



## General League Rules

- Age Limit: 17+
- First and most important RULE: #1 Respect all owners, don't have to like them, but you will respect every owner in the league. If you have issues with a game or gameplay come to a commissioner.
- We get that mistakes will happen, but if you are genuinely not following rules we will have to remove you from the league.
- Streaming is necessary for the owner setting the game up for CPU v CPU gameplay.
- **Please note that, in some cases, warnings and/or suspensions can be handed out even if there is not a specific rule in the doc about whatever it is that took place.**
- Super Sim is where both players do not play the football game. Instead, one player goes on AutoPilot, while the other, right at kick-off sets the game to a slow super sim like in the link below:  
[▶ How to Watch Madden 22 Games LIVE 🟠 | Madden 22 Franchise Mode](#)

## ***League settings***

- 10 minute quarters, Accel to 15 seconds
- All-Pro Difficulty.
- **CREATED COACHES ONLY**
- Custom sliders that imitate NFL Data from the last 3 years

## ***Advances***

- The League will advance 24hrs at 9PM EST giving owners enough time to stream their games, adjust rosters, and send trade offers, etc. This is subject to change depending on how quickly people get their games in.
- Within the first 14 hours (By 1 PM EST) you should have communicated in your game channel:
  - A) When you will have your training completed by (And could go on AP)
  - B) Timeframe in which you are available to set weeklies and/or stream.
    - Tag your opponent when trying to reach them, list availability, and once they respond, discuss who will go on autopilot and who will stream. There will be no force wins and there is an increased chance of injuries in fair sims so be warned.

## ***Incentives and Rewards***

- **Chat Leveling:**
  - Each season the Mee6 bot will record your chat level and reward you for reaching certain milestones.
    - Level 7: +3 Stamina or +3 Injury to one player
    - Level 10: Trait Change
    - Level 15: dev upgrade N-S-SS
    - Level 20: dev upgrade SS-XF
- **Game of the Week:**
  - As often as possible there will be a 4 leg parlay posted in the GOTW channel.
    - Getting 3 Legs right is a +1 Non Physical Skill to a player of the Position Group Assigned

- Getting 4 Legs right is a +2 Non Physical Skill to a player of the Position Group Assigned
- **Writing Reward:**
  - Be your team or maybe even the league's beat reporter. Create written content on Neon throughout the season to earn rewards.
    - Rookie Dev Trait

## ***Trait Changes***

- You can only change any one players trait once in a given season cycle
- Some traits are uneditable. These include but are not limited to:
  - Clutch
  - Drops open Passes
  - Specific Pass Rush Moves (I can do ALL finesse moves but I can't edit just Spin)
- QB Pressure Traits From Worst to Best
  - Trigger Happy
  - Paranoid
  - Oblivious
  - Average
  - Ideal

## **Scheduling/Streaming your game**

### ***READ EACH RULE CAREFULLY TO AVOID HAVING YOUR GAME SIMULATED***

- **Games are required to be recorded.** This is for the community's viewing pleasure and to help better assess your team as you progress through the season witnessing a team's strengths and weaknesses.
- **One** of the players is required to stream.
- All owners are responsible for scheduling their games in the first 14 hours after advance in the discord server through the neon created game channel.
- If a user has not heard from his opponent within the initial 14 hour window he is well within his rights to ask for the opponent to be placed on AP
- Any owner who shows a history of failing to clearly contact or respond to their opponents will be removed.

- There will be no play challenges or depth chart adjustments during a game. A person that is on autopilot cannot so it will not be fair to him if the person streaming is able to.
- Similarly you must use the playbook that you have selected in the Team Schemes section of the Franchise Hub. Changing playbooks at the loading screen is unfair as your opponent is unable to do so.
- All owners are expected to play their games out, quitting games or being someone that always has games disconnecting will be put up for removal. It should not be common practice to Fast Sim to the end of a game and is completely unacceptable if your opponent does not give you permission.

## **Gameplay Rules**

*Depending on the rule(s) broken and the severity of the actions of the user, warnings may be skipped and a suspension could be handed out.*

### ***General gameplay rules***

- This is a Slow Sim league focused on roster building and development of players and teams. There will be no games played. Only slow sim, meaning you can watch the CPU vs CPU play out as if watching a live televised game but you cannot choose plays, adjust rosters during the game, or any other factors that could affect a live game. You can only be a viewer, like a general manager or owner up in a box suite.
- Make sure your roster and depth chart is set up correctly. You should have two Quarterbacks for instance (This is mandatory in Pre Season) and make sure that your depth chart is properly set up in order. This prevents positions being filled with the wrong players or during pre-season having starters out longer than what would be realistic. You are in charge of your rosters and are responsible for any rules being broken (Even unexpectedly)
- No custom playbooks, Kansas City Offensive Playbook, or non-team playbooks (Spread, Air Raid, Run and Gun, ect.). This is not fair to your opponent. The Kansas City Playbook

has also been found to be broken in a CPU v CPU game. Good practice would be having your playbook up at the start of the stream.

- No roster adjustments, manually called timeouts or challenges during the game. That is not fair if one player can and another cannot.
- Moving a team or changing a stadium MUST be approved by the commissioners first. There also will be no created teams.

**No matter what your record is, or what the score of your game is, do not start throwing the game away and by setting up a horrible depth chart of back ups and practice squad. Only time you would be allowed to set up your depth chart to have 2nd stringers starting over the starters is if you have secured a playoff spot and attempting to prevent injuries in the final game of the season.**

## **Roster Moves**

### ***Mentor Limit/Rookie Limit***

- 1 Mentors max per position.
- 4 Mentors max per team
  - If the player is the best player at his position (You are using him to win games not be an XP booster) he won't count towards either limit.

### ***Re-signs***

- Max contract length is 5 years. If they refuse to sign anything less than 6 please screenshot the contract offered and we can handle it on a case by case basis.

### ***Free Agency***

- Keep your offers realistic. Some cushion is allowed but no unrealistically low offers.
- Max contract length for players 26 or younger is 5 years.
- Max for players 27+ is 4 years
- Players 74 OVR and lower can only be signed to contracts 3 years or less.

## ***Position Requirements***

- Realistic position requirements that encourage proper team building
  - In rare cases there are players already on madden rosters that break these rules (For example 4 Down DT Solomon Thomas is only 260 LBS). These players are not required to make a position change as long as they are playing in the SCHEME they were intended to play in. (Solomon Thomas cannot play nose guard in a 3-4)
  - **Offensive line:** This can often be a frustrating limitation but we feel like it makes the pool of O-line players feel more unique and adds a layer of strategy to team building.
    - LT and RT can be swapped (Edge Blockers)
    - LG, C, and RG can be swapped (Interior Blockers)
      - You are responsible for their backups in the depth chart being correct as well. Check this often as madden often auto reorders these.
  - Defensive line 3-4
    - DE's must weigh a minimum of 280 Lbs
      - Undersized ends are welcome to play OLB
    - DT's must weight a minimum of 300 Lbs
      - Undersized DTs are welcome to play END
  - Defense Line 4-3
    - DT's must weigh a minimum of 280 Lbs
      - Undersized DT's are welcome to play END
  - Linebackers 4-3 defense
    - LOLB, ROLB, and MLB can all swap at will.
  - Secondary
    - FS and SS can be swapped
      - Safeties can be moved to CB if they are under 190 lbs
    - Corners
      - Can be moved to safety if they are under 90 speed, over 190 pounds and are aging in their career.
  - Specialists:
    - Rush DTs Should be a minimum 280 Lbs
    - There should never be a Safety at Sub LB

- (You have to check this frequently, madden will often auto reorder)
- You are free to request anything not listed and will be treated on a case by case basis

### ***Edits***

- Do not edit QB throw style
- Do not change player names. Only if given permission can you.
  - You may edit equipment of drafted players but please do not be gratuitous
  - You may edit numbers of drafted/traded/hired player but it must follow the NFL numbering guide
  - No changes to any player's number on their current NFL team.

### ***Practice Squad***

- If you sign someone from another team's PS you must remain on your team the entire season.

### ***Rookie Draft***

- Trades involving draft picks do not require approval once the draft starts.
- No trades involving players during the draft. It just slows down the draft and it takes too long.

### ***Draft Class***

- The draft class for each year will be the class that is randomly generated by the game.
  - Each Season there will be class strength and weakness applied using a random number generator.

### ***Trade Rules***

- Pick for pick during/before the draft does not count toward trade totals.
  - Still they must be reported to a commissioner.
- Players acquired via Open-Season Free Agency, Off-Season Free Agency, or trades cannot be involved in a trade until the following new league year (i.e., the Next Off-Season).
- Only one 88+ overall players can be traded in a league year per team
  - (Receiving/Sending Total Transactions involving +88 Overall)
- Max of 3 trades per league year ( 2 Off-Season -> 1 Trade Deadline Period).
  - If you only use one during the off-season, then you will have two trades before the trade deadline.)

- **Once a trade has been submitted and agreed upon by both users, you CAN NOT back out of it unless the other user agrees to back out as well.**

**If you have any questions, don't hesitate to reach out**