

Madden Tournament
Tournament Rules and Regulations

General Items

- Equipment
 - The following will be provided to all competitors:
 - TV
 - Controller
 - Console
 - Game
 - Chair
- Teams
 - Home/Away will be decided on site via coin flip
 - Players will select their team of choice prior to each round of the tournament
 - Each player will have a different team or can play with the same team (opposite uniform color)
 - A complete tournament bracket will be published prior to the competition
- Mercy Rules
 - No Mercy Rules will be in effect
- Player Conduct
 - Throughout the tournament, players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators (including youth and minors), tournament administrators, and to other players. These requirements apply both offline and online, including with respect to social media conduct and activity on live streams.
 - The following violations will result in immediate removal from the tournament:
 - Harassing, threatening, bullying, repeatedly sending unwanted messages or making personal attacks, statements/hate speech about gender, race, immigration status, sexual orientation, religion, heritage, or similar characteristics;
 - Publishing, posting, uploading, or distributing content, or organizing/participating in any activity, group or guild that Tarleton Athletics determines is inappropriate, abusive, hateful (e.g., expressing negative views about a person or group of people based on gender, race, immigration status, sexual orientation, religion, heritage, or similar characteristics), harassing, profane, defamatory, threatening, obscene, sexually explicit and/or exploitive, infringing, privacy-invasive, vulgar or otherwise inconsistent with the goodwill of Tarleton, EA or the NFL, offensive, indecent or unlawful;
 - Using exploits, cheats, undocumented features, design errors or bugs in an EA service;
 - Promoting, encouraging or taking part in any prohibited activity described above.

- Every Competitor must maintain an appropriate level of respect. Threatening behavior towards the officials, administrators, and/or other players will not be tolerated.
 - No endorsements of commercial entities are allowed and will not be tolerated by players (i.e. I have to go buy Madden right now, etc.)
 - Collusion, which includes but is not limited to:
 - Intentionally losing a match for any reason at any time
 - Any form of match-fixing.
 - Soft play, defined as a player not taking reasonable and fair actions to gain advantages against their opponent during a match.
- Game Play Settings
 - The following settings WILL NOT be altered:
 - Quarter Length: 5 minutes
 - Play Clock: 40 seconds (default, cannot change)
 - Skill Level: All-Madden
 - Weather: Clear
 - Injuries: 0
 - Fatigue: 50
 - Accelerated Clock: On
 - Game Speed: Normal
 - Game Style: Competitive
 - Players can adjust the following settings provided that there are no bugs or game imbalances caused within the Competition mode.
 - Auto Sprint: Default On
 - Auto Strafe: Default On
 - Heat Seeker: Default On
 - Ball Hawk: Default On
 - Switch Assist: Default Off
 - Auto Play Flip: Off
 - Camera Setting: Standard
- Depth Charts
 - Lineups are managed through the lineup screen
 - Players can make depth chart adjustments once per quarter
- Glitches
 - Any attempt to glitch the game in order to gain an advantage is prohibited. This includes, but is not limited to the following situations:
 - Any offsides glitch.
 - Intentionally slowing down a defense at the line of scrimmage to cause an offsides penalty.
 - Procedure After a Glitch Penalty: In the event that a tournament administrator determines that a penalty was caused by an unauthorized glitch, one or more of the following actions will be taken to return the game to a fair state depending on the result of the play. All Competitors

will be given guidance on how to handle penalties once they have advanced to the Online Elimination phases of the tournament.

- If the ball wasn't advanced by the offense OR the result of the play was in favor of the defense (turnover, sack, defensive TD), then the offense will be forced to decline the penalty (in the end, the penalty for a glitch is a loss of down).
 - If the ball was advanced by the offense, then the offense will be forced to take penalties until they are equal or behind the line of scrimmage at the start of the play where they intentionally glitched (in the end, the penalty for a glitch is a loss of down).
- Additional Gameplay Rules
 - Onside Kicks: Allowed anytime
 - Excessive Offsides: Neither the offense nor defense should purposefully go offsides with the intent of delaying the game nor exhibiting unsportsmanlike conduct. Intent is at the sole discretion of the tournament administration.