



2017 HCS Pro League Handbook

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In addition to the game rules below, please find the Official Contest Rules [Here](#).

Please note, all rules are subject to change at any time throughout the season. Be sure to check back regularly. ESL reserves the right to make rulings outside of this rule set in order to preserve the tournament's integrity. This is considered a living document and can be updated at any time. Any rulings made by any party other than ESL are not final and should not be considered as such.

Last updated: NA - May 3rd, 2017 | EU - May 2nd, 2017

1. Definitions

EU

The European region.

Game

One (1) contest between the teams on one map.

Gametype

The combination of a Map and a Game Mode (e.g. Capture The Flag on Fathom).

Game Mode

The type of game that is played. (Capture The Flag, Slayer, Strongholds).

In-season Transfer Period

A period of time where teams are allowed to make one (1) roster change during a set period of time during a Regular Season.

Map

The in-game arena on which each game is played.

Match

A series of games between two (2) teams.

Match Day

The day that each match is scheduled to be played.

NA

The North American region.

Out-of-season Transfer Period

Teams are allowed to make two (2) or fewer roster changes during a set period of time between Regular Seasons.

Participant (“Player”)

See below: Pro League Player

Pro League Player (“Player”)

The active current members of the active teams in the North American and European Pro Leagues.

HCS Pro League Administration, Pro League Administration Tournament Organizer, Administration

Turtle Entertainment America Inc. 1202 Chestnut Street, Burbank CA, 91506

Individuals able to represent HCS Pro League Administration are defined in section 2.8.1

Qualified Roster

The initial roster for each team in the league that qualified for the league.

Regular Season

Period of time where teams compete to earn a spot in the Season Finals, Relegation, or to retain their position in the Pro League.

Relegation

Designated teams from 7th and 8th place in the Pro League face off against qualified teams that are eligible to compete in the corresponding region from an open bracket tournament.

Relegation for NA Summer season will take place at Dreamhack: Atlanta (July 21-23).

Relegation for NA Fall season will take place at Dreamhack: Denver(October 20-22).

Season Finals

Season Finals for Summer season will take place at Dreamhack: Atlanta (July 21-23).

Season Finals for Fall season will take place at Dreamhack: Denver(October 20-22).

Substitute

Any player that participates in the Pro League but is not permanently added to a Team's roster. Limited in how many teams they can play for each week and throughout the season.

Team

The combination of a the four (4) Pro League Players and one (1) Team Manger that make up the roster.

Team Manager

The person who is responsible for the communication between the Team and Pro League Administration. This person is also responsible for any and all roster changes, during the Regular Season and/or between seasons. Section 2.2 has more information regarding Team Managers.

Transfer Window

The period of time each week during the In-season Transfer Period when teams may submit their one (1) allowed roster change during the season.

Veto

Removing a Map as an option for a game to be played. Term currently not in use.

2. Halo Championship Series: Pro League General Rules

This document outlines the official rule set for the Halo Championship Series: Pro League. In addition, the global ESL rule set regarding player conduct and other topics applies. In the event of conflict, this ruleset will take priority.

2.1. Player Eligibility

2.1.1 North America

In order to participate in the Halo Championship Series: Pro League, you must meet the following requirements:

- [You must be a registered player on the ESL website.](#)
- [You must have an active Xbox Live account in good standing and add it to your profile under gameaccounts.](#)
 - A team in good standing may participate in the HCS as determined by 343 and ESL at their sole discretion.
- You must be a legal resident in the United States of America, Canada, or Mexico, and reside in one of these territories for the duration of the competition.
 - Players must be able to provide proof of residency upon request. Examples of accepted proofs of residency include but are not limited to: a dated utility bill including your name and address, a tenancy agreement with your full name and all the information about how long you have lived in your current address, a valid voter registration card, or government issued ID.
 - If you are under the age of 18, proof may be provided by your legal parent or guardian.
- You must be 13 years of age, and must have permission from a legal parent or guardian or be at least 18 years of age. Photo ID may be required to be submitted to League Officials before a team plays in the first match of the Pro League.
- Prior to the start of the Regular season, each player must respond, to the satisfaction of the Pro League Administration, to the official request stating that they have received and agree to abide by the rules in this document.
- Player has filled out and signed Mutual Non-Disclosure Agreement (“MNDA”).

If you do not meet these requirements, you will be deemed ineligible to compete. ESL reserves the right to evaluate a player's gamertag to determine the location of players that are competing. Employees of 343, ESL, Microsoft or Comcast are not eligible to play while working at their respective companies.

2.1.2 Europe

In order to participate in the Halo Championship Series: Pro League, you must meet the following requirements:

- [You must be a registered player on the ESL website.](#)
- [You must have an active Xbox Live account in good standing and add it to your profile under gameaccounts.](#)
 - A team in good standing may participate in the HCS as determined by 343 and ESL at their sole discretion.
- You must be a legal resident in countries part of the European Union and reside in one of these territories for the duration of the competition.
 - Players must be able to provide proof of residency upon request. Examples of accepted proofs of residency include but are not limited to: a dated utility bill including your name and address, a tenancy agreement with your full name and all the information about how long you have lived in your current address, a valid voter registration card, or government issued ID.
 - If you are under the age of 18, proof may be provided by your legal parent or guardian.
- You must be 16 years of age, and must have permission from a legal parent or guardian or be at least 18 years of age. Photo ID may be required to be submitted to League Officials before a team plays in the first match of the Pro League.
- Prior to the start of the Regular season, each player must respond to the official request stating that they have received and agree to abide by the rules in this document.

If you do not meet these requirements, you will be deemed ineligible to compete. ESL reserves the right to evaluate a player's gamertag to determine the location of players that are competing. Employees of 343, ESL, Microsoft or Comcast are not eligible to play while working at their respective companies.

2.2. Teams

2.2.1 Team Control

Once a team qualifies for the HCS Pro League, either through relegation or a qualification process, the team must designate a Manager, and when applicable, an official contact of the Organization to which the team is signed. This Manager must be agreed upon by the majority ($\frac{3}{4}$) of players on the team and the organization to which the players are signed (when applicable) or the owner of a team (when applicable). This Manager may not be a Player or Manager on any team in the Pro League, but may be a member of the organization, the team owner or any other individual agreed upon by the players and owner/organization (when applicable).

In the event of a team qualifying for the HCS Pro League that is not part of an organization and do not have an owner, the Manager must be agreed upon by a majority ($\frac{3}{4}$) of the players. Players must vote on their own using whatever method they choose. The complete vote results must be submitted as well as the name, mailing address, and email address of the Manager.

A team must designate a Manager in order to be eligible to compete in the HCS Pro League. In the event of a qualified team failing to name a Manager by 11:59 PM PST on May 12th, 2017, they may forfeit their spot in the HCS Pro League.

The process of voting to confirm a Manager is completed when all players have submitted their votes via email to halo@eslgaming.com to the satisfaction of Pro League Administration. Players will receive confirmation of the voting results via email from Pro League Administration.

This Manager is responsible for submitting any and all roster changes to the HCS Pro League, save in the case of a player choosing to leave the team (see "Player Leaving" in section 2.3). In the event of a 2-2 split between seasons, the Manager will decide which of the 2 players will remain on the team in the HCS Pro League.

This Manager can be changed between seasons by another majority vote by the players if the change is agreed upon by the players and organization (when applicable). If a team is signed to a different organization during the Pro League, the team must confirm that their Manager will remain the same or communicate if the Manager will change.

The HCS has the right to revoke and transfer the title of Manager based upon but not limited to: lack of communication, inappropriate conduct, or gross mismanagement of the team. Players may request a

change to their Manager by emailing halo@eslgaming.com and outlining the circumstances justifying the replacement of the current Manager.

2.2.2 Team Size

A team must consist of four (4) Players and one (1) Manager. For the purposes of the Regular Season, a team may, but is not required to have a coach. During the Regular Season, coaches are not considered part of the roster and are not registered with the League. Any agreements made between the team and a coach is considered outside of the League and will not be honored by the League.

At each Season Finals, the invited teams will be able to submit a coach for their roster. A coach may not be a member of a team participating in the HCS at a Season Finals in the corresponding Regular Season's Pro League, regardless of that team's standing in the League. Any coach competing in the Open Bracket will be removed from their designated team as a coach.

A coach may only coach one team at the Season Finals.

2.2.3 Team Names, Player Names, and Logos

ESL reserves the right to edit nicknames, aliases, and team names. Team or player names that are too similar to that of another team or player are subject to be changed by ESL. For more information on team and player names, please refer to the ESL Global Ruleset section 3.1.2. "[Nicknames, Team Names and URL Aliases](#)." If a team name has been wrongly seized, please file a support ticket with proof of ownership of the name. Team and player information will not be allowed to change once a season has begun. This includes game accounts and team names. All teams are required to have a Logo that will be approved by ESL.

Teams must submit any to changes to their team name by the Sunday before a Matchday at 11:59 PM PST in order to have that change reflected on broadcast the following week during the Regular Season if the players are signed to a new organization or leave their current organization. In addition to changing the team's name, a new logo must be submitted as well or the HCS logo will be used as a placeholder until a new logo is submitted. In the event of a team joining a different organization or changing their team name, the change will only be accepted before the communicated time each week. Any changes made after this stated time may not be honored until the following week.

Teams may not submit changes to their team name, player name, or logo after 11:59 PM PST on June 30th, 2017 until July 24th, 2017 when submissions reopen.

2.3. Team Changes and Roster Lock

2.3.1 Replacements and Substitutes

In the event of an emergency situation and a member of a team is unable to compete at a scheduled match time, a team may request that they use an emergency substitute player. This player may not be a member of an HCS Pro League team and these requests are not guaranteed to be approved. Evidence of the situation may be requested or required by Pro League Administration.

After two (2) consecutive weeks, not including weeks where no matches occur within a season, evidence of the reason for the substitute player's continued involvement with the team will be required.

Substitutes for the team will receive an equal share of regular season earnings based on the number of matches they participated in with the team.

Substitutes must meet all eligibility requirements of the League.

Any requests made with less than 30 minutes notice before the scheduled start of the first match of the night may result in a penalty for the team.

If a team uses a player not on their roster and do not notify the League prior to checking-in, they may forfeit that match..

In order to submit a request to use a substitute, the Team Manager must submit an email to halo@eslgaming.com with the team's name and Substitute Request in the subject line. The body of the email must include the Full name, email address and the Xbox Live Gamertag that the substitute player will be using.

2.3.2 Roster Lock

Rosters will be considered locked at all times in the HCS Pro League, save for the Transfer Period listed below in section 2.6.

NA Rosters Lock at 11:59 PM PST on May 4th, 2017.

EU Rosters Lock at 11:59 PM GMT on May 12th, 2017

2.3.3 Player Leaving

If a player wishes to leave their team for any reason during a season outside of the season's Transfer Period, that player will become ineligible to participate in the HCS Pro League for a period of time.

- If the player leaves a team outside of the current season's Transfer Period, that player will be ineligible to compete, as a substitute player or as a full member of a team's roster, until the start of the fourth (4th) matchday of the following season.

Any players that leave their team or retire outside of the In-season Transfer Period may also forfeit any claim to prize money they may have earned in the current season.

2.4. Roster Changes

2.4.1 In-Season Roster Changes

Teams are allowed to make one (1) total roster change (1 player removed and 1 player added to the roster) during each of the two (2) In-season Transfer Periods detailed in Section 2.6. All roster changes must be approved by ESL. Any team or roster announcements made prior to ESL approval for the new roster are not considered official or final until the roster is confirmed by ESL.

2.4.2 Out-of-season Roster Changes

Teams are allowed to make two (2) roster changes (2 players change) and retain their spot in the HCS Pro League during Out-of-season Transfer Periods. When a team is split 2-2, the Manager of the team must communicate which of the 2 players are remaining in the HCS Pro League.

For any roster change, it must be clearly communicated to the League whether the roster change was initiated by the player or the team.

2.5. Season Schedule

Below is the schedule for the Summer 2017 Regular Season, Relegation Tournament and Season Finals.

North America

- Roster lock - May 4, 2017
- Manager Confirmation - May 11, 2017
- Matchday 1 - May 24 - Gametype Rotation 5
- Matchday 2 - May 25 - Gametype Rotation 1
- Matchday 3 - June 1 - Gametype Rotation 6
- Matchday 4 - June 14 - Gametype Rotation 2
- Matchday 5 - June 15 - Gametype Rotation 4
- Matchday 6 - June 21 - Gametype Rotation 3
- Matchday 7 - June 22 - Gametype Rotation 7
- Finals & Relegation - July 21-23 @ DreamHack Atlanta
- *Team Names lock each week on Sunday at 11:59:59PM*

Europe

- Matchday 1 - June 1 - Gametype Rotation 1
- Matchday 2 - June 8 - Gametype Rotation 4
- Matchday 3 - June 15 - Gametype Rotation 5
- Matchday 4 - June 21 - Gametype Rotation 6
- Matchday 5 - June 22 - Gametype Rotation 7
- Finals - July 21-23 @ Dreamhack Atlanta

2.5.1. Changes to Schedule

The Pro League Administration may, at its sole discretion, make a change to the order of matches in a given Match Day and/or change the date of a Pro League match to a different date. In the event of a change to the schedule, Pro League Administration will communicate the change to all teams at the earliest possible time.

2.6. Transfer Periods

2.6.1 North America

- Out-of-season Transfer Period (Pre-Season) :
 - Ends - May 4th at 11:59:59PM Pacific
- In-season Transfer Period :
 - Begins - June 2nd, 2017 at 12:00:00AM Pacific
 - Ends - June 11th, 2017 at 11:59:59PM Pacific
 - Begins - June 16th, 2017 at 12:00:00AM Pacific
 - Ends - June 18th, 2017 at 11:59:59PM Pacific
- Out-of-season Transfer Period (Post-Season) :
 - Begins - July 24th at 12:00:00AM Pacific
 - Ends - August 10th at 11:59:59PM Pacific

2.6.2 Europe

- Out-of-season Transfer Period (Pre-Season) :
 - Ends - May 4th at 23:59:59 BST
- In-season Transfer Period :
 - Begins - June 9, 2017 at 00:01 BST
 - Ends - June 14, 2017 at 23:59:59 BST
- Out-of-season Transfer Period :
 - Begins - July 24th at 00:01:00 BST
 - Ends - August 10th at 23:59:59 BST

Teams that wish to make changes must have the Manager of the team email halo@eslgaming.com. The email must contain the team name, the current player's name and email address, and the new team member's player name, real name, mailing address, email address and link to their ESL Play profile. Admins will then unlock the team and the teams can make the changes. All team changes must be finalized at the time when the transfer period ends, at which point teams will be locked again.

Teams may submit their roster change at anytime during these Transfer Periods. Rosters for teams are considered locked and no permanent roster change can be made outside of this Transfer Period.

During an Out-of-season Transfer Period, teams are allowed to make two (2) roster changes (2 players change) and retain their spot in the HCS Pro League. When a team is split 2-2, the Manager of the team must communicate which of the 2 players are remaining in the HCS Pro League.

2.7. Prize Money and Earnings

2.7.1 North America

Every player that competes in the HCS Pro League Regular Season shall receive prize money for their performance. The prize money earned will be dependent on the number of Matches played by each player for each team, and the team's final placement in the HCS Pro League. Season Finals Prize Money amount is divided equally among the players that participate in the tournament for the team.

All earnings and prize money shall be paid out within ninety (90) days of the conclusion of the Season Finals or from the day that the League receives complete and accurate payment forms from each player, whichever is later. Payments will be made to the individual players or to an agency/organization designated by the players. Each player is responsible only for their share of the earnings and cannot designate a recipient on behalf of another member of their team.

Players or their designated agency/organization will receive all HCS Pro League earnings and/or prize money via a physical check.

Earnings - all amounts in USD, amount is the total amount for the team.

HCS Pro League - Prizing Breakdown					
NA Regular Season 2017			Dreamhack Atlanta - Finals 2017		
Placemen t	Prize Per Team	Prize Per Player	Placement	Prize Per Team	Prize Per Player
1st	\$10,000	\$2,500.00	1st	TBD	
2nd	\$8,500	\$2,125.00	2nd	TBD	
3rd	\$6,500	\$1,625.00	3rd	TBD	
4th	\$6,000	\$1,500.00	4th	TBD	
5th	\$5,500	\$1,375.00	5th / 6th	TBD	
6th	\$5,000	\$1,250.00	5th / 6th	TBD	
7th	\$4,500	\$1,125.00	7th / 8th	TBD	
8th	\$4,000	\$1,000.00	7th / 8th	TBD	
Total	\$50,000		9th - 12th	TBD	
Dreamhack Atlanta finals prizing includes crowdfunding for additional prizing. Prizing, as a result, will be reflected at a later date.			9th - 12th	TBD	
			9th - 12th	TBD	
			9th - 12th	TBD	
			Total	\$100,000 + crowdfunding	

2.7.2 Europe

Every player that competes in the HCS Pro League shall receive compensation for their performance. Compensation will be dependent on amount of Matches played for each team and the team's final placing in the HCS Pro League.

All compensation and prize money shall be paid out within ninety (90) days of the conclusion of the Season Finals or from the day that the League receives complete and accurate payment forms from each Player, whichever is later. Payments will be made to the individual players or to an agency/organization designated by the players. Each player is responsible only for their share of the earnings and cannot designate a recipient on behalf of another member of their team.

Players or their designated agency/organization will receive all HCS Pro League earnings and/or prize money via a bank transfer or physical cheque.

Regular Season Earnings (all amounts in USD, amount is the total amount for the team)

EU Regular Season 2017		
Placement	Prize Per Team	Prize Per Player
1st	\$8,000	\$2,000.00
2nd	\$6,000	\$1,500.00
3rd	\$5,500	\$1,375.00
4th	\$5,000	\$1,250.00
5th	\$4,500	\$1,125.00
6th	\$4,000	\$1,000.00
Total	\$33,000	

Season Finals Prize Money (all amounts in USD, amount is the total amount for the team)

- See “Dreamhack Atlanta - Finals 2017” as both NA and EU compete at season finals.

2.8. Tournament Rulings and Communication

All Players in the HCS Pro League must adhere to the decisions and rules of the Pro League Administration.

Conversations, either verbal or written, between ESL organizers, admins, or referees, and Halo Championship Pro League Players are strictly confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless written permission is obtained. (See “Penalties” in section 4)

2.8.1. HCS Pro League Administration

Timo Karamustafa	Senior Product Manager - NA
Will Gask	Product Manager - EU
Randal Holcombe	Referee - NA
Matt Loftus	Referee - EU
Jacob Lawton	Referee - EU
Kyle Elam	Associate Product Manager
Ronald Valenzuela	Associate Product Manager

3. Halo Championship Series: Pro League Rules and Format

3.1. Season and Finals Format

Last Chance Qualifier (LCQ)

In order to fill any open slots in the HCS, EU and NA regions may hold Last Chance Qualifiers.

Last Chance Qualifiers consist of two (2) open signup single-elimination brackets halting when four (4) teams remain. Those teams, eight (8) in total, teams will be seeded into an eight (8) team double-elimination Champions Bracket. The winner(s) of the Champions Bracket will qualify for the next season of HCS. Matches will be played in Bo5 format until the Finals of the Champions Bracket. Champions Bracket finals will be played in Bo7 format.

Regular Season

During the Regular Season each team will play each other team in the HCS Pro League once in a round robin format. Each team will play 7 matches over the course of the Regular Season. Each team will be randomly assigned a seed in the round robin to determine match order.

Before the season begins, seven (7) Gametype Rotations will be predetermined by Pro League Administration. Gametype Rotations will be drawn at random to determine which Gametype Rotation is played each week of competition until all Gametype Rotations have been drawn for the season.

The team that is currently higher in the standings of the League will play as the Red team for each match, while the team lower in the standings will play as the Blue team. If higher seed cannot be determined, sides will be determined on a coin flip.

There will be no seeding points earned in the HCS Pro League. Each teams' standing will be determined by the team's win/loss record or win percentage. Section 3.7 has more information regarding season standings and ties.

If a team disbands or is removed from the Pro League for any reason, at any time during the season, their previous match results will be void and all future matches canceled.

Relegation - Open Bracket

At the end of the season, the two (2) teams that finish in seventh (7th) and eighth (8th) place during the Regular Season will be eligible to compete in the Open Bracket winners bracket in the Ro4. This tournament will be an double-elimination Open Bracket culminating in the top four (4) teams entering into the Championship Bracket. Of those four (4) teams, the top 2 eligible teams (section 2.1) will qualify for the next season of the NA HCS Pro League.

Relegation for the HCS Summer Season will take place at the Season Finals at Dreamhack: Atlanta. Open Bracket structure is outlined in Figure 3.1.2 starting in the first round of eight (ro8).

Season Finals - Championship Bracket

At the end of the season, the top six (6) NA teams that finish first (1st) to sixth (6th) place and the top two (2) EU teams during the Regular Season will be invited to compete in the Championship Bracket. The Championship Bracket is a modified double-elimination bracket starting with a round of eight (ro8). Bracket structure is outlined in **Figure 3.1.1**.

Additionally, seventh (7th) and eighth (8th) from NA will be invited to enter the Open Bracket. Top four (4) teams from the open bracket will enter the Championship Bracket. First (1st) place team from the Open Bracket qualifies for the next season the HCS.



Figure 3.1.1 - Championship Bracket (above)

Winner's Bracket

Figure 3.1.2



Loser's Bracket

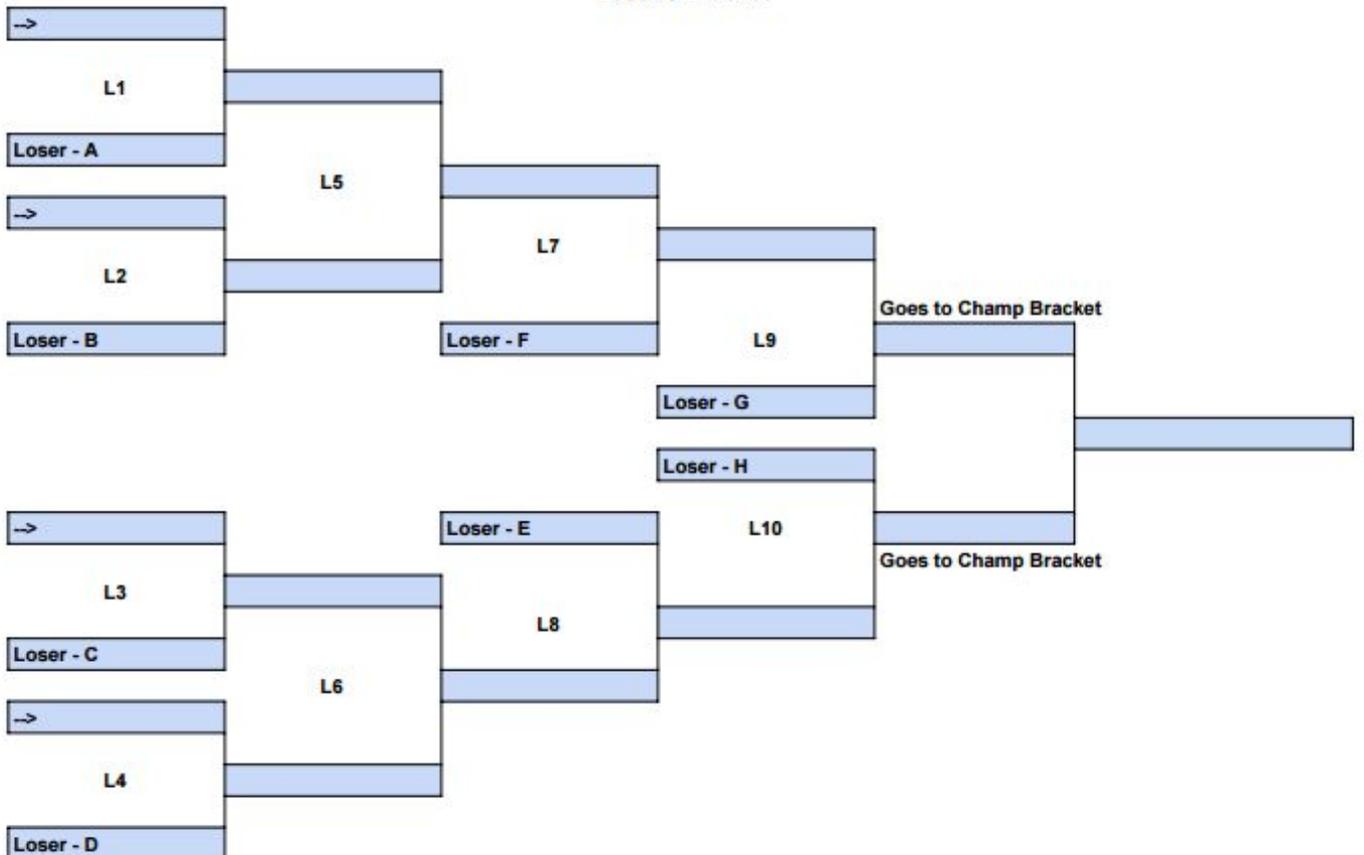


Figure 3.1.2

3.1. Season and Match Format - Europe

The rules outlined in this section are meant to point out differences in NA/EU format. If not stated here, reference section 3.1 for details.

Qualifiers

The qualifying tournament for the European region will take place over two days. In the weeks leading up to the tournament teams will be invited to submit their rosters to halo@eslgaming.com for consideration for placement in the Closed Qualifier (May 21st). Teams that submit rosters including players with previous HCS pedigree will be most likely to receive those spots.

Any teams who are not directly seeded into the Closed Qualifier will be able to play in the Open Qualifier on May 20th. This tournament will take the format of a Bo5 Single-Elimination bracket with the top 2/4 progressing to the Closed Qualifier depending on the number of teams that receive invitations. The bracket will not be capped and will be open to as many teams that sign up.

The Closed Qualifier will be an 8 team Bo5 Double-Elimination bracket taking place on 21 May. The Top 2 teams will join the HCS EU Pro League.

Regular Season

Each team will play 5 matches over the course of the Regular Season and teams will play each other once during the Regular Season.

The team that is currently higher in the standings of the League will play as the Red team for each match, while the team lower in the standings will play as the Blue team. If higher seed cannot be determined, sides will be determined on a coin flip.

There will be no seeding points earned in the HCS Pro League. Each teams' standing will be determined by the team's win/loss record or win percentage. Section 3.7 has more information regarding season standings and ties.

3.2. Match Process

Players must use the Xbox Live Gamertag provided by 343 Industries for all Pro League matches or communicate the account they will be using prior to the start of their match.

The Red Team will be responsible for inviting each player to the game lobby and checking the game settings. Each player on each team must have the following accounts on their Xbox Live Friends List:

- ESLAdmin3
- ESLAdmin4
- ESLAdmin5
- LeagueOps

Teams must play at their best at all times throughout a match.

The order of game type rotations will be communicated to the teams with the Regular Season schedule.

3.3. Maps and Gametypes

3.3.1. Gametypes

Capture The Flag: Fathom, Coliseum, Truth

Strongholds: Eden, Empire, The Rig, Plaza

Slayer: The Rig, Plaza, Truth, Regret, Coliseum, Eden

3.3.2. Gametype Rotations

Gametype rotations for each matchday are randomly assigned before the start of the regular season and before teams are seeded randomly to determine matchups. Gametype rotations for the Open Bracket and Championship Bracket are determined at least seven (7) days before bracket play begins.

Gametype Rotations for a Best of Five - Bo5 must meet the following requirements. Best of Seven Matches are indicated with [Bo7] at the end of the line.

Objective Gametypes

- Each SH and CTF gametype must be a Game 1 at least once
- Each SH and CTF gametype must be a Game 3 at least once
- Each SH and CTF gametype must be a Game 4 at least once
- Each CTF gametype must be a Game 6 at least once [Bo7]
- Three of the SH gametypes must be a Game 6 at least once

Slayer Gametypes

- Each Slayer gametype must be a Game 2 at least once
- Each Slayer gametype must be a Game 5 at least once
- Each Slayer gametype must be a Game 7 at least once

Overall

- A map cannot be played twice within a series. [Bo5 only]

Gametype Rotation Pool for HCS Summer season 2017 are listed in section 3.3.3.

Gametype Rotation assignments for the season are randomly assigned and recorded in section 2.5 Season Schedule.

3.3.3. Regular Season Gametype Rotation Pool

HCS Summer Season 2017 - Map Rotations		
<u>Gametype Rotation 1</u> 1. SH Empire 2. S Truth 3. CTF Coliseum 4. SH Eden 5. S The Rig 6. CTF Truth [Bo7] 7. S Plaza [Bo7]	<u>Gametype Rotation 4</u> 1. CTF Truth 2. S Plaza 3. SH Eden 4. CTF Fathom 5. S Coliseum 6. SH The Rig [Bo7] 7. S Truth [Bo7]	<u>Gametype Rotation 7</u> 1. SH Eden 2. S The Rig 3. CTF Coliseum 4. SH Plaza 5. S Regret 6. CTF Truth [Bo7] 7. S Coliseum [Bo7]
<u>Gametype Rotation 2</u> 1. CTF Coliseum 2. S Regret 3. SH The Rig 4. CTF Truth 5. S Plaza 6. SH Eden [Bo7] 7. S The Rig [Bo7]	<u>Gametype Rotation 5</u> 1. SH The Rig 2. S Coliseum 3. CTF Fathom 4. SH Empire 5. S Eden 6. CTF Coliseum [Bo7] 7. S Truth [Bo7]	
<u>Gametype Rotation 3</u> 1. SH Plaza 2. S Eden 3. CTF Truth 4. SH The Rig 5. S Coliseum 6. CTF Fathom [Bo7] 7. S Regret [Bo7]	<u>Gametype Rotation 6</u> 1. CTF Fathom 2. S The Rig 3. SH Plaza 4. CTF Coliseum 5. S Truth 6. SH Empire [Bo7] 7. S Eden [Bo7]	
<p>[Bo7] - indicates map rotation if match is Best of Seven (7) format. For Best of Five (5) format matches these can be ignored.</p>		
<u>Slayer</u> Coliseum - 4 Truth - 4 Regret - 3 Plaza - 3 The Rig - 3 Eden - 3	<u>Strongholds</u> Empire - 3 The Rig - 4 Plaza - 3 Eden - 4	<u>Capture the Flag</u> Truth - 5 Coliseum - 5 Fathom - 4

3.4. Game Settings, Game Ties, and Restarts

3.4.1. Slayer: First to 50 kills wins

- Primary Weapon: Magnum
- Secondary Weapon: None
- Motion Sensor: On
 - Motion Sensor Inner Range: 60%
 - Motion Sensor Base Movement Speed Visibility: Off
- Score to win: 50
- Shield Percentage: 100%
- Round length: 12 minutes
- Overtime rules: 3 minutes of overtime added to the clock. Games end after 50 kills are achieved or time runs out

3.4.2. Capture the Flag: Classic Multi-flag. Grab the enemy's flag and bring it home to score.

- Primary Weapon: Magnum
- Secondary Weapon: None
- Motion Sensor: On
 - Motion Sensor Inner Range: 60%
 - Motion Sensor Base Movement Speed Visibility: Off
- Score to win: 3
- Shield Percentage: 100%
- 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 end after 3 flag captures or time runs out

3.4.3. Strongholds: Control 2 of 3 territories on the map to earn points

- Primary Weapon: Magnum
- Secondary Weapon: None
- Motion Sensor: On
 - Motion Sensor Inner Range: 60%
 - Motion Sensor Base Movement Speed Visibility: Off
- Score to win: 100

- Shield Percentage: 100%
- Round length: 12 minutes
- Overtime rules: 3 minutes of overtime added to the clock. Games end after 100 points are achieved or time runs out

3.4.4. Game Ties

In the event of a tie in a Capture The Flag game, 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 Sudden Death rule where the first capture by a team will win the game.

In the event of a tie in a Strongholds game, 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 50 point score limit. The 50 point score limit will be used indefinitely if the games continue to end in a tie.

In the event of a tie in a Slayer game, 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 25 point limit. The 25 point limit will be used indefinitely if the games continue to end in a tie.

3.4.5. Game Restarts

In the event that a player or players disconnect from a game, the game may end in a victory for the other team, a full restart, or a continuation from the point of the disconnect. An admin will review the disconnect, the state of the game when the disconnect occurred, and communicate a ruling to the teams in the Discord(NA) or Skype(EU) chat.

In any game, if it is decided that the game should be continued from the point of the disconnect, the score difference at the point of the disconnect will be recorded. In the restarted game, the team that was leading will need to score the score-to-win limit minus the score difference at the point of the disconnect, and the team that was trailing will need to score the standard point total to win.

- 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.
- 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.

- 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.

In any game that is restarted for any reason, the game settings will remain the same unless specified in the "Game Restart" section.

3.5. Communication

For North America, a Discord server will be set up and each team will be assigned a room. Messages regarding match order, team vetoes and more will be communicated via this Discord server. Teams are also encouraged to email halo@eslgaming.com for more immediate assistance. Any communication through any unofficial support channel or medium may be ignored.

For Europe, a Skype group will be created any messages and/or queries you have about your matches should be communicated in their on match days. If you have any other queries, they should be sent via email to the following address, halo@eslgaming.com. Communications via Twitter and other social media platforms may be ignored.

3.6. Connection

Players are responsible for maintaining their own connection at all times. Penalties can and will be given for connection issues. Exceptions may be made if evidence of server issues can be found.

Players are encouraged to read and review [this guide](#) and take any necessary steps to protect their internet connection.

If server issues are the cause of delay or interruption, matches may be rescheduled.

3.7. Season Standings and Ties

Season standings will be ranked by the following:

1. Match win/loss record
2. Game win percentage

For ties in season standings at the conclusion of the Regular Season:

In a situation where more than two teams are tied the deciding order is as follows:

1. Match W/L record among the tied teams against only the tied teams (cumulatively).

2. Game win percentage among the tied teams against only the tied teams (cumulatively).
3. If more than two teams still remain tied, then a round robin will be played between the remaining tied teams.
4. In the event that the tie remains, this process will restart.

In a situation where only two teams are tied the deciding order is as follows:

1. Match W/L among the two teams against only the two teams (cumulatively).
2. Map W/L among the two teams against only the two teams (cumulatively).
3. A deciding best of five match will be played.

Any required tiebreaker match will be played immediately following the final match on the final day of the Regular Season.

3.8. Delays and Forfeits

Teams are required to check-in thirty (30) minutes before the start of the broadcast. Checking-in means at least one (1) member of the team posts in the the match's Discord channel (for North American matches) or Skype channel (for European matches) confirming that their team is online and ready-to-play. Ready-to-play means that each team member's internet has been tested and is functioning, players are able to log-in to their provided HCS Pro League accounts or gamertag registered with the HCS Pro League , and are able to join a party with the opposing team.

Failure to check-in at this time may result in a loss of side, games or a match entirely. If the member of the team checks-in but the above checks have not been completed resulting in a delay of the match, the team may be penalized with a loss of side, games or a match entirely.

A schedule of estimated start times will be provided. However, as is the case with tournament matches, these times are estimates only and the above rule in this section regarding "Ready-to-Play" takes priority.

3.9. Match Reporting

Match results will be officially reported by a Pro League Administrator. Teams may request the official result of their match at the conclusion of the match.

3.10. Match Disputes and Appeals

If a player or team believe the results of a match have been reported inaccurately, or that a ruling has been made in error, they may submit an email to halo@eslgaming.com stating their position and any supporting evidence. The subject line of the email must follow the below format:

- [Region] - [Team 1] vs [Team 2] - [Game # or Match] Dispute

3.11. Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Xbox One Game DVR clips (uploaded to a video platform with clear naming of the teams and players, date, tournament round and map).
- Livestream VODs (with clear naming of the teams and players, date, tournament round and map).
- Screenshots (or photographs) showing both teams and the result/issue.

3.12. Media Expectations

Each match of the HCS Pro League will be broadcasted exclusively through authorized ESL channels, but players can file for permission to stream their Match at halo@eslgaming.com. Players that stream their matches without permission may be penalized.

At the beginning of each Season, when rosters are locked, teams must submit four (4) members of their team or organization (including, but not limited to: coaches, analysts, managers or other organization representatives) that will be available throughout the season for pre- and post-match interviews. These four (4) members must be available to be interviewed via Skype when requested. Video capabilities are not required, a member may be interviewed using audio only. If one of these members is not made available upon request, the team may be penalized with a loss of vetoes, games or a match entirely.

3.13. Player Conduct

Players are expected to conduct themselves professionally throughout the entirety of the HCS Pro League including, but not limited to, inside and outside of the HCS, qualifiers, interviews, Relegation and the Season Finals. Warnings or penalties may be issued for any of the following:

Language – In all languages, Players may not use obscene gestures, profanity and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. Pro League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and League Skype channels.

Behavior – Persons are required to behave in a sportsmanlike manner towards other competitors, members of the Pro League Administration team, media, and fans.

In-Game Presence – Persons involved in the HCS are required to follow all in game rules that are part of Halo 5: Guardians and [Microsoft's Code of Conduct](#).

Content Creation – Teams are responsible for the assurance of the appropriateness of the content that they produce including, but not limited to: Social Media Presence, Videos, Streams, and Interviews.

Disputes and Redress – Any general disputes a person may have with the current operation of the League should first be addressed by email. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.

Illegal substances and PED's – Team members may not be under the influence or in possession of illegal substances or performance enhancing drugs (PED). In addition to the standard Code of Conduct penalties, any offending Players may be handed over to the authorities in accordance to the local laws and/or disqualified from participation.

Alcohol – Team members that are intoxicated during any event may be disqualified at the discretion of the Tournament Organizer.

Cheating – Any form of cheating will not be tolerated. If the Organizer determines that a Player is cheating, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events.

Software Exploitation – Any intentional use of any bugs or exploits in the game may result in a forfeit of the Match and disqualification from the tournament. Bugs and exploits will be determined at the discretion of 343 and/or the Tournament Organizer.

Collusion and Match Fixing – Players are not allowed to intentionally alter the results of any Match. If the organizer determines that a Player or team is colluding or Match fixing, the Player or team will be immediately disqualified and removed from the Tournament and may be restricted from participating in future events. Players must compete to the best of their ability at all times.

Gambling – Anyone associated with the HCS is forbidden from placing wagers on any Matches or actions in, or around, the HCS Pro League.

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.

3.14. Player Equipment

Players may not use a controller with macro functions.

Players may not use a keyboard and/or mouse.

At Live Events, players must use the equipment provided by the Tournament Organizer. This equipment may include, but is not limited to:

- Monitors
- Xbox One systems
- Chairs
- Headphones
- Earbuds

At Live Events, players must use a wired connection from their controller to the Xbox One system. Batteries must be removed from the controller or reversed so they are unable to power the controller. For player comfort on the main stage, earbuds will be provided for use under sound-dampening headphones. Sound-dampening headphones may not be provided for Open Bracket and non-broadcasted matches. Players will be issued earbuds and may be required to return earbuds upon leaving the play area. Players may be permitted to use their own earbuds in special circumstances at the discretion of Pro League Administration.

4.0 Penalties

Players found in violation of the rules or guidelines that have been laid out by the League will be subject to the following penalty system. It is at the discretion of the League to skip or combine any of the following steps depending on the severity of the offense. Penalties may also be applied to the team, depending on the infraction. Penalties may carry over from each stage of the Pro League to the next, and can carry over from season to season.

Written Warning	
Loss of a Side	5% Prize Money Reduction
Forfeit Map	10% Prize Money Reduction
Temporary Ban (Player)	15% Prize Money Reduction
Forfeit Match	20% Prize Money Reduction
Forfeit Multiple Matches	25% Prize Money Reduction
Expulsion from HCS Pro League	

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 season.

Note: Loss of a side means the opposing team gains that side (red or blue team) choice. Lost side can carry over to the next match.

4.1.0 Additional Rulings

This section will be amended to include specific rulings. Rules in this section may have precedent and should include a date when the ruling was made or decided. Players in the HCS should be updated with the new rules as soon as an update is made to this section.

4.1.1 Multi-shot Glitch

The use of the button exploit known as “Multi-shot Glitch” during any and all official HCS competition is prohibited. Players and teams who use this exploit will be met with the following penalties:

- **First offense** – If a player uses the exploit after the first 15 seconds of a game or for/after the first kill, the offending team will immediately forfeit that game. If the series is resolved by the forfeit, the score stands as if the last game played to completion and resulted in a loss.
- **Second offense** – If a player on the same team as the first offense commits this offense during the same series, the team will immediately forfeit the entire series. Any wins and losses within the series are overturned and the series is considered a forfeit.

5.0 Certification

I hereby acknowledge receipt of the 2017 HCS Pro League Handbook ("Handbook"). I understand that my compliance with the Handbook is a condition of my participation in the HCS. I acknowledge that the Tournament Organizer reserves the right to impose discipline for any conduct it deems inappropriate, including, but not limited to, disqualification from an HCS tournament, or the HCS altogether. I have carefully read and I understand the Handbook. I understand that I am bound by and support these terms set forth in the Handbook, and I will act in accordance with them.

Alias/Username: _____

Print Name: _____

Signature: _____ Date: _____

If under 18 years of age, must have a parent or guardian's signature:

Print Parent/Guardian

Name: _____

Parent/Guardian Signature: _____

Date: _____