KING OF JAM TOURNAMENT RULES
Last Updated August 25, 2016

1. In Game Settings:
   Time Speed: Normal (3)
   Drone Difficulty Normal (3)
   Tag mode: On
   Tournament Mode: Off
   Shot Clock : 24 Seconds
   Overtime: 1 minute
   Hot Spots: On
   Powerup Icons: On
   Juice Mode: Off
   Enhancement codes are ineligible.
2. 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 Player two for that game.
3. 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.
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 quarters that were remaining (a partial quarter would count as a full quarter).
6. If the game reaches overtime, 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 SEGA Genesis/SNES controllers or knockoffs are acceptable but cannot have turbo options.