

HALO 5 EUROPEAN TOURNAMENT #1

GENERAL RULES

COMPETITORS

REGISTRATION COST(S)

- **35 € / player** (before the 1st JULY 2017) ; 40 € after the 1st JULY 2017 ; 45 € the day of the tournament, at the Gaming House.
- **5 € / spectator, manager, coach** (week-end)

The organizers do not reimburse anyone after 1 July.

The tournament is open to any competitor that is the minimum age of participation who resides within an eligible country at the time of competition.

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.

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

MATERIAL

All players must have:

- **An Xbox Live Gold account in good standing.**
- **Their GAME or an Xbox Live Gold account with the digital game.**
- **Their own CONTROLLER**
- **Their HEADSET**

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. The keyboard and mouse are not allowed. SCUFF / ELITE type controllers are allowed.

The organization declines all responsibility in the case of theft, loss or damages.

TEAM

A team must consist of 4 players. Each player must be registered as ESCO & EGO Member. In addition, teams also have the option, but are not required, to have a coach (spectator). Teams are not allowed to have a substitute player. Once a team has begun his first match, that roster is considered locked and all players on that roster are invited.

Changes to the roster after the first match 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. Players are only able to be on one roster at a time.

GAME RULES

The admins reserve the right to change and adapt the rules at any time.

There will be a qualification phase, 16 qualified teams, and a single elimination phase beginning in the eighth finals.

WIN => 3 Points

TIE => 1 Point

LOSS => 0 Point

Gametypes for each match will follow **HCS Rules** (Strongholds, Slayer & CTF).

All matches will be played in BO3 format except the final that will be played in BO5 format.

There will be no loser bracket.

TEAM SLAYER

- **MAPS:** Coliseum HCS, The Rig HCS, Plaza HCS, Eden HCS, Regret HCS, Truth HCS
- **GAMETYPE:** Slayer HCS
- **DESCRIPTION:** First to 50 kills wins, Magnum, 12min (+3min).

CAPTURE THE FLAG

- **MAPS:** HCS Coliseum / Truth HCS / Fathom HCS
- **GAMETYPE:** CTF HCS
- **DESCRIPTION:** Grab 3 of enemy's flag and bring it home to win, Magnum, 12min (+3min).

STRONGHOLDS

- **MAPS:** The Rig HCS / Eden HCS / Empire HCS / Plaza HCS
- **GAMETYPE:** Strongholds HCS
- **DESCRIPTION:** Control 2 of 3 territories on the map to earn points1 100 points to win, Magnum, 12min (+3min).

CASHPRICE

CASHPRICE if 16 teams => **1 000 €** (1st 500 €, 2nd 300 €, 3rd 200 €)

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.

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.

DISCONNECT

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.

WARNINGS & PENALTIES

All warnings and penalties are given to the team, not the individual player. 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.

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).

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

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 the tournament or match results
- Hate speech
- Harassment

Any questions ? escorganisation@hotmail.com