

## JAM A LOT TOURNAMENT RULES

- ☺ \$5 Entry Fee (non-refundable)
- ☺ Entries limited to 128 per site (64 entries per game station.)
- ☺ Pre-registration - check or money order (Guarantees Tournament Spot)
- ☺ Registration at site - cash (Entries limited to tournament capacity.)
- ☺ Tournament will be single elimination
- ☺ Tournament games will consists of four 3 minute quarters
- ☺ You must play with the same team the entire tournament
- ☺ The same team can play themselves (I.e. Pistons vs. Pistons)
- ☺ No saved profiles or memory cards
- ☺ You may choose a playbook from any team
- ☺ No loud vulgar language
- ☺ No intimidation (physical or verbal)
- ☺ No mishandling of controllers (if a competitor mishandles or damages a controller he will forfeit game and have to pay for damaged controller)
- ☺ If a competitor is more than 5 minutes late for a match she/he will forfeit the game.
- ☺ No coaching, suggestions or helpful hints at anytime during the game match
- ☺ Games can only be stopped with timeouts
- ☺ Mercy rule - down by 30 in the second half
- ☺ Competitors will not exit game until official has viewed scores

### GAME SETTINGS

- ☺ Skill level - Pro
- ☺ Camera Angle - Default
- ☺ Penalty - Default
- ☺ A.I. Level - Default
- ☺ Injuries - Default
- ☺ Quarters - 3 minutes

### PRE-REGISTRATION DEADLINE DATES

Kalamazoo Loy Norrix	February 20, 2006
Marshall High	February 27, 2006
Olivet High	March 7, 2006
Tekonsha High	March 14, 2006
McCamly Place	March 21, 2006

