

Madden Tournament

I. General Rules

- You may use any of the 32 NFL teams from the 2009 NFL season latest updated rosters. No special teams will be used (All Madden, Marshall's etc.)
- You are allowed to change teams during the tournament. You can also change your playbook at anytime during the tournament.
- Memory cards are not allowed
- Seeding for tournament and region assignment will be determined by tournament directors. All seeding decisions are final

II. Game Settings

- Settings are default. Skill level is All-Madden. Fatigue is on. AI levels are default. Instant replay is off. All CPU assist must be turned off for both players. Fair play if off.
- Random weather is on during the entire tournament until the Championship Game. Random weather is off for the Championship Game.
- Audibles and substitutions can only be changed before the game, at halftime or if you use a timeout. Substitutions are limited to same/similar position only. Here is a list of allowed substitutions.
 1. RB/FB
 2. LOLB/MLB/ROLB
 3. O-Line/O-Line
 4. D-Line/D-Line
 5. TE/TE Only
 6. WR/WR Only
 7. QB/QB Only
 8. Special Teams: kicker for kicker or punter. Punter for kicker or punter.
 9. Very important rule regarding subbing in position that you can package:
 - If the game allows you to package a player in a certain position, then you can manually put them there, in the formation only. - i.e. put LB's at the DE's in the Dime or Quarters formations - i.e. HB in the slot in Shotgun 5 Wide (not bunch) or Singleback-empty 5 WR or Shotgun-Tight (HB Flanker Left or Right.). You may then audible formation if you like.
 - The use of quick passing and player lock is allowed but is not required
 - 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).
 - If the game remains tied after overtime, restart the game with the same setup, and the first team to score will win. Half-time will last five (5) minutes, unless both teams agree to start the

second half before the five (5) minutes has elapsed.

- In the event of a 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 - the higher seed in each game will be given home field advantage or if the seeding is equal then the home field advantage will be determined by a flip of a coin. The winner in both situations will choose their team first.

III. Reporting Violations (Very Important)

- If you feel that your opponent is cheating, notify a official. The official's decision is final and the violators could be kicked out of the tournament and all future tournaments

1. Remember, once the violation happens you must pause the game immediately and call for a tournament official to come and review the play. Do not take the liberty of reviewing the play before contacting an official.

2. Please don not wait longer then before the snap of the next play to report any possible infractions.

3. We will not make any ruling on any infraction that we did not see or anything after the snap of the ball for the next play.

4. This applies to all infractions

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 up offense - the implementation of the hurry up offense philosophy is permitted. However, the use of the hurry offense after an incomplete pass is not prohibited. Penalties for breaking this rule: Burn one timeout (if there are no timeouts available take a delay of game penalty) for each offense.

- 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 4th 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.

- In a situation where the Pressure Kick situation is on, you CANNOT use an audible glitch to undo the Pressure Kick.

- Player CANNOT punt block or block any FG's (period). Any illegal defense movement on the defense side of the ball before and during any FG or Punt or Extra Point is prohibited. Illegal movement will result in a re-kick or re-kick of punt. To prevent any questionable accusations it is recommended to just put the stick down. The only person you can control is the punt returner and he is allowed to rush the kicker or come up to the line of scrimmage. 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. In the situation of a pressure kick and pressure situation is on you CANNOT use the glitch to undo the Pressure Kick.

- 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 the game play. No game stoppage for cell phone calls.
- The use of QB Draw, Sneak or Sweep ONLY Allowed out of Formations, IBIG, Single Back Big & Goal Line. The attempt to create a Draw, Sweep or Sneak out of a broken play or other formations will not be allowed. Basically to sum it up: If one of those (3) Plays are in your actual playbook then you are allowed to run that play. Any attempt to run a QB Draw, Sneak or Sweep out of other formations where it is not listed will not be allowed.
- Screen Toggling: No excessive screen toggling will be allowed during the snap of 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.
- Special Team Plays: are not allowed in your audibles. Exception: Field audible and when you call that audible. It CANNOT be called in an attempt to run the ball or QB Draw (where permitted). You must pass the ball id the field goal is called.
- IF YOU HAVE ANY QUESTION ABOUT THE GLITCH RULE PLEASE CONTACT US

Additional In-Game Rules

- We reserve the right to add additional rules at anytime during the tournament especially when a new glitch is found.