

OKSE MIDDLE SCHOOL HALO Rules

1. OKSE Handbook

All non game specific rules and regulations referenced here can be found in the [OKSE MIDDLE SCHOOL RULES HANDBOOK](#)

2. OKSE Title Type

“Halo Infinite” is a 6GCS game during the Spring 25’ Season of OKSE

Middle School, 6GCS games cannot be played from home and must have a coach present at all times during matches.

**Reference Section 3 “Types of Tournaments” in the handbook for additional information*

3. Match Procedure

- a. Matches must abide by the following requirements.
 - i. Teams must start at the declared time. There will be a 10 minute grace period after the declared start time, after that the other team may request a forfeit.
 - ii. Play the correct map and mode given here and in LeagueSpot if Possible. Make sure to put the **Ranked** version of each map.
 - iii. If the wrong settings, map types or game modes are loaded while going into a map set, that map set must be restarted entirely. If a team notices that the rules were wrong during previous map sets, this can not be undone or replayed. Please make sure you check the settings for the lobby before playing a match.
 - iv. Any new maps and modes that get added during the season will be added to the rotation once they have been added to the in-game competitive pool and have been live for two weeks.
 - v. **Reference Section 14 “Matches-Results/Communication/Disputes/Rules” in the handbook for additional information*

4. Series Length

- a. All Matches will be played as a best of 3 series
- b. Best of 5 will only be played in the Grand Final.
- c. *Reference Section 3 “Types of Tournaments” in the handbook for additional information*

5. Hosting

- a. The team listed as the “Home” team will host the match.

6. Coach Requirements

- a. Coaches are required to be present during matches with their players under some sort of supervision. This way, if there is an issue/discrepancy, both coaches can communicate rather than the players.
- b. Coaches **must** have a mode of communication established with the opposing coach and must be reachable during matches in order to be eligible to have your team compete.
- c. Coaches **must** be a verified adult.

7. Team Size:

- a. 4v4
- b. Teams of 4

8. Supported Platforms

- a. PC
- b. Xbox

9. Supported Equipment/Input:

- a. Xbox Controller (Any brand unless otherwise specified in any other outstanding OKSE rule/regulation).
- b. Keyboard and Mouse.

10. Equipment/Software Not Allowed/Banned:

- a. Any Playstation Equipment including Controllers.
- b. Zens
- c. Any Software that would allow for a Macro Advantage.

11. Lobby Setup:

- a. Team that is creating the lobby must use the following settings:
- b. Game 1: Objective Mode: Ranked (CTF or KOTH or ODDBALL or STRONGHOLDS)
- c. Game 2: Slayer: Mode: Ranked Slayer
- d. Game 3: Objective Mode: Ranked (CTF or KOTH or ODDBALL or STRONGHOLDS)

12. Map Rotation:

FEBRUARY 2025		
MODE	MAP	MATCH #
King of the Hill	Live Fire - Ranked	MATCH #1
Slayer	Inquisitor	MATCH #1
Strongholds	Recharge - Ranked	MATCH #1
MODE	MAP	MATCH #
Capture the Flag 3	Empyrean - Ranked	MATCH #2
Slayer	Live Fire - Ranked	MATCH #2
Oddball	Recharge - Ranked	MATCH #2
MARCH 2025		
MODE	MAP	MATCH #
Strongholds	Live Fire - Ranked	MATCH #1
Slayer	Solitude - Ranked	MATCH #1
King of the Hill	Recharge - Ranked	MATCH #1
MODE	MAP	MATCH #
Oddball	Streets - Ranked	MATCH #2
Slayer	Fortress	MATCH #2
Capture the Flag 3	Aquarius - Ranked	MATCH #2
MODE	MAP	MATCH #
King of the Hill	Solitude - Ranked	MATCH #3
Slayer	Recharge - Ranked	MATCH #3
Oddball	Streets - Ranked	MATCH #3
APRIL 2025		
MODE	MAP	MATCH #
Strongholds	Recharge - Ranked	MATCH #1
Slayer	Live Fire - Ranked	MATCH #1
Capture the Flag 3	Fortress	MATCH #1
MODE	MAP	MATCH #
Capture the Flag 3	Empyrean - Ranked	MATCH #2
Slayer	Streets - Ranked	MATCH #2

Oddball	Live Fire - Ranked	MATCH #2
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13. Disputes:

- a. Teams must screenshot or record each game for their Own Teams Stats and any Issues that might require an Admin.
- b. Any Match Disputes should have proof. Screenshots/Video Recordings/etc to prove your case.
- c. Match Disputes can only be handled by OKSE Administrators.

14. Disqualification

- a. For full rules violations, please refer to the [Middle School Handbook](#). Specifically sections Violations and Toxicity.
- b. If you see any violations of the rules, STOP the match and notify the other coach IMMEDIATELY. Take a Screenshot or recording and report issues to the executive board IMMEDIATELY. All disqualification reports will be under review from the OKSE Executive Board.
- c. ALL play should be stopped until the violation is resolved.
- d. Any other controllers other than XBOX will not be allowed for OKSE play online, in person or any tournament sponsored by OKSE.
- e. If a team has committed an infraction they will receive a penalty based upon the administration board's recommendation.
 - i. The board reserves the right to impose the following:
 1. Written/Verbal Warning
 2. Coach Sanction (Written/Verbal warning and/or temp/permanent ban)
 3. Ban (Length of any amount)
 4. Removal from League
- f. **T-Bagging and Body Shooting will result in an automatic round loss. (For Halo this means:**
 - i. If you are in a match and this occurs and there is proof, then say if your first mode is strongholds on Livefire, well then you'd lose that First Mode Automatically.
 - ii. Must have Video Proof of it Happening.
 - iii. Game must be IMMEDIATELY STOPPED AND REPORTED TO OKSE ADMIN! All video evidence can be sent to executivedirectors@okse.org
- g. OPEN MICROPHONES: IF A TEAM IS IN PARTY CHAT THEY SHOULD NOT BE USING IN-GAME CHAT, IF ANYTHING THAT VIOLATES THE RULES IS HEARD IT CAN RESULT IN A DQ OF A ROUND.
- h. VIDEO/PHOTO PROOF IS REQUIRED BEFORE AN ADMIN CAN RULE ON VOICE VIOLATION/EXCESSIVE TOXICITY.

15. Disconnects:

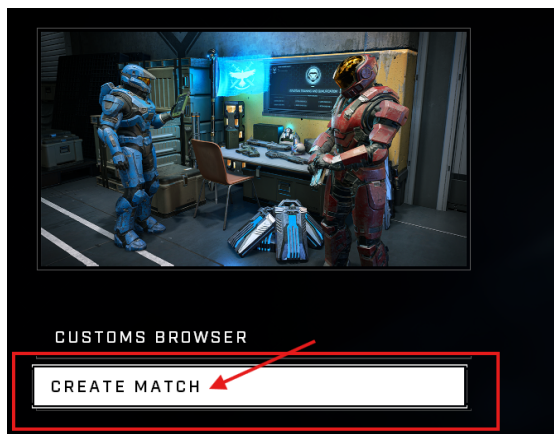
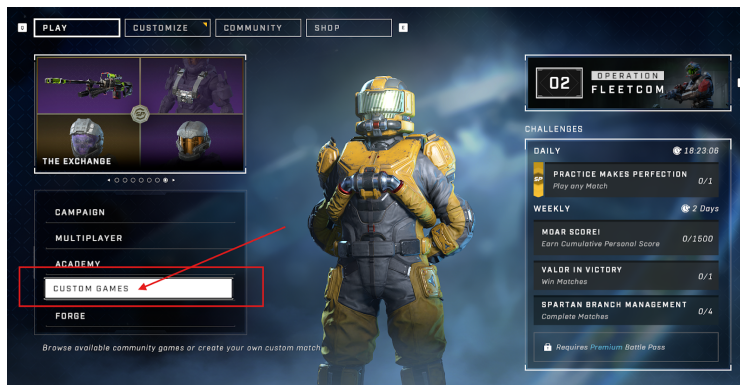
- a. If a player disconnects both players have to report that to their coach or an official.
- b. If a player disconnects prior to 30 seconds of the game or before 1st kill/score/point is recorded, the game must be restarted.

- c. Players that DC have a 5 minute window to get back into the lobby with their party and restart the game.
- d. If someone DC's or Crashes after the initial 30 seconds or 1st kill/score/point then that player must try to load back into the lobby. If they can not join then the game can be reset up to the coaches discretion twice with current score/time/etc in place of left off from restart.

16. How-To

- a. This section is designed to help any coaches or players create a custom lobby and change any maps, rulesets, or anything else that needs to be done before starting the match and any actions that needs to be within the match

b. Step 1: Pick Custom Games and Create Match



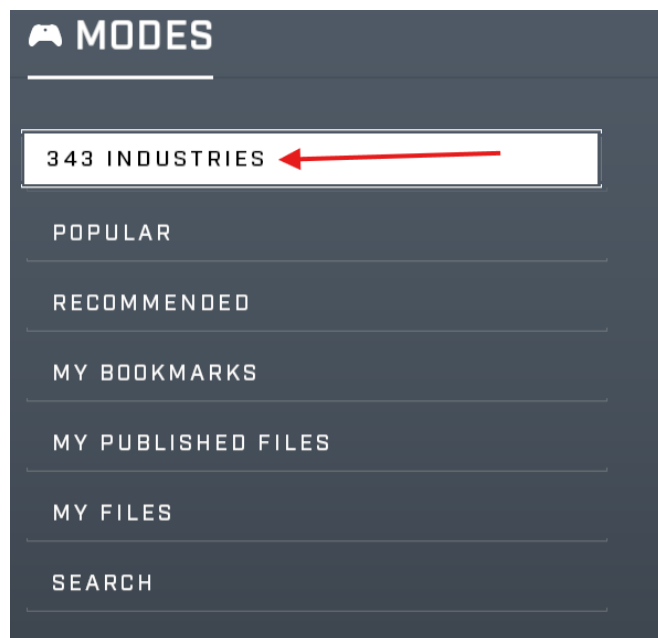
Step 2:Reference LeagueSpot for the mode and map, pick mode editor



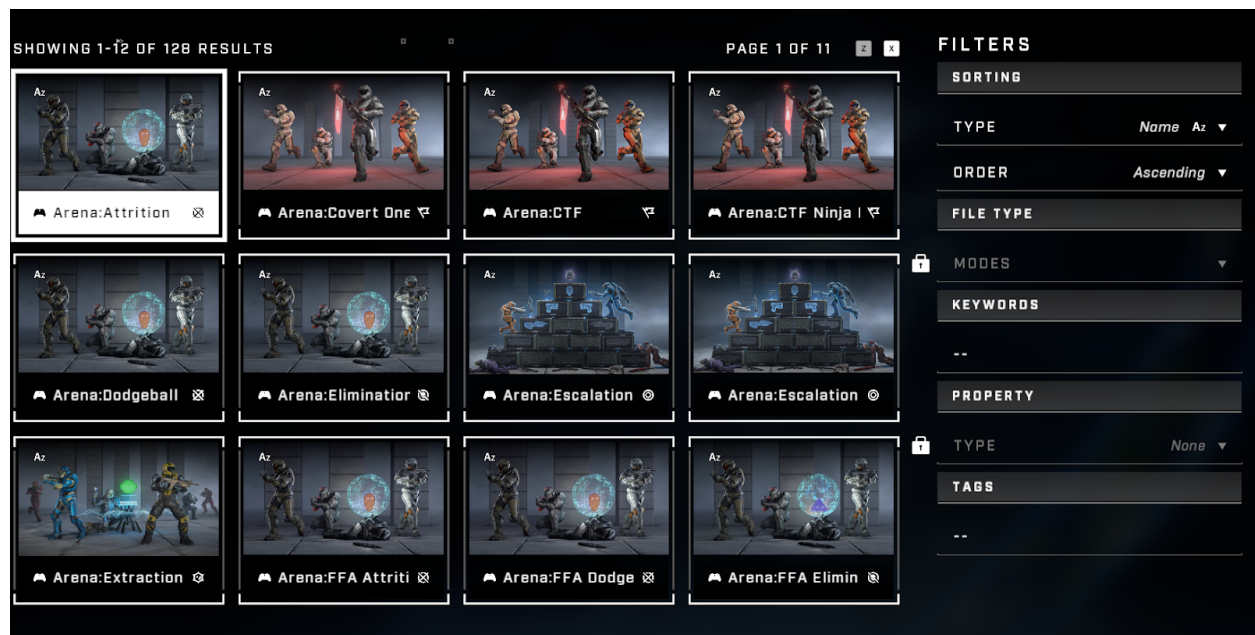
Step 3: Pick the option under mode(it will say whatever is currently picked)



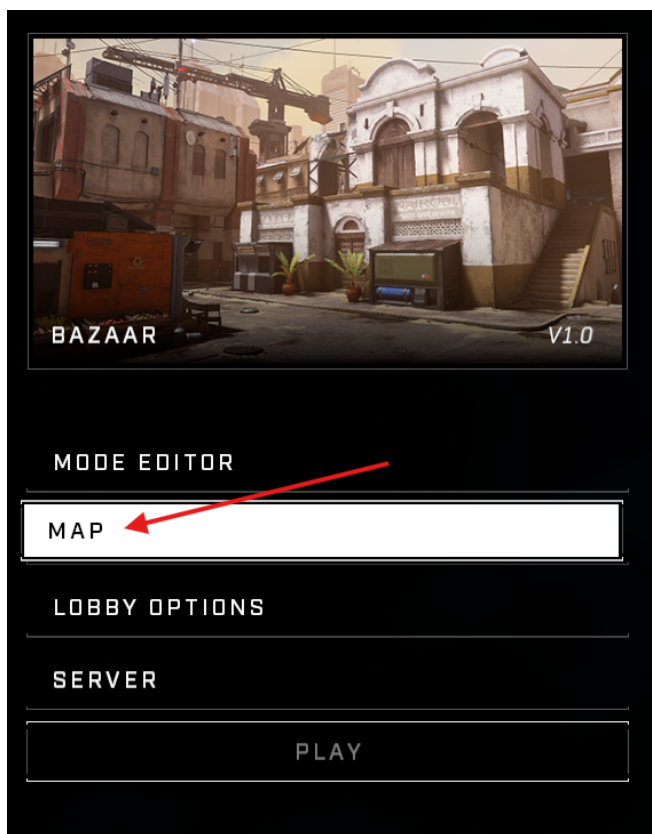
Step 4:Select 343 Industries



Step 5: Select Mode for your first round, note you can scroll through pages with Z and X



Step 6: Pick Maps, repeat Step 3-5



Step 7: There is no Code to invite. Invite your players to the lobby and communicate with the opposing team and have one of your players friend a player on the other team.

All settings should be default or otherwise attached to the mode. Make sure to change the map and mode after each round.