

TOURNAMENT RULES

Last Updated August 25, 2016

1. **Selecting Teams:** A coin flip will take place. The coin flip 'loser' must select two different teams that will play. The coin flip 'winner' picks their team from the choices provided and is the Player two for that game. All Star teams are ineligible.
2. The coin flip 'loser' cannot call that same matchup of teams for the rest of the tournament regardless of whom they are playing. (The other player could still select that matchup for a future game.) Ex. Player A loses the coin toss and selects Detroit vs Boston, Player A can't select that matchup again, Player B could still pick Detroit vs Boston later on in the tournament.
3. 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.
4. Customizing Playbooks and Lineup Changes: Customizing playbooks is permissible. You can access your "change" screen (screen where you check player conditions and make substitutions) only twice per half. This helps speed up the games.
5. WR/TE at RB: A WR/TE **cannot** be inserted into the RB position.
6. No Ties/Overtime: No game can end in a tie. If a game is tied when regulation concludes, competitors will proceed to OT. If no one scores in the first OT, a new game will begin and the first competitor to score will be declared the winner. So that one competitor does not start with the ball in each OT period, the kicking team in the first OT will be the receiving team in the new game (i.e. the second OT).
7. Lurching: Lurching is prohibited. This is diving off the snap to tackle the QB.
8. Nintendo Malfunctions: If there is an equipment failure in the first half, games will be replayed from the start. If equipment malfunctions in the 2nd half, only the second half is replayed. In that event, the scores from each half are added together to

obtain a final score. If the game was uncompetitive or the equipment malfunctioned due to human error, the tourney organizers reserve the right to declare a winner without replaying any portion of the game.

9. 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.
10. It is strongly encouraged that you bring your own controller otherwise you are subjected to whatever controllers are provided. Original NES controllers or knockoffs are acceptable but cannot have turbo options.