

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 HaloWC is Halo 5: Guardians.

GLHF!

This document was last updated on February 16, 2016.

Roster Rules

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.

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

Changes to the roster post-Regional Finals 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 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.

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).

Teams must use the same Coach in the World Championship Finals that they used in the Regional Finals.

General Rules

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.

Players must use a wired connection for their controller. Controllers may not contain batteries.

TO's may inspect any controller at anytime.

Player Effort

Teams must play and finish every match and play for the win in each game. Failure to do so may result in warnings or penalties, up to and including prize money deduction for the team.

Tournament Rulings

If a player disagrees or wishes to challenge a ruling made by an admin, they may do so. The ruling will be reviewed by the Tournament Organizer and a final ruling will be made.

Halo World Championship Format

Gametype Order;

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

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

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

Game 1 - Objective

Game 2 - Team Slayer

Game 3 - Objective

Game 4 - Objective

Game 5 - Team Slayer

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

Game 1 - Objective

Game 2 - Team Slayer

Game 3 - Objective

Game 4 - Objective

Game 5 - Team Slayer

Game 6 - Objective

Game 7 - Team Slayer

**Halo World Championship Finals - 16 Teams
(Global)**

- 8 teams from North America
- 4 teams from EMEA (Europe and Africa)
- 1 team from LATAM (Latin America)
- 1 team from Asia
- 2 teams from ANZ (Australia and New Zealand)

Group Stage

- The qualified teams will be placed into the following pools to be drawn into Groups
 - Pool A
 - #1 team from North America
 - #1 team from EMEA
 - #1 team from ANZ
 - #1 team from LATAM
 - Pool B
 - #1 team from Asia
 - #2 team from North America

- #2 team from EMEA
 - #2 team from ANZ
 - Pool C
 - #3/4 teams from North America (2 total teams)
 - #3/4 teams from EMEA (2 total teams)
 - Pool D
 - #5-8 teams from North America (4 total teams)
- Teams will be drawn from the above Pools into Groups for the Group Stage portion of the Finals
- The following restrictions will be in place when teams are drawn from the Pools and placed into the Groups
 - Each group must have exactly one (1) team from each pool
 - A group cannot contain more than two (2) teams from North America
 - A group cannot contain more than one (1) team from EMEA
 - A group cannot contain more than one (1) team from ANZ
 - Any invalid draws automatically fill the next valid open slot in the Group
 - Valid draws cannot invalidate future draws
- During the Group stage, each team in each Group will play each other team in their Group
- Each match will be a best-of-5 series

Group Stage Rankings

- Rankings in groups are decided as follows, in descending order
 - Match Record
 - head-to-head result if 2 teams are tied
- In the event of more than 2 teams being tied at the conclusion of group play, the following tiebreakers will be used, in descending order:
 - Match win-loss record with tied teams
 - Game win percentage with tied teams
 - Overall game win percentage record (including results from the game against the non-tied team)
 - tie-breaker game
 - Team Slayer on a randomly selected map
 - Each team plays each other tied team on the same map
 - Match order would be selected randomly, similar to group match method.
- If after the tiebreaker game teams are still tied, the score spread in the tiebreaker game will be used
 - Spread is determined by final team score minus opponent's score across all tiebreaker games
 - The team with the higher spread will be declared the winner
- Repeat tiebreaker game as needed until spread is different amongst the teams
- If at any point one of the above tiebreakers breaks the tie between the teams, the tiebreaker will revert back to the first available tiebreaker.

- If 3 teams are tied and 1 team had a better game win percentage, the remaining 2 tied teams would have their tie broken by their head-to-head result, not through their overall game win percentage or a tiebreaker game.

Bracket Stage

- The top 2 teams from each Group will advance to the Bracket stage of the Halo World Championship Finals
 - The top finishing team from each Group will be randomly drawn into the Bracket and placed from top to bottom
 - Each top finishing team will face a second place finishing team from a different Group from their own
 - No two (2) teams from the same Group may occupy the same half of the Bracket
- The Bracket will be an eight (8) team single-elimination bracket
- Each match until the Semi-Finals will be best-of-5
- The Semi-Finals and Grand Finals will be best-of-7

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.

HaloWC Finals

- \$1,000,000 (minimum)
 - 1st - 40%
 - 2nd - 20%
 - 3rd/4th - 10% (each)
 - 5th-8th - 3% (each)
 - 9th-16th - 1% (each)

Tournament Format Rules

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

Restart Rules

- For Capture the Flag games, the exact score will be taken from the time of interruption. For example, if a team is leading a game 4-0 and there is a game interruption, the game will be replayed with an aggregate or “understood” score of 4-0, rather than a full 0-0 restart.
- For Team Slayer games, the exact score will be taken from the time of the interruption. For example, if a team is leading a game 35-30 and there is a game interruption, the game will be replayed with an aggregate or “understood” score of 35-30, rather than a full 0-0 restart.
- For Strongholds games, the exact score will be taken from the time of interruption. For example, if a team is leading a game 55-30 and there is a game interruption, the game will be replayed with an aggregate or “understood” score of 55-30, rather than a full 0-0 restart.

If a player disconnects from a game, and the Tournament Organizer is able to determine that it was caused by a malfunction of tournament equipment, the Tournament Organizer will determine whether the Round/Game should be restarted, the Game win should be awarded to a Team, or the conditions under which the Round/Game should be resumed.

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.

For each match in the group stage, a coin flip will be used to determine the color of each team in each match.

For each match in the bracket stage, if the teams playing are a first place group team against a second place group team, the first place team will play as the Red team and the second place team will play as the Blue team. If both teams are first place or second place teams, a coin flip will determine what color each team will use.

Maps and Game Modes

Below are the gametypes (game mode + map) that will be used for the HaloWC. This list may be updated at any time, but will not take effect for competitive play until at least 3 weeks after the update is announced.

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

Truth		
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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.

In the result of a tie for any game, the game will be replayed in its entirety.

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) <ul style="list-style-type: none"> ■ 3 penalties = 6% loss of prize money ● 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 of 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