Ashland University  
Department of Recreational Services  
Madden NFL Tournament Rules  
Updated: 07/08/13

**Playing Area and Conditions**

- All IM Sports Policies & Procedures must be abide by during all play  
- The tournament will be played on Xbox360, using the latest Madden Football Video Game  
- Current AU ID must be presented when checking in for each game  
- Games will be played in the Rec Center game room/golf simulator

**Equipment**

- Rec Services will provide ALL equipment, no external objects, cheats, etc.  
  Anyone found cheating, or using cheats will be subject to disqualification  
- Controllers are supplied by Rec Services. If a controller is defective, a player can pause the game and notify the IM Supervisor. If a player plays with a defective controller, all results are counted.  
- No memory cards, or participant hard drives can be used

**Game Settings & Rules**

- Original Madden NFL rosters will be used  
- No “audibles” will be allowed to be programmed  
- Players are allowed 1 pause per half for substitutions  
  - If player pauses the game after already using allotted 1 pause per half, that player must burn a timeout as a penalty. If no timeouts are left, the player is required to take a penalty (offense: delay of game; defense: offsides)  
- Home team is determined by a coin toss prior to team selection  
- Players may use any one of the current 32 NFL teams, no all-time/fantasy teams are permitted  
  - Before each match, a coin toss will dictate who picks team first  
- Game settings  
  - Quarter length: 5 minutes (4 quarters)  
  - Skill: All-Madden  
  - Playbook: Any Madden  
  - Players: 2  
  - All other settings: Default
• The use of quick passing and player lock is permitted, but not required
• In the event of a power outage, accidental unplugging, system freeze, or any other event not in either players’ control that would allow the game to be finished, the game will be restarted and set-up exactly at the time (score, timeouts, possession, etc.)
• The winner of each game will be determined by the final score and will move onto the next game. In the event of a tie after regulation and overtime, and new game will be started, first player to score wins
  o Players must use the same teams as they did during regulation/overtime
• Mercy Rule: winning by 25 points or more at any time in the second half
• No consoles will be available for warm-up prior to competing

**Penalty Enforcement & Sportsmanship**

• Breaking any rule may result in a forfeit of a game or match, or disqualification from the tournament.
  o Sportsmanship and Sportsmanship Ratings will be considered during all play
• Players must use their own skill and judgment, coaches are NOT permitted
• Rec Services will not provide How-To instructions, players should be prepared to play at the beginning of the tournament
• 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
• Any intentional distraction to the players while they are playing will result in immediate disqualification
• IM Supervisors have full and binding authority on discretion of interpretation of any rulings & regulations, conduct of play, sportsmanship, etc.