



# UGC Spring League | Halo Infinite

## Official Rulebook

### ATTENTION:

Please be sure to follow all on-site procedures, including but not limited to:

- Report the results of your match in the reporting tab of the tournament after your match has concluded. **Only the captains are allowed to report for your team.**
- Your school must be available and ready to play at designated match start times
- UGC will allow ten (10) minutes for a grace period before the match will start.
- Regular Season matches are allowed to be rescheduled up to 24 hours prior to start time and must be played the week of the originally scheduled match

| Game          | Platform  | Region                 |
|---------------|-----------|------------------------|
| Halo Infinite | PC + Xbox | United States + Canada |

## Timeline

The UGC Collegiate Halo Infinite League will take place over a 10 week season, inside those 10 weeks will be a double elimination kickoff tournament, seven (7) weeks of regular season nights, and a playoff double elimination bracket to cap the season.

### UGC Spring League Kickoff Double Elimination Tournament

| Day 1                       | Day 2                         |
|-----------------------------|-------------------------------|
| Friday, February 4 @ 7pm ET | Saturday, February 5 @ 2pm ET |

*\*\*Broadcast matches will start after Round One (1)*

### UGC Spring League Regular Season Dates

| Week 1                              | Week 2                             | Week 3                              |
|-------------------------------------|------------------------------------|-------------------------------------|
| Tuesday, Feb 8 - 7pm + 8:30pm ET    | Tuesday, Feb 15 - 7pm + 8:30pm ET  | Tuesday, Feb 22 - 7pm + 8:30pm ET   |
| Week 4                              | Week 5                             | Week 6                              |
| Wednesday, Mar 2 - 7pm + 8:30pm ET  | Wednesday, Mar 9 - 7pm + 8:30pm ET | Wednesday, Mar 16 - 7pm + 8:30pm ET |
| Week 7                              |                                    |                                     |
| Wednesday, Mar 23 - 7pm + 8:30pm ET |                                    |                                     |

*\*All regular season nights are hosted on the dates above and can be played starting at 6pm ET.*

*\*\*Broadcast matches will take place from 7 to 9pm ET.*

### Playoff and Championship Dates

| Playoffs - Day One<br>(Upper Bracket to Upper Finals)       | Playoffs - Day Two<br>(Lower Bracket to Lower Finals) |
|---|---|
| Wednesday, Mar 30 @ 7pm ET                                  | Wednesday, Apr 6 @ 7pm ET                             |
| Championships<br>(Upper Finals, Lower Finals, Grand Finals) |   |
| Saturday, Apr 16 @ 2pm ET                                   |   |

## Format

### Kickoff Double Elimination Tournament

- 4v4
- All schools randomly seeded
- Best-of-Five (BO5) series upper bracket, lower semifinals and finals
- Best-of-Three (BO3) series lower bracket
- Best-of-Seven (BO7) series Grand Finals (**GAME ADVANTAGE**)
- \$1,000 Split (1st - \$500 | 2nd - \$250 | 3rd - \$150 | 4th - \$100)

### Regular Season

- All teams will be randomly divided into divisions
- 8 teams in each division
- Each team will play other teams in their division twice throughout the season
- Best-of-Five series (BO5)
- Broadcasted show matches each league night

| Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 |
|--------|--------|--------|--------|--------|--------|--------|
| 2 v 7  | 2 v 5  | 2 v 4  | 2 v 6  | 4 v 2  | 7 v 2  | 5 v 2  |
| 6 v 3  | 3 v 8  | 1 v 6  | 4 v 7  | 6 v 1  | 3 v 6  | 8 v 3  |
| 4 v 5  | 7 v 1  | 8 v 7  | 1 v 3  | 7 v 8  | 5 v 4  | 1 v 7  |
| 1 v 8  | 6 v 4  | 5 v 3  | 8 v 5  | 3 v 5  | 8 v 1  | 4 v 6  |
| 2 v 3  | 2 v 8  | 2 v 1  | 3 v 2  | 6 v 2  | 1 v 2  | 8 v 2  |
| 7 v 5  | 5 v 1  | 8 v 4  | 5 v 7  | 7 v 4  | 4 v 8  | 1 v 5  |
| 6 v 8  | 3 v 4  | 5 v 6  | 8 v 6  | 3 v 1  | 6 v 5  | 4 v 3  |
| 4 v 1  | 7 v 6  | 3 v 7  | 1 v 4  | 5 v 8  | 7 v 3  | 6 v 7  |

### Playoff/Championships

- Top 4 qualifying teams from each division
- Double Elimination Bracket
- Best-of-Five (BO5) series throughout bracket
- Best-of-Seven (BO7) series finals (Upper Finals, Lower Finals and Grand Finals)

## Regions

Non-HCS Teams/Players from the United States and Canada

## Registration

UGC Collegiate League will be open for registration until:

**Monday, February 7 at 11:59pm ET**

*\*All players involved must show proof of skill level to determine eligibility*

## Scoring

- **Placement:** Points are awarded per series and game win in each regular season round

| Scoring    |          |
|------------|----------|
| Series Win | Game Win |
| 15         | 3        |

## Tiebreaker

In the event two or more teams are tied in point totals, the team with the highest win/loss ratio for all qualifiers will win. In the event two or more teams are tied in point totals with an equal win/loss ratio, a tiebreaker match will be held prior to the final. If a team is unable to show up to the tiebreaker match, they forfeit the match.

## Finals

The top qualifying schools (highest point totals) from each division will advance to the finals.

## Schedule

- **Day One - Double Elimination Bracket Begins (March 30 starting at 7pm ET)**
  - Schools will play through a seeded Double elimination bracket up to Upper Finals on Day One
  - If a school loses, they will play their match on Day Two in the Lower Bracket
- **Day Two - Double Elimination Bracket - Lowers (April 6 starting at 7pm ET)**
  - Schools will play through the lower side of the bracket up to Lower Finals
- **Day Three - Double Elimination Bracket - Finale (April 16 starting at 2pm ET)**
  - Remaining schools will play the Upper Finals, Lower Finals and Grand Finals

*\*Select matches to be broadcast for Day One/Two - all matches will be broadcast on Day Three*

| Prize Pool Distribution |         |       |
|-------------------------|---------|-------|
| 1st                     |         |       |
| \$4,000                 |         |       |
| 2nd                     | 3rd     | 4th   |
| \$2,000                 | \$1,000 | \$500 |

**ALL PRIZES WILL BE SENT TO SCHOOLS UP TO 90 DAYS AFTER CHAMPIONSHIP**

## Kickoff Tournament Maps + Gametypes Best-of-Three (BO3)

| Lower Bracket Round 1 - Friday, Feb 4       |                    |                         |
|---|--------------------|-------------------------|
| Oddball   Streets                           | Slayer   Recharge  | Strongholds   Live Fire |
| Lower Bracket Round 2 - Friday, Feb 4       |                    |                         |
| CTF   Bazaar                                | Slayer   Aquarius  | Oddball   Recharge      |
| Lower Bracket Round 3 - Friday, Feb 4       |                    |                         |
| Oddball   Live Fire                         | Slayer   Streets   | Strongholds   Recharge  |
| Lower Bracket Round 4 - Friday, Feb 4       |                    |                         |
| CTF   Bazaar                                | Slayer   Live Fire | Oddball   Recharge      |
| Lower Bracket Round 5 - Friday, Feb 4       |                    |                         |
| Strongholds   Streets                       | Slayer   Bazaar    | CTF   Aquarius          |
| Lower Bracket Quarterfinals - Friday, Feb 4 |                    |                         |
| Strongholds   Recharge                      | Slayer   Aquarius  | Oddball   Streets       |

## Gametypes + Maps | Best-of-Five (BO5)

| Upper Bracket Round One - Friday, Feb 4     |                    |                         |                         |                    |
|---|--------------------|-------------------------|-------------------------|--------------------|
| Oddball   Streets                           | Slayer   Recharge  | CTF   Bazaar            | Strongholds   Live Fire | Slayer   Aquarius  |
| Upper Bracket Round Two - Friday, Feb 4     |                    |                         |                         |                    |
| CTF   Aquarius                              | Slayer   Live Fire | Oddball   Streets       | Strongholds   Recharge  | Slayer   Bazaar    |
| Upper Bracket Quarterfinals - Friday, Feb 4 |                    |                         |                         |                    |
| Oddball   Streets                           | Slayer   Recharge  | CTF   Aquarius          | Strongholds   Live Fire | Slayer   Bazaar    |
| Upper Bracket Semifinals - Friday, Feb 4    |                    |                         |                         |                    |
| Strongholds   Streets                       | Slayer   Live Fire | CTF   Bazaar            | Oddball   Live Fire     | Slayer   Recharge  |
| Upper Bracket Finals - Saturday, Feb 5      |                    |                         |                         |                    |
| CTF   Aquarius                              | Slayer   Live Fire | Oddball   Streets       | Strongholds   Recharge  | Slayer   Bazaar    |
| Lower Bracket Semifinals - Saturday, Feb 5  |                    |                         |                         |                    |
| Oddball   Recharge                          | Slayer   Bazaar    | Strongholds   Live Fire | CTF   Aquarius          | Slayer   Live Fire |
| Lower Bracket Finals - Saturday, Feb 5      |                    |                         |                         |                    |
| CTF   Bazaar                                | Slayer   Live Fire | Oddball   Streets       | Strongholds   Recharge  | Slayer   Aquarius  |

## Gametypes + Maps | Best-of-Seven (B07)

| Grand Finals - Saturday, Feb 5 |                         |                  |
|--------------------------------|-------------------------|------------------|
| Slayer   Recharge              | Strongholds   Live Fire | CTF   Aquarius   |
| Slayer   Bazaar                | Oddball   Recharge      | Slayer   Streets |

## Gameplay Settings

- 4v4 Settings
  - Unless otherwise specified, all games will be played using the in-game “Ranked” settings for all 4v4 game modes.
- Maps & Game Modes
  - The following are the map and game modes for competitive play.
    - **Slayer**
      - Aquarius
      - Bazaar
      - Streets
      - Recharge
      - Live Fire
    - **Strongholds**
      - Recharge
      - Live Fire
      - Streets
    - **Capture The Flag (CTF)**
      - Bazaar
      - Aquarius
    - **Oddball**
      - Recharge
      - Live Fire
      - Streets

## UGC Spring League Maps + Gametypes

| Week 1 - February 8     |                   |                     |                       |                  |
|-------------------------|-------------------|---------------------|-----------------------|------------------|
| Match 1 - 7pm ET        |                   |                     |                       |                  |
| Strongholds   Live Fire | Slayer   Aquarius | CTF   Bazaar        | Oddball   Recharge    | Slayer   Streets |
| Match 2 - 8:30pm ET     |                   |                     |                       |                  |
| CTF   Aquarius          | Slayer   Recharge | Oddball   Live Fire | Strongholds   Streets | Slayer   Bazaar  |

| Week 2 - February 15   |                    |                         |                   |                   |
|------------------------|--------------------|-------------------------|-------------------|-------------------|
| Match 1 - 7pm ET       |                    |                         |                   |                   |
| Oddball   Streets      | Slayer   Bazaar    | Strongholds   Live Fire | CTF   Aquarius    | Slayer   Recharge |
| Match 2 - 8:30pm ET    |                    |                         |                   |                   |
| Strongholds   Recharge | Slayer   Live Fire | CTF   Bazaar            | Oddball   Streets | Slayer   Aquarius |

| Week 3 - February 22 |                    |                        |                       |                   |
|----------------------|--------------------|------------------------|-----------------------|-------------------|
| Match 1 - 7pm ET     |                    |                        |                       |                   |
| CTF   Bazaar         | Slayer   Recharge  | Oddball   Live Fire    | Strongholds   Streets | Slayer   Aquarius |
| Match 2 - 8:30pm ET  |                    |                        |                       |                   |
| Oddball   Recharge   | Slayer   Live Fire | Strongholds   Recharge | CTF   Aquarius        | Slayer   Streets  |

| Week 4 - March 2      |                   |                   |                         |                    |
|-----------------------|-------------------|-------------------|-------------------------|--------------------|
| Match 1 - 7pm ET      |                   |                   |                         |                    |
| Strongholds   Streets | Slayer   Bazaar   | CTF   Aquarius    | Oddball   Recharge      | Slayer   Live Fire |
| Match 2 - 8:30pm ET   |                   |                   |                         |                    |
| CTF   Bazaar          | Slayer   Aquarius | Oddball   Streets | Strongholds   Live Fire | Slayer   Recharge  |

| Week 5 - March 9       |                   |                       |                   |                    |
|------------------------|-------------------|-----------------------|-------------------|--------------------|
| Match 1 - 7pm ET       |                   |                       |                   |                    |
| Oddball   Live Fire    | Slayer   Recharge | Strongholds   Streets | CTF   Aquarius    | Slayer   Streets   |
| Match 2 - 8:30pm ET    |                   |                       |                   |                    |
| Strongholds   Recharge | Slayer   Aquarius | CTF   Bazaar          | Oddball   Streets | Slayer   Live Fire |



| Week 6 - March 16      |                   |                    |                         |                    |
|------------------------|-------------------|--------------------|-------------------------|--------------------|
| Match 1 - 7pm ET       |                   |                    |                         |                    |
| CTF   Aquarius         | Slayer   Streets  | Oddball   Recharge | Strongholds   Live Fire | Slayer   Bazaar    |
| Match 2 - 8:30pm ET    |                   |                    |                         |                    |
| Strongholds   Recharge | Slayer   Aquarius | CTF   Bazaar       | Oddball   Streets       | Slayer   Live Fire |

| Week 7 - March 23      |                    |                        |                     |                    |
|------------------------|--------------------|------------------------|---------------------|--------------------|
| Match 1 - 7pm ET       |                    |                        |                     |                    |
| CTF   Bazaar           | Slayer   Live Fire | Strongholds   Recharge | Oddball   Live Fire | Slayer   Streets   |
| Match 2 - 8:30pm ET    |                    |                        |                     |                    |
| Strongholds   Recharge | Slayer   Bazaar    | Oddball   Streets      | CTF   Aquarius      | Slayer   Live Fire |

## How to play

On match day, follow these steps to compete in your matches:

1. Login to UGC Esports and head to the "Tournaments" tab.
2. In the header, you will receive a notification when your match has started.
3. Check your first match and add your opponents into a custom lobby.
4. The higher seeded team should create and host the in-game lobby. The hosting team must invite their opponents to the lobby to play
5. An on-site chat window will be available to communicate with your opponent.
6. When the match is finished, report your scores in the match lobby with post-game screenshots to provide proof of score.
7. If you're experiencing trouble, please contact a UGC admin in our [Discord](#) for more information.

# Rules

## General Rules

1. The hosting team will create the lobby and add/invite the opposing team's captain/coordinator using their Steam ID or Xbox Live Gamertag. Users' Steam ID and Xbox Live Gamertags can be found on the match details page.
2. Once all players participating in the match are in the lobby and everyone is on the correct teams, the host of the lobby can start the game after confirming with the opposing team captain/coordinator that both teams are ready to begin.
3. Once the match is complete, teams will report the outcome on their match details page.

## Win Conditions

- This section defines the specific parameters and objectives that must be attained in any of the official competition game modes in order to achieve victory for any specific Game Program. For the avoidance of doubt, the final scoreboard for each round will be the primary source of truth for determining which team wins or losses.

## Team Slayer

- To satisfy the Game Win Condition for Team Deathmatch, Teams must:
  - Reach fifty (50) points before the enemy Team; or
  - Have more points than their opponent at the expiration of the game clock

## Capture the Flag

- To satisfy the Game Win Condition for Capture the Flag, Teams must:
  - Attain five (5) flag captures before the enemy Team scores five (5) flag captures; or,
  - Have more flags captured than their opponent at the expiration of the game clock

## Strongholds

- To satisfy the Game Win Condition for Strongholds, Teams must:
  - Reach two hundred (250) points before the enemy

## Team Oddball

- To satisfy the Game Win Condition for Oddball, Teams must:
  - Reach 100 points before the enemy Team to win a Round; and,
  - Win two Rounds before the enemy Team.

## Side Selection

- The higher seeded team will select either Eagle or Cobra before the start of each Match. This side choice will apply to all Games within the Match series.

## Ties

- **Slayer**
  - In the event a Slayer game ends in a tie, the game will be replayed in its entirety for one (1) game. If the second game 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. The replayed game(s) will utilize the same side selection for both Teams.
- **Capture the Flag**
  - In the event a CTF game ends in a tie, a new game will be played with a sudden death rule, where the first team to capture a flag will be declared the winner. The replayed game(s) will utilize the same side selection for both Teams.
- **Strongholds**
  - In the event a Strongholds game ends in a tie, 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 100 point score limit. The 50 point score limit will be used indefinitely if the games continue to end in a tie. The replayed game(s) will utilize the same side selection for both Teams.

## Game Restarts

- A Game Restart is defined as the decision by the Administration, at its sole discretion, to begin gameplay from a previous point in the Game. Situations in which the Administration may deem a Game Restart to be appropriate include but are not limited to a critical malfunction of Provided Equipment or the occurrence of a Major Bug. Games that have been interrupted to a point where the Administration has deemed continuation of gameplay to be untenable or a threat to the integrity of the match will be restarted. Games in which a restart has been deemed warranted shall resume from a point determined by the Administration in their sole discretion.

- **Slayer**

- If Administration decides that a restart is warranted for a Slayer game, Administration, in its sole discretion, may (a) restart the game in its entirety from the beginning; or (b) restart the game with modified Win Conditions to emulate the game state conditions that were present prior to the event that prompted the restart. The restarted game will utilize the same side selection for both Teams.
- **Example (restart option b):** Team A is leading 27-22 (5 points) against Team B and an equipment failure causes Administration to restart the game. In the remade game, Team A must score 45 points (50 points [score-to-win limit] - 5 points [score difference] = 45 points) and team B must score 50 points to win.

- **Capture the Flag**

- If Administration decides that a restart is warranted for a CTF game, Administration, in its sole discretion, may (a) restart the game in its entirety from the beginning; or (b) restart the game with Last Updated: November 2021 Version: 1.0 25 modified win conditions to emulate the game state conditions that were present prior to the event that prompted the restart. The restarted game will utilize the same side selection for both Teams.
- **Example (restart option b):** Team B is leading 1-0 (1 point) against Team A and an equipment failure causes Administration to restart the game. In the remade game, Team B must score 2 (3 points [score-to-win limit] - 1 [score difference] = 2 points) and Team A must score 3 points to win.

- **Strongholds**

- If Administration decides that a restart is warranted for a Strongholds game, Administration, in its sole discretion, may (a) restart the game in its entirety from the beginning or (b) restart the game with modified win conditions to emulate the game state conditions that were present prior to the event that prompted the restart. The restarted game will utilize the same side selection for both Teams.
- **Example (restart option b):** Team A is leading 90-70 (20 points) against Team B and a player disconnects. In the remade game, Team A must score 230 points (250 points [score-to-win limit] - 20 [score difference] = 230 points) and Team B must score 250 points to win

- **Oddball**

- If Administration decides that a restart is warranted due to an event in Round 1, Administration may restart the Oddball game in its entirety from the beginning. The restarted game will utilize the same side selection for both Teams.
- If Administration decides that a restart is warranted due to an event in Round 2, Administration may restart the game, but modify the win conditions so that the Team that won Round 1 needs to win one (1) Round before the opposing team wins two (2) Rounds. The restarted game will have Teams change their side selection.
- If Administration decides that a restart is warranted due to an event in Round 3, Administration may restart the Oddball game, but modifying the win conditions so that the Team that wins Round 1 in the restarted game will win the game. The restarted game will utilize the same side selection for both Teams.

### **Observers**

- Only verified observers(s) by the tournament admin are allowed to stream the match on the official UGC Esports streaming platform(s).
- Observers for the purpose of broadcasting will be permitted outside of the official UGC broadcasts if both teams consent. Observing shall be conducted in a neutral manner, as to not give strategic information to players or coaches on either team.
- The hosting team (home team) will be held accountable for any unverified observers in the match.

### **Coaches**

- Coaches are not permitted to spectate live matches from within the game at any point during online competition. Violation of this rule will be considered cheating and is subject to the Code of Conduct and associated penalties.

## Game Settings

- UNIVERSAL (SANDBOX, HUD, HEALTH & DAMAGE, MOVEMENT, and BOTS) SETTINGS
  - LOADOUT
    - PRIMARY WEAPON: BR75
    - PRIMARY WEAPON AMMO: Default
    - SECONDARY WEAPON: None
    - SECONDARY WEAPON AMMO: Default
    - FRAG GRENADES: 2
    - PLASMA GRENADES: 0
    - DYNAMO GRENADES: 0
    - SPIKE GRENADES: 0
  - WEAPONS
    - WEAPON RACKS/PLACEMENTS: On
    - POWER WEAPON PADS: On
    - WEAPON PICKUP: On
    - WEAPON DROPPING: On
    - WEAPON DAMAGE RATIO: Default
    - INFINITE AMMO: Off
    - BOTTOMLESS CLIP: Off
    - TACTICAL RELOAD TIME SCALER: Default
    - EMPTY RELOAD TIME SCALER: Default
  - GRENADES
    - MAX FRAG GRENADES: 0
    - MAX PLASMA GRENADES: 0
    - MAX DYNAMO GRENADES: 0
    - MAX SPIKE GRENADES: 0
    - GRENADE PADS/PLACEMENTS: On
    - GRENADE PICKUP: On
    - GRENADE DAMAGE RATIO: Default
    - GRENADE THROW TIME SCALER: Default
    - GRENADE DETONATION RADIUS SCALE: Default
    - GRENADE IMPULSE SCALER: Default
  - MELEE
    - MELEE DAMAGE RATIO: Default
    - MELEE IMPULSE SCALER: Default
  - EQUIPMENT

- EQUIPMENT PADS/PLACEMENTS: On
- POWER EQUIPMENT PADS/PLACEMENTS: On
- EQUIPMENT PICKUP: On
- ACTIVE CAMO INTENSITY SCALER: Off
- HOLDING OBJECTIVE DISABLES EQUIPMENT: On
- CLEANUP
  - WEAPON CLEANUP TIMER: Off
  - VEHICLE CLEANUP TIME: Off
- HUD
  - SHIELDS & HEALTH
  - SHIELDS & HEALTH BAR HUD: On
  - SHIELDS & HEALTH BAR EFFECTS: On
  - HUD DAMAGE INDICATORS: On
- MOTION TRACKER
  - MOTION TRACKER: Off
  - SMART-LINK MOTION TRACKER: Off
  - MOTION TRACKER INNER-RING SCALER: Default
  - MOTION TRACKER DETECT (FAST-MOVEMENT): On
  - MOTION TRACKER DETECT (SPRINT): On
  - MOTION TRACKER DETECT (CLAMBER): On
  - MOTION TRACKER DETECT (SHOOTING): On
  - MOTION TRACKER DETECT (MELEE): Off
- HEALTH & DAMAGE
  - DAMAGE
  - DAMAGE RESISTANCE RATIO: Default
  - HEADSHOT BONUS DAMAGE PROTECTION: Off
  - DEATHLESS: Off
- TEAM
  - TEAM DAMAGE RESISTANCE: On
  - TEAM DAMAGE RESISTANCE RATIO: 100%
- SHIELDS
  - MAX SHIELD SCALER: Default
  - SHIELD RECHARGE TIME SCALER: Default
  - SHIELD RECHARGE DELAY SCALER: Default
  - SHIELD VAMPIRISM RATIO: 0%
- HEALTH
  - MAX HEALTH SCALER: Default
  - HEALTH RECHARGE TIME SCALER: Default

- HEALTH RECHARGE DELAY SCALER: Default
- HEALTH RECHARGE VAMPIRISM RATIO: 0%
- MOVEMENT
  - BASE MOVEMENT
  - MOVEMENT SPEED SCALER: Default
  - GRAVITY SCALER: Default
  - FORWARD/BACK SPEED SCALER: Default
  - FORWARD/BACK ACCELERATION SCALER: Default
  - STRAFE SPEED SCALER: Default
  - STRAFE ACCELERATION SCALER: Default
- SPRINT
  - SPRINTING: On
  - SPRINT SPEED SCALER: Default
  - TIME TO SPRINT SCALER: Default
  - SLIDE SPEED SCALER: Default
  - SLIDE DISTANCE SCALER: Default
  - RELOAD WHILE SPRINTING: Off
  - SPRINT RESETS SHIELD RECHARGE DELAY: On
  - DAMAGE INTERRUPTS SPRINT: On
- JUMP
  - JUMP HEIGHT SCALER: Default
- CLAMBER
  - CLAMBERING: On
  - CLAMBER SPEED SCALER: Default
- BOT COUNT
  - BOT COUNT (TEAM 1: EAGLE): 0
  - BOT COUNT (TEAM 2: COBRA): 0
  - BOT COUNT (FFA): 0



## Team Slayer

- ROUND
  - SCORE TO WIN: 50
  - TIME LIMIT: 12 min
  - ROUND LIMIT: 1
  - ROUNDS TO WIN: Off
  - ROUNDS TO DRAW: Unlimited
- EXTENSIONS
  - SUDDEN DEATH TIME EXTENSION: 10s
  - OVERTIME TIME EXTENSION: 3 min
- SPAWNING
  - RESPAWN DELAY: 8s
  - RESPAWN LINE-OF-SIGHT CHECK: On
  - SELF-DESTRUCTION RESPAWN PENALTY: None
  - BETRAYAL RESPAWN PENALTY: None
- CONTROLS
  - FIXED FOLLOW CAMERA: Off
  - MACHINIMA CONTROLS: Off
- (v) SLAYER
  - POINTS PER SLAY: 1
  - POINTS PER SELF-DESTRUCTION: -1
  - POINTS PER BETRAYAL: -1
  - POINTS PER ASSISTS: 0
  - POINTS PER DEATH: 0
  - HEADSHOT BONUS: 0
  - MELEE BONUS: 0
  - SPLATTER BONUS: 0
  - STICKY BONUS: 0

## Oddball

- ROUND
  - SCORE TO WIN: 100
  - TIME LIMIT: Unlimited
  - ROUND LIMIT: 3
  - ROUNDS TO WIN: 2
  - ROUNDS TO DRAW: Unlimited
- EXTENSIONS
  - SUDDEN DEATH TIME EXTENSION: 10 s
  - OVERTIME TIME EXTENSION: 3 min
- SPAWNING
  - RESPAWN DELAY: 10s
  - RESPAWN LINE-OF-SIGHT CHECK: On
  - SELF-DESTRUCTION RESPAWN PENALTY: None
  - BETRAYAL RESPAWN PENALTY: None
- CONTROLS
  - FIXED FOLLOW CAMERA: Off
  - MACHINIMA CONTROLS: Off
- ODDBALL
  - POINTS FOR CARRYING: 1
  - CARRIER POINT FREQUENCY: 1s
  - SKULL SPAWN DELAY: 3s

## Strongholds

- ROUND
  - SCORE TO WIN: 250
  - TIME LIMIT: Unlimited
  - ROUND LIMIT: 1
  - ROUNDS TO WIN: 1
  - ROUNDS TO DRAW: Unlimited
- EXTENSIONS
  - SUDDEN DEATH TIME EXTENSION: 10s
  - OVERTIME TIME EXTENSION: 3 min
  - SPAWNING • RESPAWN DELAY: 10s
  - RESPAWN LINE-OF-SIGHT CHECK: On
  - SELF-DESTRUCTION RESPAWN PENALTY: None
  - BETRAYAL RESPAWN PENALTY: None
- CONTROLS
  - FIXED FOLLOW CAMERA: Off
  - MACHINIMA CONTROLS: Off
- STRONGHOLDS
  - SCORE PER INTERVAL: 1
  - SCORING INTERVAL TIME: 1s
  - SCORING MIN CAPTURED THRESHOLD: Default
  - ZONE CAPTURE TIME: 7s
  - TEAM CAPTURE INFLUENCE: Decreasing
  - INITIAL STRONGHOLDS OWNERSHIP: Near
  - CONTESTING PAUSES SCORING: On
  - STRONGHOLD ENEMY CONTESTING INFLUENCE: Any Enemy
  - PREVENT PLAYER STRONGHOLD SPAWNING: On
  - SUDDEN DEATH SCORE THRESHOLD: Unlimited
  - SUDDEN DEATH RESPAWN PENALTY TIME: 1s

## Capture the Flag

- ROUND
  - SCORE TO WIN: 5
  - TIME LIMIT: 12 min
  - ROUND LIMIT: 1
  - ROUNDS TO WIN: Off
  - ROUNDS TO DRAW: Unlimited
- EXTENSIONS
  - SUDDEN DEATH TIME EXTENSION: 10s
  - OVERTIME TIME EXTENSION: 5 min
- SPAWNING
  - RESPAWN DELAY: 10s
  - RESPAWN LINE-OF-SIGHT CHECK: On
  - SELF-DESTRUCTION RESPAWN PENALTY: None
  - BETRAYAL RESPAWN PENALTY: None
- CONTROLS
  - FIXED FOLLOW CAMERA: Off
  - MACHINIMA CONTROLS: Off
- CAPTURE THE FLAG
  - POINTS PER CAPTURE: 1
  - FLAG AT HOME SCORING: False
  - ACTIVE FLAGS PER TEAM: 1
  - FLAG CARRIER REVEAL: When Spotted
  - FLAG CARRIER SPOTTED DURATION: 3s
  - FLAG CARRIER SPOTTED ON DAMAGE: On
  - FLAG CARRIER SPOTTED WHILE SPRINTING: Off
  - FLAG RETURN TIME: 1s
  - INSTANT FLAG RETURN: False
  - FLAG CARRIER SHIELD SCALER: 0%
  - FLAG CARRIER HEALTH SCALER: 10%
  - FLAG CARRIER MOVEMENT SCALER: 100%
  - FLAG CARRIER SPRINTING: On
  - FLAG CARRIER GRAVITY SCALER: 100%

## Player Eligibility

1. Must be an actively enrolled full-time student at an accredited college or university in the United States or Canada

**All teams are required to fill out [this form](#) prior to registration closing**

## Team Requirements

1. Each team must be composed of at least four (4) Players
  1. Four (4) Players (one team captain)
  2. One (1) coach (optional)
  3. Up to four (4) Substitutes (optional)
2. The Team Captain is one player per team that will be directly communicating with their coordinator and responsible for all in-game communications with the opposing team and UGC Esports TO/broadcast staff.
3. Registered Substitutes may be used if a player from the main roster cannot make it to their match. There is a maximum of four (4) registered substitute players per team. Substitutes must be registered at least one (1) hour prior to the game they play.
4. There is a 24 hour roster lock period for any new players added to a school roster. During tournament gameplay, all roster changes must be submitted one (1) hour prior to gameplay and verified by a UGC Esports official before any recently added players participate in a game. Rosters are fully locked after regular season gameplay.
5. A roster is defined as the four (4) players, four (4) optional substitutes and one (1) optional coach on one team.

## Cheating

- All accusations of cheating or violation of any of the listed rules require proof for Support Staff to enforce any penalties and to make the best-informed decision. The burden of that proof is on the accusing party. We highly suggest that as many players as possible take pictures and/or videos of their matches.

## Disqualification

- Any and all disqualifications are at the sole discretion of the UGC admin overseeing the tournament.

## Roster Lock

- You must play with the players on your team's lineup at the time you join the tournament. Registration for each week's event will close **one hour prior to the match start time**.

## Substitutions

- Your team is allowed four (4) players as substitutes who can participate in place of another who is unable to compete. The maximum team capacity for this event is 8 (8). **These substitute players must be on your team prior to roster lock**

Players are not allowed to be substituted after a series has already started, except in cases where a player loses power or internet, or is experiencing a major technical malfunction with their computer or console.

If a player knows beforehand they have another obligation they potentially would have to leave mid series for, they should be subbed out before the series begins.

## Conduct

- If a player makes any derogatory comments in game regarding race, sexuality, gender, religion, or ethnicity, that player's team will be docked one match from the series score. The opposing team will be awarded one point in response. If a derogatory comment is made in the chat, it is up to the team the comment was made against to screenshot it with the commenters name visible and dm'ing it to a UGC moderator. Repeated violations may result in further action taken against the team.

Contact us If you're experiencing trouble, please contact us directly by any of the avenues below.

## Discord

To have ready contact with UGC staff, it is important that you join our official UGC community Discord channel. You can [join our Discord by following this link](#).

Please reach out to the designated UGC tournament admins:

**UGC Jpack** **JpackKilla#7963**

**Tone** **Tone#2049**

## Official UGC Twitter

- [@UGCevents](#)
- [@UGCsupport](#)

## Email

- Contact [info@ugc.gg](mailto:info@ugc.gg) for more information