

## **MADDEN TOURNAMENT RULES AND TOURNAMENT DETAILS**

**DATE/TIME/LOCATION:** Tournament is Saturday, May, 27, 201 at Gary's Barbershop 12 East Main Street, Mapleshade New Jersey 08052 Checkin is at 3:00pm, Kick off is at 3:30pm sharp. At which time all rules will be read again.

\$25.00 pre-registration, Onsite/At the Door registration is \$35.00. All spectators will be charged \$5.00. All age groups welcomed. If under 18 years of age you must be accompanied by an adult. Proper picture ID will be required. No EXCEPTIONS. **(First 50 registrant, by 5:00 pm May 15<sup>th</sup> 2017 will receive a free food vouchers at the event.** Voucher includes: Hotdog, Chips and a beverage. .Serious gammers only.

**SPONSORS:** My Friend Needs A Kidney and The Echelon Mall Ministry and Gary's Barbershop  
**ENTRY FEE:** Entry Fee, payable online via Eventbrite with debit/credit card or bank account here:<https://www.eventbrite.com/e/my-friend-needs-a-kidney-madden-17-tournament-fundraiser-tickets-34112354972>

### **OFFICIAL PLAYER TOURNAMENT RULES**

**PLATFORM:** The Tournament is being played on a XBOX 360 or a XBOX One at this time. Participants must provide their own wireless controller. If you don't have one rentals may be available. If caught cheating using wireless player will be disqualified from the tournament. And will be removed from the premises.

**TEAMS:** (4) Players will be allowed to use any of the 32 NFL teams (Latest UP TO DATE ROSTERS Pre-existing Injuries Off ). You do not have to use the same team throughout the tournament. Competing players will be allowed to use the same teams within a game.

**TOURNAMENT FORMAT:** Brackets will be pre-set randomly before the event and presented during registration at event. All seeding decisions are final. The winner of each pool will advance to the next round. In the event of a tie, players will play an additional quarter to break tie.

**FORFEIT GAMES:** Players that have a participant in their particular bracket round that decide to not play their game for whatever reason, will then be automatically advanced to the next bracket round.

**21 PT MERCY RULE:** There is a (21) point mercy rule up to Championship Game. If either player gains a lead of 21 or more points the game is ended with the player leading declared the winner. This mercy rule may suspend a game up to the Championship game. Once the losing player is down 21, they will be given one more chance to score on the next possession. If the player does not score the game is then called.

**NO TAKE OVER TEAMS:** No player will be allowed to pass their team or spot in the tournament to another player. If a player cannot finish their games, said games will be forfeited and the competing player in that bracket gets awarded a win and moves on.

**VIEW:** Our tournament default view is MADDEN or CLASSIC View. By coin toss Madden or Classic view will be determined, before the game but that view must remain the same all the way throughout the game.

**PAUSING RULE:** If you pause the game (using the start button), you must burn a timeout as a penalty. If you have no timeouts left, you will be required to take a penalty (delay of game for offense or off sides for defense).

**CHEATING OR INFRACTION:** If during the tournament you feel your opponent is cheating or a Serious Infraction has been committed against you, you will be allowed to put the game on pause, stand up, and notify the tournament official. The official's decision is final and violators could be eliminated from the tournament. Keep in mind, if you pause the game to contest cheating on infraction, you will still suffer the pausing rule.

**PLAYBOOKS:** CUSTOM PLAYBOOK AND CREATED PLAYS ARE NOT ALLOWED.

**DOWN LINEMAN:** Down Lineman must be viewable on the screen before the snap of the ball.

**LBs:** LB's can move anywhere on screen.

**ONSIDE KICKS:** the use of onside kicks are prohibited at any point in the game.

**FAKES & FGs:** No fake punts or fake FGs. Also, in the situation right before the half, if your opponent is attempting a FG you CANNOT jump offsides in an attempt to make the clock run out and end the half.

**SCREEN TOGGLING:** No excessive screen toggling will be allowed during snap of ball or before a FG or punt. Abuse of this rule will result in use of time out or in case of FG situation re-kick. If you feel this rule is being abused put the game on pause and call over a tournament official. If you allow the snap of the ball you live with the outcome. No player is permitted to pause the game if there is a field goal or punt in progress. Anyone who does so must use a time-out to allow the kick to proceed properly. Kicking and punt blocking has been a constant issue with Madden players in past years and will continued to be looked upon under a magnified glass.

#### SETTINGS:

- General
  - o Quarter Length: 3 Minutes (Single Elimination Rounds) (Championship Game 4 minute Quarters)
  - o Skill: All Madden
  - o All Madden Default Settings / Weapons On
  - o Injuries: On
  - o Fatigue: On
  - o Accelerated Clock: Off
  - o Madden Challenge: Off
  - o Random Weather: On
- Custom Game

- o Player Lock: On (Can be set to ON or OFF by each player in personal config.)
- o Auto Subs: On (Out 65%; In 85% - Can be set ON or OFF by each player in control config.)
- o Pass Mode: Default (Player preference - Can be set by each player in personal config.)
- o The Quarterback Vision system (also known as the Passing Cone) must be used in all Next Level tournaments meaning it's always turned on.
  - Penalties
    - o Penalties: On
    - o Offsides: On
    - o All penalties at Middle slider
  - AI
    - o All assists: Off
    - o All Meters: Middle
    - o Human and CPU: All sliders at middle setting
- o IT IS NOT the tournament director's responsibility to make sure all auto assist are off. You must take the liberty of checking that yourself of your opponent before each game.
  - Easy Play: Off
  - Audibles, Depth Chart, substitutions - Players have 2 minutes each to set audibles, depth chart, and substitutions
  - Video
    - o 1st Down lines displayed
    - o Player Names displayed
    - o Auto Replay: off (May be ON in Finals)
    - o Audio
      - Announcer On or Off
      - Settings will be saved on the system if possible.
      - If game settings are found to be wrong during a game, the settings will be corrected and the game will proceed.
  - Overtime
    - o Sudden Death will be played until a winner is determined.
    - o If tied after 1 OT, play GRUDGE MATCH (start a new game) with same HOME and AWAY teams. This game is to be played until someone scores. Continue additional games including OT until one player wins.

### **FAIR PLAY: FAIR PLAY IS OFF**

**COACHING:** No one will be allowed to assist any player with decisions during a game. Anyone who does so will be disqualified and removed from the premises.

**HOME & AWAY:** A flip of a coin will decide which player gets to play at home.

**OUTAGES:** In the event of an outage of power, accidental unplugging, system freeze or some other event not in either player's control that would not allow the participants to finish the game, the game will be restarted using the "situational setup" to exactly match the score, settings, quarter, time and possession so the game can continue as it was.

**HEADPHONES/CELLPHONES:** No head headphones or cell phone will be permitted inside of the facility. No game stoppage for cell phone calls. You will be eliminated from the tournament if this rule is broken.

**ADDITIONAL IN-GAME RULES:** We reserves the right to add additional rules at any-time during the tournament, especially when a new glitch is found.

**AGREEANCE TO RULES:** By submission of entry fee, you agree to all rules of tournament. We reserve the right to change venue if deemed necessary. There are **NO REFUNDS** unless tournament is cancelled.

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Signature

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Parents Signature if a minor.