score to Win: 50
- Shield %: 100%
- Round length: 12 Minutes

- Overtime rules: 3 minutes of overtime added to the clock. Games ends after 50 kills are achieved or time runs out.

Capture the Flag: Classic Multi-flag. Grab the enemy's flag and bring it home to score.

- Primary Weapon: Assault Rifle
- Secondary Weapon: Magnum
- Motion Sensor: On
- Score to Win: 3
- Shield %: 100%
- Round length: 12 Minutes
- Flag at home to score: Yes
- Flag automatic reset time: 30 seconds
- Overtime rules: 3 minutes of overtime added to the clock. Games ends after 3 flag captures or time runs out.

Strongholds: Control 2 of 3 territories on the map to earn points.

- Primary Weapon: Assault Rifle
- Secondary Weapon: Magnum
- Motion Sensor: On
- Score to Win: 100
- Shield %: 100%
- Round length: 12 Minutes
- Overtime rules: 3 minutes of overtime added to the clock. Games ends after 100 points are achieved or time runs out.

Game ties and disconnects

Game Ties

In the event of a tie in a Capture The Flag game, the game will be replayed in its entirety for one (1) game. If the second game also ends in a tie, the game will be replayed with a Sudden Death rule where the first capture by a team will win the game.

In the event of a tie in a Strongholds game, the game will be replayed in its entirety for one (1) game. If the second game also ends in a tie, the game will be replayed with a 50 point score limit. The 50 point score limit will be used indefinitely if the games continue to end in a tie.

In the event of a tie in a Slayer game, the game will be replayed in its entirety for one (1) game. If the second game also ends in a tie, the game will be replayed with a 25 point limit. The 25 point limit will be used indefinitely if the games continue to end in a tie.

Online Cup Disconnects

- Teams must submit a ticket or post a comment in the match chat to determine the final result of a disconnect or other game issue. **Replaying the match after a disconnect is allowed as long as both teams mutually agree to replay.**
- Team Slayer - Before 10 seconds or first kill, restart. The team with a player that disconnects forfeits if a disconnect occurs more than 10 seconds into the game or after the first kill.
- Capture the Flag - If a disconnect occurs less than 10 seconds into the game, the game is restarted. If more than 10 seconds into the game, game continues and player can rejoin.
- Strongholds - If a disconnect occurs less than 10 seconds into the game, the game is restarted. If more than 10 seconds into the game, game continues and player can rejoin.

In-person event, LCQ, and Online Regional Qualifier Disconnects

In the event that a player or players disconnect from a game, the game may end in a victory for the other team, a full restart, or a continuation from the point of the disconnect. An admin will review the disconnect, the state of the game when the disconnect occurred, and communicate a ruling to the teams.

In any game, if it is decided that the game should be continued from the point of the disconnect, the score difference at the point of the disconnect will be recorded. In the restarted game, the team that was leading will need to score the score-to-win limit minus the score difference at the point of the disconnect, and the team that was trailing will need to score the standard point total to win.

- **Slayer Example:** Team A is leading 27-22 (5 points) against Team B and a player disconnects. In the remade game, Team A must score 45 points (50 - 5) and Team B must score 50 points to win.
- **Capture The Flag Example:** Team B is leading 1-0 (1 point) against Team A and a player disconnects. In the remade game, Team B must score 2 (3 - 1) and Team A must score 3 points to win.
- **Strongholds Example:** Team A is leading 90-70 (20 points) against Team B and a player disconnects. In the remade game, Team A must score 80 points (100 - 20) and Team B must score 100 points to win.

Icarus Armor

Effective immediately, the use of the Icarus armor in any official Halo World Championship 2017 matches is prohibited. Use of the Icarus helmet is allowed.

Players AND teams who use this armor will be met with the following penalties:

- First offense – If a player uses the Icarus armor, his or her team will immediately forfeit the game if the game is not ended before the first kill in a Slayer game, or the first 15 seconds of a game (whichever occurs first)
- Second offense – If a player on the same team during the tournament (doesn't have to be the same player in the first offense), the team will immediately forfeit the entire series.

Warnings and Penalties

Warning and Penalty system. All warnings and penalties are given to the team, not the individual player (example: 1 player on Team A warned 3 times is the same as 3 players on Team B each being warned once [**3 total warnings**]). Depending on the severity of the action or conduct by a player, multiple warnings may be handed out for a single infraction, up to and including bypassing warnings and resulting in an immediate penalty. Examples below:

- Profane words or phrases
- Controversial religious topics
- Threats/implied violence
- Destroying tournament equipment
- Punctuality
- Not following tournament staff instructions
- Going into replays

After a maximum of three (3) warnings, a penalty is enforced. Penalties may range from forfeiting the next game, forfeiting the next match, to reduction of prize money earned by the team. Teams may also be warned or incur a penalty for repeated warnings in regards to the same rule. Penalties may also be combined with other penalties (ex: team forfeits the next game AND forfeits 1% of prize money earned).

<ul style="list-style-type: none"> • Opponent Power Play (put controller down for X minutes) • Coach banned for next game (or part of next game) • Forfeit next game • Forfeit next match 	<ul style="list-style-type: none"> • Prize Money Penalties <ul style="list-style-type: none"> ○ +1% loss (team) ○ +2% loss (team) ○ +3% loss (team) <p style="text-align: right;">■ 3 penalties = 6% loss of prize money</p>
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	<ul style="list-style-type: none">● Prize Money that is forfeit will be donated to charity or used to increase future tournament prize pools
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Some infractions may result in warnings and penalties being bypassed with immediate disqualification from the remaining of the tournament being enforced. Examples of behavior or actions that could result in this are:

- Physical acts violence
- Cheating
- Collusion/manipulating the bracket
- Drug/substance abuse on-site
- Any illegal activities
- Betting or gambling on HaloWC tournament or match results
- Hate speech
- Harassment

Important Links

<http://halo.gg>

<http://play.eslgaming.com>

<http://www.gfinity.net/>

<http://millennialesports.gg>