

Madden Tournament Rules

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural activities
- ✓ Players can compete for only one team. Once he or she signs in for one team, that player cannot transfer to another team for the duration of the season
- ✓ Current and former professional athletes are prohibited from playing in their sport or related sport
- ✓ Intramural Professional Staff shall make the final decision on eligibility issues

Registration

- ✓ Teams should register online by the posted deadline

Rule 2: Format & Team Composition

Tournament Format

- ✓ The tournament will take place over one day
- ✓ A randomized bracket will be posted
- ✓ The team that wins the championship will be the winner

Team Composition

- ✓ Each team shall have a maximum of one player

Rule 3: Playing Area & Equipment

Playing Area

- ✓ Games will be played in the Game Room of the MBRC
- ✓ Players will need to bring their own controllers

Rule 4: Defaults, Forfeits, Grace Periods, & Protests

Forfeits

- ✓ A forfeit is failing to play at the scheduled time without contacting the Intramural Sports Office
- ✓ Forfeits will result in removal from the tournament

Protests

- ✓ Eligibility protests will be considered by Intramural Sports Graduate Assistants and Professional Staff
- ✓ During the contest, teams must resolve game-related issues as games are self-officiated. Intramural staff shall settle disagreements over the rules
- ✓ Teams may protest player eligibility before the start of the tournament

Rule 5: Timing & Scoring

Game Length

- ✓ Four 5-minute quarters
- ✓ Accelerated clock: 20 seconds

Scoring

- At the end of the game, the score of the game will be the official score
- In the event of Overtime, regular overtime shall be played (2 minutes)

Rule 6: Playing Rules

- Players may only use one of the 32 current NFL teams (No Pro-Bowl or MUT teams)
- Weather: Clear
- Difficulty/CPU: All-Madden
- Fatigue/Injuries: ON
- Players will have 2 minutes each to manage their lineup, formation and tactics
- The higher seed will be the home team
- Team jerseys must be contrasting colors, preference given to the home team
- Game play settings if questions arise will be decided in the message with an intramural employee
- Players can swap teams after every game

Rule 7: Issues

- Trolling, throwing controllers, and trash talk are not allowed, and players who participate in these acts will be removed by Intramural staff
- All other issues will be resolved by good sportsmanship and communication

Rule 8: Mercy Rule

- If a player is down by 21+ points, that player will have one possession to score. If the player fails to score, the game is over.

