Tournament Logistics

1.) Size of field:
Team slayer tournament will be capped at 32 teams of 2 players each. Size of field is subject to change without notice under the discretion of the tournament director in consultation with the president of HCIMG.

2.) Pre-registration:
Teams and individuals may pre-register at www.hcimg.org. In order to complete team pre-registration, both team members must pre-register online.

3.) Check-in and Start time:
For team slayer, pre-registered teams who check in no later than 15 minutes prior to the start of the team slayer tournament will be ensured their spot to play. The team slayer field will open up to any other non pre-registered teams no later than 15 minutes prior to the start of the team slayer tournament.

4.) Seeding:
Participants will be randomly placed into pools for the first round of play. After pools are completed, the match results will be used to create the seeding for the elimination bracket.

Team Slayer Tournament Format and Rules:

1.) A Team:
One entry in Team Slayer is defined as a team of two players, both whom must be present throughout the tournament and must both be present at check-in. At no time may there be a switch in partners. Switching partners is illegal and will result in disqualification of the team.

2.) Format:
The Tournament will be in a double-elimination bracket format with random initial seeding. Games early on in the bracket will be played on the same console. Games will only be played on multiple consoles when there are extra full set-ups available. All matches in the bracket except the Finals will consist of a single game. The Final match will be decided by best 2 out of 3 on linked consoles.

3.) In-game Rules:
   a. Available Maps:
The following maps are available for Team Slayer. Note that if the desired map is not available on the designated console of play (except for the Final), teams may not switch consoles. Each group may choose what map they want to play on but must choose from the following:
      i. Sanctuary
ii. Reflection
iii. Countdown
iv. Zealot

b. Match Rules
   i. Primary Weapon = DMR
   ii. Spartan Loadouts = Sprint Only
   iii. Elite Loadouts = Hidden
   iv. No Secondary Weapon
   v. Motion Tracker Mode = Off
   vi. Player Speed, Gravity, and Jump all at 100%
   vii. Betrayal Penalty = None
   viii. Team Changing = Not Allowed
   ix. Time Limit = 10 Minutes
   x. Kills to Win = 25
   xi. Vehicle Set = No Vehicles
   xii. Betrayal Booting = Disabled
   xiii. All matches will be to 50 kills (15 minutes)

4.) Tournament Timing
   a. Due to time constraints, we need to get through everything relatively quickly. Teams
      may not leave the area and will be disqualified if they do.

Protests
   1.) All protests will be heard by the tournament director, designated prior to the start of the
       tournament. The decisions of the tournament director are binding and final.

Miscellaneous
   1.) Unsportsmanlike conduct:
       Please be respectful of those playing around you. Our tournament is meant to be a fun event
       and we would really not like to have to kick you out. Anyone not complying with our
       unsportsmanlike conduct policy will be disqualified and ejected from the tournament.

   2.) Hardware Malfunction:
       In the event that there is a hardware malfunction, please notify the nearest staff member as
       soon as possible. Should a console freeze during play or suffer from RROD, play will resume on
       another console from the beginning of the round that was being played. If there is a controller
       failure, immediately have someone pause the game and notify the nearest staff member as
       soon as possible. Faking hardware malfunction is considered unsportsmanlike conduct and
       grounds for disqualification and ejection from the tournament.