



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 a seven 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). We will also host a "game of the week" featuring/rotating companies throughout the season.

When we have more than 8 teams, a swiss based style will be used during the seven 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, King of the Hill

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/Bo7).
2. A player who is substituted out may be substituted back in later
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
- Solitude
- Live Fire
- Recharge
- Streets

Strongholds

- Live Fire
- Recharge

CTF

- Aquarius
- Argyle
- Empyrean
- Forbidden

Oddball

- Live Fire
- Recharge
- Streets

King of the Hill

- Live Fire
- Recharge
- Solitude

8. Map Rules

1. In all best of five matches, all five game modes will be used - the order will be rotated and predetermined via announcement during that week's schedule.
2. In the loser finals/grand finals (best of 7) - all five game modes will be used, along with Capture the Flag and Slayer, being the final two game modes repeated (using a different map than earlier in the match)

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.

The logo for KCGAMEON features the text "KCGAMEON" in a bold, stylized font. The letters "K", "C", "G", "A", "M", "E", and "O" are black, while the letters "N" and "I" are blue. The "I" is positioned between the "E" and "O". The "N" has a blue outline and a blue shadow effect, giving it a 3D appearance. The "O" also has a blue outline and a blue shadow effect. The "I" is a solid blue vertical bar.