

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 November 16, 2015.

Region Definitions

The Halo World Championship is a global competition comprised of 5 regions. These 5 regions are: North America; Europe, Middle East, and Africa; Latin America; Australia and New Zealand; Asia (each, a "Region").

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	EMEA	Asia	LATAM	ANZ
USA Canada Puerto Rico	UK & ROI United Kingdom Republic of Ireland EU (Including Russia) Germany France Portugal Spain Belgium Netherlands Switzerland Italy Austria Denmark Greece Hungary Slovakia Czech Republic Poland Russia Norway Sweden Finland Turkey Middle East Saudi Arabia United Arab Emirates Israel South Africa South Africa	China Asia Hong Kong Singapore Taiwan South Korea	Latin America North (LAN) Colombia Latin America South (LAS) Argentina Chile Mexico Mexico Brazil Brazil	Australia New Zealand

Player Eligibility

The Halo World Championship is open to any competitor that is the minimum age of participation who resides within an eligible country. 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

EMEA - 16 years of age

Asia - 13 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 advance to the Regional Finals. Employees of Turtle Entertainment America, Inc. Microsoft Corporation, 343 Industries, Major League Gaming Inc. Gfinity PLC and their respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, sponsors and the immediate family members (spouse, and parent, child and sibling and their respective spouses, regardless of where they reside) and persons living in the same household of each whether or not related, are not eligible.

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, a team must consist of exactly 4 players. At minimum 3 of these players must be 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 where competitions are tied to a specific sub-region.

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 MLG GameBattles, 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

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, MLG GameBattles, and Gfinity.net. Spots earned in Regional Finals or the HaloWC are associated with the team account.

Teams may change their roster at any time until they qualify for their respective Regional Finals. Additions to rosters are at the sole discretion of the account owner. Players may choose to leave a roster at any point in time prior to qualifying for their respective Regional Finals.

Changes to the roster pre- and 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 the Region's respective TO (ESL, Gfinity and MLG) prior to the Regional Finals 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 EMEA Regional Qualifiers.

Teams are only allowed to earn one (1) spot in their respective Regional Finals or the HaloWC Finals. If a situation arises where a team earns multiple positions in either the Regional Finals or the HaloWC Finals, they will be awarded the prize money earned by their placing, but the spot in the respective Finals will pass to the highest placing non-qualified team for that (sub-)Region.

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).

Halo World Championship Format

*Note: All dates below are subject to change

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 Team Slayer are classified as Objective (Strongholds, Capture the Flag, Breakout).

For best-of-3 matches, the gametypes will follow the order of:

Game 1 - Objective

Game 2 - Team Slayer

Game 3 - Objective

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, Middle East 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-3 series

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

HaloWC and Regional Finals Group Stage

Match Order Draw Method

The below method will be used to determine the order of matches for the Group Stages in the Regional Finals as well as the Halo World Championship Final. Not all Regions will feature 4 groups of 4 teams, in those cases some Groups or Teams may be removed from the table below.

For below, Team A is defined as the first team drawn into the group. Team B is the second team drawn into the group. Team C is the third team drawn into the group, and Team D is the last team drawn into the group. For North America, the highest seeded team in each group will be Team A, the second highest seeded team will be Team B, third highest will be Team C, and the lowest seeded team will Team D.

Group 1	Group 2	Group 3	Group 4
Team A-1	Team A-2	Team A-3	Team A-4
Team B-1	Team B-2	Team B-3	Team B-4
Team C-1	Team C-2	Team C-3	Team C-4
Team D-1	Team D-2	Team D-3	Team D-4

- Round 1
 - First match opponent for Team A is randomly drawn from the pool of Team B, C and D
 - The two teams remaining become the other match
- Round 2
 - Second match opponent for Team A is randomly drawn from the pool of Team B, C and D minus the first round 1 opponent
 - The two teams remaining become the other match
- Round 3
 - Third match opponent for Team A is automatically the team that Team A has not played in Round 1 and 2
 - The two teams remaining become the other match

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
- Repeat tiebreaker game as needed until spread is different amongst the teams

Regional Finals

Group Stage

- Each Group Stage match during Regional Final competitions will be best-of-3 matches

Bracket Stage

- Each match until the Semi-Finals at each Regional Final competition will be best-of-5
- The Semi-Finals and Grand Finals match will be a best-of-7

North America - 8 Teams Qualify for Halo World Championship Finals (The United States of America, Canada and Puerto Rico)

- Online Ladder (5 points per Match win)
 - December 6 through January 16
 - Matches = Best of 3 Games
- 5 Online Tournaments (5000 Series)
 - 1st = 5000 points
 - 2nd = 3000 points
 - 3rd-4th = 2000 points
 - 5th-8th = 1500 points
 - 9th-16th = 1000 points
 - 17th-32nd = 500 points
 - 33rd-64th = 250 points
 - Online Tournaments on December 20, January 3, 10, 17, 24
 - Teams = 512
 - Bracket = Single Elimination
 - Matches = Best of 3 Games until Semifinals & Finals (Best of 5 Games)
 - Seeding = Based on Points

- The top 15 Teams by points on January 25 will qualify for the Regional Finals.
 - Teams must submit a Roster of 4 Players in order to be considered for a top 15 spot. Teams can submit their Roster by competing in the Online Tournament on January 24, or by emailing their Roster to jnye@mlg.tv by 5 PM EST on Friday, January 22nd if they are unable to participate in the Online Tournament on January 24.
- Online Last Chance Qualifier (LCQ)
 - January 31st
 - Teams = 512
 - Bracket = Single Elimination
 - Matches = Best of 3 Games until Semifinals & Finals (Best of 5 Games)
 - Seeding = Based on Points
 - 1st Place qualifies for the Regional Finals
 - Players who are members of a Team that has qualified for the North America Regional Final will not be permitted to participate.
- Regional Finals
 - February 19-21
 - 16 Teams
 - Seeding = Top 15 Based on Points, LCQ winner = #16
 - Round Robin Group Play
 - 4 Groups, 4 Teams per Group
 - Top 2 Teams from each Group advance to Bracket and HaloWC Finals
 - Single Elimination Bracket

For more information regarding the North American Qualifiers and Regionals, please visit MLG.tv.

EMEA - 4 Teams Qualify for Halo World Championship Finals (Europe, Middle East and Africa)

- Regional Final Format
 - 12 teams
 - 4 teams from UK + Republic of Ireland (Qualified through Gfinity)
 - 1 team from France (Qualified through Xbox Elite Series)
 - This team will be considered an EU team
 - 1 team from Germany (Qualified through German Qualifier Cup)
 - This team will be considered an EU team
 - 1 team from South Africa (Qualified through South Africa Qualifier Cup)
 - 1 team from Middle East (Qualified through Middle East Qualifier Cup)
 - 4 Teams from all EU sub-region, save UK + Republic of Ireland
 - February 6-7, 2016
 - Qualified teams are placed into 4 Groups, each with 3 teams (12 total teams)
 - Teams play each other team in their Group
 - Top 1 or 2 teams from each group advance to a 4 or 8 team single-elimination tournament (TBD)

- Top 4 finishing teams in the bracket qualify for the Halo World Championship Finals
- United Kingdom and Republic of Ireland
 - 4 teams qualify for EMEA Regional Finals
 - Note: All UK and Republic of Ireland teams must register and qualify through the Gfinity qualifiers. These teams are not allowed to participate in the EU qualifiers.
 - For more information on these Qualifiers, please visit Gfinity's website at: <http://www.gfinity.net/>
- Europe
 - 4 Teams qualify for EMEA Regional Finals
 - 3 Online Qualifiers
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - January 2-3, 2016 - 1 team qualifies for EMEA Regional Finals
 - Qualifier #2 - January 10, 2016 - 1 team qualifies for EMEA Regional Finals
 - Qualifier #3 - January 15-17, 2016 - 2 teams qualify for EMEA Regional Finals
 - For more information on these Qualifiers, please visit esl.gg/hwc
- Germany
 - 1 Team qualifies for EMEA Regional Finals
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - December 19-20, 2015 - 1 team qualifies for EMEA Regional Finals
 - German teams are eligible to participate in the other EU qualifiers
 - For more information on this Qualifier, please visit esl.gg/halowc
- France
 - 1 Team qualifies for EMEA Regional Finals

- Open to any eligible competitor
 - 8 Elite Series Qualifiers leading to an Elite Series Live Event. Teams earn points based on their performance in the Qualifiers
 - Top 8 teams of the general ranking advance to the Group Stage
 - Group Stage:
 - 2 groups of 4 teams.
 - GSL-style bracket groups
 - Top 2 teams from each group advance to the Bracket Stage
 - Bracket Stage
 - 4 team, single elimination tournament
 - Top finishing team qualifies for the EMEA Regional Finals
 - For more information on the France Elite Series, please visit their site at: <http://www.xes2016.com/halo/halo-championship-france/>
 - French teams are eligible to participate in the other EU qualifiers
- Middle East
 - 1 Team qualifies for EMEA Regional Finals
 - 2 Online Qualifiers leading to the Middle East Finals
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - December 19-20, 2015 - 4 teams advance to the Middle East Finals
 - Qualifier #2 - January 2-3, 2016 - 4 teams advance to the Middle East Finals
 - Middle East Online Finals
 - January 9, 2016
 - 8 team, single-elimination tournament
 - Winning team qualifies for the EMEA Regional Finals
 - For more information on these Qualifiers, please visit esl.gg/hwc
- South Africa
 - 1 Team qualifies for EMEA Regional Finals
 - 2 Online Qualifiers leading to the South Africa Finals
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.

- Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - December 19-20, 2016 - 4 teams advance to the South Africa Online Finals
 - Qualifier #2 - January 2-3, 2016 - 4 teams advance to the South Africa Online Finals
 - South Africa Online Finals
 - January 16, 2016
 - 8 team, single-elimination tournament
 - Winning team qualifies for the EMEA Regional Finals
- For more information on these Qualifiers, please visit esl.gg/hwc

Latin America (LATAM) - 1 Team Qualifies for Halo World Championship Finals (Mexico, Brazil, Latin America North [LAN] and Latin America South [LAS])

- Regional Finals Format
 - 8 teams
 - 3 teams from Mexico (Qualified through Mexico Qualifier Cups)
 - 3 teams from Brazil (Qualified through Brazil Qualifier Cups)
 - 1 team from Latin America North (Qualified through LAN Qualifier Cup)
 - 1 team from Latin America South (Qualified through LAS Qualifier Cup)
 - February 13-14, 2016
 - Qualified teams are placed into 2 Groups, each with 4 teams (8 total teams)
 - Teams play each other team in their Group
 - Top 2 teams from each Group advance to a 4 team, single-elimination bracket
 - Winning team from the bracket stage qualifies for the Halo World Championship Finals
- Mexico
 - 3 Teams qualify for Latin America Regional Finals
 - 3 Online Qualifiers
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - January 16-17, 2016 - 1 team qualifies for the Latin America Regional Finals

- Qualifier #2 - January 23-24, 2016 - 1 team qualifies for the Latin America Regional Finals
 - Qualifier #3 - January 31, 2016 - 1 team qualifies for the Latin America Regional Finals
 - For more information on these Qualifiers, please visit esl.gg/hwc
 - Brazil
 - 3 Teams qualify for Latin America Regional Finals
 - 3 Online Qualifiers
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - January 2-3, 2016 - 1 team qualifies for the Latin America Regional Finals
 - Qualifier #2 - January 9-10, 2016 - 1 team qualifies for the Latin America Regional Finals
 - Qualifier #3 - January 15-17, 2016 - 1 team qualifies for the Latin America Regional Finals
 - For more information on these Qualifiers, please visit esl.gg/hwc
 - Latin America North (LAN)
 - 1 Team qualifies for the Latin America Regional Finals
 - 2 Online Qualifiers leading to the LAN Online Finals
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - December 19-20, 2015 - 4 teams advance to the LAN Online Finals
 - Qualifier #2 - January 2-3, 2016 - 4 teams advance to the LAN Online Finals
 - LAN Online Finals
 - January 23-24, 2016
 - 8 team, single-elimination tournament
 - Winning team qualifies for the Latin America Regional Finals

- For more information on these Qualifiers, please visit esl.gg/hwc
- Latin America South (LAS)
 - 1 Team qualifies for the Latin America Regional Finals
 - 2 Online Qualifiers leading to the LAS Online Finals
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - December 19-20, 2015 - 4 teams advance to the LAS Online Finals
 - Qualifier #2 - January 2-3, 2016 - 4 teams advance to the LAS Online Finals
 - LAS Online Finals
 - January 2-3, 2016
 - 8 team, single-elimination tournament
 - Winning team qualifies for the Latin America Regional Finals
 - For more information on these Qualifiers, please visit esl.gg/hwc

ASIA - 1 Team Qualifies for Halo World Championship Finals (China and Asia)

- Regional Finals Format
 - 6 teams
 - 2 teams from China (Qualified through China Qualifier Cups)
 - 1 team from Taiwan (Qualified through Taiwan Qualifier Cup)
 - 1 team from South Korea (Qualified through South Korea Qualifier Cup)
 - 2 teams from Asia (including Taiwan and South Korea) (Qualified through Asia Qualifier Cups)
 - January 30-31, 2016
 - Qualified teams are placed into 2 Groups, each with 3 teams (6 total teams)
 - Teams play each other team in their Group
 - Top 2 teams from each Group advance to a 4 team, single-elimination bracket
 - Winning team from the bracket stage qualifies for the Halo World Championship Finals
- China
 - 2 teams qualify for Asia Regional Finals
 - 2 Online Qualifiers
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match

- Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - December 19, 2015 - 1 team qualifies for Asia Regional Finals
 - Qualifier #2 - January 9, 2016 - 1 team qualifies for Asia Regional Finals
 - For more information on these Qualifiers, please visit esl.gg/hwc
 - Asia (including Hong Kong)
 - 2 teams qualify for Asia Regional Finals
 - 2 Online Qualifiers
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - January 9-10, 2016 - 1 team qualifies for Asia Regional Finals
 - Qualifier #2 - January 15-17, 2016 - 1 team qualifies for Asia Regional Finals
 - For more information on these Qualifiers, please visit esl.gg/hwc
 - Taiwan
 - 1 Team qualifies for Asia Regional Finals
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier #1 - December 19-20, 2015 - 1 team qualifies for Asia Regional Finals
 - For more information on this Qualifier, please visit esl.gg/halowc
 - South Korea
 - 1 Team qualifies for Asia Regional Finals

- Open to any eligible competitor
- Online Ladder will feature best-of-3 games in each match
- Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had at least 1 game played on the ladder
- Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
- Qualifier #1 - January 2-3, 2016 - 1 team qualifies for Asia Regional Finals
- For more information on this Qualifier, please visit esl.gg/halowc

ANZ - 2 Teams Qualify for Halo World Championship Finals (Australia and New Zealand)

- Regional Finals Format
 - 6 teams
 - 6 teams from New Zealand and Australia (Qualified through ANZ Qualifier Cups)
 - February 6-7, 2016
 - Qualified teams are placed into 2 Groups, each with 3 teams (6 total teams)
 - Teams play each other team in their Group
 - Top 2 teams from each Group advance to a 4 team, single-elimination bracket
 - Top 2 teams from the bracket stage qualify for the Halo World Championship Finals
- ANZ
 - 6 teams qualify for ANZ Regional Finals
 - 4 Online Qualifiers
 - Open to any eligible competitor
 - Online Ladder will feature best-of-3 games in each match
 - Qualifier bracket matches will be best-of-3 games until the Semi-Finals. Semi-Finals and Grand Finals will be best best-of-5.
 - Qualifier brackets will be seeded by a team's placement on the corresponding ladder.
 - Teams that do not participate in the ladder will be seeded randomly behind all teams that had 1 game played on the ladder
 - Qualifier #1 - January 2-3, 2016 - 2 teams qualify for ANZ Regional Finals
 - Qualifier #2 - January 9-10, 2016 - 1 team qualifies for ANZ Regional Finals
 - Qualifier #3 - January 15-17, 2016 - 2 teams qualify for ANZ Regional Finals
 - Qualifier #4 - January 23-24, 2016 - 1 team qualifies for ANZ Regional Finals
 - For more information on these Qualifiers, please visit esl.gg/hwc

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

Prize money below is awarded to the first place team in each tournament unless otherwise stated.

- North America - \$1,000
- LATAM
 - Mexico Qualifiers - \$500.00
 - Brazil Qualifiers - \$500.00
 - LAN Online Final - \$500.00
 - LAS Online Final - \$500.00
- EMEA
 - UK + Republic of Ireland (total for entire qualifier series) - £10,000 (distribution TBA)
 - Germany Qualifier - \$1,000
 - Europe Qualifiers - \$1,000.00
 - South Africa Online Final - \$500.00
 - Middle East Online Final - \$500.00
 - France (total for entire qualifier series) - 30.000€ (distribution TBA)
- Asia
 - Asia Qualifiers - \$200.00
 - China Qualifiers - \$200.00
 - Taiwan Qualifier - \$200.00
 - South Korea Qualifier - \$200.00
- ANZ
 - ANZ Qualifiers - \$250.00

Regional Finals

Prize pools below are total prize pools, prize distribution TBA

- North America - \$50,000.00
- EMEA Finals - \$30,000.00
- LATAM Finals - \$15,000.00
- ANZ Finals - \$5,000.00
- Asia Finals - \$5,000.00

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

Gametypes and settings will be universal across all regions.

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-3/5/7 series made up of multiple Games
- Gametype - combination of game mode and map

Restart Rules (these rules are only in regards to Online Qualifiers)

- Team Slayer - before 10 seconds or first kill, restart. The team with a player that disconnects forfeits if disconnect occurs more than 10 seconds into the game or after the first kill.
- Capture the Flag - If 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.
- Stronghold - If 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.
- Breakout - If 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.

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. 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.

- Breakout
 - Altitude
 - Gambol
 - Trench
 - Trident
- Team Slayer
 - Coliseum
 - The Rig

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

Game Mode Settings

Breakout: Round-based, 1 life elimination style gametype. Players have lowered shields.

- Primary Weapon: SMG
- Secondary Weapon: Magnum
- Radar: Off
- Score to Win: 5 Rounds
- Shield %: 48.5% shields. Shields stay down after taking damage for 70% of normal duration.
- Round length: 2 Minutes
- Overtime rules: No overtime but teams can tie rounds (time runs out). After 5 round ties, the game ends in a draw.
- Push-the-flag rules: Maps have a neutral flag on them. Teams must bring (capture) the Neutral Flag to the enemy's flag stand

Slayer: First to 50 kills wins.

- Primary Weapon: Assault Rifle
- Secondary Weapon: Magnum
- Radar: On
- Score to Win: 50
- Shield %: Normal
- 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
- Radar: On
- Score to Win: 3
- Shield %: Normal
- 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
- Radar: On
- Score to Win: 100
- Shield %: Normal
- 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.

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 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://tv.majorleaguegaming.com/>

<http://www.xes2016.com/halo/halo-championship-france/>