



Official Ballers Club (BCA)

"2006 SEASON"

Tournament Rules



General Rules

1.	All games will be played using Madden 2006 for the Sony Playstation 2, Microsoft XBOX, and XBOX 360. You MUST bring your own controller but it must be a standard Sony PS2, XBOX, and/or XBOX 360 controller. No special controllers allowed!
2.	Guaranteed at least 3 Games for MAJOR Tournaments using the 4 person group Round-Robin to Single Elimination formats . Minor Tournaments may vary.
3.	Entry fee is determined on a per Tournament basis and is non-refundable .
4.	The Cash prize regular tournaments are based on the total number of PAID participants! MegaBowl is Guaranteed!
5.	You may use any of the 32 NFL teams from the 2005-06 NFL season latest updated rosters . No special teams may be used (All Madden, Throwbacks, Marshall's, etc.).
6.	You ARE ALLOWED to change teams during the tournament. You CAN also change your Playbook at anytime during the Tournament.
7.	All games will be played on a 19" or larger TV (Final Four on Big Screen Projection).
8.	Memory cards are not allowed!
9.	You will be responsible for providing your own meals.
10.	Seeding for the tournaments will be determined by the Tournament Directors. All seeding decisions are final.

Game Settings

1.	Settings are default . Skill level is All-Madden . Fatigue is ON . AI levels are default . Instant replay is off . All CPU assist must be turned off for both players. Fair Play is off
2.	Random Weather ON - all the way until the Championship Game. Random Weather OFF - for the Championship Game.
3.	Audibles and substitutions can only be changed before the game, at halftime, or if you use a timeout. Substitutions are limited to same/similar position only. Here is the list of allowed substitutions: RB/FB LOLB/MLB/ROLB FS/SS/CB O-line/O-line D-line/D-line TE/TE only WR/WR only QB/QB only Special teams: Kicker for Kicker or Punter. Punter for Kicker or Punter. Very important rule regarding subbing players in positions that you can PACKAGE: <ul style="list-style-type: none"> If the game allows you to Package a player in a certain position, then you can Manually put them there, in that formation ONLY. i.e. Put LB's at the DE's in the Dime or Quarters formations. i.e. HB in the slot in Shotgun 5 Wide (Not Bunch) or Singleback-Empty 5 WR or Shotgun-Tight (HB Flanker Lt or Rt). You may then audible to another formation if you like.
4.	The use of quick passing and player lock is allowed but is not required.
5.	If you pause the game (using the START button), 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 offsides for defense).
6.	If the game remains tied after overtime , restart the game with the same setup, and the first team to score will win. Half-time will last five minutes, unless both teams agree to start the second half before the five minutes has elapsed.
7.	In the event of an outage of power , accidental unplugging, system freeze or some other event not in either player's control that would not allow the participants to finish the game, the game will be restarted using the "situational setup" to exactly match the score, settings, quarter, time and possession so the game can continue as it was.
8.	Home field advantage - The higher seed in each game will be given home-field advantage or if seeding is equal then home-field advantage will be determined by a flip of a coin.

REPORTING VIOLATIONS (VERY IMPORTANT)

- If you feel that your opponent is cheating**, notify a judge.
The judge's decision is final and the violators could be kicked out of the Tournament and all future tournaments!

 - Remember, **once the violation happens** you must pause the game immediately and call for a Ballers Club official to come and review the play. **DO NOT** take the liberty of reviewing the play before contacting an official.
 - Please **DO NOT wait** longer than before the snap of the next play to report any possible infractions.
 - We **WILL NOT** make a ruling on any infractions that we did not see or anything after the snap of the ball for the next play.
 - This applies to **ALL** infractions.

GLITCH & CHEATING RULES (VERY IMPORTANT)

- D-linemen** must be kept on screen (as long as you can see a piece of them). LBs can moved anywhere on screen.
- Use Of Hurry Up Offense** - The implementation of the hurry up offense philosophy is permitted. However, the use of the hurry offense after an incomplete pass is prohibited.
Penalties for breaking this rule:
Burn 1 Timeout (If there are no Timeouts available take a delay of game) for each offense.
- Onside Kicks** - The use of onside kicks are prohibited at any point in the game, unless the opponent is ahead by 21 points or more or you are down in the 4th quarter.
- In the situation right before the half, if your opponent is attempting a FG you CANNOT jump offsides in an attempt to make the clock run out and end the half.**
- In a situation where the Pressure Kick situation is on, you CANNOT use the audible glitch to undo the Pressure Kick.**
- Players **CAN NOT PUNT BLOCK OR BLOCK ANY FG'S (PERIOD)** . Any illegal Defensive movement on the defensive side of the ball before and during a FG or punt or extra pt is prohibited. Illegal movement will result in re-kick of FG or re-kick of punt. To prevent any questionable accusations it is recommended to just put the stick down. The only person you can control is the punt returner and he is not allowed to rush the kicker or come up to the line of scrimmage. In the situation right before the half, if your opponent is attempting a FG you cannot jump off sides in an attempt to the make the clock run out and end the half. In the situation of a pressure kick and pressure situation is on you CANNOT use the glitch to undo the PRESSURE KICK
- NO Fake Punts or Fake FG**
- COACHING:** No one will be allowed to assist any player with decisions during a game. Anyone who does so will be pointed toward the front door. Headphones for music will be allowed, but all cell-phones and cell phone earpieces will not be allowed during game play. No game stoppage for cell-phone calls.
- The use of QB Draw, Sneak, or Sweep ONLY ALLOWED** out of Formations IBIG, SINGLE BACK BIG & GOALLINE. The attempt to create a draw, sweep or sneak out of a broken play or other formations will not be allowed. Basically to Sum it up If one of those (3) plays are in your actual playbook then you are allowed to run that play. Any attempt to run the QB Draw, Sneak or Sweep out of other formations where it is not listed will not be allowed!!!!
- SCREEN TOGGLING:** No excessive screen toggling will be allowed during snap of ball or before a FG or punt. Abuse of this rule will result in use of time out or in case of FG situation re-kick.
- Special Teams plays are not allowed in your audibles.**
Exception: Field Goal audible and when you call that audible, it cannot be called in an attempt to run the ball or QB Draw (where permitted). You must pass the ball if the field goal audible is called.
- If you have a question about any of the Glitch Rules please feel free to contact us.

CONDUCT

- The Ballers Club does not endorse or promote gambling on Tournament matches of any kind and/or at anytime.**
We know that a lot of you Ballers will come down to Vegas to gamble but it is very important to keep these activities away from the Tournament arena. We will not allow Ballers to lay money out or show exchange of money before, during, or after a Tournament match. What you do in your hotel rooms are up to you but **gambling on Tournament matches in the Tournament arena will be prohibited!**
Remember these rules are to protect **YOU** the Ballers and to maintain a fun and memorable Tournament experience.
- Trash-talking** should NOT be in a violent nature and please refrain from using "in-your-face" foul language. Also, please be respectful of all other players. The commissioners have final say over what is "respectful", and you may be disqualified from the tournament if you do not cooperate. No Refund!!
- Narcotic or alcohol use** of any kind is not permitted in the tournament arena.
- Smoking** is not permitted within the tournament arena. If you need to smoke, go outside.
- Abuse of any of the equipment** will result in your disqualification from the tournament and all future Tournaments. No Refund!!
- No sideline coaching is allowed.** You may cheer or boo as the game progresses (and you're encouraged to do so), but you may not offer advice to anyone playing a game.
- Tardiness** - If you are more than 10 minutes late to a game's posted time, you forfeit that game.
- If a player purposely turns off a game** while it is in progress, that player will forfeit that game.
- No verbal or physical threats of violence** to other tournament participants. This will result in your immediate disqualification from the tournament. No Refund!!

LIABILITY

- We are not responsible** for property stolen, broken or lost during the tournament. Please make sure that everything you bring to the tournament has your name on it - especially controllers.
- All decisions by the Commissioners about any aspect of the tournament (rules, behavior, whatever) are final.

ADDITIONAL IN-GAME RULES

- We reserve the right to add additional rules at anytime during the Tournament especially when a new glitch is found.**

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