

DFL 6 Rulebook

Instant-Boot Rules

- Obscene toxicity, racism, prejudice, antisemitism
- CHEESING: Glitching, Nano Blitzing, Wiggle Sticking, and Instant Audibles
- Rage Quits and Forced Disconnect

Settings:

- All-Madden
- Simulation
- 8 Minute Quarters (25 Second Runoff)
- Coaches Only league.
- Offensive PlayCall Cooldown: 5
- Defensive PlayCall Cooldown: 5
- Offensive PlayCall Limit: 5
- **YOU MUST HAVE YOUR DEFAULT SETTINGS SET TO ALL-MADDEN**

Advance

- 48 Hour Advance Window
- Scheduling Deadline: 24 Hour mark
 - If all scheduled games are played after the Scheduling Deadline we will advance.
- Advance Date will always be posted in the **Advance-Date** Channel

Force Wins:

- **Force Win** will be given to the most active scheduler
- To prevent a **Force Loss** give a time frame as to when you can play
- If times do not line up for either user the game will result in a **Fair Sim.**

Streaming:

- Away team always streams
- Streams must be set to archive on Twitch or Youtube for review for rule purposes
- Streamer must post streams to **Game-Streams** Channel

- If you cannot stream, ask your opponent to stream. If neither user is able to stream, notify a League Ambassador. Clip any rule breaks, we do not give suspensions without video evidence.

Transaction Rules:

Trades:

- ALL Trades must be submitted on Neon Sportz.
- Trades are voted by the Trade Committee
- Trades may be completed after they are posted in the **Trade-Approval** Channel
- No CPU Trading

Position Changes:

- All Position Changes must be posted in the Position-Change-Request Channel
- **Only** the following position changes are allowed
 - **Offensive Line** is interchangeable
 - **Defensive End** and **Outside Linebackers** are interchangeable
 - **Safeties** are interchangeable
 - Only **FB** and **TE** can play **Fullback**
 - **Isaiah Simmons Rule:** If a player plays two positions in real life that we do not allow position changes for, we will make exceptions to the position change rules.
- **DT / RDT / SUB LB**
 - Weight Minimums: DT (at least 280 lbs) / RDT (at least 260 lbs)
 - Any MLB/OLB
 - No Free Safety or Cornerback at SubLB
 - Strong Safety must be requested in the #SubLB-Request channel.
 - Must be at least 6'1, 210lbs, and is a base Strong Safety in the official Madden Rosters.
 - Only 1 non-linebacker in the box allowed. You cannot formation sub multiple DBs into the box.
- **Ability Changes:**
 - Ability Changes must be submitted to **Ability-Changes** Channel
 - 1 Ability type per team. Stacking the same ability is **not** allowed.

- Banned Abilities:
 - Omaha, Human Joystick, Mind Reader, Film Study
- Coaching Changes
 - Limit 1 coaching changes per season, **1 OC & 1 DC**
 - **Do not spam firing coordinators for extra staff points.**

Anti-Tanking Rule

- Tanking is NOT allowed in this league. We are all here to play games, nobody enjoys not being able to play their games.
- Force Loss penalties will be as follows
 - 3 Missed Games **Star** to **Normal** Dev Regression
 - 4 Missed Games **Superstar** to **Star** Dev Regression
 - 5 Missed Games **XFactor** to **Superstar** Dev Regression
 - 6 Missed Games **removal from league**
- Schedules not lining up, personal matters, or any actual reason to give the Force Win does **NOT** count towards this. This rule is to strictly penalize intentionally tanking.

Gameplay Rules

Conceding:

- Conceding is **NO LONGER** allowed.
- Conceding **ONLY** allowed if both users agree
 - Remember: There's about a 50% chance that the stats won't save and it will be a FW.

Play Calling:

- **ALL PLAY CALLING RULES ARE ENFORCED BY LEAGUE AMBASSADORS DISCRETION.** To ensure you do not get penalized, do not spam play calls in any form.
- Do not run the same **formation** repeatedly, mix up play calling on offense and defense.
- You may not run the same offensive play more than twice per drive.

- Mix up Run/Pass game
- You must match formations on defense more often than not. This is a situational rule, if your opponent is frequently passing from base or running from the spread you may ignore this rule to stop the pass/run. **YOU CANNOT RUN NICKEL OR BASE ALL GAME.**
 - 2 or less WR = Base (3-4, 4-3, 4-4, 4-6, 5-2)
 - 3 or more WR = Nickel, Dime, Dollar, Quarter
 - Base Align must be set to Default.

QB Rollout Scenarios:

- You may only roll out under these scenarios
 - Play Action Rollout
 - Pressured
 - Up Field Rushes

Playbooks:

- Custom Playbooks are **NEVER** permitted
- Any combination of standard playbooks is allowed
- Playbook check is **required** at the beginning of every game

4th Down Rule:

- **4th and 3** and shorter anywhere on the field
- 4th and any distance past the **50 yard line**
- 4th and any distance down 21 points **OR** down in 4th Quarter

Delayed Fades:

- You may not run a Delayed Fade unless in the pocket.
- Rolling out and throwing the Delayed Fade is considered **cheese** and may result in an **Instant-Kick**.

Rushing Rule:

- You must rush a **minimum** of 3 rushers on every defensive play.
 - Contain **is** a rusher.
 - QB Spy **is not** a rusher.

Wiggle Sticking:

- You cannot Wiggle your stick when running, it glitches the AI

- You can avoid contact, but if your user is shaking while running that is when you know you're wiggle sticking

Instant Audible Abuse:

- Audibles must be used as a counter to a defensive look
- Calling a play and immediately audibling glitches the defense. If you are caught calling plays just to audible to glitch the defense you will be **HEAVILY** penalized.

Chew Clock:

- You **must** and **can only** chew clock if one of the following is true:
 - Winning by 28 at any time.
 - Up 14 with under 2 Minutes to play
 - If opponent agrees to allow chewing sooner
 - If the lead is cut under the previously mentioned winning margins you **must** turn chew clock off

Stat Padding:

- Stat Padding is not allowed.
 - Under 1 Minute and the opponent has no timeouts, **DO NOT SCORE.**
 - Passing to score up 28 points or up 17 in the 4th Quarter.
 - This rule can be altered situationally, if the game is sealed, end the game.

Accidental Disconnect:

- Option A: Restart Game from the start
- Option B: Start a new game and only play the remaining time with the previous score
 - **Example:** 3rd Quarter Bills 31-Steelers 30. Play 2 quarters with Bills winning by 1 point.

Upgrades:

Game of the Week:

- +1 Non-Physical Attribute Upgrade for correct vote or winning GOTW. Vote does not count if you are in GOTW.
- GOTW Upgrades must redeemed before the following week's GOTW is settled. Any unused GOTW Upgrades expire once the next GOTW is played.

Rule Enforcement:

First Rule Break: Minimum 1 Game Player Suspension

Second Rule Break: Minimum 3 Game Player Suspension Suspension

Third Rule Break: Removal From League

Playoff Rule Breaks: Entire Playoff Suspension