



Madden X-Box 360 Tournament

Tournament Date(s) and Info

- The Madden X-Box 360 Tournament will be held on Saturday, Feb. 1 at 2:30pm in The Lair.
- This tournament is limited to currently enrolled McKendree University students and McKendree faculty and staff.
- Please be sure to check-in with the beginning of play. A valid McKendree ID card is required before each game. NO ID...NO PLAY!
- The tournament will be limited to the first 20 participants who sign up.
- The Championship Round of the tournament will be played at 4:15pm, prior to the Super Bowl Party in The Lair on Feb. 3.

Rules

1. CONSOLE AND GAME SETTING

- All consoles, games, and controllers will be supplied at the event. XBOX 360 system will be used throughout the competition. The Lair has one X-Box 360 Game console and game. Participants may bring additional consoles and controllers if approved by the tournament director and will be used at their own risk. The Office of Campus Activities will not assume responsibility for student brought consoles/games.
- No cheats will be allowed, nor will the use of objects external to the controllers be allowed. Should a participant be caught cheating or using an external object, they will be immediately disqualified.
- Team Selection:
 - A participant may play with any one of the current 32 NFL teams. The all-time teams, fantasy teams, or pro bowl teams are not allowed in the tournament.
 - Participants do not have to keep the same team all tournament.
- Quarter Length: 5 Minutes
- Skill: All Madden
- Playbook: Any
- Playcall Style: Conventional
- Weather: Random
- Accelerated Clock: 20 Seconds
- Instant Replay: Disabled
- All other settings will be default
- Overtime : First to Score Wins

2. GAME SETTING

- Tournament seeding will be determined in random fashion by tournament organizers.

- The Tournament format is a 1 vs. 1 format.
- Home team will be chosen by Rock-Paper-Scissors. First Throw. If a tie, throw again until a winner is declared.
- **This is a single-elimination tournament.** No pausing, delays, or rewind allowed. If you do pause a game (using the Start Button), then 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 offside for defense).
- If a glitch/freeze occurs in the system the game will be completely restarted but will still have the same settings (i.e. teams). Any attempt to make the game glitch/freeze will result in an automatic forfeit from the tournament. (Throwing controller, excessively pausing and starting the game frequently to freeze gameplay, committing encroachment multiple times in a row.)
- **Mercy Rule:** 21 points more than your opponent at any point in the fourth quarter wins the game. This rule will not be in effect for the semi-final or championship round.
- Players have 5 minutes, upon notification that they are next to play, to report to their match or they will face immediate disqualification. We need to keep the event moving in a timely fashion.

3. TOURNAMENT CONDUCT AND DECISIONS

- By participating in the Tournament, competitors agree to be bound by the decisions of the Tournament organizers. Anyone who violates any rule, gains an unfair advantage in participating in the Tournament, or obtains winner status using fraudulent means will be disqualified. No sideline coaching or gambling on games allowed.
- Unsportsmanlike, disruptive, annoying, harassing, or threatening behavior is prohibited. Foul language of any kind will not be permitted or tolerated.
- Any action designed to disrupt the opposing player's view of the field, or ability to select controlled players, is prohibited.
- All scores are final
- The Tournament Organizers will interpret these rules and resolve any disputes or conflicting claims concerning the rules of the Tournament and the Tournament Organizers' decisions concerning such disputes will be final.
- If the conduct or outcome of the Tournament is affected by human error, any mechanical malfunctions or failures of any kind, intentional interference or any even beyond the control of the Tournament Organizers, the Tournament Organizers reserve the right to terminate the Tournament, or make such other decisions regarding the outcome as the Tournament Organizers deem appropriate.
- Any intentional distraction to the players while they are playing will result in immediate disqualification and removal from the premises, including turning off the game.
- Controllers are supplied by the tournament. If a controller is defective, a player can pause the game and notify one of the tournament staff. If a player plays with a defective controller, all results are counted.
- All decisions will be made by the Tournament Organizers and are final.

Sportsmanship

Philosophy

Sportsmanship is individuals or teams doing unto others as they would have others do unto them. Sportsmanship is individuals containing an understanding and appreciation of the rules developed for sport. Players enjoying the recreational experience and encouraging others to participate regardless of skill level will help enhance the integrity of the program. All participants will take responsibility for his/her own actions regardless of the repercussions, which involves not blaming others for mistakes made or making excuses for wrong doings. Sportsmanship is recognizing and acknowledging character and honor among team members and opponents while practicing such characteristics themselves. Participants will respect officials, supervisors, and opponents during, before, and after a contest. Finally, sportsmanship will portray an overall respect and passion for the sport and recreation.