

## Tournament Results and Official Rules

### **I. General Rules**

- You may use any of the regular season 32 NFL teams from the 2017 Madden roster as installed with the original game. No special teams will be used (All Madden, Canton Greats, etc.). Both players can select the same team.
- You are allowed to change teams during the tournament.
- You can use any playbook and change your playbook at anytime during the tournament.
- Seeding for the tournament will be done by random draw. All seeding decisions are final.

### **II. Game Settings**

- Game settings are default. Skill level is **ALL MADDEN**. All levels are default. Challenges are on. Game clock will be 5:00 minute quarters unless specified by tournament director to speed up the tournament if it starts getting behind time. Play calling will be Gameflow.
- Random weather is on during tournament until the Championship Game. Random weather is off for the Championship Game. Championship Game will be held as the Super Bowl.
- Substitutions can only be changed before the game, at halftime or if you use a timeout.
- If you pause the game (using the start button), you must burn a timeout as a penalty. If you have no timeouts left, you will be required to take a penalty (delay of game for offense or offsides for defense).

- Half-time will last 5 minutes, unless both teams agree to start the second half before the 5 minutes are up.
- In the event of an outage of power, accidental unplugging, system freeze or some other event not in either player's control that would not allow the participants to finish the game, the game will be restarted using the "situational setup" to exactly match the score, settings, quarter, time and possession so the game can continue as it was.
- Home field advantage will be determined by a flip of a coin. The winner in both situations will choose their team first.
- Injuries: On
- Fatigue: On
- Accelerated Clock: Off
- Madden Challenge: Off
- Custom Game
- Player Lock: On (Can be set to ON or OFF by each player in personal config.)
- Auto Subs: On (Out 65%; In 85% - Can be set ON or OFF by each player in control config.)
- Pass Mode: Default (Player preference - Can be set by each player in personal config.)
- Fair Play: On

- 4th Down and 2 Point Conversion limitations within Fair Play will be turned OFF
- Penalties: On
- Offsides: On
- All penalties at Middle slider
- All assists: Off
- All Meters: Middle
- 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- Madden
- Screen Format: (4:3 TV)
- 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 the game remains tied after overtime, then the first team to score a touchdown in the second OT, or beyond, will win.

## **III. Reporting Violations (Very Important)**

- If you feel that your opponent is cheating, notify tournament director. The director's decision is final and the violators could be kicked out of the tournament.
- No profanity will be used at any point during tournament toward your opponent, any registered players, venue staff, UGL staff, or spectators.
- Sponsor reserves the right at its sole discretion to disqualify any individual who tampers or attempts to tamper with the entry process, the operation of the Tournament, violates the Official Rules or the Code of Conduct, or acts in an unsportsmanlike or disruptive manner or with intent to annoy, abuse, threaten or harass any other person.
- There's a difference between being excited about a play that was made and trash talking. The Sponsor does not condone calling anyone what would be considered a foul name or gesture.
- All participants are expected to act in a professional manner at all times. Inappropriate play such as swearing and or throwing controllers is punishable by a penalty and disqualification.

#### **IV. Glitch & Cheating Rules (Very Important)**

- D---Lineman must be kept on the screen (as long as you can see a piece of them). LB's can move anywhere on screen.
- Use of hurry offense is permitted.
- Onside kicks--- the use of onside kicks are prohibited at any point in the game, unless the opponent is ahead by 21 points or more or you are down in the 4<sup>th</sup> quarter.
- In the situation right before the half, if your opponent is attempting a FG you CANNOT jump offsides in an attempt to make the clock run out and end the half.
- No fake punts or fake FG's.
- Coaching--- no one will be allowed to assist any player with decisions during the game. Anyone who does so will be pointed toward the front door. Headphones for music will be allowed, but cell phones and cell phone earpieces will not be allowed during game play. No game stoppage for cell phone calls.
- Screen toggling: No excessive screen toggling will be allowed during the snap of the ball or before a FG or Punt. Abuse of this rule will result in use of time out or in case of FG situation re---kick.

## **V. Additional In---Game Rules**

- We reserve the right to add additional rules at anytime during the tournament especially when a new glitch is found.
- Single-elimination tournament: A bracket format in which players are eliminated from the tournament after a loss.
- No coaching allowed (people in the crowd telling the player what to do while playing)
- Tournament director 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
- 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.