Halo 3 Arena Cup Ruleset

1 Eligibility

1.1 Player Eligibility

Each Halo 3 Arena Cup team must consist of exactly 4 team members.
Players must be at least 16 years of age to be eligible to enter.

1.2 Additional Eligibility

Players must use their own Microsoft account to compete in the Halo 3 Arena Cup. If a player does not own Halo 3 they may be able to use a Belong account. These are subject to availability. If a player's account is banned or suspended for any reason, they may not participate in the Halo 3 Arena Cup

1.3 Minimum Required Teams

If less than 2 teams have registered to play in the tournament by the 18th of November, the tournament will be cancelled.

2 Format

2.1 Stage One Swiss

Stage one will be Swiss with round 1 paired randomly.
All Matches in Stage One will be Best of One

2.2 Playoffs

The Playoffs will be a 4 team Single Elimination bracket.
All matches will be Best of Five.

2.3 Score Reporting

All scores are reported through Challonge.
Admins must add 1 set per game played, and score each set based on rounds won by each team.

3 Game Modes & Maps

3.1 Modes

4 different modes are utilised during the cup. All modes use the MLG v8 Gametype variants:

- Capture the Flag
- Oddball
- King of the Hill
- Team Slayer

3.1.2 Best of Five Modes

Games will be played in the following order:

1. Capture the Flag
2. Team Slayer
3. King of the Hill
4. Oddball
5. Team Slayer

6. CTF
7. Team Slayer

Teams only play until one team has won 3 games.

3.2 Maps

Maps are pre-selected by the Tournament Admins prior to the start of the tournament. All maps are the MLG v8 variants. They will be selected from the following:

Capture the Flag (Multiflag) -

- Onslaught
- Narrows
- Heretic
- The Pit

King of the Hill

- Construct

Oddball -

- Guardian

Team Slayer -

- Amplified
- Construct
- Narrows
- Heretic
- The Pit

4 Match setup

4.1 Rosters

Team Admins must submit starting rosters, with full in game names, to their opponents via discord 1 hour prior to each match.

4.2 Lobby Settings

All game modes and maps MUST BE MLG V8.
Players must download the MLG V8 maps and game modes from MLG Gametypes within Halo: MCC.
A video guide on how to do this can be found here:
https://www.youtube.com/watch?v=6EXMKmnnnhw
When creating the lobby the host selects the MLG Gametype from the Mode menu, then selects the pre-allocated MLG map. Players must not edit any in game options prior to the start of a match.

4.3 Lobby Host

Admins flip a coin at the start of the match. The winner of the flip hosts the lobby for Game one. Lobby host then alternates between games.

5 Restrictions

5.1 General Restrictions

Players may only play as Spartan characters.
Any Spartan armour set is allowed.
Players must play with a controller. They may not use keyboard and mouse.

6 Disconnects

If a single Player disconnects at the beginning of a round (prior to any Player being killed, flag being picked up, hill capture being initiated, or the Oddball being picked up), all players must leave the lobby and restart the game.
If a player disconnects after the beginning of a round, but before 50% of the required points to win have been accrued by either team, the game state can be repaired. All players must leave the game and restart. Then teams take it in turns to accrue points equal to the amount they had before the player disconnected. Once the game state has been repaired by both teams gaining the correct amount of points, the game continues as normal. If a player disconnects again after a game state repair, the game must continue and the player must attempt to reconnect as quickly as possible.
If a player disconnects after any of the above conditions have been met, the game must continue and the player must attempt to reconnect as quickly as possible.

8 Game Specific Infractions

8.1 Incorrect Game Mode Settings/Map

Penalty: Game Loss

All players must download the MLG Gametypes and Maps before the start of the tournament. If a player hosts a lobby and starts a game not using the preset MLG Gametype, or the premade MLG Map their team will receive a Game Loss.

8.2 Using Eilte Armour Classification

Penalty: Game Loss

Players my only use Spartan character models. Any player that starts a game using an Elite character model will receive a Game Loss.

8.3 Failure to Attend

Penalty: Game Loss

Teams must be ready to play at the scheduled times on the fixtures master document.
Up to 10 minutes may be used if difficulties occur in regard to getting players in-game. If it is likely a team is either going to be late or miss the scheduled start time, then the team's coach or arena staff must report the fact to the representative via pre-approved discord channels. If a team has not joined the lobby after 10 minutes they will receive a game loss. They will receive a game loss every 10 minutes following that if they still do not join the lobby, until they either join or lose the match by default.

8.4 Rehosts

Penalty: Game Loss

Giving an invalid reason for a rehost or leaving the match before having approval to do so will lead to instant game loss to the player that does so.

8.5 Unlisted Penalties

If an admin or player believes a rule has been broken and there is no assigned punishment for it, they must contact the representative as soon as possible with details and evidence. The representative will judge the case and assign a penalty if required