



Gamers Syndicate Christmas Tournament Outline & Rules

Schedule for The Madden Madness™ Christmas Tournament

***Subject to enrollment volumes, 4 separate tournaments will be conducted:**

Saturday, December 12th & *13th, 2009

11:30 - 12:15 p.m. – On-site Registration/Orientation (late arrivals can enroll for the following day or next week)

12:15 - 6:15 p.m. – Duration of tournament

Saturday, December 19th & *20th, 2009

11:30 - 12:15 p.m. – On-site Registration/Orientation (late arrivals can enroll for the following day or next week)

12:15 - 6:15 p.m. – Duration of tournament

There are absolutely no limitations on how many times a Gamer can enter any tournament. Gamers are allowed to secure as many spots and enter any tournament that they would like to, as long as they enroll before the tournament begins. Also, there are no regional limitations or designations whatsoever to Gamers Syndicate's Tournament structure. Our Tournament is open to all gamers from any location or region.

GS Tournament Rules

1. Players must be Gamers Syndicate League Members in order to participate in the tournament. Non League members can still participate by purchasing a Visitors League day pass, granting them temporary membership status. Tournament participants must be 16 years of age or older however, final determination of the minimum age requirement is at the discretion of the Venue Management.
2. The fees for Existing League Members and Visiting candidates who require a day pass are as follows:

\$85 – visiting League day pass for temporary members

\$65 – Rate for existing League Members

To become a permanent League Members – gamers may pay a one-time administration fee \$ 295.00, entitling them to the following club benefits:

- See League Membership for more details
3. Because space and time are limited, Gamers Syndicate cannot guarantee that all persons attempting to register, either online or on-site will be able to participate.
 4. All players must check in on-site with Gamers Syndicate at 11:30 p.m. on the day(s) of the tournament. Players who are not checked in by the scheduled time on the day(s) of the tournament, may be eliminated from the tournament and/or replaced by other Tournament participants at the discretion of Gamers Syndicate.
 5. By participating in this tournament, players acknowledge that they have read, understand, and agree to abide by all of the rules.
 6. Breaking any rule may result in a forfeit of a game, match, or ban from future events by Gamers Syndicate
 7. The rules are subject to change at any time, so check them often.
 8. First Prize: \$800 & Second Prize: \$300. Proceeds from the tournament will be donated to Sick Kids Foundation. Prizes are not transferable. No substitution of prize for other goods and services is permitted, except Gamers Syndicate reserves the right to provide substitute prizes if the advertised prizes become unavailable.
 9. No refunds will be issued. However, after purchase, participants may credit their payment toward future Gamers Syndicate events/tournaments.
 10. In the event that a tournament gets, cancels the participants will be able to apply their payment to future Gamers Syndicate events/tournaments.

Gamers Syndicate Game Play Outline

1. During preliminary sudden death elimination rounds, games consist of four (4) two-minute (2) quarters. However, during the playoffs, each game will consist of four (4) four-minute (4) quarters.
2. All tournament play will follow a single elimination format. The preliminary rounds (the 1st four rounds) will be sudden-death elimination. This means that anyone who suffers a loss will not advance to subsequent rounds.
3. All tournament play will follow a single elimination format. During the day's tournament play each participant will have one opportunity to play. Players will compete and be eliminated through head-to-head, competitive play. A single loss will result in elimination from the tournament. The winner of each game will progressively advance through successive rounds until all slots for the day's last round of play have been filled. During the day's last round of play, Participants will compete head-to-head until a final winner is determined.
4. Once 12 or less players remain, Playoffs begin, Each remaining player is issued a "One loss Buy Card" which entitles them to lose one game without elimination from the tournament. They however, will be ejected from the tournament upon there next loss.
5. Except for playoffs, in the event of a tie, both players will advance to the next round.

6. During playoffs, the tying players will play an additional quarter, until one player scores. The first to score wins the tie. This process will be repeated, as necessary, until the tie is broken.
7. At the conclusion of the day's last round of tournament play, Gamers Syndicate will verbally announce the first and second prize winners. Cash prizes will be awarded during the tournament's closing ceremonies.
8. Games will take place in a non-networked setting.
9. No warm-up or practice Games are permitted.
10. All winners will be selected by Gamers Syndicate, the judge of the tournament.
11. Players must use system-based rosters.
12. Players cannot use memory cards on the systems, but may bring their own controllers for use in the tournament.
13. Players may choose any 2010 NFL team, any offensive and defensive playbook, and any Uniform combination. Opposing Players may use the same 2010 NFL team and playbooks. However, Players who choose the same 2010 NFL team, must use the Home and Away Default Uniforms.
14. Starting a Game with the wrong Game Type Settings may result in a Forfeit of the Game, determined by Gamers Syndicate referee.
15. If a Player quits out of a Game, they will forfeit the Game. If a Player quits out of a Game and claims that the wrong Game type settings were used, but that Player is unable to provide proof to back up their claim, they will forfeit the Game.
16. If by 5 minutes past the scheduled Match time, a Player is not present, the absent Player Forfeits the Match.
17. Games will not be delayed under any circumstances. If you a break is needed during a game, players may get another participating league member (who was knocked out earlier in the tournament) to substitute for them for the duration of your game. If the player cannot find a substitute, they forfeit the game.
18. If a Player starts an Offensive Possession losing by more than 20 points, they must score during that Possession and bring their deficit under 21 points, or the Game win will be awarded to the leading Player.
19. Players may fake a Punt or Field Goal.
20. Before the ball is kicked in a punt or field goal play, the player on defense may not intentionally press a button or move a joystick on their controller. Violators of this rule will forfeit the Game if the punt or field goal is blocked.
21. Players may not use a No huddle/Hurry-Up offense following an incomplete pass.
22. Players may not move a Running Back closer to the Quarterback before the snap.
23. Players may not audible out of the QB Kneel, Wildcat, Field Goal, or Punt offensive formations.
24. Players may not Audible Flip or send players in Motion in the I-Form, Big formation in order to get an offensive player uncovered.
25. Violators of Rule #7, #8, #9, #10, #11, or #12 should call a Timeout or take a Delay of Game Penalty before running a play. If a player violates rule #7, #8, #9, #10, #11, or #12 and runs a play that gains yardage, they will forfeit the game.

Game Settings

1. Match Type = Exhibition Match
2. Quarter Length = 2 minutes (for playoffs, change quarter length to 4 minutes)
3. Game Skill Level = All-Madden
4. Fatigue = On
5. Injuries = On
6. Skill Level = Any
7. DNF% = Any
8. Weather = Off
9. Time = 1 pm
10. Accelerated Presentation = On
11. Accelerated Clock = Off

House Rules

1. For all cheating claims, the burden of proof is on the accuser.
2. Any form of cheating or unsportsmanlike behaviour may result in a forfeit of a game, match, or ban from the Gamers Syndicate league. Verbal abuse of a premium admin may result in a ban from Gamers Syndicate.
3. Unsportsmanlike behaviour and verbal abuse will not be tolerated. Punishable behaviour includes, but is not limited to, excessive use of foul or degrading language.
4. By participating in this tournament, players acknowledge that they have read, understood, and agree to abide by all of the rules.
5. Breaking any rule may result in a forfeit of a game, match, or ban from future events by Gamers Syndicate

General Conditions

Gamers Syndicate and its agents are not in any way responsible or liable for damages, loss or injury resulting from participation in this tournament by any participant and their affiliates or from the acceptance, possession, shipping and handling, loss, use or mis-use of any prize awarded in this tournament. By entering players assumes sole liability for injuries, including, without limitation, personal injuries and/or damage to property, caused or claimed to be caused by participating in this tournament or the acceptance, possession, shipping and handling, loss, use or mis-use of any prize awarded. Gamers Syndicate has the right to cancel terminate or modify this tournament if it cannot be completed as planned due to tampering, unauthorized intervention, technical failures, or other conditions beyond Gamers Syndicate's control. Gamers Syndicate is not responsible for any failure to contact players, whether due to technical or human error.

By entering this tournament, each Participant agrees to the posting and use of his or her name and/or photograph on Gamer Syndicate's website and in any and all media in and in connection with promotion, publicity and advertising for Gamers Syndicate without any further attribution, notification or compensation.

Gamers Syndicate and affiliates may film, record and/or take photographs during the tournament, and may use the resulting footage, recordings or photographs for a range of purposes, including, without limitation, for marketing and promoting Gamers Syndicate and its products and services. By attending the tournament, each player authorizes Gamers Syndicate to film, record and/or photograph his or her voice and likeness ("Image"), and also grants Gamers Syndicate the irrevocable right to use any footage, recordings or photographs of him or her recorded or taken during the Tournament, or any reproduction or modification thereof (collectively, the "Recordings") in any manner and medium throughout the world an unlimited number of times in perpetuity for advertising, trade, promotion, exhibition or any other lawful purpose except where prohibited by law. By attending the tournament, except where prohibited by law each player further waives any right of inspection or approval of the uses to which Gamers Syndicate may put the recordings, and releases Sponsor from any and all claims arising out of or in connection with the recordings, the player's image or Gamers Syndicate's use thereof. The tournament is governed by the laws of Canada and all claims must be resolved in Canada. If there is a dispute regarding the identity of a player who completed an online entry form, the entry will be deemed submitted by the person in whose name the email account is registered. Gamers Syndicate will not sell, share or use the personal and private information of registered players with third parties.