

MLB The Show 22

KC plays The Show Tournament

("Official Rules")

Description of Tournament

A free to enter, fully online, five-round, swiss format MLB The Show22 tournament for the love of the game.

Player Eligibility

Registration and acceptance of Official Rules

We are limiting this event to 100 sign-ups. In order to be eligible to play, the following is required:

- You must have a console (PS5, PS4, Xbox Series X, and Xbox One) to play, this console cannot be shared between players.
- You must have MLB The Show22 (updated to the latest patch) and the required PS+, Xb Gold multiplayer add-on with an active, good standing account.
- Internet is required, we recommend at least 5mbps up/down.
- A communication device, such as a cellphone, laptop or desktop w/camera to take pictures and listen/post inside of discord.
- A discord account (join the server linked above) to see and hear tournament communication and post scores.
- You **MUST** be able to attend the finals in person at Kauffman Stadium in Kansas City, Missouri - travel to the stadium (and any required hotel stay) will be fully paid for by the player.
- Top 4: An Xbox Series X console setup will be provided at the K and duplicated on Crown Vision (the giant screen in the stadium) - If you want to use a Playstation controller, you will need to provide the controller and converter to plug into the Xbox Series X console.

If you do not meet these requirements, please reach out to nick@kcgameon.com to remove yourself from the player list.

Age

Players must be at least 13 years old and up as of the date of participation in the tournament.

Residence

This tournament is open to players living in the U.S. Prizes will be shipped, if necessary.

Competition Structure

Event Schedule

Times are subject to change, based on factors changing during the event. Please pay attention to discord communications and we will make sure you are informed.

Check in via discord voice chat to validate you are ready to play, walk through rules, how to get support and what you can win.

5/7/2022 1:00 PM **Orientation, demo and check-in**

5/7/2022 1:30 PM Swiss Style - First Game Begins (online)

5/7/2022 2:15 PM Swiss Style - Second Game Begins (online)

5/7/2022 3:00 PM Swiss Style - Third Game Begins (online)

5/7/2022 3:45 PM Swiss Style - Fourth Game Begins (online)

5/7/2022 4:30 PM Swiss Style - Fifth Game Begins (online)

5/7/2022 5:15 PM Playstation 5 raffle
Randomly drawing one name that played all five games

5/7/2022 5:30 PM Break
Calculating Scores, Seeding 32 player bracket

Single elimination bracket play (all played online)

5/7/2022 6:30 PM	32 person bracket - Round 1 Starting with 32 players, play down to 16 players
5/7/2022 7:15 PM	32 person bracket - Round 2 Starting with 16 players, play down to 8 players
5/7/2022 8:00 PM	32 person bracket - Round 3 Starting with 8 players, play down to 4 players

Top 4 play in person at Kauffman Stadium (May 14th)

5/14/2022 10:00 AM	Final 4 - first game First set of four players
5/14/2022 11:00 AM	Final 4 - second game Second set of four players
5/14/2022 12:00 PM	Championship Game Winner declared Champion of Event

Overall Ranking - Points Distribution

When using a swiss format, you will continue to play the matchup given to you for five rounds. The top 32 teams will be slotted into a single elimination tournament, which will play May 7th.

All teams that complete all five rounds of the swiss style tournament will be eligible for a random drawing pick - the prize for this tournament will be a **Playstation 5!**

Tiebreakers

Extra Innings (in our case, the 4th inning) will start with a runner on second. The game is complete when one player has more runs than the other after a completed inning. In a tie game after 4 innings, the game will continue in extra innings until one player is victorious.

Seeding

Players will be plugged into the tournament software and randomly selected for the first game. Every game there after will match you against a person with the same record (if possible). In some cases, if there are an uneven number of records at one level, one person will randomly be selected to play someone with a different record. If we have an uneven number of players, one player will be randomly selected to get the 'bye' - which will give you

an automatic win.

This style of tournament play will match you up as closely as possible to your level of skill and continue to refine that same skill level of play as you get deeper into the tournament.

How to Play MLB The Show 22 with Crossplay

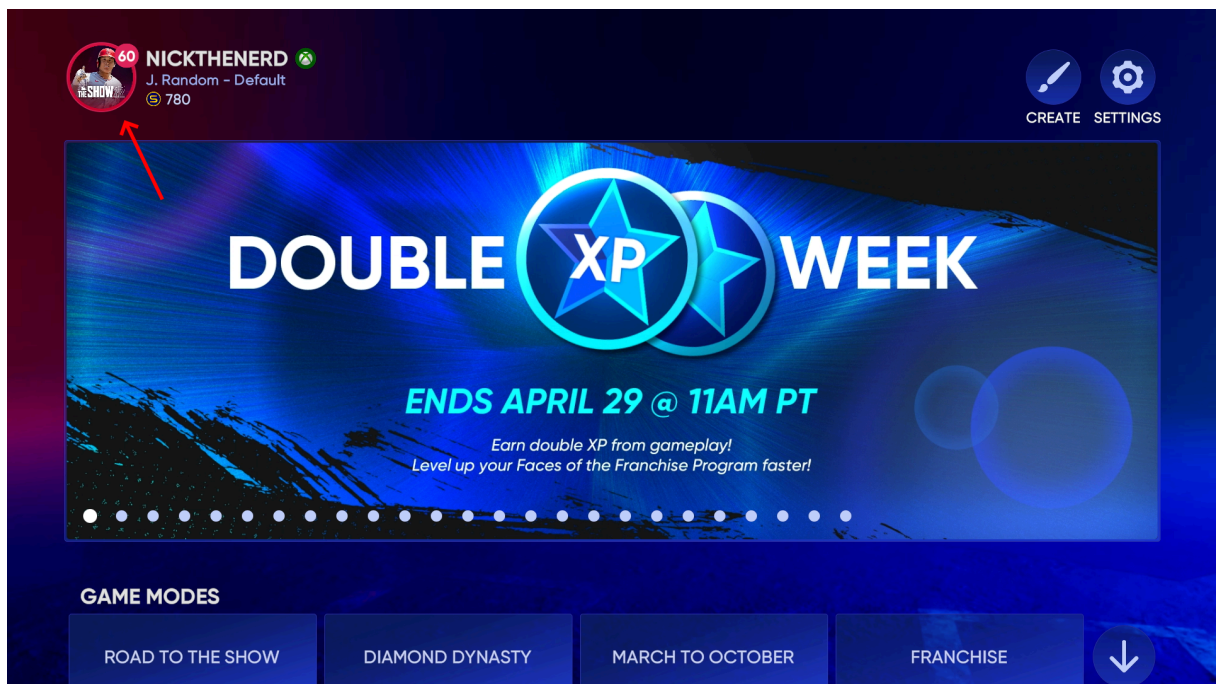
First, as always, **update your console prior to the event**. Power up your console and launch the game - this should allow you to update automatically. We will not be able to hold up the event waiting for someone to update their console/game.

The **Home** team will be responsible for adding the friend and hosting the exhibition match, along with picking the correct settings and lastly, providing the picture at the end of the game to submit their scores for the current round.

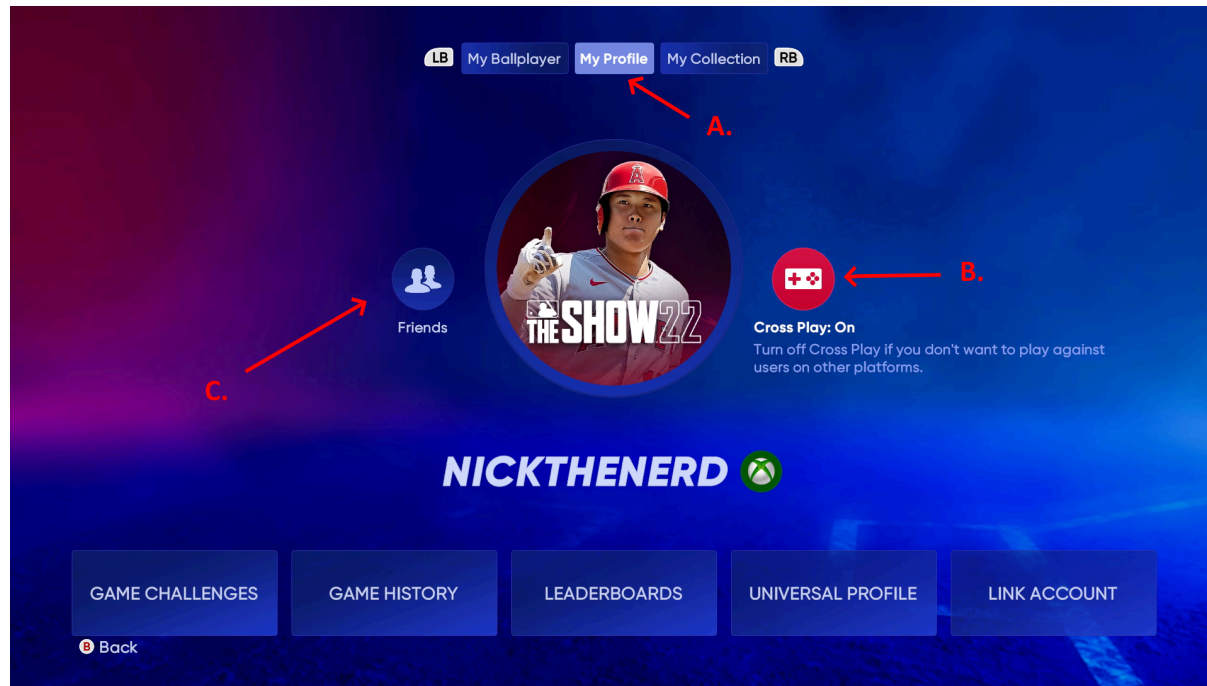
If the **Visitor** team does not accept the friend request OR does not “ready up” 10 minutes after the hour, **the visitor will get the LOSS for this round**. We do not have time to wait and replay or delay games - please be aware of the time.

Adding friends through MLB the Show 21 (xbox and playstation IGN)

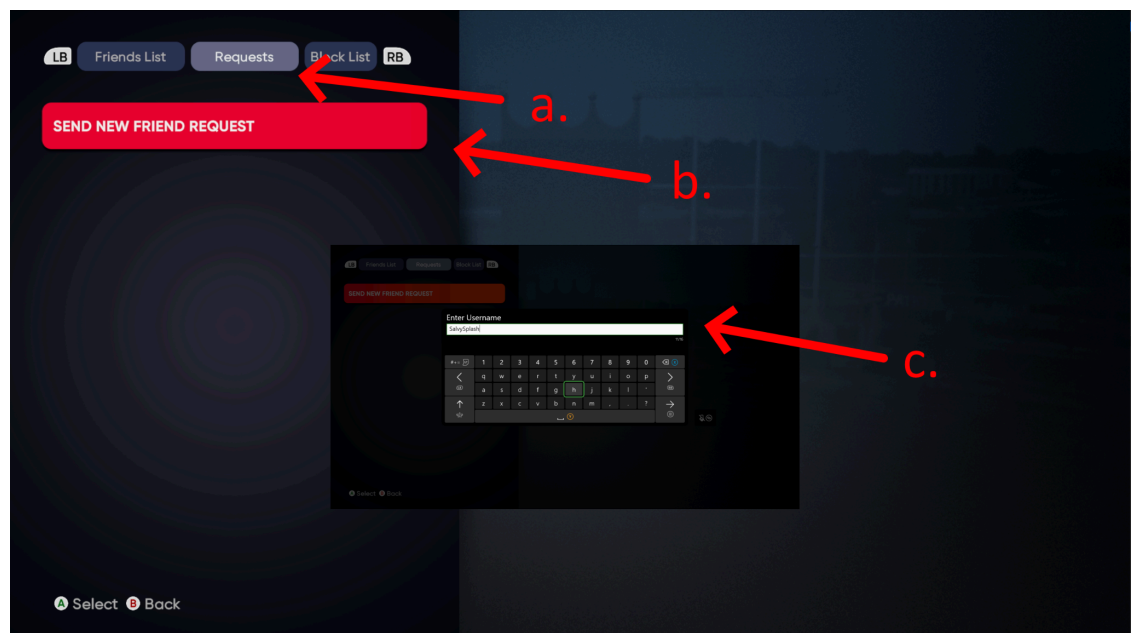
1. Start by clicking your player icon in the upper left corner.



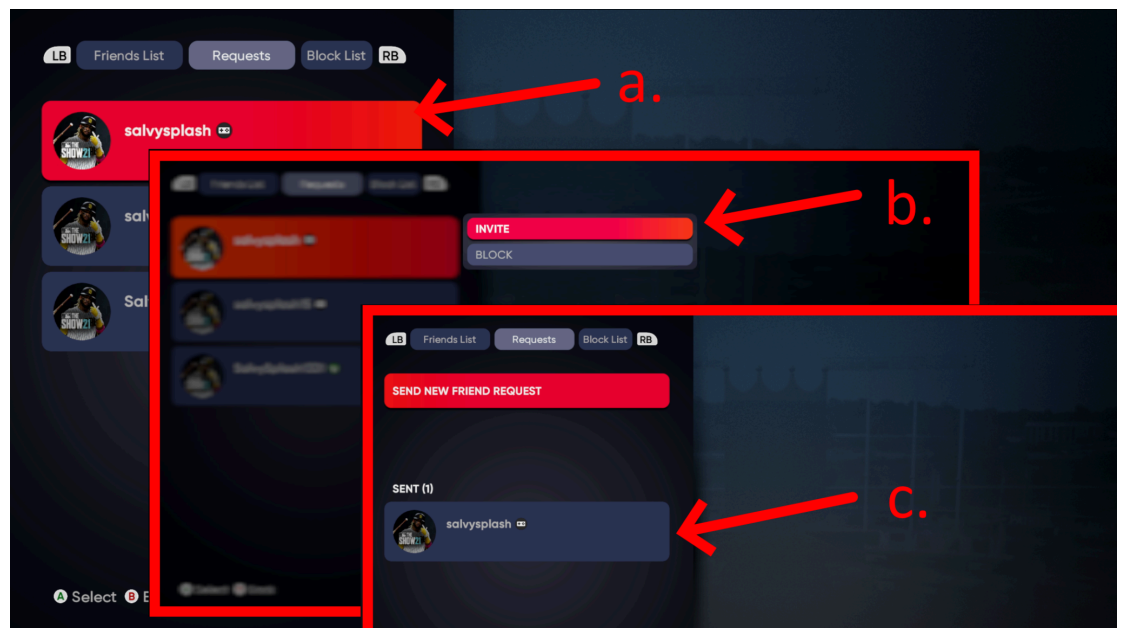
2. Once you open your player page
 - a. Tab over and select 'my profile'
 - b. Verify that Cross Play: On is showing - if it says 'off,' click the button and turn it on.
 - c. Click the friends icon



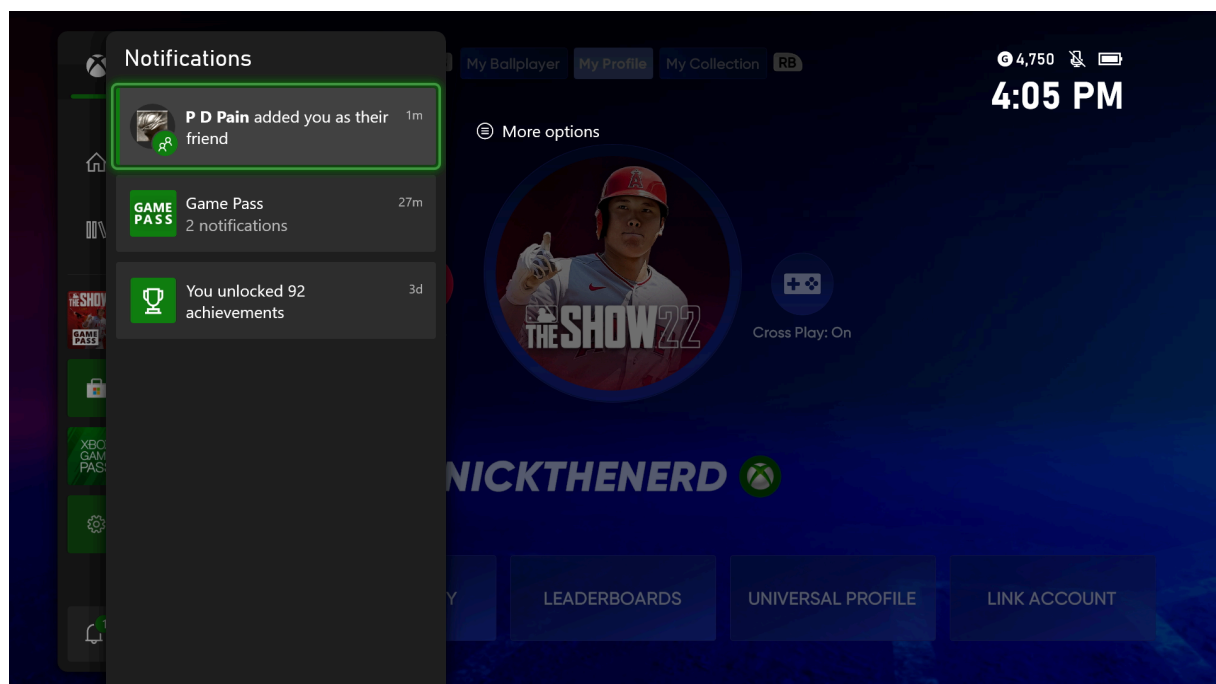
3. Inside the friends page
 - a. Tab over to 'requests'
 - b. Click the 'send new friend request' button
 - c. Search the IGN (in game name) for your opponent



4. Once you "search" for the opponent, it will give you some results.
 - a. Select the opponent with the same name, verify that the console icon is correct. (ex. don't add salvy-playstation when you are playing salvy-xbox)
 - b. When you select the opponent, it will give you the option to 'invite' - select this option.
 - c. Once completed, your screen will show this while you wait for your opponent to respond.



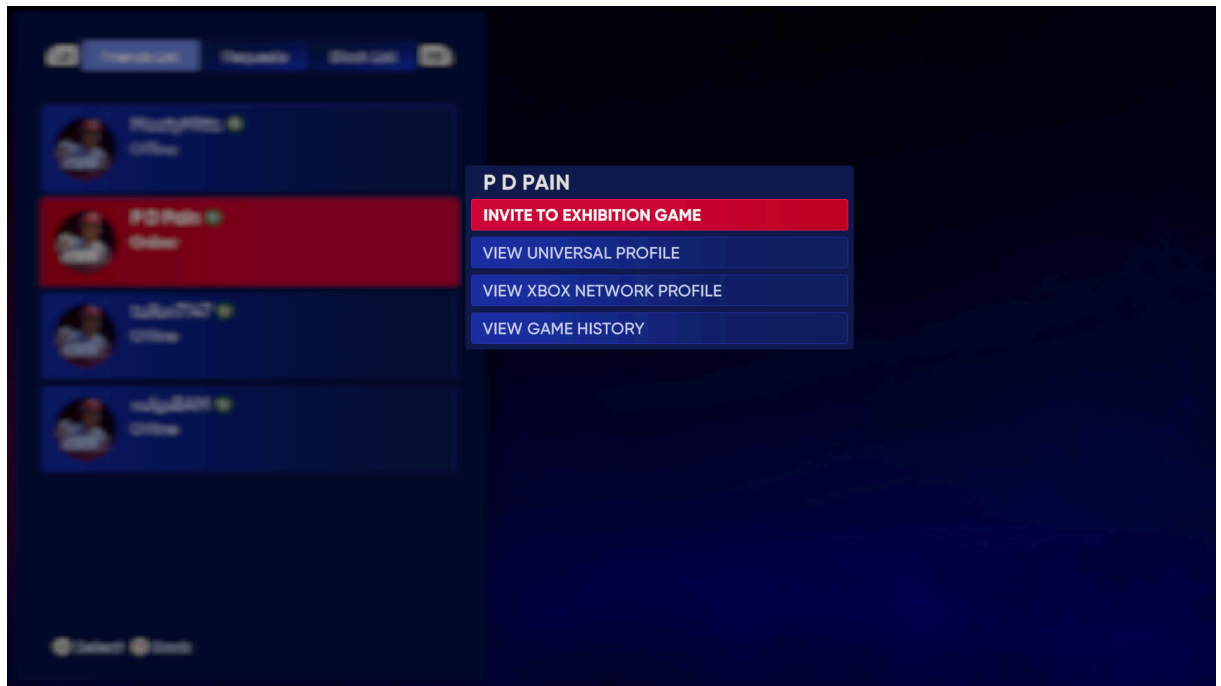
On the receiving end - the person getting invited will get a notification through your console like this:



1. Accept the friend invitation to move forward

Starting the Exhibition through MLB the Show 22

1. Once the opponent has accepted your friend request
 - Verify your opponent is on the **'friends list'**
 - Select your opponent and click **'invite to exhibition game'**



2. Use these settings for your game - if the home team sets up the game incorrectly, they will take the loss. We do not have time to replay the game.

Advance to the next screen and your opponent will receive the invite to join.

SET OPTIONS

GAME TYPE: EXHIBITION

Game Mode

Stats Tracked



Innings

3

Hitting Difficulty



All-Star



Pitching Difficulty

All-Star

Guess Pitch

Off

Quick Counts

Off

Strike Zone

On

Hot Zones

On

Balks

Off

Umpire Accuracy

Perfect

Umpire Close Plays

Off

Ejections

Off

Injuries

Off

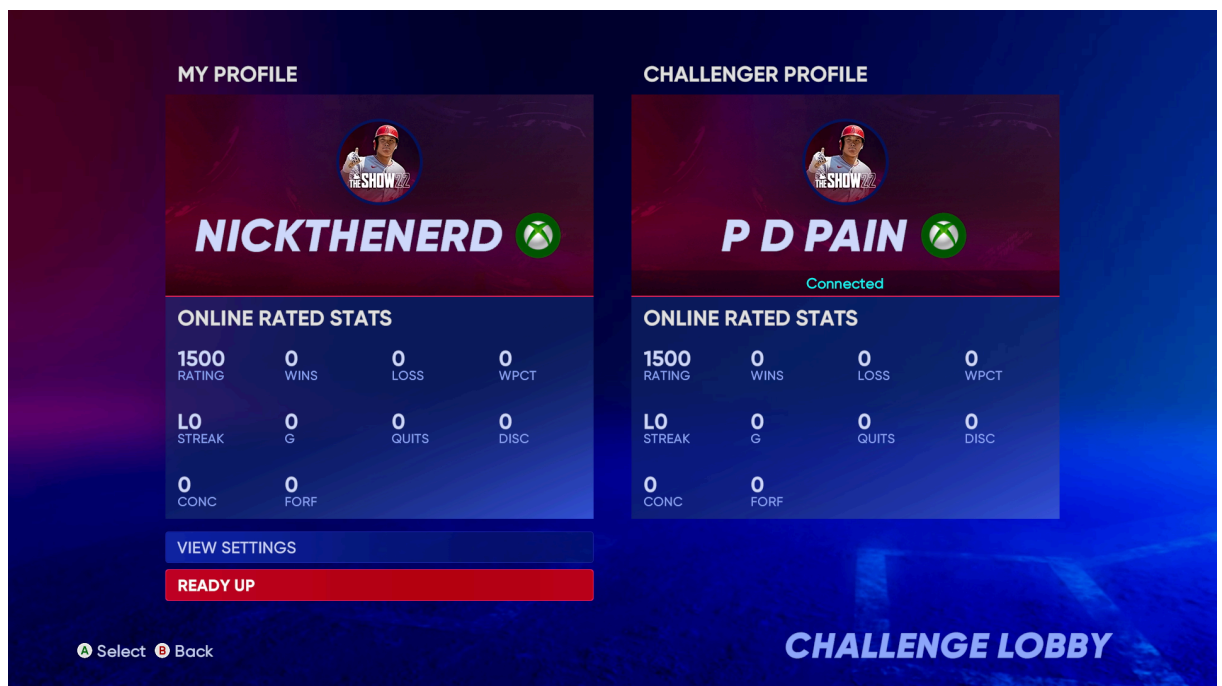
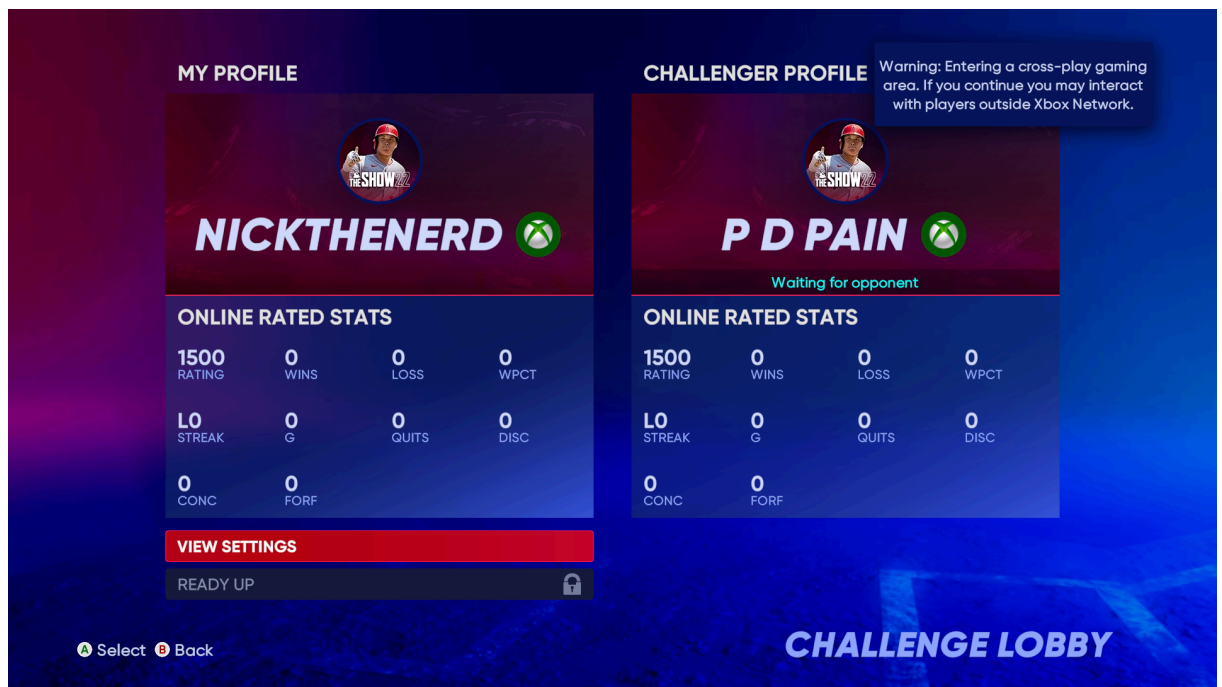
Presentation Mode

Fast Play

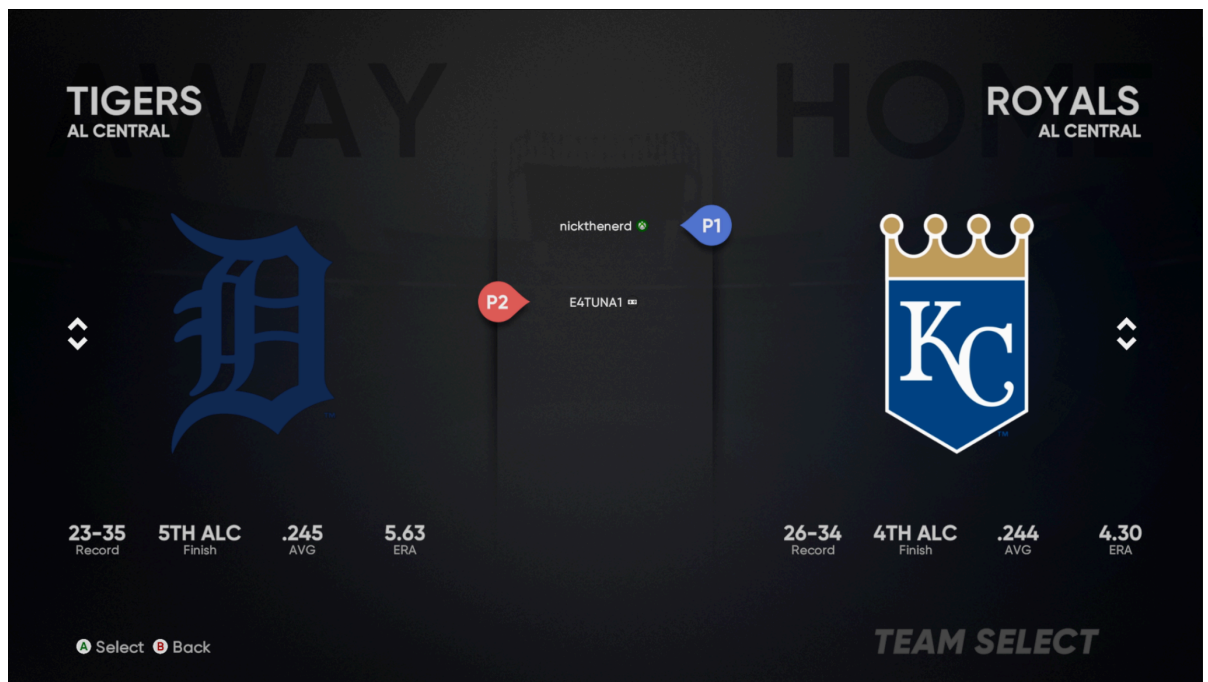


 Advance  Back

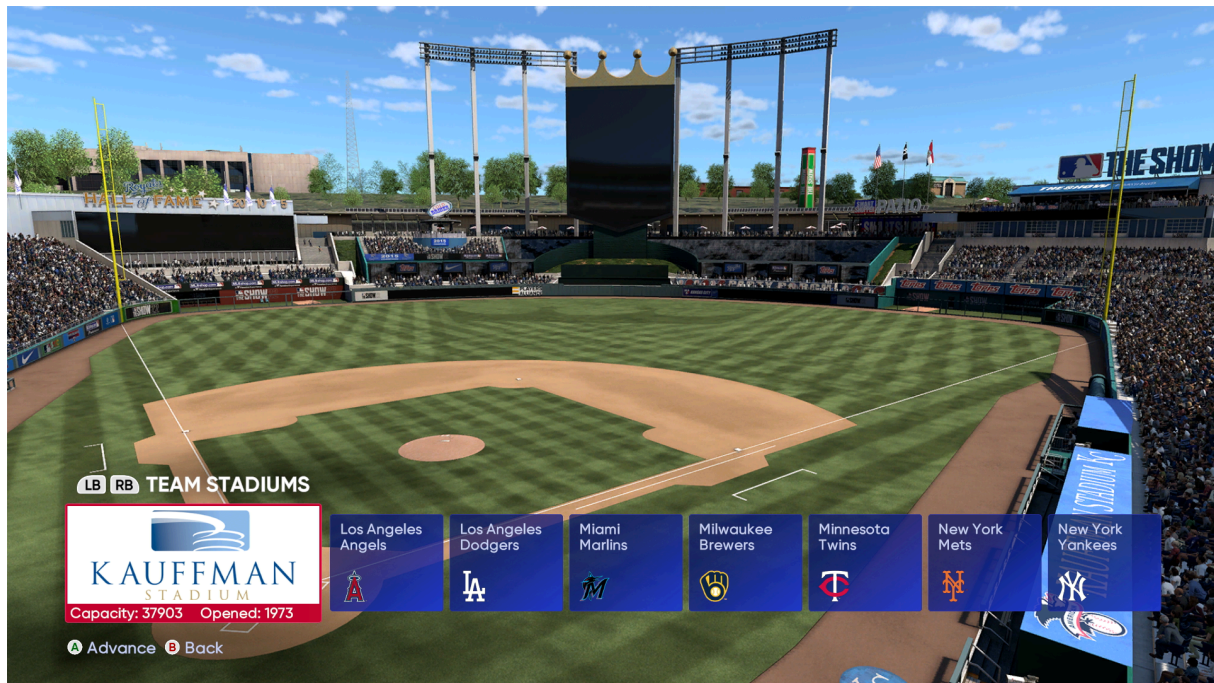
3. The next screen is where you 'ready up' - officially making sure both of you are ready to play the game. **ONLY after the 'visitor team' accepts**, the host can then 'ready up' and team selection will begin.



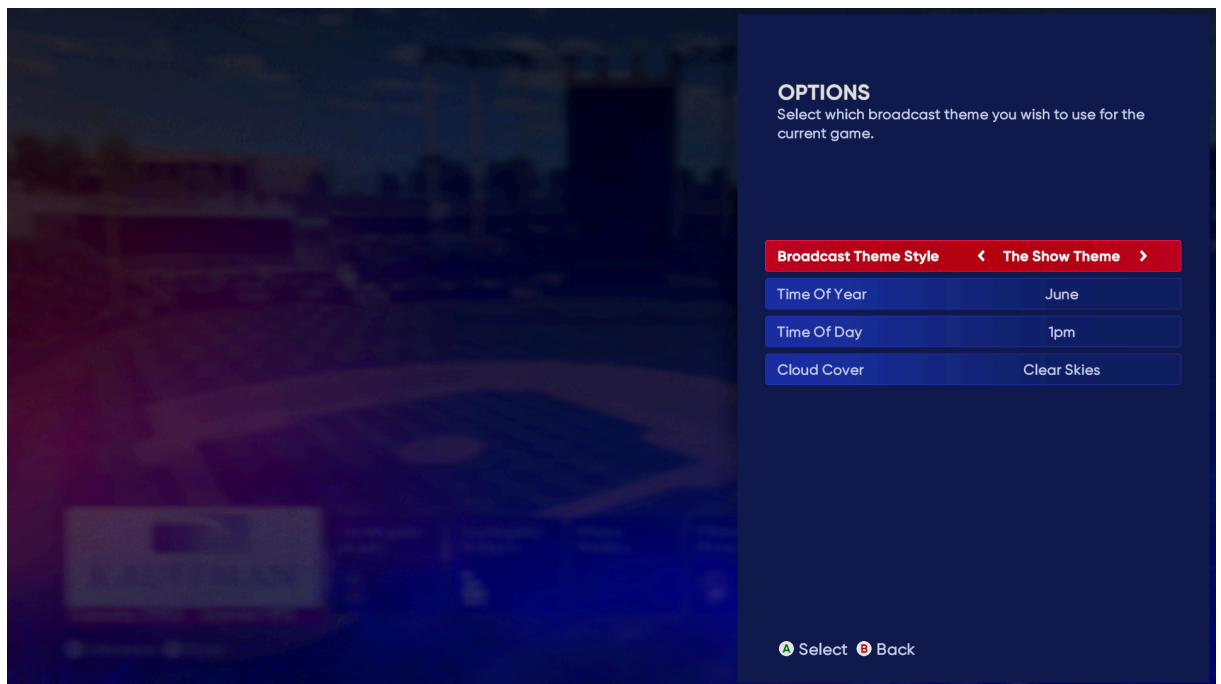
- The next screens are team selection and uniform selection. You are allowed to select ANY team you want and you can change your team between rounds. **The HOME team will select their team and lock it in first.**



5. Select Kauffman Stadium - this will be the **ONLY stadium used throughout the tournament** to reduce the amount of RNG, it's a standard large field design and because we think Kauffman Stadium is awesome!



6. Once you see the field shot, click 'A' to advance. This will bring up the game settings. Leave all of the settings as default (making sure it is a June 1pm game with clear skies is already selected).



7. Continue to walk through the starting pitching and batters by advancing. You can play whoever you want, but please advance quickly, so as not to delay the game.

0
At Bats
0
Home Runs
0
RBI
.000
Average

Stealing **46** 52 Contact R
Speed **88** 56 Contact L
Reaction **70** **72** Overall
Arm **71** 45 Power R
Fielding **73** 44 Power L
Vision

KANSAS CITY ROYALS BATTING ORDER

PLAYER	POS	BATS	OVR
1. Whit Merrifield	RF	R	72
2. Shane Bieber	SS	R	72
3. Salvador Perez	1B	R	87
4. Andrew Benintendi	LF	L	71
5. Carlos Santana	DH	R	71
6. Hunter Dozier	3B	R	68
7. Adolis Hodge	CF	L	64
8. Michael A. Taylor	2B	R	64

Starting Pitcher: RHP Zack Greinke (11-6, 4.16)

413
At Bats
13
Home Runs
55
RBI
.259
Average

Stealing **62** 71 Contact R
Speed **83** 50 Contact L
Reaction **63** **75** Overall
Arm **51** 65 Power R
Fielding **64** 35 Power L
Vision

DETROIT TIGERS BATTING ORDER

PLAYER	POS	BATS	OVR
1. Akl Baddoo	CF	L	75
2. Robbie Grossman	RF	S	72
3. Javier Báez	SS	R	87
4. Austin Meadows	LF	L	81
5. Miguel Cabrera	DH	R	73
6. Jeimer Candelario	3B	S	76
7. Jonathan Schoop	2B	R	83
8. Spencer Torkelson	1B	R	74

Starting Pitcher: LHP Eduardo Rodríguez (13-8, 4.74)

READY

⏩ Advance ⏴ Select ⏶ Player Card ⏴ Back

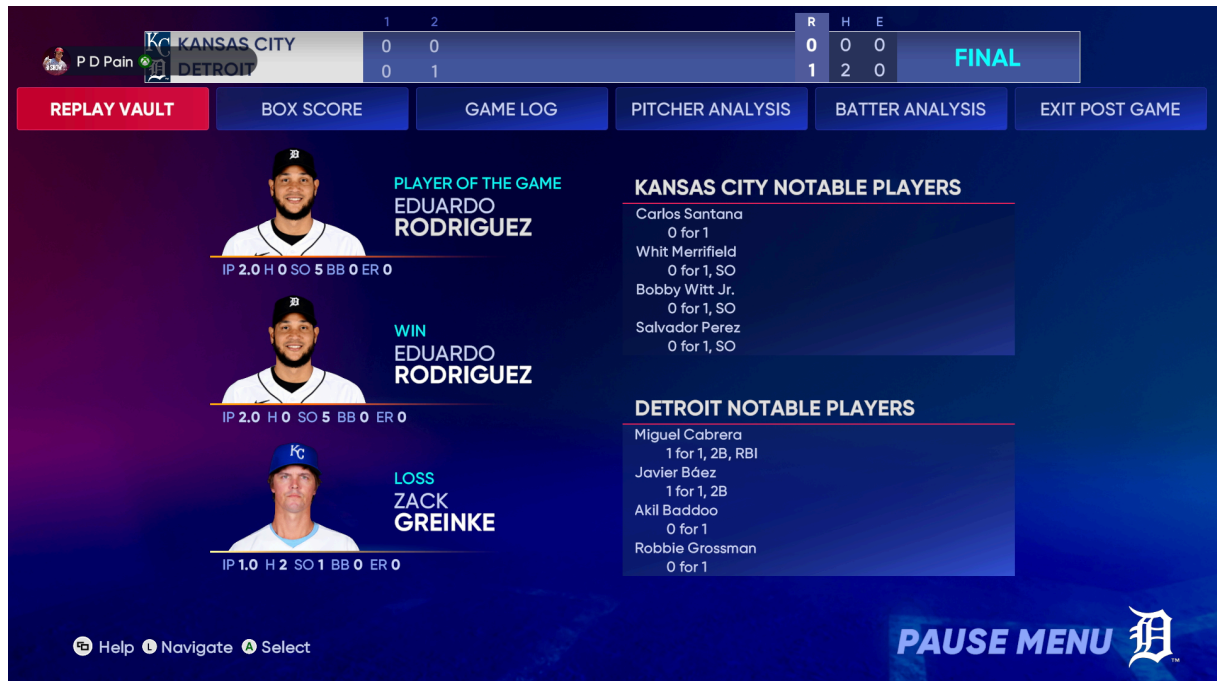
PREGAME LINEUP

8. **Finally**, we reach first pitch - play through your three innings and provide a screen shot at the end of the game in the designated discord channel. Make sure the IGN's with the score are shown for easy scoring for our organizers.



9. After the game is completed, take a screenshot via your phone and post it to the #scoring channel in discord. You will need to tag your screenshot with your IGN/team and the opponent IGN/team with score

ex. 1-0 nickthenerd/tigers over P D Pain//Royals



Most of all, **GOOD LUCK, HAVE FUN.**

Results

Results will need to be provided by text or by picture (we recommend by picture if at all possible) in discord.

These results will be transferred over to the tournament software by our administrators. Once all of the results are posted for a round, the next round's matchups will be generated and available.

If you have a conflict in the game, please create a protest post in discord so that an admin can review the case and make a decision. The decision may also mean that both Players will be disqualified if there is insufficient evidence that either Player is the clear winner.

Protests

- If any issues are encountered in a match, it's the Players responsibility to create a protest post in discord and reach out to the admin team.
- Players are responsible for providing proof of match results in case of protests. This can be done with screenshots (with your phone) of each victory.

Match Settings

The following configuration shall be the settings for each match:

- **Mode:** Exhibition (it will say 'stats tracked')
- **Hitting:** All-Star

- **Pitching:** All-Star
- **Guess Pitch:** OFF
- **Quick Counts:** OFF
- **Strike Zone:** ON
- **Hot Zone:** ON
- **Balks:** OFF
- **Umpire Accuracy:** Perfect
- **Ejections:** OFF
- **Injuries:** OFF
- **Presentation mode:** 1 (locked)

All completed matches are presumed to have been played with the correct match settings and cannot be protested on account of any incorrect match settings. If any match setting is incorrect then the Player must protest such incorrect match settings at the beginning of the match.

Match rules

Disqualification

As soon as both Players are being shown in a match, the match should be started as soon as possible. Delay of the match may result in disqualification of the Player. If a Player does not show within 10 minutes, the unresponsive Player is disqualified and the Player that is waiting must post a Protest Ticket (which is available as a discord channel) to receive a default win for the match.

If there is no result or comment after the round time has expired, no opponent has been reported as not present or a protest ticket has been posted in discord, the Tournament Organizer has the right to disqualify Players from the tournament.

Technical Issues

Due to the limited time of the tournament and rounds firing every hour on the hour - there may NOT be time for a rematch, redo or replay. If there is any issue that happens during the game, like a disconnect - We will try to restart the game where it left off - i.e. 2-1 in the top of the 3rd with 2 on and 1st in the batting order. You would get the game back to 2-1 in the 3rd with 2 on and 1st in the batting order and start from there to complete the game.

If this becomes problematic for one particular game, an admin may step in and call the game. Two disconnects is two too many.

Players are responsible for their own technical problems (Hardware/Internet). Matches are not postponed due to such problems and must be played.

Illegal Actions & Bugs

Any actions that allow an unfair advantage are illegal.

This includes taking advantage of play bugs in any way.

PRIZING

Prizing distribution

The Royals and KCGameOn have generously offered some various prizes for the Fall Classic:

- A **Playstation 5 and pair of KCGameOn #91 BYOC tickets** are going to be raffled off - To be eligible, just complete all five rounds of swiss games. This raffle will take place live via discord after all games of swiss are completed.

Top 4 prizing:

- 1st place - Diamond Club/Crown Vision MLBTS experience, stadium tour, 4 Royals tickets for 2022 (to a single game) and 125k stubs!
- 2nd place - Diamond Club/Crown Vision MLBTS experience, stadium tour, 4 Royals tickets for 2022 (to a single game) and 75k stubs!
- 3rd and 4th place - Diamond Club/Crown Vision MLBTS experience, stadium tour, 2 Royals tickets for 2022 (to a single game)

General Terms

Participants have the right to access, withdraw, and correct their personal information. By participating in this Competition, each Participant further agrees, to the extent allowable under applicable law:

1. to assume sole liability for injuries, including personal injuries and/or damage to property, caused or claimed to be caused by entering and/or participating in any tournament (including the Competition) or receipt, acceptance, possession, use or misuse of any prize or award; and
2. to release and hold harmless KCGameOn, the MLB Entities, the MLB Players (as defined below) and each of their agents (all of the foregoing, collectively, the "Releasees") from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with or based on (a) this Competition and/or any Competition-related activity, (b) the receipt, acceptance, possession, use or misuse of any prize or award, and (c) publicity rights, copyright or trademark infringement, defamation or invasion of privacy; and
3. to indemnify the Releasees from and against any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection

with such Participant's violation of these Rules.

The "MLB Players" shall be defined as the Major League Baseball Players Association ("MLBPA"), MLB Players, Inc. ("MLBPI"), and any Major League Baseball player, each of their respective parents, subsidiaries, affiliated and related entities, any entity which, now or in the future, controls, is controlled by, or is under common control with the MLBPA and/or MLBPI, and the owners, general and limited partners, shareholders, directors, officers, members, employees and agents of each of the foregoing entities.

By participating in this Competition, each Player acknowledges:

1. In regard to the Prize and any other products or services given by Tournament Organizer and its affiliates free of charge, Tournament Organizer shall only be liable for intent and gross negligence.
2. In all other cases, the Tournament Organizer shall only be liable to cases of intent and gross negligence. In case of slight negligence, however, Tournament Organizer is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which Tournament Organizer can be made responsible for. The liability in the event of breach of such an essential contractual obligation is limited to the typical contractual damage, whose occurrence could be expected by Tournament Organizer upon conclusion of the contract on account of the circumstances known at that time. "Essential contractual obligations" as previously stated are those obligations whose fulfillment is essential to enable the proper implementation of the contract and the achievement of its purpose and whose observation you as an end consumer may rely upon. The foregoing limitations of liability shall not apply in the case of explicit guarantees by Tournament Organizer, in case of malice and injuries to life, body or health as well as in the case of mandatory statutory regulations.
3. That the Tournament Organizer's decisions will be final and binding on all matters related to this Competition.
4. The Competition is governed by the laws of the State of Missouri and all claims must be resolved in the United States.

Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your residence that cannot be derogated from by agreement.

1. The Tournament Organizer reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Tournament Organizer in its sole discretion. If terminated, Tournament Organizer may, in its sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. Tournament Organizer, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition or in an unsportsmanlike or disruptive manner and

void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Tournament Organizer reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Tournament Organizer's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

2. By accepting any of the prizes, you acknowledge and agree that the Tournament Organizer and its designees (including but not limited to the MLB Entities) have the right to use the below information and any other information provided in the Cup in the administration, marketing, and promotion of the tournament, without further consent or compensation to you, unless otherwise noted below:

- Background info: Full name, country of residency, age, platform, persona (including PSN ID) Social Media info: Twitter handle and Twitch account (if applicable)

THE PLAYERS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT ITS SOLE DISCRETION, ANY PLAYER THAT IS INVOLVED WITH ANY ILLEGAL ACTIONS. Nothing in these Official Rules shall be deemed to exclude or restrict any of the Winner's or the Entrant's statutory rights as a consumer.

Commercial Rights.

As between Player and Tournament Organizer, all commercial rights (including without limitation any and all marketing and media rights) relating to the Cup belong to Tournament

Organizer and its licensors.

Player shall not associate themselves with the tournament, KCGameOn, PlayStation or the MLB Entities in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretion.

Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the tournament, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.

The recording and dissemination of images or footage of the tournament for commercial purposes by or on behalf of Players is strictly prohibited.

APPENDIX A: CODE OF CONDUCT

The below Code of Conduct applies to all Players in the tournament at all levels of the

Competition unless otherwise specified. The Tournament Organizer reserves the right to levy penalties, sanction or disqualify any Player at its discretion.

PLAYER BEHAVIOR

Competitors must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online behavior, including with respect to social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship at all times.

DURING THE TOURNAMENT:

Without limiting the above, Players acknowledge and agree to the following:

Players will refrain from using vulgar or offensive language.

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.

Damage and/or abuse to game consoles, controllers, or any Competition 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 and can result in match forfeiture and/or disqualification from the Competition. Gambling, including betting on the outcome of games, is prohibited.

All Players must not disclose any confidential information provided by the Tournament Organizer or any of its affiliates to any other people or groups of people, including via social media.

No Players may accept any gifts, rewards, or compensation for services that are promised to be rendered in connection with competing in the tournament. The only exception to this rule is for Players with sponsors who are paying them based on their performance.

COLLUSION POLICY

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the Tournament Organizer at any phase of the Cup to be engaging in Collusion will be removed from the Competition and forced to return any compensation and prizes they've received.

Examples of collusion include, but are not limited to:

Intentionally losing a match for any reason.

Playing on behalf of another competitor, including using a secondary account, to aid them in the tournament.

Any form of match-fixing.

Soft play, defined as a Player not trying their hardest in an attempt to allow an opponent to run up the score.

Agreeing to split prize money.

PENALTIES

Violation of any part of these Official Rules will, at the Tournament Organizer's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the Tournament Organizer's directions. All decisions and rulings of the Tournament Organizer are final and binding. The Tournament Organizer reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

- Warning
- Reprimand
- Forfeiture of single match
- Forfeiture of all matches
- Loss of awards (including prizes)
- Disqualification from the tournament

The Tournament Organizer also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the Tournament Organizer hereby waive any right of legal action against the tournament and PlayStation, the MLB Entities, the MLB Players and/or any of their affiliates.

PLAYER SPONSORSHIP

Players in the tournament have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the tournament. Tournament Organizer and its designees reserve the right to update the below list at any time. The following is a non-exhaustive list of prohibited ad sponsors:

Gambling or gambling websites

Alcohol, Tobacco, and/or Non-"over-the-counter" Drugs

Firearms or any type of weapons

Pornographic or adult material

Products or services from direct competitors of PlayStation, its partners, and its other subsidiary brands

Direct competitors of PlayStation

The Tournament Organizer reserves the right to prohibit any third party at their sole discretion. Major League Baseball trademarks, service marks and copyrights are proprietary to the MLB Entities. Officially Licensed Product of MLB Players, Inc. MLBPA and MLBPI trademarks, copyrighted works and other intellectual property rights are owned and/or held by MLBPA or MLBPI and may not be used without the written consent of MLBPA or MLBPI. Visit MLBPLAYERS.com, the Players Choice on the web. All rights reserved.