

HCS DAYTONA BY UMG
RULES 2017
Halo 5 Format, 4v4 and FFA

The rules below apply to competitors in all games, in addition to the Tournament Rules posted under each game's specific section. UMG Reserves the right to remove any person from the venue without refund for any reason. These rules may be changed or updated at anytime please check back often!

What to Bring

- 3.5 Astro Mixamp capable Headset
- USB Cable and Xbox One Controller with no batteries
- Parental Consent form (Under 18 years of Age)

Directory

- **Event Rules: (1.)**
 - **Player Conduct: (2.)**
 - **Penalties: (3.)**
 - **No Shows: (4.)**
 - **Game Rules: (5.)**
 - **Equipment Rules: (6.)**
 - **Settings: (7.)**
 - **4v4 Format: (8.)**
 - **FFA Rules: (9.)**
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Event Rules: (1.)

1. Players must leave end game stats up on the monitor until the station official says otherwise.
2. All competitors on main stage must use a headset.
3. Trying to manipulate the bracket in the FFA or 4v4 competitions will result in the player/team being eliminated from the tournament.

4. Players must play the game types & maps in the order that they are listed on the round by round tournament page.
5. Rounds will be best-of-5 series and extend to best-of-7 series as the tournament progresses.
6. All Tournament Bracket matches will be played as a new match and not as a continuation of any previous match.
7. Games may only be started with permission of an official. Games started without permission will be disregarded and replayed.
8. Teams may not replace or add a player or coach after they register and check in throughout the duration of the tournament. Players should plan on being present for the entire tournament. If a player must leave the event for any reason, their team will forfeit any future matches. (Example - Once a player is knocked out they may not coach another team regardless of the standing.)
9. Any competitor with a complaint or concern regarding any form of cheating must bring it to the official's attention by saying "I HAVE A DISPUTE" before the next game. This includes game bugs that may have affected the match result. Players may request that a dispute be escalated to the Tournament Director if they feel the official made an incorrect ruling.
10. Excessive taunting or use of vulgar language directed towards other competitors, spectators, or tournament staff will result in a warning. After 3 warnings during a single event, the competitor and their team will be ejected from the venue and future matches will be forfeit.
11. Any form of threatening behavior, physical or verbal, will result in elimination and removal of the entire team from tournament and venue. All future matches will be forfeit.
12. Certain situations may call for the Tournament Director's ruling. All of the Tournament Director's rulings are final.
13. All Player and Coach apparel must be approved by UMG. UMG reserves the right to require the removal of unapproved apparel as well as the right, in extreme cases, to disqualify a Team for wearing unapproved apparel.
14. UMG reserves the right to have up to 30 days to pay all parties their due prizing.
15. Between Games, Bathroom breaks may be requested, but are limited to two minutes if granted by the official. Players should give the official a one(1) game notice of a bathroom break this will be strictly enforced. Teams may forfeit a match or be forced to play shorthanded if not back by the set time.

16. Players and Teams participating are prohibited from promoting or conducting any act of collusion or match fixing. Any attempts, agreements, offers or attempts to influence the outcome of a Game or Match will result in penalties against any teams involved.

Player Conduct: (2.)

1. Players are expected to conduct themselves professionally throughout the entirety of the Event, including, interviews, and the Finals. Warnings or penalties may be issued for any of the following:
 - Profanity
 - Racism
 - Harassment
 - Threats or implied violence towards any player or member of Event Staff
 - Punctuality
 - Refusal to follow Event Staff instructions
 - Criminal Activity
 - Violation of Event rules

Unless expressly stated otherwise, offenses and infringements of these Player Conduct rules are punishable, whether or not they were committed intentionally. Attempting to commit any offenses or infringements is also punishable.

Penalties: (3.)

- 1.1. 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.

- 1.2. 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).

2. Note: All percentages are cumulative. When a percentage is taken from prize money or a player's earnings, it will be taken from the total sum of earnings awarded that Event.
3. Note: Offenses include but are not limited to those listed under rules 1., 2., 4., 5., 6., and the following:
 - 3.1. Posting confidential conversations, ie tickets, emails, etc.
 - 3.2. Leaving match early
 - 3.3. Match Delays
 - 3.4. Misconduct
 - 3.5. Cheating
 - 3.6. Ringer/Faker
 - 3.7. Playing w/ wrong gameaccount
 - 3.8. Deception

No Shows: (4.)

1. Teams must report to their assigned station within 10 minutes after matches are announced. If the FULL team does not report within 10 minutes, they will forfeit the first game. Teams then have another 10 minutes to report to their station after forfeiting the first game. If a team does not report within the additional 10 minutes (20 minutes after their match was announced) they will forfeit the series. If neither team shows up to the station, a winner will be determined randomly and advanced through the bracket.
2. Teams are allowed 5 minutes between games to discuss strategy and get ready to start the second game. If a team is not back after 5 minutes, they will forfeit the game. The team that does not have their full roster present will forfeit that game. If both teams are not present both teams will forfeit the game to be played, potentially earning one team a win for the match.

Game Rules: (5.)

1. Players are not allowed to go outside the normal boundaries of the map. Tournament Director will determine what qualifies as map boundaries and will make all final calls on map boundaries
2. In the event of equipment or game failure, the following rules will be used when restarting a game. Tournament director will make all final calls and decisions on match restart. Players should always continue playing unless told otherwise by a tournament official.
 - 2.1. Capture The Flag Example: Team B is leading 1-0 (1 point) against Team A and a player disconnects. In the remade game, Team B must score 2 (3 - 1) and Team A must score 3 points to win.
 - 2.2. Slayer Example: Team A is leading 27-22 (5 points) against Team B and a player disconnects. In the remade game, Team A must score 45 points (50 - 5) and Team B must score 50 points to win.

- 2.3. Strongholds Example: Team A is leading 90-70 (20 points) against Team B and a player disconnects. In the remade game, Team A must score 80 points (100 - 20) and Team B must score 100 points to win.
3. In all match replays, the match will be replayed with full time limit, with the aggregate score applied. If a match interruption happens before a team reaches five kills in a Team Slayer match, one capture in a CTF match, or 10 seconds of Hill time, the match replay rules will not be taken into effect, and the match will be restarted from 0-0.
4. In the event of a tie in a Capture The Flag game, a full replay will be played if it then ties again. The game will be replayed with a Sudden Death rule where the first capture by a team will win the game.
5. In the event of a tie in a Slayer game, a full replay will be played if it then ties again. 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.
6. In the event of a tie in a Strongholds game, a full replay will be played if it then ties again. The game will be replayed with a 50 point score limit. The 50 point score limit will be used indefinitely if the games continue to end in a tie.

Equipment Rules: (6.)

7. Players may not unplug or interfere with UMG Equipment.
8. Competitors are responsible for their own belongings during the event. Special markings (Example - initials) may be used as proof of ownership.
9. Players must provide their own wired controller or controller and Micro USB (Xbox One). Players must use the Console and Monitor provided by UMG.
10. All players equipment are subject to inspection upon entry or anytime during a tournament. UMG reserves the right to deny the use of anything suspected of providing an unfair competitive advantage.
11. Players may not use a controller that can alter any in game mechanics. Cosmetically altered controllers and brand controllers that don't alter game mechanics are allowed.
12. All controllers must be wired. Wireless controllers with play and charge kits are not considered wired controllers. The only exception are Xbox One controllers without batteries, but with a micro USB cable. Xbox One controllers are considered wireless if the batteries are found in the controller at anytime.

13. Teams that break any Equipment Rules #5 - 6 will be given a Warning. Each subsequent Warning that a Team receives will result in a Forfeit of the Game.

Settings: (7.)

Any setting not listed below should not be changed from its default state within the private match lobby. HCS Current Settings will be used.

Halo 5 4v4 Maps/Modes and Settings

Gametypes / Maps

- Slayer - Coliseum
- Slayer - Eden
- Slayer - Regret
- Slayer - The Rig
- Slayer - Plaza
- Slayer - Truth
- CTF - Coliseum
- CTF - Truth
- CTF - Fathom
- Strongholds - The Rig
- Strongholds - Plaza
- Strongholds - Eden
- Strongholds – Empire

4v4 Format: (8.)

4v4 Champ Bracket Format

Placement cups:

- Two online tournaments (29th/30th + 6th/7th) (Double elim)
 - Total in points across both Placement Cup #1 and Placement Cup #2 determines seeding for Open Bracket in Daytona
 - Winner of Placement Cup #2 goes directly to Pro Groups with 8th seed

Daytona Groups:

- Two groups of four leveraging GSL-style bracket (double elimination groups)
- *Pro teams are seeded by Halo World Championship placement
- If a team was not present at Halo World Championship the team is given the lower seed

- Group draw:
 - Group A – 2 – 7 – 3 - 6
 - Group B - 1 – 8 – 4 - 5

Group seeding:

1. OpTic Gaming
2. Team EnVyUs
3. Team Liquid
4. Str8 Rippin
5. Luminosity Gaming
6. Crowd Pleasers
7. Evil Geniuses
8. Placement Cup #2 winner

*Note: Should Splyce win Placement Cup #2 while maintaining $\frac{3}{4}$ of their roster from the Halo World Championship 2017 Finals, they will receive the 6th seed, Crowd Pleasers will receive the 7th seed, and Evil Geniuses will receive the 8th seed. Group matches will also be updated to reflect this updated seeding

Group A matches:

1. Team EnVyUs vs Evil Geniuses
2. Team Liquid vs Crowd Pleasers
3. Loser of Match 1 vs Loser of Match 2
4. Winner of Match 1 vs Winner of Match 2
5. Winner of match 3 vs Loser of Match 4

Group B matches:

1. OpTic Gaming vs Placement Cup #2 winner
2. Str8 Rippin vs Luminosity Gaming
3. Loser of Match 1 vs Loser of Match 2
4. Winner of Match 1 vs Winner of Match 2
5. Winner of match 3 vs Loser of Match 4

Champ bracket seeding and open bracket format:

- Ties between groups (Example: 1st in A and 1st in B) are broken by:
 - Map win/loss record first
 - Followed by seeding coming into the tournament
- Seeds 9-12 are the Top 4 Open Bracket teams from the Winners Bracket
- Seeds 13-16 are the remaining 4 Open Bracket teams from the Loser's Bracket
- Ties from the double elimination Open Bracket are broken by:
 - Map win/loss record first
 - Followed by seeding coming into the tournament
 - Random

4v4 Champ bracket format:

- Standard double elimination bracket
- Points are not awarded for any teams
- Best of 5 matches
- Best of 7 Grand Finals

4v4 Open Bracket Format:

- Seeded by points accumulated in Placement Cups
- Best of 5 matches
- Top 8 teams qualify for Champ Bracket

*Open Bracket Breakdown:

Daytona Open Bracket Points		4v4 Prize Breakdown	
1st	N/A	1st	\$24,000
2nd	N/A	2nd	\$13,000
3rd	N/A	3rd	\$8,000
4th	N/A	4th	\$6,000
Top 8 WB	9600	5th	\$5,000
Top 8 LB	8400	6th	\$5,000
9th-12th	7200	7th/8th	\$4,000 (Each Team)
13th-16th	4800	9th/12th	\$1,000 (Each Team)
17th- 24th	3360	13th/16th	\$500 (Each Team)

Open Bracket Friday Schedule		Group Play Friday Schedule	
12:00PM - 2:00PM	Registration Open	12:00PM - 2:00PM	Registration Open
12:30PM - 2:30PM	Warmups	12:30PM - 2:30PM	Warmups
2:00PM - 3:00PM	Bracket finalized	2:00PM - 3:00PM	Bracket finalized
3:00PM - 4:15PM	Winner's Round 1	3:00PM - 4:15PM	Group A - Optic vs. 8th Seed
4:15PM - 5:30PM	Winner's Round 2 + Loser's Round 1	4:15PM - 5:30PM	Group B - Envy vs. Evil Geniuses
5:30PM - 6:45PM	Loser's Round 2	5:30PM - 6:45PM	Group A - Str8 vs. Luminosity

6:45PM - 8:00PM	Loser's Round 3	6:45PM - 8:00PM	Group B Winners Round 2
8:00PM - 9:15PM	Winner's Round 3 + Loser's Round 4	8:00PM - 9:15PM	Group A Winners Round 2
		9:15PM - 10:30PM	Group A Losers Round 2

FFA Format & Rules: (8.)

If a player reaches 8 wins over the course of the weekend, they will automatically be placed in the Championship bracket and cannot compete in another FFA Open match. At 24 players if not filled by auto qualifications the players with the next most wins will be placed. The winners from each game continues to play at their station while the other 5 players get back in line. For each win the player's score (not kills) will be recorded.

The FFA Champ Bracket begins Sunday.

Winners shall receive a tally mark. Should spots be open the next highest tally mark player will then be placed in the championship bracket.

In game Tie breakers are determined as followed

- Most assists
- Least deaths
- Most damage dealt
- Most medals
- Most headshots

FFA Champ Bracket entry Tiebreakers

If multiple players are tied with wins, the player with the highest collective score from their wins will qualify.

FFA Weekend PASS

Qualifying games will be HCS FFA

Players may use their own controllers

Players may use their own headsets

6-12 Stations of 6 person FFA will be used for the qualifying rounds

Maps will rotate - Truth, Mercy, Regret

Schedule

All times are EST

Saturday, May 13th 2017

8:30 AM - Doors Open
11:15 AM - Close FFA Begins

Sunday, May 14th 2017

8:30 AM - Doors Open
12:15 PM - FFA Champ bracket begins
TBD - Finals Match

Halo 5 - FFA - Base Prize Pool \$5,000

FFA Prizing Breakdown	
1st	\$2,000
2nd	\$1,250
3rd	\$750
4th	\$500
5th	\$300
6th	\$200

Anyone can play in the FFA as long as they have purchased a FFA pass. This can be purchased at the UMG Store on the inside of the venue, or at Registration at the BOX Office.

For concerns or questions please email Dylen@umggaming.com.