

Above .500 Inc Madden Tournament Rules

LOCATION: Best Buy store #558, 21035 Biscayne Blvd, Aventura, FL 33180

NO PURCHASE OR ENTRY FEE NECESSARY. A PURCHASE WILL NOT ENHANCE YOUR CHANCES OF WINNING.

ELIGIBILITY REQUIREMENTS: Open and offered only to legal residents of the 50 United States and the District of Columbia (excluding Puerto Rico).

Sponsor: Best Buy Store #558
21035 Biscayne Blvd
Aventura, FL 33180

Tournament Organizer/Administrator: Above .500 Inc.
P.O. Box 801221
Miami, FL 33280

Registration & Schedule

1. Tournament entry is free.
2. This is an amateur all-ages tournament; however, any participant under the age of 18 must have a parent or legal guardian sign their application. Applications will not be accepted and contestant will not be officially registered until their application is completely filled out..
3. To enter the tournament a participant, or their parent or guardian, may follow the link on at www.above500.org or can search for the event on the **EVENTBRITE WEBSITE**
4. The tournament will be limited to the first **55 participants**. Limit one (1) registration/game play per person during the Tournament Period. Entries are accepted on a first-received basis. Sponsors reserve the right to close or re-open registration without any prior notice. Sponsors may decide at any time whether or not to use a waiting list of potential participants.
5. Parking at Best Buy is free and open to the public.
6. Registration will begin **August 1, 2015 and go thru August 22, 2014**. Additional registration, if spots available, will be held at the Clark County Fairgrounds on the day(s) of the tournament.
7. Contest will be held on **Tuesday August 26, 2014 starting at 12:00PM**. Contest shall compete in bracketed tournament format until a final winner is determined.
8. Participants need to check in at least 30 minutes before the start of the tournament.

Madden Tournament Rules

- Rosters will be updated to the most recent official download before the event begins

- Players ARE NOT allowed to use the same team
- If both players in a match up want to use the same team, the decision will be determined by coin flip
- Players can only use current NFL teams
- Home field will be determined by coin toss
- In the event of an Xbox or game malfunction, tournament games are to be replayed (Above .500 officials are authorized to call a winner if the game was near end and out of reach)
- No opening the Xbox's disc tray, unplugging anything from the TV, Xbox 360, or touching the power outlets
- No moving a TV or Xbox without a Referee's permission
- Players ARE allowed to bring and play with their own controller (Above .500 and Best Buy are not responsible for lost or stolen controllers or other personal items)
- Standing on chairs, tables, or other tournament equipment is strictly prohibited
- Verbal abuse of Spectators, Players, Referees and other Tournament Officials is strictly prohibited. Verbal abuse includes, but is not limited to, the use of insulting words or gestures, and/or excessive argument with a Referee or Tournament Official resulting in the delay of a Match
- Intentional Forfeiting or conspiring to manipulate the Brackets is strictly prohibited; all games must be played out in their entirety.
- Inappropriate physical contact with any Opponent, Spectator, Referee of Tournament Official is strictly prohibited
- Rules, regulations, terms, scheduling, prizes and giveaways may be subject to change. Above .500 reserves the right to amend rules at any time as long as they are fair and in the best interest of our players, fans, and the league as a whole.

Madden Tournament Gameplay

- No customs playbooks or custom audibles will be allowed.
- Players are not allowed to use a USB stick to load anything onto the XBOX 360 or XBOX One consoles.
- Any form of cheating, use of game exploits, glitches, modified controllers and/or equipment are strictly prohibited. League officials have the authority to disqualify/ban players at their discretion.
- Users may only use the onside kick if they are in the final 2 minutes of a half OR if they are losing by more than 4 points in the fourth quarter. Any player winning a game is not allowed to use an onside kick. Any other use of the onside kick during Above .500 tournament play is strictly prohibited and can result in forfeiture of the match.
- Players have five minutes each prior to the start time of the match to update their team depth chart. After five minutes have passed you must stop all changes. Anyone found to use excessive time to set their line-ups prior to game risks being removed from the tournament at the referee's discretion
- You can only pause the game when on the play selection screen
- Unnecessary pauses or delays are prohibited and can be subject to match forfeiture at the referees discretion
- Any action designed to disrupt the opposing Player's view of the field or ability to select controlled players is prohibited and can be subject to match forfeiture at the referees discretion

- Each game will begin play at its designated time. Any Player attempt to delay such can be subject to match forfeiture at the referees discretion
- Players not present at the designated start time of their game will be disqualified and their opponent will be given a win for the match after the passing of a 15 minute grace period. Please be in the designated play area 5 minutes prior to round start time
- At the end of each match, players are instructed to leave the game on the box score screen. Any player to exit from the game before the score and necessary stats have been recorded is subject to forfeiture.

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 Baller is down 21 the baller that is down will be given one more chance to score on the next position. If the baller does

not score the game is then called. This is to speed up the tournament and not sit there and witness 50- 0 Embarrassing Blow outs.

NO TAKE OVER TEAMS: No baller will be allowed to pass their team or spot in the tournament to another baller for what ever reason.

If that baller can not finish then their games will be forfeited and the next baller in that bracket gets awarded a win and moves on. The only exception to this rule if you are playing in teams.

VIEW: Our tournament default view is **MADDEN or CLASSIC** View. Each player can agree to one particular view before the game but that view must remain the same all the way throughout the game. If players cannot agree to a particular view then players will flip a coin to decide view.

SCREEN TOGGLING: Is permitted.

- General
 - Quarter Length: 3 minutes (3 Man Qualifying Bracket)
 - Quarter Length: 3 Minutes (Single Elimination Rounds) (Championship Game (4) minute Quarters)
 - Skill: All Madden
 - All Madden Default Settings / Weapons On
 - Injuries: On
 - Fatigue: On
 - Accelerated Clock: Off
 - Madden Challenge: Off
 - Random Weather: Off
 - Custom Game
 - Player Lock: On (Can be set to ON or OFF by each player in personal config.)
 - Auto Subs: On (Out 65%; In 85% - Can be set ON or OFF by each player in control config.)
 - Pass Mode: Default (Player preference - Can be set by each player in personal config.)
 - The Quarterback Vision system (also known as the Passing Cone) **must** be used in all Staceysports tournaments meaning its always turned on.

- • This rule is primarily for PS2 Ballers because for the 360 Vision cone is used by default which means you have the option of
- using it or not during the play so its your choice. For PS2 since tournaments are played on All Madden Vision Cone is
- automatically turned on.
- • Penalties
- • Penalties: On
- • Offsides: On
- • All penalties at Middle slider
- • AI
- • All assists: Off
- • All Meters: Middle
- • Human and CPU: All sliders at middle setting
- • IT IS NOT the tournament directors 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, substitutions
- • Video
- • 1st Down lines displayed
- • Player Names displayed
- • Auto Replay: off (May be ON in Finals)
- • 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
- • Sudden Death will be played until a winner is determined.
- • 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.