

## 2019 March Madness Fundraiser

The purpose of SJA fundraising is to help support the children of our school by:

- Funding a learning environment enhanced with special programs for children of all ages.
- Keep tuition affordable for families.
- Increase our ability to provide tuition assistance to families in need

We appreciate your support of our March Madness Fundraiser. We will be using ESPN to track our event this year. Below are the “How to Play” instructions for the ESPN website. A complete listing of ESPNs Official Rules can be found here:

<http://fantasy.espn.com/tournament-challenge-basket/2019/en/story?pageName=tcmen\rules>

### HOW TO PLAY

- A. **General.** The objective of the Promotion is to accumulate the most points by correctly selecting the “winning pick” for each of the sixty-three (63) match-ups associated with the Tournament.
- B. **How to make your selections.** You may enter your selections online by following the instructions in the How to Play section of the game.
- C. **Scoring.** A correct pick in a given round is shown below:
- a. Round 2: 10 points per pick
  - b. Round 3: 20 points per pick
  - c. Round 4: 40 points per pick
  - d. Round 5: 80 points per pick
  - e. Round 6: 160 points per pick
  - f. Championship: 320 points per pick

In the event a Tournament match does not occur as scheduled (e.g., due to cancellation) no points will be awarded.

- D. **Lock-time.** All picks will lock at the scheduled tip off time of the Tournament currently scheduled for Thursday, March 21, 2019. Your picks for the matchups must be submitted, received and recorded by Sponsor’s computer by the scheduled lock time. Selections submitted after the deadline are considered invalid. Sponsor’s computer is the official time-keeping device for this Promotion.

- E. **Ties.** Entrants may, but are not required to, submit a predicted score for the championship game (the "Tiebreaker Game Score"). This prediction is used for tiebreaker purposes only. If no predicted score is submitted for an entry, it is given a default prediction of zero (0) points to zero (0) points.

**\*NOTE - TIEBREAKERS WILL ONLY BE USED FOR LOCAL GROUP STANDINGS AND DO NOT IMPACT THE DETERMINATION OF THE GRAND PRIZE WINNER.**

**TIEBREAKERS:**

- Tiebreaker #1 - An Entrant's predicted Tiebreaker Game Score is compared to the actual game score. The differences (absolute values only) between the predicted score and actual score for each team are added together into a combined total. The entry with the smallest total is considered the winning entry.
- Tiebreaker #2 - Number of points scored in Championship Round.
- Tiebreaker #3 - Number of points scored in Round 6.
- Tiebreaker #4 - Number of points scored in Round 5.
- Tiebreaker #5 - Number of points scored in Round 4.
- Tiebreaker #6 - Number of points scored in Round 3.
- Tiebreaker #7 - Number of points scored in Round 2.
- Tiebreaker #8 - The Entrant whose date of entry creation was recorded in the system the earliest.

In all cases, an entry that does not win a tiebreaker is eliminated from consideration.

- F. **Limit.** TWENTY-FIVE (25) ENTRIES PER PERSON/ PER UNIQUE ESPN.COM USER ACCOUNT (REGARDLESS OF THE NUMBER OF EMAIL ADDRESSES OR REGISTERED MEMBER ACCOUNTS).