



# Halo Infinite Ruleset

**Player Eligibility:** All players participating in Halo Infinite competitions must have an active Xbox/Microsoft account in good standing, have their own Xbox or PC with Halo Infinite installed, and an active online account (Xbox Ultimate, Xbox live Gold, etc) in order to play.

Only registered team members playing under their own account are allowed to play for a Team.

**Basics:** KCCEC will host an eight week season, followed by double elimination playoffs. The Loser Finals and Grand Finals will be streamed live (streaming information will be provided over social media and discord prior to the events).

*When we have more than 9 teams, a swiss based style will be used during the eight week season, prior to playoffs in order to properly seed teams.*

## 1. Competition Method:

1. 4 vs 4
2. Ranked Slayer, CTF (Capture the Flag), Oddball, and Stronghold

## 2. Match Winner:

1. The winner is the Team that wins the most Games in the Series.

## 3. Series Matches:

1. Matches will be best-of-five (5) during the regular season.
2. Matches will be best-of-five (5) for playoffs and elimination rounds.
3. Matches will be best-of-seven (7) for loser finals and grand finals in the playoffs.

## 4. Restrictions:

1. Restrictions should automatically be set when selecting a Ranked game mode.
2. Any changes made to the default Ranked setting will result in a nullification of that game and require a do-over.
3. Multiple offenses of this type will result in a forfeit of the team that is changing the default settings.

## 5. Roster:

1. Players are allowed to switch during a Match (e.g. in-between games during a Bo5/Bo3), limited to two substitutions per Match per Team.

2. A player who is substituted out may be substituted back in later, using that team's second allowed substitution.

3. Players not registered as Subs or Players for the team are not allowed to compete under their Corporate banner.

#### 6. Spectator/Observer Size:

1. Spectator/Observer slots may be occupied by Casters, KCCEC representatives and their designees, or players from either team not currently playing. Such players may stream from the Spectator slot.

#### 7. Map Pool

##### Slayer

- Aquarius
- Bazaar
- Live Fire
- Recharge
- Streets

##### Strongholds

- Live Fire
- Recharge
- Streets

##### CTF

- Aquarius
- Bazaar

##### Oddball

- Live Fire
- Recharge
- Streets

#### 8. Map Rules

1. In the event of a Game 5 Slayer situation, the map that was used for Game 1 Slayer may not be used again.
2. In Pool Play/Season Play, team captains will determine which team gets the first map pick, in which the map choice will alternate from one team to the next after each game.
3. In the Double Elimination bracket and the Finals, the team that has the higher seed will get first map pick, after which the map choice will alternate from one team to the next after each game.

Disclaimer: Rules and Tournament structure are subject to change without notice. Please pay attention to discussions via email and discord for the most up to date information.

