

Madden

General Rules

- All players must submit results by the deadline
- Participants will compete in a best of 3 match
- Games will be played online. Opponents are responsible for scheduling a time to play and submitting results to the Competitive Sports staff.

Teams

- This league will be in a single player format.

Equipment

- Participants are required to have their own equipment (console, controller, & game)

Gameplay

- The following settings will be applied throughout each contest:
 - Matches will be best of 3 games
 - Quarter length: 4 minutes
 - Skill level: All Madden
 - Play book: Team specific
 - Accelerated Clock: 30 seconds
 - Time: Random
 - Stadium: Home Team's stadium
 - Weather: Random
 - Player fatigue: On
 - Injuries: Off
 - 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 Coordinator for Competitive 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 are not required to use the same team each matchup

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.)