RULES & REGULATIONS FOR MADDEN NFL 2020

All games in the Madden Classic 20 will be played using the Head to Head ("H2H") game mode.

HOW TO PLAY

1. This is a league for individual players. Players will not play as part of a team of other players, but will play head-to-head against another individual player.
2. Players must have the most recent version and/or updates for the game.
3. Players must be able to play online against other players (Xbox Live or PS Plus).
4. Players must have their <u>team name as their PS or Xbox Username</u>. Players will NOT be able to find you if they do not know your PS or Xbox username. This can be changed in Tourney Team.
5. Players must set their PSN or Xbox settings so they can be added as friends or receive messages.

HOW TO START A GAME

1. Find your schedule on Tourney Machine (desktop or App) or on HoopDreamsNation.com.
2. Your opponent is listed as their username.
3. Add your opponent as a friend
4. Start Madden NFL 20
5. Go to the online Lobby
6. Invite your opponent
7. Select the "Game settings" found below and start the match.

GAME SETTINGS

Settings Dictated by Head to Head Mode

- Quarter Length: 6 minutes
- Play Clock: 40 seconds (default, cannot change)
- Game Skill: All-Pro
- Weather: On

- Injuries: On
- Fatigue: On
- Accelerated Clock: 20 Secs
- Even Teams: Off

LINEUP & DEPTH CHART REQUIREMENT

Lineups in Head to Head are managed through Madden NFL 20's lineup screen.

<u>Players can not use the same team. (ex: Seahawks vs. Seahawks)</u>

ADDITIONAL GAME PLAY RULES

- Onside Kicks: Onside kicks are not allowed in the first half.
  - Competitors may attempt an onside kick at any time in the 2nd half.
- 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 admins.
- Improper Audibles: Competitors may not audible out of the QB Kneel, Wildcat, Field Goal, or Punt formations.

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).

ILLEGAL ACTION & BUGS

Any actions that allow an unfair advantage are illegal. This includes taking advantage of play bugs in any way.

REPORTING RESULTS

BOTH PLAYERS SHOULD FILL OUT THE SCORE REPORT FORM. ONLY WINNERS SHOULD POST SCORES TO TOURNEY MACHINE.

1. Fill out the Score Report Form by clicking this link, or by going to HoopDreamsNation.com >> Game Rules & Info >> Score Report Form
2. To report scores on Tourney Machine on a desktop computer:
    a. Open Tourney Machine Schedule. Click on the green "Post Scores" button next to your game. Enter the score and double check for accuracy before you submit.
3. To report scores on Tourney Machine on the APP:
    a. Open the Tourney Machine app. Find your game. Click it to report the score. THIS DOES NOT SAVE THE SCORE! HDN staff will check the score that is in at the end of the game and will manually post it as final. We will cross reference with the Score Report Form results.

Other Things To Know...

● It is ALWAYS good practice to take a screenshot at the beginning of the game to show which username is playing with each team, and then a screen shot at the end of the game to show the result. Both players are responsible for taking screenshots of the game results at the end of the game. The screenshots must include the usernames of both players and the score. We will use screenshots to verify the end result if there is a disagreement on the result. Please email us at admin@qmadness.com if there is a conflict. If there is no screenshot or evidence verifying player and result, then the game will be a forfeit for both players.
● Entering a result while a match is in progress disqualifies the player.
● We also recommend that players take screenshots of controversial situations (such as disconnections, problems with game settings, etc.). These screenshots can and will be used as evidence in case of dispute.
● All screenshots and videos must be kept for at least 10 days. Simulating or manipulating the game media is forbidden.

DISQUALIFICATION

● As soon as both players are being shown in a match, the match should be started as soon as possible. Intentional delay may result in disqualification of the player. If a player does not respond to invites within 20 minutes, the unresponsive player is subject to forfeit from the bracket.
● If there is no result or comment after the round time has expired, no opponent has been reported as not present or a protest/support ticket has been opened, Admins reserve the right to disqualify both players.

- *Players who have set their PSN or Xbox settings so that they cannot be added as friends or receive messages will be disqualified from league play.*

TECHNICAL ISSUES

Players are responsible for their own technical problems (Hardware/Internet). Matches are not postponed due to such problems and must be played. HOWEVER: Reasonable delays or rescheduled games that are agreed upon between BOTH players are acceptable.

FAIRPLAY & CODE OF CONDUCT

A minimum of fair play is required to ensure that the leagues run smoothly. Every player is obliged to treat his/her opponent in the same way as he would like to be treated by him/her. The Admin Team reserves the right to impose further sanctions if the fair play rule is disregarded. Disregarding the fair play rule includes all unsportsmanship conduct.