

# XFL Rulebook

(Updated 08/01/2020)

## LEAGUE STAFF

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## WAITING LIST

- If you would like to own a team and there are none available, you will be placed on a waiting list for a team, and when one becomes available you will be contacted
- If you decline ownership of a team or do not reply you will be removed from the waiting list
- We will select from the waiting list on who we feel will be the most reliable/qualified not necessarily who is first

## TEAM DRAFT & FREE AGENCY DRAFT

- Team Draft order will be selected at random using a random number generator. This process will be live streamed via twitch and posted in the announcements chat.
- The team draft will follow a set of tiers.
- The tier list works as follows:
  - Tier 1 - Began the previous madden title with the league and played 90% of their games
  - Tier 2 - Began the previous madden title with the league and played 80% of their games OR Joined midway through, before the final season, and played 90% of their games
  - Tier 3 - Played 70% of their games (can have their team stolen in draft by a tier 1 member)
  - Tier 4 - Did not meet any of the above criteria & new members.
- The Free Agency Draft will be held prior to the start of the season, it will be random and ignore all tiers. Each team will pick their player one at a time in order of the draft. While this process is underway free agency is CLOSED. Free Agency will open following the final teams selection.
- The Free Agency Draft is 1 round and will only be held at the beginning of each new madden cycle (Madden 19, Madden 20 etc.)

## SCHEDULING

- Advances take place every three days during the regular season
  - Pre-season advances will be modified depending on the situation, check the announcements during this time to stay up to date.
  - Post-Season will advance as normal however under certain circumstances the advance could be delayed. Ideally these games get played as quickly as possible.
- It is both users' responsibilities to make the effort to schedule a game. The attempt should be made within 24 hours of a new advance period. If neither user can come to a solid game time (day and time), the game will be simulated. If one user does not make an attempt within 24 hours of a new advance period, the game is subject to being simulated.
  - At each advance, every matchup will have a separate chat in the discord server, this is the chat you will use to schedule your game. If any scheduling complications arise @ a member of the league staff.
- Within 48 hours after the advance your game should be played or an admin should be notified of when it is scheduled to be played. We also need to be notified if it won't be played, whether it should be a force win or a regular sim. If you do not provide an update within the first 48 hours, your game is subject to be simmed if the rest are done. The sim length is still 72 hours. This rule is in place to avoid sitting a whole day with no games played because some guys didn't attempt or hardly attempted to schedule.
- If a user constantly needs games simulated, they will be at risk to lose their team
- Home team has the right to host the games
- If all games are played prior to a simulation date, the league will advance
- **All Games are required to be streamed or saved & uploaded to youtube**
  - If streaming the game, the streaming platform setting must allow the stream to save as a video for playback, if you are unsure how to do this just ask literally anybody or consult your friendly neighbourhood web browser.
  - The Away team is responsible for streaming or saving & uploading to youtube. However if the home team agrees to stream, the away team no longer has to stream. This should be communicated in your scheduling chat.

## PLAY CALLING

- Taking advantage of clear game flaws is not allowed (Example: Madden 16's Swerve Glitch) This includes "nano" blitz's.
  - This will be determined at the discretion of league staff
- In general, a user should be mixing up their play-calling (including formations)
  - It is okay to use the same play multiple times in a game, as long as it is not excessive. This will be determined by admins if a complaint is filed.
- Onside Kicks are only allowed in the 2nd half when losing.
- Killing the clock is reserved for the last 2 minutes of the 1st half and the last 4 minutes of the 4th quarter unless both you and your opponent agree otherwise.

- This primarily refers to using the “Chew Clock” feature on the game, however, if it is obvious that somebody is blatantly running the play clock all the way down on purpose without using “Chew Clock,” that still falls under this rule.
- No huddle is not to be abused and should only be used from time to time or at the end of a half, not for an entire game.
- You must rush at least 3 players on defense.
- 2-point conversions are allowed at any point in the game, within reason
  - The league staff will decide whether or not somebody is overusing 2-point conversions, and will take action accordingly
    - In other words, a team may go for 2-point conversions in unorthodox situations (an example would be trying to take the lead at the end of a game rather than tying the score), but cannot do this consistently
- You are allowed one fake punt OR fake field goal per game, at any point in the game. Use this within reason, don't be a douchebag about it.
- 4th Down Rules
  - If you are not winning by 9 or more points, all attempts on 4th down & 2 or shorter are allowed from the 50-yard line or your opponent's territory, regardless of quarter or overtime
  - 1st and 2nd Quarters
    - If you are losing by 17 or more points, all 4th down attempts are allowed from the 50-yard line or your opponent's territory
  - 3rd Quarter
    - If you are losing by 9 or more points, all 4th down attempts are permitted regardless of distance or field position
  - 4th Quarter
    - If you are losing, all 4th down attempts are permitted regardless of distance or field position
    - If you are tied, all 4<sup>th</sup> down attempts are permitted from the 50-yard line or your opponent's territory regardless of distance
  - Overtime
    - All 4th down attempts are permitted from the 50-yard line or your opponent's territory regardless of distance
- If you're up by 17+ points in the 4<sup>th</sup> quarter and are in a position to chew clock to end the game (regardless of your opponent's remaining timeouts) you're required to kneel it out.
- If you're in a position to run the clock out via kneel, no matter the score, you are required to do so. (1 Kneel = 40 Seconds)
- If your opponent calls a timeout after you kneel, you can continue to play as normal.
- A receiver cannot manually be put in motion and sent across to the opposite side of the formation than the play specifically intends.
  - This includes manually motioning wide receivers and tight ends from one side of a formation to the other, as well as motioning running-backs from the backfield to the line of scrimmage

- This does not include plays where a player is designed, according to the play, to be put in motion to the opposite side of the formation (or up to the LOS in the case of RB's)
- This does not include flipping plays or audibles to different formations. Just manually motioning players.
- This does not include moving the RB from one side of the QB to the other so long as they start the play in the backfield if that is what the play has designed.
- Owners are now allowed a maximum of 3 total hot routes per play on offense
- Flipping the Play should be used at most, sparingly, and not every play.

## **TRANSACTIONS**

- All trades must be approved by league staff (Before being processed on Madden.)
  - Any unrealistic trades will not be approved by the league
  - New owners must play 4 games to be allowed to trade
- Teams are not allowed to trade injured players
- No CPU trades will be accepted under any circumstances
- Free agents may not be signed until the league permits (In-Season and Offseason Free Agency)
- Players may only be signed to a maximum contract of 4 years, unless the asking offer is above 4 years. If the asking offer is above 4 years, you must show league staff the amount of years they want, and you may offer them that exact amount of years.
- The league will observe Week 8 as the deadline for trades to be approved. All Trades must be completed by Week 9.
- Trades should be submitted to league staff accordingly;

Chicago Bears Send

QB - Mitchell Trubisky (25, 82, Normal)

3rd Round Pick (2020)

Jacksonville Jaguars

QB - Blake Bortles (26, 79, Quick)

1st Round Pick (2020)

## **X-Factor & Superstar Abilities**

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## **POSITION CHANGES**

- In all cases 1 position cannot be moved to the other or vice versa

- HB's are not to be changed
- WR's are not to be changed
- DB's are not to be changed to LB's or DL (Corners may be moved to safety and vice versa)
- LB's are not to be changed to DB's (LB's may be moved to DL and vice versa)
- If you make an invalid position change, you are subject to any form of punishment that is deemed appropriate by league staff.
- Owners are now allowed to play a DB at Sub LB if they are a 75 overall or higher in the Sub LB position in the depth chart
- Owners may make a request to the league staff to make a position change outside of these rules, the owner must be able to have a good argument as to why they should be able to change positions. Keep in mind a large majority of the time we will not allow position changes outside of the rules, it will be extremely rare.

## **FILING COMPLAINTS**

If you want to file a complaint regarding an opponent breaking a rule you must follow these steps.

1. Privately message league staff about the infraction (Please keep any arguments and complaints out of the general chat).
2. You are responsible for providing the proof/evidence of the rule breaking of your opponent. (picture, twitch stream, PS4 Share & upload to youtube etc.)
3. No Proof = No Penalty. We cannot administer a penalty without proof. There are many ways to provide proof and we encourage you to do so.

## **Career Continuation Program**

- Prior to the start of the first season per madden (S1 of Madden 19, S1 of Madden 20 etc.) Each member of the league will be able to carry over **one** player that was drafted during the previous madden cycle. (For Madden 20, you carry over one drafted player from Madden 19)
- Drafted Players carry over with the same attributes they had at the end of the previous madden. Their Age & Contract will continue.
- Owners are allowed to trade or release said player
- Tier 1 & 2 Team Owners will be able to select one rookie from their previous team if they change teams during the team draft process or can select a rookie from their newly acquired team. Tier 3 & 4 members will only be able to select a player from their new team.
- The Previous Owner (if they are tier 1 or 2) has first rights to their previous players.

## **MISCELLANEOUS**

- In the event of a disconnect, the two teams must come to an agreement on how to handle making up their game and notify league staff in the scheduling chat what occurred.
  - If the teams cannot come to an agreement, the game will be handled by league staff

- Typically, if a disconnection occurs early in a game, the game should be restarted and the progress of the original game (ie: score and time remaining) should be replicated in the replayed game
- If somebody doesn't show up to their game, is not available for the week or the team is CPU controlled. the other user will not be able to play the CPU and will only get a force win.
  - If you can prove you had a breakout on a week where this occurs and you do not get the breakout in the sim, we will allow you to attempt said breakout the following week as staff can award the development trait.
- Quitting and other suspicious disconnects will not be tolerated
  - If a team is having multiple disconnection issues it will be reviewed by the staff and the owner could be subject to removal from the league.
- Intentionally losing ("tanking") is not allowed and will be punished severely.
- Quarter length will be 7 minutes with accelerated clock run-off down to 25 seconds, and all the games will be set to All-Madden difficulty with Simulation style gameplay
- Rules are subject to change and new rules may be added at the discretion of staff at any time, an announcement in the discord server will be made whenever a rule is changed, added or removed.
- All owners must create a new custom coach when joining the league
- The handedness of existing players (including QBs) and their personal info (name, college, hometown) cannot be changed.
- Players acquired in the draft may be edited. (Name, college, hometown, handedness) (Still follows position change rules)
- If a player name is deemed inappropriate, you will be notified by League Staff and a name will be given to that player by League Staff, multiple infractions may result in further punishment.
- No share playing games for other users is allowed.
- Unsportsmanlike play, as determined by the league admins, is grounds for any form of punishment that the league feels appropriate
- If a league member is causing problems in the league Discord chat, said member is subject to temporary removal from the chat by the discretion of any league admins