

Down Time Football League

Rules & League Settings

Our Goal

To build a great community of gamers who love football and madden, while maintaining a great sim environment.

General Info

General Rules

- Must have a discord app (Our Link here -)
- Advancement every 72 hours (commish team can grant a few hour delay for circumstances)
- Sliders will be 12 min quarters with 18 second run down. Gameplay sliders will be modified accordingly to balance stats.
- All-Pro Difficulty
- Will sim every other season (Play Seasons 1,3,5,7 - Sim Seasons 2,4,6)
- Drafts will always be on a Sunday evening
- No custom playbooks, if using CPB you will be banned
- You must show opponents playbooks before starting each game
- Any disputes should be brought up to the Commish team, and all videos of rules being broken should be sent immediately in a private message
- Can not change playbooks mid season. We will have a playbook declaration, and you must stick to that for the whole season.
- Can not change schemes mid season. Same as rule above
- You must carry a 53 man roster that meets roster minimums at positions, ex : 1 FB, 2 QB, 10 OL

League Schedule

CALENDAR LINK

Don't Do This

The Following list are things you should not do and can result in suspensions, (See Suspension Tab)

- Don't be a dick in gameplay chat, or discord chat
- Never call out a fellow league mate in chat or forums, if there's a problem contact the commish team privately.
- Bullying will result in a ban, we will not tolerate deliberate bullying towards other members, joking around is one thing when both parties are doing so, but keep it mature
- Rage quitting will result in suspensions of 3 games for first offense, ban second.
- Missing 5 games in a season will result in possible removal (see Vacation tab)
- Missing two straight games with no communication will result in removal
- Nano-Blitzing is prohibited.
- Renaming players is prohibited
- Moving players positions without commissioner's approval is prohibited. (See Position Change Tab)
- Cutting players and resigning them. If you cut a player you must not resign him again to League Free Agency.

Gameplay

Basic Sim Rules

The following list are some basic rules that we should all follow to keep the game sim. While it's impossible to be 100% sim, we can strive to be as sim as possible.

- Switch up your play calling. You shouldn't run more the same play over and over each game. Running plays can be the same, but switch up your formations.
- Limit your hot routes to 1 per play. There are times where you will need to hot route 2 receivers, but this should be used lightly. There will be consequences for multiple hot routes multiple times per game
- You should not use chew clock outside of the two minute warning unless your opponent is down 14 and they are using chew clock to get the game over with.
- You must always rush 3 players
- Limit moving players on defense prior to snap, and do not move a player and switch off him to rearrange defense alignment constantly

4th Downs

You can go while trailing in the 4th, or past midfield, or 4th and 1 or 2 from anywhere, or

4th and short to clinch the game (prevent your opponent from getting the ball back by converting). If you are unclear if it would be acceptable, pause the game and ask the chat.

2 point conversions

2 point conversions are permitted at all times, you must however use different play calls if you are doing it multiple times a game.

Disconnects

- If the outcome of the game has already been decided when the game gets disconnected, the team that was winning will get to replay the game against the computer or can choose to get a sim win.
- Lopsided games where the outcome is already essentially determined must be in the second half for the losing team to be forced to go on auto. There will be no recreations of regular season games. Either the losing team goes on auto, or the teams just replay.
- If you are losing big early in the game (24+ points) and it's obvious you would lose if the game continued, the good sport thing to do would be to volunteer yourself to go on auto.
- A game has to be at least in the second half for this rule to take effect. Please use your best discretion about whether a game's outcome has been decided. If there is a dispute, message the commissioners for a decision.
- Recreations continue for all playoff games, regardless of when the disconnect happens.

Trade Rules

We do not want trades to be so restricted that you feel you can't trade any player, but we do want to have a set of rules to keep league integrity intact.

Trades that will be denied by Trade Committee

- All rookies can not be traded (can get a permission of trade from TC under circumstances)
- Any player that is on a 1 year deal (exceptions can be made at TC discretion)
- Any player that is in their first year of their contract

Other Trade Regulations

- Draft Day trades are not regulated, only pick for pick trades once drafts start
- You can only trade a first round pick once every 3 seasons (again can be allowed by discretion of the TC)

Position Changes

- Quarterbacks

Size requirements: None

Attribute requirements: THP 75+, SAC 65+, MAC 65+

Halfbacks

Size requirements: < 6 ft

Attribute requirements: CAR 75+, BCV 80+

Manual attribute reduction: Player will receive -10 to CTH, RTE, CIT, SPC, RLS & Stamina ratings (Commish Team will not refund if player swaps back to WR.)

Fullbacks

Size requirements: < 6'4, 230+ lbs

Attribute restrictions: <80 SPD

Wide Receivers

Size requirements: <235 lbs, <6'7

Attribute requirements: SPD 85+, CTH 70+, RTE 60+

Tight Ends

Size requirements: 6'3+, 235+ lbs

Attribute requirements: RBK 60+, IBL 60+

Offensive Line

Size requirements: 270+ lbs
Attribute requirements: None

Defensive Tackles
Size requirements: 280+ lbs
Attribute requirements: None

Defensive Ends
Size requirements: 245+ lbs
Attribute requirements: None

Linebackers
Size requirements: 215+ lbs
Attribute requirements: STR 70+, TKL 80+, PUR 80+, BSH 70+, POW 80+

Cornerbacks
Size requirements: None
Attribute requirements: MCV or ZCV 70+

Safeties
Size requirements: 185+ lbs
Attribute requirements: ZCV 70+

Contracts / Free Agents

Right now we are asking for nothing over 4 year deals. No other restrictions at the moment

Vacation / Autopilot

- If you are going to miss multiple weeks in game, please let someone on the commish team know ahead of time, or post in the VACATION THREAD

Suspensions

Non-Compliance of any of the rules listed can result in any of the following suspensions or a ban from league

- Player Suspended for X amount of games (up to 3)
- User Suspended for X amount of games (up to 3) *Sim to Win for opponents*

- League Ban