

Halo 2

Platform: Xbox Original

Maximum Teams: 16

Entry Fee: \$10 entry fee per person

Prizes: Payout based on # of entries; 60/30/10% prize split

General Rules

Match Type: 2v2 (Single Elimination)

Game Type: Slayer

Time Limit: 10 Minutes

Scores Limit: 25 Points

Weapons: Human Weapons Only

Additional Rules

Suicide Penalty: None

Motion Sensor: Off

Team Changing: Off

Respawn Time Modifier: Double

Betrayal Penalty: None

Starting Weapon: Battle Rifle

Secondary Weapon: None

Map Rotation

Round 1 (Round of 16) Round 3 (Semi-Finals)

M1: Midship M1: Sanctuary

M2: Warlock M2: Warlock

M3: Beaver Creek M3: Lockout

Round 2 (round of 8) Rounds 4 (Finals)

M1: Lockout M1: Midship

M2: Midship M2: Sanctuary

M3: Beaver Creek M3: Beaver Creek

M4: Warlock M5: Lockout

TOURNAMENT MATCH PLAY RULES

- 1. Game Ties:** If a Game ends in a tie, it must be replayed. When a Game is replayed, the Host is not changed.
- 2. Warm-up:** No warm-up or practice Games are permitted once the Match's first Game has begun.
- 3. Delays:** players may not delay the start of a Match beyond its scheduled start time, without the approval of a Tournament Official. Teams may delay a Match between Games for up to ten

minutes. Teams can request that a Tournament Official enforce this ten minute time limit. After ten minutes of a Tournament Official enforced delay, if the delaying Team does not have the minimum required Players, they will Forfeit the Match.

- 4. Minimum Required Players:** Teams must have all Players present in order to start a Game. A Team will Forfeit the Match if they don't have all Players present by 15 minutes after a Match's default start time (Grace Period). Teams will be forced to start a Game at the end of a Grace Period.

Normal Boundaries: Players who move their Character outside of the normal boundaries of a Map may Forfeit the Game. Moving outside of the normal boundaries of a Map includes but is not limited to part of the Character's body passing through what should be a non-permeable surface or object, and moving into any area from which your Character registers shots on an opponent who is not able to register shots on your Character.