

SBF Gameplay Rulebook

Strictly Business Franchise Gameplay Rulebook



Table of Contents

- **Overview**
 - [Useful Links](#)
- **Basic Rules**
 - [Streaming](#)
 - [Streaming Rules](#)
 - [How to Save Your Stream](#)
 - [Scheduling Requirements](#)
 - [Coach Ability Restrictions](#)
 - [4th Down Rules](#)
 - [Sub-Linebacker Rules](#)
 - [Incentives](#)
 - [Playing the CPU](#)
- **Offensive Gameplay Rules**
 - [Gameplay](#)
 - [Insta-Scrambling](#)
 - [Statistical Guidelines](#)
- **Defensive Gameplay Rules**
- **Madden Leagues Rules**
 - [Abilities](#)
 - [Free Agency / Resigning](#)
 - [Position Changes](#)
 - [Trades](#)
 - [Development / Trait Changes / Upgrades / Regressions](#)

Overview

Useful Links

- [Discord](#)
- NeonSportz / MyMadden
 - Madden 27

Streaming

Streaming Rules

- You must stream every game whether it's against the CPU or another user
- If you are playing another user, it is the Home Team's responsibility to stream unless it has been confirmed that the other person will stream. Just make sure there's a stream.
- You must save your stream. See How To Save Your Stream

How to Save Your Stream

Twitch Website

- 1) Go to the Twitch website via web browser
- 2) Click on your profile in the top right
- 3) Click on Creator Dashboard
- 4) Click the Settings Drop Down
- 5) Click Stream
- 6) Scroll down to VOD SETTINGS
- 7) **Enable Store Past Broadcasts and Always Publish VODs**

Youtube Website

YouTube will automatically save your VODs if said Livestream is less than 12 hours, no setting change is necessary

Scheduling Requirements

Scheduling Template

You must use the scheduling template. Both users must post availability.

Only give times you will be 100% available.

You must tag your opponent when giving your availability.

12/9: 2 PM-4 PM & 7 PM-10 PM
12/10: 2 PM-3 PM & 7 PM-10 PM
12/11: 2 PM-4 PM & 7 PM-9 PM

Scheduling Your Game

Must attempt to schedule within 24 hours after advance.

If the 24-hour scheduling window has closed, you can still play your game before the final scheduled game kicks off.

Other pertinent game scheduling information

Your game will result in Fair Sim if the schedule doesn't align.

Figure out your time quickly. Refrain from being that guy to hold the league up.

If you do not offer up times within the first 24 hours, you will forfeit any right to a force win result. You will receive a force-win if your opponent does not have reasonable availability, or if there is no response from your opponent.

Coach Ability Restrictions

- Banning duplicate coach abilities (Can't use more than one of the same coaching ability)
- Banning all coach abilities with plus nine (+9)
- Camp Counselor ability still under review (Will update once decision is made)
- Screenshot posting of your **Active-Coaching-Abilities** is mandatory every week inside of your game channel

4th Down Rules

- 1) 4th & 1 anywhere anytime
- 2) 4th & 3 or less at or past midfield
- 3) Inside opponents 5-yard goal line
- 4) Losing by three (3) possessions (17+ points) anywhere anytime
- 5) Losing anywhere in the 4th-quarter
- 6) Special team fakes anywhere anytime
- 7) Overtime anytime anywhere

- 8) Last play before halftime (expired game-clock)
- 9) You're allowed one (1) coaching decision per half, you must be on or past your own 40 and 4th & 3 or less.

SUB-LB Rules

- 1) You are only allowed 1 safety at Sub-LB in the depth chart
- 2) Sub-LB criteria is capped at 90 speed (including any speed attribute boost)

Playing the CPU

- We allow you to play the CPU if your opponent for that week is a team that is not filled or your opponent is away.
- The option for the FW vs the CPU is available
 - **HOWEVER, THE MOMENT YOU DECIDE TO PLAY AND START**
 - **THAT OPTION IS OFF THE TABLE**
 - You will only get 1 shot at playing them, just like with any other game
 - There is no backing out and replaying
- **YOU MUST STREAM ANY GAME VS CPU**

Offensive Gameplay Rules

-

Gameplay

- It is illegal to snap the ball and immediately scramble after the snap.
- Chewing the clock can be used if one of the following applies:
 - 4 minutes remaining in the 4th quarter, winning OR losing
 - 2 minutes remaining in 2nd quarter
- "Motion snapping" is illegal (Doesn't apply when using motion snap for blocking). You should not manually move players and then snap as they are in motion. (Plays that have motion implemented in the play are allowed.)

SBF Defines Insta-Scrambling as:

- The Quarterback receives the snap, immediately or in less than 2 seconds, holds down R2, and sprints in any direction from the moment the ball is hiked.
- The Quarterback receives the snap and never sets his feet before exiting the pocket.

Statistical Guidelines

In SBF, we wish to prevent 'stat-padding' and 'stat abuse'. To achieve that goal, we have the following statistical guidelines in place.

- If you are winning and the game can be ended by kneeling you must kneel (if you need a 1st down to secure win and your opponent is calling timeouts this does not apply)
- If you are losing on defense late in the game calling timeouts to prolong the game is also banned
- When winning by 25 points or more in the 4th quarter:
 - Turn on chew clock
 - Run the ball on 1st and 2nd down
 - You may throw on 3rd down, but only to convert 1st down. Do not attempt a 50 yard pass on 3rd and 2
 - If opponent is out of time-outs late in the game, kneel the ball
- If the game gets out of hand and a user is leading by 40 points in the second half BOTH TEAMS MUST:
 - Immediately sub out your starting QB
 - Immediately sub out your starting RB
 - Chew clock no matter how much time is left in the game
 - Run the ball on 1st and 2nd down. You may throw on 3rd down, but only to convert 1st down. Do not attempt a 50 yard pass on 3rd and 2

Quarterbacks (QBs):

- 6500 yards - 70 TDs

Running Backs (HBs):

- 2250 yards - 30 TDs

Wide Receivers (WRs)

- 2500 yards - 25 TDs
- A wide receiver's total receptions should not surpass the sum of the second and third wide receivers' receptions. Tight ends and RBs are also considered in this calculation.
 - Example: If the primary wide receiver has 100 receptions, then the second and third wide receivers should have at least 100 receptions combined.
- Stats checks are done at midseason and end-of-season.
- Stat checks can also happen weekly if deemed necessary by the league staff

Defensive Gameplay Rules

- Must send 3 pass rushers at all times
- Can NOT hover over the D-line with your linebacker or safety UNLESS your opponent is:
 - on the goal line
 - has 1 yard to go
 - in goalline formation / formation with no WRs.

Madden Leagues: Specific Rules for the Madden Leagues

Abilities

- Banned Abilities
 - Omaha X-Factor

Free Agency / Resigning

- Only allowed to sign players to a 5+ year contract if said player warrants it via very friendly contract offer (Can exceed 5 year contract very friendly contract length by maximum of two years) /// **A SCREENSHOT MUST BE SUBMITTED TO THE PUBLIC CHAT OF THE SUGGESTED CONTRACT** ///
- If a player is re-signed for 5 years then they must wait one (1) season before being traded, 6 years then they must wait two (2) seasons, 7+ years then they must wait three (3) seasons. 1-4 signing years do not apply to this rule. (This is to encourage you to put more thought into who and how long you are signing them for)
- No Salary Cheesing under any circumstances, such as releasing a player and then instantly resigning them to lower their salary.
- Only allowed one (1) mentor player trait per position group

Position Changes

- **Allowed**
 - Oline to Oline
 - OLB to DE and DE to OLB
 - DE to DT (Must meet criteria: Max speed 80, at least 270 pounds)
 - 84 Speed or less TE to FB
 - FS - SS and SS - FS
 - CB to S (Must meet criteria: Max speed 92 or previously played that position)
- **Not Allowed**

- CB to S (Unless criteria is met)
- MLB to Edge/D-Line
- WR to TE and TE to WR
- DB to LB and LB to DB
- Oline to TE and TE to Oline

Trades

- 3 total trades Including the off-season (Only count towards you when receiving a player)
- New Players will be required to play at least six (6) games before being allowed to trade
- Any Trade must be proposed and submitted through the trade committee
- Rookies are allowed to be traded. (1st round draft picks can't be traded during their rookie season)

Development / Trait Changes / Upgrades / Regressions

- As stated [here](#), stat padding is strictly prohibited. There are consequences if suspected of doing so
- If a rookie QB sits on the bench for one (1) full season, they will be eligible for a dev trait increase (Capped at Star dev)
 - Just like in real life QB's like Pat Mahomes, Dak Prescott, Aaron Rodgers, Jordan Love, and Jalen Hurts have benefited from sitting behind veteran QB's and learning so we will try to imitate that here