

KING OF JAM TOURNAMENT RULES

Last Updated February 28, 2017.

1. In Game Settings:
Speed: 5
Time: 7 minutes
2. Selecting Teams: A coin flip will take place. The coin flip “winner” picks their team first.
3. Set your lines however you prefer.
4. If the same two players meet later in the tournament, then no coin flip would take place. They would automatically reverse the previous coin flip results, so the previous coin flip winner is now coin flip loser. If they meet for a third time then they reverse 'coin flip results' again, and so on.
5. If there's a system malfunction, then the game will restart with that score and play the number of periods that were remaining (a partial period would count as a full quarter).
6. If the game is tied after the third, it will go to a shoot out, then overtime, if necessary. Keep playing until there is a winner.
7. The tournament organizer will be available to resolve any disputes not covered under the rules, however please make every effort to come up with an agreeable solution first.
8. It is strongly encouraged that you bring your own controller otherwise you are subjected to whatever controllers are provided. Original Nintendo controllers or knockoffs are acceptable but cannot have turbo options.