Tournament Logistics

1.) Size of field:
Team slayer tournament will be capped at 16 teams of 2 players each. Slayer
tournament will be capped at 32 players. 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. Team slayer tournament will begin
promptly at 9 pm.
For slayer, pre-registered individuals who check in no later than 9:30 pm immediately
after the conclusion of the team slayer tournament (whichever comes first) will be
ensured their spot to play. Slayer field will open up to any other non pre-registered
players no later than 9:30 pm or immediately after the conclusion of the team slayer
tournament (whichever comes first). Slayer tournament will begin no later than 5
minutes after the conclusion of the team slayer tournament. Should after resolving the
field it be concluded that there exists a certain group not containing players playing in
the final of the team slayer tournament, the slayer tournament may begin no sooner
than the start of the team slayer final, under the discretion of the tournament director
in consultation with the president of HCIMG.

4.) Seeding:
Seeding may be utilized to sort some or all participants. For example, it may be
desirable to separate two high level participants from each other in a field to ensure
they do not meet early in the tournament. The tournament director holds discretion in
consultation with the president of HCIMG as to whether seeding will be used.
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 a single elimination, bracket style play. Assuming that there is a full field 16 teams, the tournament will take place in the following format. Note that the format of Round 1 depends upon the number of available consoles, time constraints, etc. The format of Round 1 shall be decided by the tournament director no later than 5 minutes before the start of play.

   1.) Round 1
      a. 8 matches of 2 v 2 on the same console with the winners advancing OR
      b. 4 matches of 2 v 2 v 2 v 2 on two linked consoles with winners advancing

   2.) Following rounds except Final
      a. Matches of 2 v 2 on the same console or two linked consoles with the winners advancing

   3.) Final
      a. Best 2 of 3 matches of 2 v 2 on two 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:
      1.) Amplified
      2.) Construct
      3.) Heretic
      4.) Narrows
      5.) The Pit
   b. Match Rules
      i. Primary Weapon = Battle Rifle
      ii. Human weapons only
      iii. Motion Tracker Mode = Off
      iv. Suicide Penalty = None
      v. Betrayal Penalty = None
      vi. Team Changing = Not Allowed
      vii. Time Limit = 10 Minutes
      viii. Kills to Win = 25
      ix. Vehicle Set = No Vehicles
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.

Slayer Tournament Format and Rules:

1.) An entry:  
One entry in Slayer is defined as one person who must be present to check-in. At no time may he/she appoint a replacement in the field. If one must retire from the field before the completion of play, the tournament director may appoint another player from the previously eliminated field a chance to play in that spot and will be given all rights to win the prize despite having been previously eliminated.

2.) Format:  
The Tournament will be double elimination style. Assuming that there is a full field 32 players, the tournament will take place in the following format. Note that the format of Round 1 depends upon the number of available consoles, time constraints, etc. The format of Round 1 shall be decided by the tournament director no later than 5 minutes before the start of play.

1.) Round 1  
   a. 8 matches of 4 players on the same console with the top two advancing to winner’s bracket OR  
   b. 4 matches of 8 players on two linked consoles with the top four advancing to the winner’s bracket.

2.) Round 2  
   a. Winner’s Bracket: 4 matches of 4 players on the same console with the winner advancing to the Championship Bracket. The remaining field will be sent to the Loser’s bracket.  
   b. Loser’s Bracket: 4 matches of 4 players on the same console with the winner advancing to the next round of Loser’s Bracket. The remaining field is eliminated.

3.) Round 3  
   a. Loser’s Bracket: 4 matches of 4 players on the same console with the winner advancing back into the Championship Bracket. Note that each group will consist of 3 players having lost in Round 2 of the Winner’s Bracket and one winner from Round 2 of the Loser’s Bracket.

4.) Round 4  
   a. Championship Bracket: 2 matches of 4 players on two linked consoles (2 player/console) with the top two advancing. Note that each group will consist of 2 players from the Winner’s Bracket and 2 players from the Loser’s Bracket.

5.) Round 5
a. Championship Bracket: 2 matches of 1 v 1 on one console or two linked consoles with the winner advancing to final OR 1 match of 4 players on one console or two linked consoles with the top two advancing to final. If 1 v 1, the top finisher from each Round 4 group will play the runner-up from the other group.

6.) Round 6
a. Third place Match: A best two of three 1 v 1 on one console or two linked consoles. Players will have more discretion as to how they want to conduct this match, rules, map, etc.
b. Championship Match: A best two of three 1 v 1 on one console or two linked consoles. Finalists will have more discretion as to how they want to conduct this match, rules, map, etc.

3.) In-game Rules
a. Available Maps:
The following maps are available for Slayer. Note that if the desired map is not available on the designated console of play (except for the Final), players may not switch consoles. Each group may choose what map they want to play on but must choose from the following:
1.) Amplified
2.) Construct
3.) Heretic
4.) Narrows
5.) The Pit
6.) Midship (available only during Round 1 and w/o sticky grenades)
b. Match Rules
   i. Primary Weapon = Battle Rifle
   ii. Human weapons only
   iii. Motion Tracker Mode = Off (except Round 1)
   iv. Suicide Penalty = None
   v. Time Limit = 10 Minutes
   vi. Kills to Win = 25 (except Round 1, where Kills to Win = 50)
   vii. Vehicle Set = No Vehicles

Protests
1.) All protests will be heard by the tournament director, designed 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.

**Prizes**

1.) **Awarding of tournament prizes:**
   The winner of the slayer tournament will win a prize regardless of the size of the field. Winners of the team slayer tournament will also win a prize provided that the field consists of at least 8 teams. Should there be less than 8 teams, then no prizes shall be awarded to the winner of team slayer and instead the top 3 slayer finishers will win prizes. The decision as to who is awarded prizes lies solely at the discretion of the tournament director in consultation with the president of HCIMG.

2.) **Overlap of tournament winners:**
   Winners of the team slayer tournament may compete in the slayer tournament. However, they may not win the prize of the slayer tournament, should there be a prize for the team slayer tournament. That is, if one of the team slayer players wins the slayer tournament, then the runner-up of the slayer tournament will receive the prize. Should both team slayer players play in the final of the slayer tournament, then the player who finishes in third place will receive the prize.

3.) **Additional prizes:**
   Should there be any other prizes, any player who has already received a prize by virtue of the team slayer or slayer tournaments are ineligible to receive another prize.