**Madden**

**General Rules**
- All players must show up and be checked in by their designated game time.
- There is no grace period for Madden.
- Madden will be played in the Student Recreation Center Game Room. Check the current semester's schedule for the start date and play format.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play.

**Teams**
- This league will be in a single player format.

**Equipment**
- All equipment will be provided by the department. Any equipment that is broken or stolen will be charged to the participant.

**Timing**
- Games will be played with four (4) minute quarters.

**Gameplay**
- Home team will be chosen by Rock-Paper-Scissors.
- The following settings will be applied throughout each contest:
  - Quarter length: 4 minutes
  - Skill level will be set to All Pro
  - Play book used will be team specific
  - Event Type: Exhibition
  - Accelerated Clock: 20 seconds
  - Time: Random
  - Stadium: Home Team’s stadium
  - Weather: Random
  - Game sliders cannot be altered
  - Player fatigue and speed parity scale will be set to 50, Injury will be set to 10
  - Player skill and CPU skill will be set to 50
  - All other settings will remain default
- Regardless of any agreement between players, games will be played by the rules above unless changes are made by the Assistant Director for Intramural Sports.
- Team Selection:
  - Players are permitted to use any of the normal 32 NFL teams from the current season.
  - No special or all time/star teams may be used.
  - No personal players may be used.
- Participants will not be forced to keep the same team all-season long.
- Mercy Rule:
  - If either player gains a lead of 21 points in the second half the opposing player will be granted 1 possession to score. If after that possession a player fails to score and reduce the point differential the game will end by mercy rule.

**Additional Rules**
- If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams).
- Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game. (Throwing controller, excessively pausing and starting the game, etc.)