

2008 EA SPORTS™ Madden Challenge Regional Tournament

2008 Official Rules

VOID WHERE PROHIBITED.

1. Entry. *Participants are required to PAY aN Eighteen-DOLLAR (\$18.00) ENTRY FEE in order to compete (EXCEPT PARTICIPANTS WHO ARE RESIDENTS OF OR REGISTER TO PARTICIPATE IN A REGIONAL TOURNAMENT OCCURRING IN THE STATES OF AZ, CO, CT, FL, IA, LA, MD, NJ, TN, VT).* To enter one of the following divisions: Xbox 360 (must be 10 years of age or older), PlayStation 3 ("PS3", must be 10 years of age or older), Youth (must be 7 through 13 years of age), or Veterans (must be 30 years of age or over), (each a "Division"), for any one of the Eighteen (18) regional tournaments (each a "Regional Tournament") in the 2008 EA SPORTS™ Madden Challenge Regional Tournament (the "Tournament"), please visit the www.easportschallengeseries.com website (the "Site") to register online, or you can alternatively register onsite at any Regional Tournament venue by submitting a completed entry form to the onsite Sponsor representative(s) (the "Tournament Director") as directed, during the entry periods identified in the *Online Registration Entry Periods and Regional Tournament Schedule* described further below (the "Schedule"). Each eligible online and onsite Tournament registrant (except registrants who are residents of or who register to participate in a Regional Tournament occurring in the states of Arizona, Colorado, Connecticut, Florida, Iowa, Louisiana, Maryland, New Jersey, Tennessee, and Vermont) will be required to pay a non-refundable eighteen-dollar (\$18.00) entry fee in order to participate. **BOTH ONLINE AND ONSITE REGISTRANTS MUST PRESENT A VALID PHOTO ID UPON ARRIVAL AT THE ONSITE REGIONAL TOURNAMENT IN ORDER TO CONFIRM REGISTRATION.**

All Regional Tournament venues will host separate Xbox 360, PS3, Youth, and Veterans divisions. The Xbox 360 Division is reserved for Xbox 360 Challenge participants who are 10 years of age or older; the PS3 Division is reserved for PLAYSTATION 3 participants who are 10 years of age or older; the Youth Division is reserved for Xbox 360 participants aged 7 years through 13 years, (participants who are younger than seven years old, or who are fourteen years and older, are not eligible to enter the Youth Division); and the Veterans Division is reserved for Xbox 360 participants aged 30 years and over. Entrants should register for the appropriate division (Xbox 360, PS3, Youth Division, Veterans Division) based on preference and age qualification, but only one Division per entrant is permitted. Participants are only eligible to enter to win the prizes designated for the applicable Division entered, regardless of skill level.

Registration slots for each Regional Tournament will be first available for general online registration. Once the general online registration period ends, all remaining registration slots, if any, will be available for onsite registration until all slots are filled on a first come, first served basis. The number of available onsite registration slots for any Regional Tournament may be limited and will depend on the number of slots filled during general online registration.

ONLINE Regional Tournament Registration (Xbox 360 Divisions, PS3 Divisions, Youth Divisions, and Veterans Divisions) General online registration will open on August 19, 2008, and remain open until one day before each Regional Tournament as provided on the Schedule (the "General Online Registration Entry Period"). See Schedule below for exact deadlines. To register online, you must have an EA online account (free) and be 18 years of age or the age of majority for your particular state, whichever is greater, or older at the time of entry or, if you are a minor in your state of residence at the time of entry, your parent or legal guardian who is at least the age of majority in your particular state and who has an EA online account can register you online. Simply visit www.easportschallengeseries.com, and follow the directions to register by logging-in to your EA online account and submitting your first and last name and credit card information (for payment of online entry fee(s)) and the first and last name of any persons you are registering. Limit: One (1) registration/entry per person, per Regional Tournament. A single EA online account may register up to twenty (20) different persons, per Regional Tournament, including minors for whom the EA account holder is the parent or legal guardian. Only the individual initiating online registration is required to have an EA online account.

Completed online entries (including required parental consent form if Participant is under 18, or under the age of majority for his/her particular state, whichever is greater) must be sent during the relevant Regional Tournament Online Registration Entry Period (see Schedule below) and received by 11:59 p.m. PST on the last day of the relevant Regional Tournament Online Registration Entry Period. Upon validation of credit card payment and eligibility, online registrants for each Regional Tournament will be notified of their acceptance into the applicable Regional Tournament via an email verification message sent to the email address specified in the EA online account profile used for online registration. Online registrants (and/or any Participants they may have registered) must present a printout of this verification message confirming the registrant's and Participant's name, along with a valid photo id, upon arrival onsite and at least thirty (30) minutes prior to the official start time designated in the verification message for the applicable day's Regional Tournament play in order to participate.

ONSITE Regional Tournament Registration (Xbox 360 Divisions, PS3 Divisions, Youth Divisions, and Veterans Divisions). Onsite registration will open one (1) hour (local time) *before* the official start of Tournament play for each Division at each Regional Tournament location (note that Regional Tournament and Division play start times vary by site -see Schedule below for exact start times) and will remain open until all available registration slots are filled or until two hours *after* the official start of the day's Regional Tournament play for each Division, whichever is earlier (the "Onsite Registration Window"). To register onsite, arrive at the applicable Regional Tournament site during the Onsite Registration Window, visit the Sponsor's set-up or tent location, located at each Regional Tournament site, and submit a completed

registration entry form, along with a valid photo ID and a parental consent form (if under 18, or under the age of majority for your particular state), to the Tournament Director, as directed. Limit: One (1) registration/entry per person, per Regional Tournament.

Completed onsite entries (including required parental consent form if Participant is under 18, or under the age of majority for his/her particular state, whichever is greater) must be received by the Tournament Director at the time of registration and no later than two (2) hours after the official start of the applicable day's Regional Tournament play for the applicable Division. Eligible onsite Regional Tournament Participants will be notified of their acceptance by the Tournament Director no later than two (2) hours after the official start of the applicable day's Regional Tournament play for the applicable Division.

No other methods of entry will be accepted. Regardless of method or time of submission of registration entry, first to come, first to play. Because space and time are limited, Sponsor cannot guarantee that all persons attempting to register, either online or onsite, will be able to participate. Winners in any Regional Tournament occurring earlier on the Regional Tournament Schedule are not eligible to compete in any later Regional Tournaments on the Regional Tournament Schedule.

All entries become the property of Sponsor and will not be returned. Use of a false email account will disqualify an entry. Sponsor is not responsible for technical, hardware or software malfunctions, lost or unavailable network connections, or failed, incorrect, inaccurate, incomplete, garbled, lost, illegible, altered, defaced, mutilated, misdirected, ineligible or delayed entries or other communications or other technical problems related to website entries. Sponsor, in its sole discretion, reserves the right to disqualify any person who tampers with the entry process or the operation of the Site, or who otherwise violates these Official Rules. By entering, all Xbox 360, PS3, Youth, and Veterans Division entrants, registrants, contestants, and winners (each a "Participant" or "Participants") accept and agree to abide by the terms of these Official Rules, the decisions of the Sponsor (the Judge of the Tournament), and to be contacted by Sponsor or its agents by email, mail and/or telephone regarding this Tournament.

2. Eligibility. Tournament registration and play is only open to residents of the 50 United States and the District of Columbia who are: ten (10) years of age or older at time of entry for Xbox 360 and PS3 Divisions; seven (7) through thirteen (13) years of age at the time of entry for Youth Divisions; and thirty (30) years of age or older at the time of entry for Veteran Divisions, all of who must have had Internet access as of August 11, 2008. Any Participant who is a minor must be registered online or onsite by a parent or legal guardian and accompanied and supervised during any travel, including travel to and from Regional Tournament and any prize travel, by at least one adult (parent or guardian) 21 years of age or older (or the age of majority for his/her particular state, whichever is greater). Minors under 13 years of age must be supervised and accompanied at all times during the Tournament by at least one adult parent or legal guardian who is 21 years of age or older (or the age of majority for his/her particular state, whichever is greater). Employees of Electronic Arts Inc. ("Sponsor"), Game Live Events, Sharp, Best Buy Stores,

L.P., Microsoft and their respective affiliates, subsidiaries, parents, representatives, advertising, promotion and publicity agencies ("Sponsor and its agents") and the immediate family members and persons living in the same household of each are not eligible. Void where prohibited, restricted or taxed by law. All federal, state and local laws and regulations apply.

3. Online Registration Entry Periods and Regional Tournament Schedule (Xbox 360, PS3 Youth, Veterans Division):

Regional Tournament #	General Online Registration Opens		XBOX 360	Number of PS3 Slots Available			For Competition		
	From	To		Youth	Veteran		In	On	At
1.	8/19/08	9/4/08	128	64	32	32	Los Angeles, CA	September 5, 2008	2:00pm
2.	8/19/08	9/5/08	256	64	32	32	Los Angeles, CA	September 6, 2008	8:00am
3.	8/19/08	9/6/08	256	64	32	32	San Diego, CA	September 7, 2008	8:00am
4.	8/19/08	9/11/08	128	64	32	32	Dallas, TX	September 12, 2008	2:00pm
5.	8/19/08	9/12/08	256	64	32	32	Dallas, TX	September 13, 2008	8:00am
6.	8/19/08	9/13/08	256	64	32	32	Houston, TX	September 14, 2008	8:00am
7.	8/19/08	9/18/08	128	64	32	32	Minneapolis, MN	September 19, 2008	2:00pm
8.	8/19/08	9/19/08	256	64	32	32	Chicago, IL	September 20, 2008	8:00am
9.	8/19/08	9/20/08	256	64	32	32	Indianapolis, IN	September 21, 2008	8:00am
10.	8/19/08	9/25/08	128	64	32	32	Philadelphia, PA	September 26, 2008	2:00pm
11.	8/19/08	9/26/08	256	64	32	32	Philadelphia, PA	September 27, 2008	8:00am
12.	8/19/08	9/27/08	256	64	32	32	Baltimore, MD	September 28, 2008	8:00am
13.	8/19/08	10/2/08	128	64	32	32	New York, NY	October 3,	2:00pm

14.	8/19/08	10/3/08	256	64	32	32	New York, NY	2008 October 4, 2008	8:00am
15.	8/19/08	10/4/08	256	64	32	32	Boston, MA	October 5, 2008	8:00am
16.	8/19/08	10/9/08	128	64	32	32	Atlanta, GA	October 10, 2008	2:00pm
17.	8/19/08	10/10/08	256	64	32	32	Atlanta, GA	October 11, 2008	8:00am
18.	8/19/08	10/11/08	256	64	32	32	Orlando, FL	October 12, 2008	8:00am

*** Stated time reflects start time for earliest Division play for the day. See DETAILED SCHEDULE posted at each Tournament venue and at www.easportschallengeseries.com as for specific Division play times.**

4. Play Instructions and Tournament Structure for all Regional Tournament(s) - Xbox 360 Divisions, PS3, Youth, and Veterans Divisions. The onsite Tournament Director will present play instructions, any mandatory game play settings, and game controller directions during the Regional Tournament(s) introduction prior to commencement of play. Participants are responsible for understanding game controllers. Participants will be paired up and assigned their order of play by the Tournament Director. The Tournament Director will signal to initiate all Tournament play.

- A. All Tournament Participants must check-in with the onsite Tournament Director at least thirty (30) minutes prior to the start of the day's Regional Tournament play. Participants who are not checked-in at least thirty (30) minutes prior to their scheduled Tournament play may be eliminated from the Tournament and/or replaced with an alternate, in the Tournament Director's sole discretion.
- B. Prior to the start of the day's Tournament play each Participant will be allowed to select any member of any current regular season NFL team as his or her in-game character for Tournament play. Two Participants can play using the same character/player/team.
- C. Except for the Tournament day's last round of play, all Participants will play four (4) two (2)-minute quarters. All Participants in any Tournament day's last round of play will play four (4) three (3)-minute quarters.
- D. All Tournament play will follow a single elimination format. During the day's Tournament play each Participant will have one opportunity to play. Participants will compete and be eliminated through head-to-head, competitive play. A single loss will result in elimination from the Tournament. The winner of each game will progressively advance through successive rounds until all slots for the day's last round of play have been filled. During the day's last round of play, Participants will compete head-to-head until a final winner is determined.

E. Except for any Tournament day's last round of play, in the event of a tie, the tying Participants will play an additional two (2)-minute quarter, until one player scores. The first to score wins the tie. In the event of a tie during any Tournament day's last round of play, the Participants will play an additional (3)-minute quarter, until one player scores. The first to score wins the tie. If the Participants remain tied after the first two (2) or three (3)-minute tie-breaking quarter then they will play an additional two (2) or three (3)-minute quarter (depending on the day's round of play). This process will be repeated, as necessary, until the tie is broken.

F. At the conclusion of the day's last round of Tournament play, all Regional Tournament winners (each a "Regional Tournament Winner") will be verbally notified onsite by the Tournament Director

All winners will be selected under the auspices of Sponsor, the judge of the Tournament. In the event that a Participant cannot participate in competition at any level of play, for whatever reason, Sponsor, in its sole discretion, reserves the right to select a substitute Participant (including, at Sponsor's discretion, 2nd or 3rd place or losing Participants of previous rounds), modify the Tournament structure as necessary or reschedule Tournament play. All Participants of Regional Tournament qualifying rounds must follow Sponsor's directions. All decisions and rulings of Sponsor are final. Sponsor reserves the right to disqualify any Participant from participation in competition at any level, any time and for any reason.

5. Prizes. There are Seventy-Two (72) prizes (18 Xbox 360 Division, 18 PS3 Division, 18 Youth Division, and 18 Veterans Divisions). **YOU MUST PAY THE \$18 REGISTRATION FEE TO COMPETE FOR THESE ITEMS, UNLESS YOU ARE A RESIDENT OF OR REGISTER TO PARTICIPATE IN A TOURNAMENT OCCURRING IN AZ, CO, CT, FL, IA, LA, MD, NJ, TN, or VT.**

Xbox 360 Division Regional Tournament Winner Prize Package

Eighteen (18) Xbox 360 Regional Tournament Winners (one (1) from each of the Eighteen (18) Regional Tournaments) will each receive:

Five (5) EA SPORTS™ videogames. Approximate Retail Value ("ARV"): \$250 each.

One (1) \$50 Best Buy Gift Card. ARV: \$50 each. Best Buy Gift Cards are redeemable for future purchases at any U.S. Best Buy retail location or online at BestBuy.com for merchandise or services only. Not redeemable for cash. Not a credit or debit card. Not valid as payment on Best Buy credit card. Purchases deducted from Gift Card until balance reaches zero. Subject to standard terms and conditions for Best Buy Gift Cards.

One (1) Trip to the Beaches BEACHES TURKS & CAICOS RESORT VILLAGES & SPA during the 2008 Madden Challenge Finals Tournament, occurring January 11-14, 2009 (the "Trip") where the Xbox 360 Regional Tournament Winners may compete in the Finals, subject to the 2008 EA SPORTS Madden Challenge Finals Tournament Official Rules. ARV: \$6,000

each. Actual value of Trip may vary depending on Regional Tournament Winner's residence and seasonal rates.

Prize Trip Package includes: roundtrip, economy/coach class airfare for two (2) people (Regional Tournament Winner and guest) from a major commercial airport near the Regional Winner's residence (Regional Tournament Winner and guest must travel together on same itinerary); hotel accommodations for four (4) days / three (3) nights (one (1) double occupancy room) in the BEACHES TURKS & CAICOS RESORT VILLAGES & SPA and roundtrip airport transfer in the destination city. Regional Tournament Winner and guest are responsible for transport to any Sponsor events and incidentals, including, without limitation: meals, telephone calls, facsimile charges, Internet charges, spa/beauty salon services, laundry, tours/excursions, gift shop purchases, hotel processing fees, airline service charges, and any other expenses not mentioned in these Official Rules are the sole responsibility of each Regional Tournament Winner and his or her guest. Hotel and airfare cannot be used separately. Regional Tournament Winner must notify Sponsor of intended dates of travel by no later than November 15, 2008. All travel must be completed by two days following the Finals Tournament, or prize will be forfeited in its entirety. Travel and accommodations are subject to availability and certain restrictions, so Sponsor cannot guarantee prize trip will be available on the exact dates specified by Regional Tournament Winner. Any extra nights' stay and any additional costs associated with an extended stay are the sole responsibility of the Regional Tournament Winner and his or her guest. Additional restrictions may apply. All minors must be accompanied during travel by at least one parent or legal guardian 21 years of age or older (or the age of majority for his/her particular state, whichever is greater). Winner and guest must hold valid documentation for travel. Winner and guest are responsible for their own travel insurance arrangements. If any activity relating to the Xbox 360 Division Regional Tournament Winner Prize Trip Package is cancelled or postponed for any reason, the remaining items comprising the Xbox 360 Division Regional Tournament Winner Prize Trip Package will be awarded and will constitute full and complete satisfaction of the Xbox 360 Division Regional Tournament Winner Prize Trip Package award.

PS3 Regional Tournament Winner Prize: Eighteen (18) PS3 Regional Tournament Winners (one (1) from each of the Eighteen (18) Regional Tournaments) will each receive a check in the amount of One Thousand Dollars (\$1,000.00).

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Youth Division Regional Tournament Winner Prize: Eighteen (18) Youth Division Regional Tournament Winners (one (1) from each of the Eighteen (18) Regional Tournaments) will each receive:

Five (5) EA SPORTS™ videogames. Approximate Retail Value ("ARV"): \$250 each.

Veterans Division Regional Tournament Winner Prize: Eighteen (18) Veterans Division Regional Tournament Winners (one (1) from each of the Eighteen (18) Regional Tournaments) will each receive:

Five (5) EA SPORTS™ videogames. Approximate Retail Value ("ARV"): \$250 each.

Prizes are not transferable. No substitution of prize for cash or other goods and services is permitted, except Sponsor reserves the right to provide a substitute prize of approximately equal or greater value if the advertised prize becomes unavailable. Only the advertised number of prizes will be awarded. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Regional Tournament Winner(s).

Videogames, including titles and platform for play, to be awarded as prizes are within the sole discretion of Sponsor and subject to availability. Sponsor may attempt to award videogame prizes for specific hardware consoles/platform preferences expressed by winner at the time of winner notification, subject to availability, but in no event does Sponsor guarantee the availability of videogame prizes for specific console/platforms, or that any expressed preferences will be honored.

Regional Tournament Winner(s) will be required to complete and sign an Affidavit of Eligibility and, except where prohibited, Liability/Publicity Release, in the form provided by Sponsor, within 10 days of winning in order to claim prize. If a minor wins a prize, it will be awarded in the name of the minor's parent or legal guardian, who will also be responsible for signing any necessary releases, consents and affidavits. Guest(s) of Xbox 360 Division Regional Tournament Winner will also be required to sign a Liability/Publicity Release 14 days prior to travel or guest(s) will not be able to accompany Xbox 360 Division Regional Tournament Winner during prize travel. If any Regional Tournament Winner(s) cannot be contacted, is contacted and does not respond as directed within 10 days of attempted notification, refuses the prize within ten days of notification or is ineligible to accept the prize, prize may be forfeited and awarded to an alternate winner. Regional Tournament Winner(s) may be required to provide a U.S. shipping address to claim prize. Allow 4-6 weeks for delivery of prize. Xbox 360 Division Regional Tournament Winner Prize Trip certificate and information outlining Trip restrictions and booking procedures will be sent via overnight mail.

6. General Conditions. Sponsor reserves the right in its sole discretion to supplement the rules of any contest at any time without notice. Official rules available at www.easportschallengeseries.com. Official rules supercede all other published editions. Sponsor and its agents are not in any way responsible or liable for damages, loss or injury resulting from participation in this Tournament by any Participant or from the acceptance, possession, shipping and handling, loss, use or misuse of or travel to or from or in connection with any prize awarded in this Tournament. By entering Participant assumes sole liability for injuries, including, without limitation, personal injuries and/or damage to property, caused or claimed to be caused by participating in this Tournament or the acceptance, possession, shipping and handling, loss, use

or misuse of or travel to or from or in connection with any prize awarded. Sponsor has the right to cancel, terminate or modify this Tournament if it cannot be completed as planned due to computer virus, bugs, tampering, unauthorized intervention, technical failures, or other conditions beyond Sponsor's control. Sponsor is not responsible for any failure to contact Participants, whether due to technical or human error.

By entering this Tournament, each Participant agrees to the posting and use of his or her name and/or photograph on Sponsor's website and in any and all media in and in connection with promotion, publicity and advertising for Electronic Arts Inc., the Madden NFL football videogame franchise, the Madden NFL 09 videogame, this Tournament or other promotions by Sponsor without any further attribution, notification or compensation, except where prohibited by law.

Sponsor may film, record and/or take photographs during the Tournament, and may use the resulting footage, recordings or photographs for a range of purposes, including, without limitation, for marketing and promoting Sponsor and its products and services. By attending the Tournament, each Participant authorizes Sponsor to film, record and/or photograph his or her voice and likeness ("Image"), and also grants Sponsor the irrevocable right to use any footage, recordings or photographs of him or her recorded or taken during the Tournament, or any reproduction or modification thereof (collectively, the "Recordings") in any manner and medium throughout the world an unlimited number of times in perpetuity for advertising, trade, promotion, exhibition or any other lawful purpose except where prohibited by law. By attending the Tournament, except where prohibited by law each Participant further waives any right of inspection or approval of the uses to which Sponsor may put the Recordings, and releases Sponsor from any and all claims arising out of or in connection with the Recordings, the Participant's Image or Sponsor's use thereof. The Tournament is governed by the laws of the United States and all claims must be resolved in the United States. If there is a dispute regarding the identity of a Participant who completed an online entry form, the entry will be deemed submitted by the person in whose name the email account is registered.

7. Winners list. A winners list will be available at www.easportschallengeseries.com after all winners are determined and will be posted for approximately two (2) weeks. A winners list is also available by sending a stamped, self addressed envelope to "2008 EA SPORTS Madden Challenge Regional Tournament," 209 Redwood Shores Parkway, Redwood City, CA to be received by 12/22/08.

8. Sponsor. This Tournament is sponsored by Electronic Arts Inc., 209 Redwood Shores Parkway, Redwood City, CA 94065.

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2008 EA SPORTS Madden Challenge Code of Conduct

1. General Conduct

- Players will conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, members of the press, tournament or league officials, and to other players.
- Players will refrain from the use of vulgar language, if such language can be heard or seen by spectators, other players or any other person.
- Abusive behavior, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at any player, spectator, official or any other person is prohibited.
- Abuse to game stations, controllers or any tournament equipment is prohibited.
- Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in game pausing, is prohibited.
- Gambling, including betting on the outcome of games is prohibited.

2. Dress Code

- Players must wear attire appropriate to the circumstances and location at which an event is taking place.
- Dress code violations will result in a warning. If the player fails to correct the violation, he/she will be disqualified.

4. Availability for Awards

- Players must be available for post-tournament awards ceremonies and interviews.

5. Violations

- Violation of any rule, unless specifically stated otherwise, will result in immediate disqualification and/or loss of winner status.

6. Game Interruptions

- If a game is interrupted intentionally by any player, that player will immediately be disqualified.
- If a game interruption is caused by outside circumstances such as a machine error or loss of power, the game shall be continued from the point of interruption, from the last recorded quarter if the point of interruption cannot be determined, or replayed if the point of interruption cannot be determined and no previous completed quarter score has been recorded. In the case of a continued game, a new game will be started and played to complete the number of quarters necessary. The score of new play will be added to that of interrupted play to determine a winner.

7. Referees

- Each division will begin play at its designated time, and play matches at times as designated on site at the tournament.
- Players not present at the designated start time for any match will be disqualified, and their opponent moved on to the next round of play with a 7-0 score.
- Players will be shown their designated station, set up the game and immediately begin play. Each player will have 2 minutes to configure controls, lineups, audibles and settings. (Custom packages and custom hot routes cannot be used, nor can anything else that is not available in the in-game pause menu.)
- All 2 minute/quarter games are designated 30 minutes of real time to play, including set up (2 minutes per player.) All 3 minute/quarter games are designated 45 minutes of real time to play, including set up (2 minutes per player.) These time designations are referred to as the REAL TIME LIMIT for a game.
 - Any games not completed within the real time limit will be ruled a win for whoever is leading after the real time limit is reached.
 - In the case of any game being tied when the real time limit is reached, the game will continue until someone scores. No further timeouts can be called.
 - If the end of a regulation game is reached in a game that has gone beyond the real time limit, or an overtime period ends and the players are still tied, the game will go to a grudge match and play like it was overtime.
 - There is no real time limit for regional final games.
 - No one is allowed to stand in front of the TV while setting audibles or anything similar.
 - The tournament officials and organizers may suspend the real time limit prior to the start of any game, group of games, or round of play, or at any time in any game announce the real time limit is suspended.
- One player is given the CHOICE of being home or away team.
 - During divisional play the lower numbered wristband always has home field advantage
- Players will be responsible to keep track of the time remaining, score, possession and field position. Players will track the score at least after each quarter to be used for resets

in case of machine problems. The intention of this rule is for players to be aware of the score and situation so if a game is interrupted, the situation can be restored. In all situations possible, tournament referees will monitor the game situation for restore in the event of game interruptions.

- Players will raise their hands at the end of the game so a referee can record their score. Only scores reported to the referee are official.
- Players are not allowed to alter any tournament saved settings
- Position for position subs only(exception to this rule is if the cpu allows you to package players to different positions)
- The HB Direct Snap play is prohibited from all tournament play
- No replays or game interruptions, except for designated time outs and pauses to report scores, will be allowed.
- Players may pause the game at any time as long as they have a time out remaining and call that time out. Players have 30-seconds for time-outs. If the time is exceeded, or if a player pauses the game without having time outs remaining:
 - No changes can be made during a game pause that a player makes without calling a time out.
 - If on Defense, the player will encroach until the offensive player has a new first down. Such encroachments will be immediate, running as little clock as possible. The Offensive player can elect to not enforce this penalty.
 - If on Offense, the player will take a 10-yard loss by running backwards, out of bounds. The Defender will cooperate with this by pulling his defenders as far as possible back from the line, and by running deep coverage with no blitz.
 - Both players will call plays to enforce the penalty as quickly as possible.
 - If the game is near the end, and the penalty cannot be enforced because too little time remains (the game clock would run out,) then the game will be paused and the referee will determine how the game will proceed. Such a ruling will be made to the disadvantage of the player that violated the time-out rule.
- Each division will play through determining a winner without breaks in play. Players who win in Divisional rounds must remain on site and be ready to play subsequent matches at the instruction of tournament officials.
- Divisions will play their first round at the Division's designated start time. Schedules for subsequent rounds will be posted at the event, and may be posted on the Madden Challenge web site.
- Controllers are supplied by the tournament. If a controller is defective, a player must pause the game and notify the referee. Results of a play can be reversed at the discretion of the referee if the notification is made before the ball is snapped for the next play. The referee will determine the controller status in making such a decision.
- You may only attempt an on-side kick during the last two minutes of the 2nd and 4th quarters, and, you must be behind in points to attempt an on-side kick.
- THE ROSTERS WILL BE default.
- Players are not allowed to choose QB kneel then audible to any offensive play in attempt to create a "closed" offensive line.
- Players are not allowed to move any fullback/running back closer to the QB in attempt to receive the ball quicker on running plays.
- All direct snap plays are prohibited.

- Players are not allowed to flip plays, motion and quick hike in attempt to manipulate the defense to get an offensive player uncovered.
- Position for position substitutions.

8. Game Process

- All Tournament Participants must check-in with the onsite Tournament Director at least thirty (30) minutes prior to the start of the day's Regional Tournament play. Participants who are not checked-in at least thirty (30) minutes prior to the day's Tournament play may be eliminated from the Tournament and/or replaced with an alternate, in the Tournament Director's sole discretion.
- All registrants accepted to the tournament will receive a numbered wrist band and instructions for play location and time.
 - Note: Check-in is done and numbers assigned in the order people stand in line at the event. Once a number is issued, even if it matches a player against a relative or friend, the number is final. To ensure you don't face a friend or relative in an early round, get some distance in line and ask the friend/relative their number if they have it before yours is issued. If possible, accommodations for these situations will be made if the registration staff is notified prior to issuing a number.
- Players who win a Madden Challenge Regional Tournament are not eligible to compete in any subsequent Madden Challenge Regional Tournaments.

9. Tournament Process

- There is a 21-point mercy Divisional games. If either player gains a lead of 21 or more points in at any point in the game, the game is ended with the player leading declared the winner. The mercy rule may be suspended at any time in a tournament, even in the middle of a game.

10. Video taping

- Video taping at Madden Challenge tournaments, for any purpose including scouting by players, is prohibited unless permission has been granted by Electronic Arts or the Tournament Manager or other designated tournament officials.

11. Revisions

- All rules are subject to change, and changes may be posted without notice.
- It is each player's responsibility to know and understand the rules as they exist the day of the tournament.
- Changes may be made on the day of a tournament to rules or tournament format if necessary to accommodate special circumstances. Rules are subject to change, and the word of a tournament official is final.

12. In-game rules

- All games are played on the Xbox 360™ and PS3 versions of Madden NFL 09.
- All game play is 2 minute quarters. Semi-Finals and/or Finals play may be 3 minute quarters, if mutually agreed by both finalists and the tournament director. The tournament director, however, will have final say in the length of Semi-Final and Final game duration.
- No coaching allowed (people in the crowd telling the player what to do while playing)
- EA reserves the right to add or remove any rules as needed.
- No memory cards or saved games allowed.
- Controllers are supplied by the tournament. If a controller is defective, a player can pause the game and notify the referee. If a player plays with a defective controller, all results are counted.
- Game played will be PLAY NOW
- Any regular season teams, as installed with the original game, can be selected. Both players can select the same team.
- Playbook: Any
- Shaking, jiggling - looking left and right in rapid succession to shake the screen - is prohibited. Any other action designed to disrupt the opposing player's view of the field or ability to select controlled players is prohibited.
- Gameplay/Skill
 - Quarter Length: 2 minutes (division games)
 - Skill: All Madden
 - Game Style: Hardcore
 - Injuries: On
 - Fatigue: On
 - Play Clock: On
 - Game Controls: Default
 - All Sliders are set at the middle slider of 50
 - Weapons: Off
 - Pre-snap menu: On
- Custom Game

Human and CPU: All sliders at middle setting

Easy Play: Off

- Audibles, Depth Chart, substitutions - Players have 2 minutes each to set audibles, depth chart, substitutions
- Video
 - Camera- Classic Cam
 - Screen Format: (4:3 HDTV)
 - 1st Down lines displayed
 - Player Names displayed
 - Auto Replay: off (May be ON in Finals)
- Audio
 - Announcer On or Off
- Settings will be saved on the system if possible.
- If game settings are found to be wrong during a game, the settings will be corrected and the game will proceed
- Overtime
 - Sudden Death will be played until a winner is determined.
 - If tied after 1 OT, play GRUDGE MATCH (start a new game) with same HOME and AWAY teams. This game is to be played until someone scores. Continue additional games including OT until one player wins.