Play is governed by the following rules:

1. AREA OF PLAY: All games will be played in the SRWC Lobby, and all games must be completed on the designated event day.

2. EQUIPMENT
   Game console events will not have a mandatory uniform policy. However, you must be wearing a shirt, pants/shorts, and shoes. Clothing may not be offensive to any other players. It is up to the discretion of the Intramural Staff to ask you to change or ask you to leave, if not dressed appropriately.

   Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants.

   Platform that will be used is the XBox 360.

   The game that will be used is the latest version of EA Sports Madden. There will be no roster updates.

   Participants must use the controller(s) provided by the Intramural Staff.

   Memory cards may not be used.

3. TOURNAMENT PLAY
   During seeding play, all players will be required to challenge and play at least 2 games – there is no maximum. To be eligible for tournament play, a player must win at least one game.

   During tournament play, a schedule will be developed and posted the day tournament play begins. Any participant not present at their designated game location within 5 minutes of their scheduled start time will forfeit their match with no refund.

4. GAME RULES:
   Quarter Duration
   4 – 4 minute quarters (up until semi-finals)
   4 – 5 minute quarters (semi-finals and championship game)
   Overtime: 5 – minute period, first to score wins

   Game Settings:
   All settings will be pre-set by Intramural Staff and setting are open to change by staff.

   If a glitch/freeze occurs in the system game will be restarted with the same setting and game situation.
   Skill: All-Madden
   Injuries: On
   Fatigue: On
   Accelerated Clock: Off
   Madden Challenge: Off
   Random Weather: Off
   Penalties: On
   Offsides: On
   Easy Play: Off
   Audibles and Depth Cart must be set prior to starting game.
   Camera Angle: Madden

Teams
All 32 teams will be available (no special teams allowed). Participants will not be forced to keep the same team all tournament long. Each participant will be given three (3) options for a team based on a random selection. An initial random selection will be performed, wherein the participant may choose to keep or draw again. If the second random team is not selected, the participant must choose the third random team.

Home team will be chosen by Paper-Rock-Scissors (first draw). Mercy Rule: If either player gains a lead of 28 or more points in a game, the game is ended with the player leading declared the winner. This rule will not be in affect during semi-finals and championship round.