

UNLV Intramural Sports
Xbox 360: Madden 08 Tournament
Play is governed by the following rules:



GENERAL INFORMATION

1. All Intramural Sports participants are required to carry his/her UNLV issued RebelCard at all times and must bring the card to all games. Intramural Sports Staff will check all participant IDs before you play.
2. Intramural Sports does not take responsibility for injuries that are related to Intramural Sports activities. It is suggested that all participants and spectators acquire health insurance before participating or observing.
3. Team captains/participants are responsible for their team members and fans. Obscene and/or abusive language will not be tolerated. Participants or spectators using obnoxious or foul language will be penalized and/or asked to leave the event.
4. Please refer to the Intramural Sports Policy Book for complete Intramural Sports requirements and policies.

EQUIPMENT

5. 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.
6. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants.
7. Platform that will be used is the Xbox 360.
8. Game that will be used is EA Sports Madden 08. There will be no roster updates.
9. Participants must use the controller(s) provided by the Intramural Staff.
10. No memory cards may be used.

DELAY TIME & FORFEITS:

11. Players will be assigned game times at the sports orientation meeting, January 28, 2008 at 4:00 pm. Because registrations will be taken through 9:00 pm on January 28th, participants who register after 4:00 pm will be assigned a game time. Any participants not showing up within 5 minutes of their scheduled start time will be forfeited, with no refund.

GAME INFORMATION

12. GAME TIMING:
 - A. 4 – 4 minute quarters (up until semi-finals)
 - B. 4 – 5 minute quarters (semi-finals and championship game)
 - C. Overtime:

- i. 5 – minute period, first to score wins

D. Game Play:

- i. Skill: All-Madden
- ii. Injuries: On
- iii. Fatigue: On
- iv. Accelerated Clock: Off
- v. Madden Challenge: Off
- vi. Random Weather: Off
- vii. Penalties: On
- viii. Offsides: On
- ix. Easy Play: Off
- x. Audibles and Depth Chart must be set prior to starting game.
- xi. Camera Angle: Madden
- xii. All 32 teams will be available (no special teams allowed), once you choose your team you may not switch through out play.
- xiii. Mercy Rule: If either player gains a lead of 21 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.
- xiv. All settings will be pre-set by Intramural Staff and setting are open to change by staff.
- xv. If a glitch/freeze occurs in the system game will be restarted with the same setting and game situation.