

**MICROSOFT RETAIL STORE MADDEN COMMUNITY SERIES
OFFICIAL RULES**

NO PURCHASE NECESSARY. Void where prohibited. Subject all local laws.

These are the Official Rules that govern how the Microsoft Retail Store Madden Fan Tournament will operate. This promotion will be simply referred to as the “tournament” throughout the rest of these rules.

In these rules, “we,” “our,” and “us” refer to Microsoft Corporation, the sponsor of the Sweepstakes. “You” refers to an eligible Sweepstakes entrant.

ENTRY PERIOD

A five phase tournament will be held at the participating U.S. and Canada Microsoft Stores (for a full list of participating stores, please see the Appendix of this document) on the following dates and times, each an “Event”:

- **Phase 0 (Launch Party Events):** Thursday, August 24 at 9:00 PM local time. Players will be admitted into the Launch Party Events at all participating stores beginning at 8:30 PM until approximately 12:00 AM local time and may be extended based on participation. The Launch Party Events will signify the start of **Phase 1 (Ladder Play)**.
- **Phase 1 (Ladder Play):** Beginning Thursday, August 24 during **Phase 0 (Launch Party Events)**. Regular schedule begins on Monday, August 28 at 6:00 PM local time, extending every Monday following until Monday, October 30. Players will be admitted into the weekly Open Ladder Play Event beginning at 5:30 PM until approximately 8:00 PM local time, where they will attempt to qualify for Phase 2.
- **Phase 2 (Post-Ladder Playoffs):** Monday, November 6 at 6:00 PM local time. 16 winners resulting Phase 1 Ladder Play will qualify for the Post-Ladder Playoffs and an opportunity to compete for two qualifying slots to Phase 4 (Regionals). Phase 2 is a Single Elimination Tournament amongst the 16 winners of Phase 1 Ladder Play. Participants will play against each other at their respective store location in a local Tournament bracket.
- **Phase 3 (Last Chance Qualifier):** Saturday, January 6, 2018 at 1PM local time. Players will be admitted into the Tournament beginning at 12:30PM until approximately 1:00PM local time and may be extended based on participation. Tournament winner will be invited to Phase 4 (Regionals).
- **Phase 4 (Regionals):** Saturday, January 13th, 2018 at approximately 1PM local time. Players will qualify for the Regional Championship Tournament by winning the Qualifier Tournament in the store they participated. Three Qualifying players per store. Phase 4 is a store vs. store tournament with the 3 qualifying participants from Phases 1, 2 and 3 organized into 1 of 4 Regional Championship brackets based on the store location. Participants will play at their respective store location in an online tournament against other players from the stores in their regional bracket. One player from each of the four regions will qualify for Phase 5 (National Championship).
- **Phase 5 (National Championship):** Friday, February 2nd, 2018. Four players will qualify for the Championship Round by winning their Phase 4 Regional tournament bracket. The Championship Round will be held in the Mall of America Microsoft Store in Minneapolis.

Players must be available to participate in Phase 4 and 5 of the tournament at the designated Microsoft Store location to be eligible to win the grand prize. If a player is unavailable during any of the phases, they forfeit their placement in the tournament. In the event that a participant must forfeit their place in Phase 4 or Phase 5, the runner-up from the corresponding bracket will be selected to take their place in the subsequent phase. If the runner-up is unable to participate in the next phase, they will forfeit their place in the bracket, and that place in the bracket will become a bye in the tournament.

ELIGIBILITY

You are eligible to enter the Tournament if you meet the following requirements at time of entry:

- **You are** a legal resident and physically located in one (1) of the fifty (50) United States (including the District of Columbia) or Canada (excluding Quebec), and thirteen (13) years of age or older. Minors must have permission of their parent/legal guardian to enter; **and**
- **You are NOT** an employee of Microsoft Corporation, or an employee of a Microsoft subsidiary; **and**
- **You are NOT** involved in any part of the administration and execution of this Tournament; **and**
- **You are NOT** an immediate family (parent, sibling, spouse, child) or household member of a Microsoft employee, an employee of a Microsoft subsidiary, any person involved in any part of the administration and execution of this Tournament.

HOW TO ENTER

Phase 1 (Ladder Play): Participants may enter at any subsequent Monday Night Ladder Play event throughout the duration of Phase 1. Players may begin lining up at a participating Microsoft Store 30 minutes prior to the given Monday Event 6:00 PM local time start time to participate. Players will be admitted into the Ladder until approximately 8:00 PM local time. There is no maximum number of participants per store for Phase 1.

Entry into the Phase 2 Playoffs Tournament will be based on qualifying by winning the previous round tournament. Top 16 players in Ladder Play at your local store will advance. Round 2 will begin at 6:00PM local time the Monday following the end of Phase 1 Ladder Play.

Phase 3 Last Chance Qualifier: Participants may begin lining up at a participating Microsoft Store 30 minutes prior to Tournament start time to participate. Players will be admitted into the Tournament until approximately 1:00PM local time. Maximum number of participants per store: 64

TOURNAMENT RULES

All phases of the Madden 18 Community Series Program will be using standard team (current/standard teams, duplicates allowed) settings, using the Competitor Rules outlined below. Participants will play four 5-minute quarters. Player with the higher score at the end of their match-up will get a “Win” in the competition/bracket.

Phase 0 and Phase 1 event competition is Ladder Format, where competitors will play against each other in head-to-head standard team games and accrue “Wins” and “Losses” to work their way up the Smashgg ladder. The Smashgg Ladder will be open for competition weekly on Mondays from 6:00 PM to 8:00 PM local time at participating stores. Top 16 players on the Ladder following Phase 1 will qualify for Phase 2 (Ladder Playoffs).

Phase 2 event competition is a Single Elimination bracket Tournament featuring the Top 16 ranked players from Phase 1 (Ladder Play). In the case that a Top 16 qualified player cannot attend, the next ranked player on the Ladder will be invited for Phase 2 (and so on, if more Top 16 players cannot attend). Two Finalists of Phase 2 (Ladder Playoffs) will Qualify for Phase 4 (Regionals).

Phase 3 (Last Chance Qualifier) event competition is a Single Elimination bracket open to 64 maximum players who have not yet previously qualified for Phase 4 (Regionals).

Phase 4 (Regionals) event competition is a Single Elimination bracket featuring Three Qualified winners per store (two from Phase 2, one from Phase 3). Stores will be separated into Four Regions and Four brackets. One winner from each bracket will qualify for Phase 5 (Grand Finals).

Phase 5 (Grand Finals) will be a Single Elimination bracket for the Four Qualified players.

COMPETITOR RULES

1.1 Competitor Responsibilities

Competitors are expected to start their game as soon as the game settings are verified and all hardware is confirmed to be working. There is no warm up allowed. Competitors are not allowed to set audibles.

1.2 Intentional Disconnects

If a participant intentionally disconnects from the game and is not able to reconnect to the game, then a loss will be given to the participant. It is at the sole discretion of the tournament administrator as to what constitutes an intentional disconnect.

1.3 Unintentional Disconnects

In the event of a game disconnection or stoppage in play not caused by an individual player, it is the responsibility of both Competitors to reach out to tournament admins for a resolution. Disconnections are not automatic grounds for a loss unless determined by an administrator or if one Competitor explicitly forfeits.

If a Competitor unintentionally disconnects from the game and is not able to reconnect to the game, then tournament officials will determine if the game state can be restored to a similar point. If the game cannot be restored, then the tournament administrator will use its judgement on how to restart the game.

1.3a Example: A player disconnects at the 0:20 mark of the 3rd quarter with possession of the ball on the 50-yard line. The score of the game was 20-14. A tournament administrator instructs the game to resume in the 1st quarter with the implied score to be 20-14 and the implied quarter to be the 3rd. The competitors will play until halftime to determine the winner.

1.4 Administrator Pause

At any time during a live match, an administrator may ask a competitor to pause their game for any reason. Competitors are expected to follow this guidance promptly and within reason.

1.5 Awarded Game Victory (Mercy Rule)

If the following conditions are met, the tournament operator will award a game victory to the competitor with the score advantage in the interest of continuing the tournament in a timely manner.

1.5.1a A competitor has a 32 or greater point lead at the end of the first half.

1.5.1b A Competitor has a 25 or greater point lead AND the disadvantaged Competitor has had at least one opportunity to possess the ball in the second half.

1.5.1c A Competitor has a 24-point lead with possession of the ball AND the disadvantaged Competitor has had at least one opportunity to possess the ball in the second half.

2. In-game Settings

The game mode used will be Regular H2H. Any team can be used.

2.1 Quarter Length: Between 2-5 minutes depending on the Tournament phase

2.2 Event type: Regular Season

2.3 Even teams: Off

2.4 Play Clock: On (set to 40 seconds by default)

2.5 Skill Level: All-Pro

2.6 Weather: Clear

2.7 Injuries: Off

2.8 Fatigue: On

2.9 Accelerated Clock: Off

2.11 Game Speed: Normal

2.12 Sliders: Default

3. Other Adjustable Settings Competitors can adjust the following settings provide that there are no bugs or game imbalances caused within the competition mode.

3.1 Auto Sprint: Default On

3.2 Auto Strafe: Default Off

3.3 Heat Seeker: Default Off

3.4 Ball Hawk: Default On

3.5 Switch Assist: Default Off

3.6 Auto Play Flip: Off

3.7 Camera Setting: Standard

4. Additional Gameplay Rules

4.1 Onside Kicks

Onside kicks are not allowed in the first half. A Competitor may attempt an onside kick at any time in the 2nd half.

4.3 Improper Use of Special Team Plays

Special team plays are prohibited from being used as convention base/defensive plays.

4.4 Excessive Offsides Neither the offense nor defense should purposefully go offsides with the intent of delaying the game nor exhibiting unsportsmanlike conduct. Intent is at the sole discretion of the tournament administration.

4.5 Improper Audibles Participants may not audible out of the QB Kneel, Wildcat, Field Goal, or Punt formations. In game trick plays are allowed.

5. Glitches

5.1 Any attempt to glitch the game to gain an advantage is prohibited. This includes, but is not limited to the following situations.

5.1a Any offsides glitch

5.1b Audibles that cause an unresponsive defense

5.1c Intentionally slowing down a defense at the line of scrimmage to cause an offsides penalty.

5.2 Procedure After a Glitch Penalty: In the event that a tournament administrator determines that a penalty was caused by an unauthorized glitch, one or more the following actions will be taken to return the game to a fair state depending on the result of the play. All competitors will be given guidance on how to handle penalties once they have advanced to the Online Elimination phases of the tournament.

5.2a If the ball wasn't advanced by the offense OR the result of the play was in favor of the defense (turnover, sack, defensive TD), then the offense will be forced to decline the penalty (in the end, the penalty for a glitch is a loss of down).

5.2b If the ball was advanced by the offense, then the offense will be forced to take penalties until they are equal or behind the line of scrimmage at the start of the play where they intentionally glitched (in the end, the penalty for a glitch is a loss of down).

6. Competitor Conduct

6.1 Abusive behavior, including harassment and threats is prohibited.

6.2 Gambling, in any form, including betting on the outcome of games, is prohibited.

6.3 Collusion is defined as any agreement among two or more Players to disadvantage other Players in the competition. Collusion between Players is strictly prohibited.

Examples of collusion include, but are not limited to:

6.3.1a Any form of match-fixing.

6.3.1b Agreeing to split any portion of the prizes.

7 Rule Enforcement and Penalties

At the discretion of tournament administration, penalties can be assessed for violations of rules or conduct that violates the spirit of a fair competition. Penalties that can be assessed include, but are not limited to the following:

7.1 Verbal warning

7.2 An enforced 5-yard penalty (multiple enforcements allowed)

7.3 Loss of possession (i.e. forced punt)

7.4 Automatic game loss

7.5 Loss of prizes.

8 Spirit of the Rules and Competitive Integrity

These rules may be modified as necessary during the tournament to add further clarity, correct errors, or address a situation that is not already contained in the rules as of the first publishing. The goal of any edits will be to ensure a fair tournament through consistent rulings.

WINNER SELECTION AND PRIZES

Pending confirmation of eligibility, potential prize winners will be selected by Microsoft or their agent based on the top tournament scores.

PHASE 1 (LADDER PLAY) PRIZES

Each week during Phase 1, the player who accumulated the most “Wins” will receive a \$20 Microsoft gift card. (10 gift cards per store valued at \$20 each over 10 weeks). Approximate Retail Value (ARV) of \$200 per store.

After the close of Phase 1, the top sixteen (16) players from each store will receive a T-Shirt as a prize. Approximate Retail Value (ARV) per player: \$15.

Approximate Retail Value of prizes across all participating stores in Phase 1: \$33,000

PHASE 2, 3 QUALIFIERS PRIZES

After the close of Phase 2 and Phase 3, the three (3) Qualifying players from each participating store will receive a Premium Apparel Item as a prize. Approximate Retail Value (ARV) per player: \$50.

Approximate Retail Value of prizes across all participating stores in Phase 2 and 3: \$11,250.

REGIONAL CHAMPIONSHIP PRIZES

After the close of Phase 4, the top four (4) players will each receive a trip to Minneapolis, Minnesota to participate in the Championship Tournament at the Microsoft Mall of America retail store on February 2, 2018. Approximate Retail Value (ARV) per player \$3,000. Trip includes:

- Round trip coach airfare from the major airport closest to winner’s home
- Four (4) nights standard hotel accommodations.
- Transportation to/from airport/hotel.

CHAMPIONSHIP PRIZES

After the close of Phase 5, the winning player from the bracket will receive two (2) tickets to attend the big game on February 4, 2018 in Minneapolis. Approximate Retail Value (ARV) \$5,000

The total Approximate Retail Value (ARV) opportunity per player: \$8,265

The total Approximate Retail Value (ARV) across all participating stores: \$61,250

PRIZE CONDITIONS

If the event is cancelled for any reason, Sponsor shall have no further obligation to the winner other than to provide the travel portion of the prize minus the opportunity to attend the event. Travel subject to availability and must be completed on dates specified by the Sponsor or prize will be forfeited and awarded to an alternate winner. Some restrictions and blackout dates may apply. Any expenses not described above are the responsibility of the traveler(s) including but not limited to additional plane tickets/lodging for second guest, taxes, ground transportation, gratuities, and room charges. If included, winner's travel companion must execute a Liability/Publicity Release prior to issuance of travel documents and travel companion must be at least 18, or the child/guardian of the winner. Winner and any guests are responsible for providing all required travel documents, including, but not limited to government issued ID, Visa, or Passport. Once made, no cancellation or change of reservation allowed. If winner lives within 300 miles of travel destination, Sponsor reserves the right to provide alternative transportation. Actual value depends on date/time/destination, and difference between actual value and stated value will not be awarded. The ARV of electronic prizes is subject to price fluctuations in the consumer marketplace based on, among other things, any gap in time between the date the ARV is estimated for purposes of these Official Rules and the date the prize is awarded or redeemed. We will determine the value of the prize to be the fair market value at the time of prize award.

WINNER NOTIFICATION

Winners will be selected at the end of the Tournament and must be present to claim prizes. If the potential winner is not present or cannot claim the prize for any reason, we will award the prize to a runner-up winner.

GENERAL CONDITIONS

Taxes on the prize, if any, are the sole responsibility of the winner. All federal, state, and local laws and regulations apply. No substitution, transfer, or assignment of prize permitted, except that Microsoft reserves the right to substitute a prize of equal or greater value in the event the offered prize is unavailable. Prize winners may be required to sign and return an Affidavit of Eligibility and Liability Release and W-9 tax form or W-8 BEN tax form within 10 days of notification. If a selected winner cannot be contacted, is ineligible, fails to claim a prize or fails to return the Affidavit of Eligibility and Liability Release or W-8 BEN form, the selected winner will forfeit their prize and an alternate winner will be selected. Your odds of winning depend on the number of eligible entries we receive. In the event of a dispute all decisions of Microsoft are final.

By entering this Tournament, you agree to abide by these Official Rules; to release and hold harmless Microsoft and its respective parents, subsidiaries, affiliates, employees and agents from any and all liability or any injury, loss or damage of any kind arising from or in connection with this Tournament or any prize won. By accepting a prize, Microsoft may use of your proper name and state of residence online and in print, or in any other media, in connection with this Tournament, without payment or compensation to you, except where prohibited by law. We reserve the right to cancel, change or suspend this Sweepstakes for any reason, including cheating, technology failure, catastrophe, war or any other unforeseen or unexpected event that affects the integrity of this Sweepstakes, whether human or mechanical. If the integrity of the Sweepstakes cannot be restored, we may select winners from among all eligible entries received before we had to cancel, change or suspend the Sweepstakes. Rules violators will be prosecuted to the full extent of the law and may be banned from participation in Microsoft Sweepstakes.

GOVERNING LAW

This Sweepstakes will be governed by the laws of the State of Washington, and you consent to the exclusive jurisdiction and venue of the courts of the State of Washington for any disputes arising out of this Sweepstakes.

WINNERS LIST AND SPONSOR

If you send an email to msmkt@microsoft.com by December 30, 2018, we will provide you with a list of winners. This Tournament is sponsored by Microsoft Corporation, One Microsoft Way, Redmond, WA 98052.

PRIVACY STATEMENT

At Microsoft, we are committed to protecting your privacy. Microsoft uses the information you provide to notify prize winners, and to send you information about other Microsoft products and services, if requested by you. Microsoft will not share the information you provide with third parties without your permission except where necessary to complete the services or transactions you have requested, or as required by law.

Microsoft is committed to protecting the security of your personal information. We use a variety of security technologies and procedures to help protect your personal information from unauthorized access, use, or disclosure. Your personal information is never shared outside the company without your permission, except under conditions explained above.

If you believe that Microsoft has not adhered to this statement, please notify us by sending email to msmkt@microsoft.com or postal mail to msmkt@microsoft.com Microsoft Privacy, Microsoft Corporation, One Microsoft Way, Redmond, WA 98052 USA, and we will use commercially reasonable efforts to remedy the situation.

The National Football League, its member professional football clubs, NFL Ventures, Inc., NFL Ventures, L.P., NFL Properties LLC, NFL Enterprises LLC and each of their respective subsidiaries, affiliates, shareholders, officers, directors, agents, representatives and employees (collectively, the “NFL Entities”) will have no liability or responsibility for any claim arising in connection with participation in this Sweepstakes or the prizes awarded. The NFL Entities have not offered or sponsored this Sweepstakes in any way.

APPENDIX – Participating Store Locations

- **Arizona**
 - Chandler, [Chandler Fashion Center](#)
 - Scottsdale, [Scottsdale Fashion Square](#)

- **California**
 - Canoga Park, [Westfield Topanga](#)
 - Cerritos, [Los Cerritos Center](#)
 - Corte Madera, [The Village at Corte Madera](#)
 - Costa Mesa, [South Coast Plaza](#)
 - Los Angeles, [Westfield Century City](#)
 - Mission Viejo, [The Shops at Mission Viejo](#)
 - Palo Alto, [Stanford Shopping Center](#)
 - San Diego, [Fashion Valley](#)
 - San Francisco, [Westfield San Francisco Centre](#)
 - Santa Clara, [Westfield Valley Fair](#)

- **Colorado**
 - Lone Tree, [Park Meadows Mall](#)

- **Connecticut**
 - Danbury, [Danbury Fair Mall](#)
 - Farmington, [Westfarms](#)

- **Delaware**
 - Newark, [Christiana Mall](#)

- **Florida**
 - Aventura, [Aventura Mall](#)
 - Boca Raton, [Town Center at Boca Raton](#)
 - Jacksonville, [St. Johns Town Center](#)
 - Miami, [Dadeland Mall](#)
 - Orlando, [Mall at Millenia](#)
 - Orlando, [The Florida Mall](#)
 - Sarasota, [The Mall at University Town Center](#)
 - Tampa, [International Plaza](#)

- **Georgia**
 - Atlanta, [Lenox Square Mall](#)
 - Atlanta, [Perimeter Mall](#)

- **Hawaii**
 - Honolulu, [Ala Moana Center](#)

- **Illinois**
 - Oak Brook, [Oakbrook Center](#)
 - Schaumburg, [Woodfield Mall](#)

- **Indiana**
 - Indianapolis, [The Fashion Mall at Keystone](#)

- **Kansas**
 - Overland Park, [Oak Park Mall](#)

- **Louisiana**
 - Metairie, [Lakeside Shopping Center](#)

- **Maryland**
 - Bethesda, [Westfield Montgomery](#)

- **Massachusetts**
 - Boston, [Prudential Center](#)
 - Burlington, [Burlington Mall](#)
 - Natick, [Natick Mall](#)

- **Michigan**
 - Troy, [The Somerset Collection](#)

- **Minnesota**
 - Bloomington, [Mall of America](#)

- **Missouri**
 - Richmond Heights, [Saint Louis Galleria](#)

- **Nevada**
 - Las Vegas, [Fashion Show](#)

- **New Hampshire**
 - Salem, [The Mall at Rockingham Park](#)

- **New Jersey**
 - Bridgewater, [Bridgewater Commons](#)
 - Freehold, [Freehold Raceway Mall](#)
 - Paramus, [Westfield Garden State Plaza](#)
 - Wayne, [Willowbrook](#)

- **New York**
 - Buffalo, [Walden Galleria](#)
 - Garden City, [Roosevelt Field](#)
 - Huntington Station, [Walt Whitman Shops](#)
 - New York, [Fifth Avenue](#)
 - Syracuse, [Destiny USA](#)
 - White Plains, [The Westchester](#)

- **North Carolina**
 - Charlotte, [SouthPark](#)
 - Durham, [The Streets at Southpoint](#)

- **Ohio**
 - Beachwood, [Beachwood Place](#)
 - Cincinnati, [Kenwood Towne Centre](#)
 - Columbus, [Easton Town Center](#)

- **Oklahoma**
 - Oklahoma City, [Penn Square Mall](#)
 - Tulsa, [Woodland Hills](#)

- **Oregon**
 - Portland, [Pioneer Place](#)

- **Pennsylvania**
 - King of Prussia, [King of Prussia Mall](#)

- **Tennessee**
 - Nashville, [Mall at Green Hills](#)

- **Texas**
 - Austin, [The Domain](#)
 - Dallas, [NorthPark Center](#)
 - Friendswood, [Baybrook Mall](#)
 - Frisco, [Stonebriar Centre](#)
 - Houston, [Houston Galleria](#)
 - San Antonio, [The Shops at La Cantera](#)
 - The Woodlands, [The Woodlands Mall](#)

- **Utah**
 - Salt Lake City, [City Creek Center](#)

- **Virginia**
 - Arlington, [The Fashion Centre at Pentagon City](#)
 - Tysons Corner, [Tysons Corner Center](#)

- **Washington**
 - Bellevue, [Bellevue Square Mall](#)
 - Seattle, [University Village](#)

- **Canada**
 - Calgary, Chinook Centre
 - Vancouver, Pacific Centre
 - Toronto, Yorkdale Shopping Centre