



Grown Man League

"If it doesn't happen on Sunday, it doesn't belong here!"

Governing Body

PSN: AVeckov - Commissioner

PSN: MasonOS95 - Co - Commissioner

PSN: Kingmarcwill -

PSN: - Trade Committee

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GML is a Simulation style league. In the Madden world, 'Simulation' means different things to different people. Here, we follow one rule. "If it doesn't happen on Sunday, it doesn't belong here!" That means more than just "mixing plays up." That means that league and team statistical categories should conform and align with previous and current NFL stats. We do not make rules to micro-manage coaches, all of our rules are intended to encourage things you see on Sunday and discourage things you don't.

League Settings

Skill Level - All-Madden

Game Style - Simulation

League Type - **Custom Owners**, Please use a regular name

Instant Starter - Off

Trade Deadline - On

Trade Type - Enable All

Coach Firing - N/A

Salary Cap - On

Superstar Abilities - On (Might go with them off TBD)

Relocation Settings - Disabled (Will be discussed)

Injury - On

Pre Existing Injury - Off due to opt outs

Practice Squad Stealing - On

Player Progression Frequency - Every 4 weeks (applies to CPU only)

Career Clock - On

Quarter Length - 10 Minutes

Accelerated Clock - On

Minimum Play Clock Time -18

Advance Schedule:

Tuesday

Thursday

Sunday

Pre-Season games can be played at user's discretion, but injuries will remain on for week advances in second season

All users can request an extension to play their game (making the max time to play your game 72 hours)

Gameplay Sliders will be chosen by the Commissioner prior to the launch of the CFM. All sliders are subject to change on a yearly basis to keep things as realistic as possible.

General

League Communication - All members are required to create a Twitch and Discord account. All members Twitch accounts must be set to "archive." If you do not know how to archive, use this link: <https://www.youtube.com/watch?v=Wh41q6eGxn8>

Team Selection - teams are selected by a random draft at start of the year.

Team Twitters - this is optional, but people who participate will get an extra ball in the next maddens team draft.

Game Operations

- Users should schedule their games within the 48 hours allotted. If a user has not scheduled or responded in schedule thread in the first 24 hours they will be facing a force loss
- **Should there be no user you're expected to play the CPU**
- We're going to treat disconnects in a clear and concise way.
- Disconnect in 1st half / during halftime: Game is restarted.
- Disconnect in 2nd half: game is restarted or the team gets a FW if the lead was 21+ points.
- Both teams can agree on what to do just as long as it is cleared with the League Office.

Broadcasting

- ALL USER vs USER games must be Twitchd/youtube and archived by one of the users. All games are subject to review by the League Office. Failure to do so will forfeit your ability to challenge any sanction placed on your team based on the commissioners' review of your game stats or play.

- ALL USER v CPU GAMES must be Twitched and archived by the user. All games are subject to review by the League Office. Failure to do so will result in disciplinary action which will be a Sim LOSS the following week.
- To save confusion the **AWAY** team will be required to stream
- **No Stream will be punished by a force loss the following week.**

Team Operations

- You are expected to have at least 50 active players, you are not required to have a full practice squad
- **Free Agency - Start of CFM** - In order to give everyone a fair shot at the free agents at the start of the CFM this is how we will handle it. If you would like to sign a FA at the start of the CFM submit a claim for the player or players to the League Office including how much you are offering (salary and bonus) for said players. You may offer up to a 4-year deal and the highest offer wins. The League Office will edit the contract to what you offered after you sign them, provided you won that player.
- **Free Agency - During the Pre-Season** - Users can sign any player under 80 overall. Players with an 80 overall or higher must pass through waivers. In order to make a waiver claim you must dm the commissioner your request. Users are notified 24 hours before the next scheduled advance time that they may sign the player. (see 7. Waivers below)
- **Free Agency - During the Regular Season** - You may sign a player in the regular season at any time provided the player is under the 80 overall threshold. Users can sign players from another user's practice squad at any time with no restrictions.
- **Free Agency - During the Offseason** - When bidding on FAs you may only offer a max of 5 years. Also, in order to prevent outrageous contracts, when a bidding war occurs over a player the commissioner will refer to real life contracts for that position and decide on a price that all bidding users will settle on and we will let the player decide where he wants to sign.
- Any player you sign in the offseason cannot be traded till the trade deadline minimum
- You may resign players to contracts 5 years or less. If they refuse to sign for 5 years send a screenshot.

- Editing your QB throwing motion is **strictly prohibited!** It's cheating and will get your QB force retired.

Position Switching

- Please post in the appropriate thread on discord #GML Position Change Request
- Player positions can only be changed during the **SECOND** preseason, and following offseasons. During the season position changes may NOT take place with exceptions to injury 8 weeks for longer to a starter. *This is strictly to ensure new users don't switch their whole teams and bail
- No WR to TE (Unless Proof of the switch)
- No WR to HB or HB to WR/TE
- LB's can be moved to LE/RE and vice versa.
- LE/RE can be moved to DT only if their strength is 90+.
- Safeties can be flipped but CB's can only be changed to Safety if their speed is 88 or below
- No K or P position changes.
- Offensive lineman can only be changed to their like-positions. RT to LT, RG to LG. Exceptions being if they have moved in real life ala Jason Peters LT to G
- Centers can also be swapped with your guards.
- These rules also apply to your depth charts. Position changes that are listed as off limits here are also off limits for depth charts.
- SS and Xfactors must **NOT** change positions as a way to force rerolls of abilities
- If a change if not listed or your unsure just ask Adam, Mason or Marc

Off Season Camps *NEW*

We will be conducting training camps in the off-season in Free Agency Week 4 you will be able to select:

Offensive Linemen Focus

- Each coach will be allowed to select **ONE** offensive lineman that can be upgraded from Normal to Star with the only restriction being that they can not be a rookie. You can select **ONE** offensive lineman focus player as long as he meets the requirements below

No greater than 75 OVR

No older than 25 years old

Can not be a first round pick from the current rookie class

Can only be Normal or Star dev

Must not have done the OL Focus camp in previous year

Offensive Player/Defensive Player

- You will then be able to select one of the following for each of those players

Attribute Increase

- When selecting the attribute increase, the coach must specify which attributes they want increased. This is limited to one selection from the first Column and one selection from the second column

Trait Change (NON Dev Trait)

- When selecting a trait modification, if you select a trait that has varying degrees, the degree is increased by a single level. For Sense of Pressure, it is two levels.

Example. The Bear coach selects the following players:

68 OVR Age 24 Normal Quarterback

72 OVR Age 22 Star Linebacker.

Quarterback, boosts up MAC +3 and PAC +3.

Linebacker, he decides to select the trait and give him Strip Ball.

- The Offensive player and Offensive Lineman player must be two separate players.

	Pick One 3+	Pick One 3+		One Player Trait Change
QB	SAC, MAC, DAC	RUN, TUP, BSK, PAC		Any Choice(Sense Pressure+2)
RB	CAR, BVC, BTK	TRK, SFA, JKM, CTH		Any Choice
WR	CTH, CIT, SPC	SRR, MRR, DRR, RLS		Any Choice
TE	CTH, CIT, SPC	SRR, MRR, DRR, RLS		Any Choice
FB	RBK, PBK	LBK, IBL		Any Choice
OL	RBK, PBK, LBK, IBL	PBF, RBF, PBP, RBP		Any Choice
			OR	
DE	PMV, FMV, BSH	PUR, TAK		No Big Hitter Unless HPW 85+
DT	PMV, FMV, BSH	PUR, TAK		No Big Hitter Unless HPW 85+
MLB	TAK, BSH, PUR	MCV, ZCV		No Big Hitter Unless HPW 85+
OLB	TAK, BSH, PUR	MCV, ZCV, PMV, FMV		No Big Hitter Unless HPW 85+
CB	MCV, ZCV, CTH	PRS, PUR, TAK		No Big Hitter Unless HPW 85+
FS	MCV, ZCV, CTH	TAK, BSH, PUR		No Big Hitter Unless HPW 85+
SS	MCV, ZCV	TAK, BSH, PUR		No Big Hitter Unless HPW 85+

Waivers

- Any player at or above 80 overall that is released (or in FA) must pass through waivers. After a player is waived by a team, the rest of the league has until 24 hours before the week advance to claim the rights to that player.
- To claim a waived player, the user must dm the League Office.
- During the 1st seasons Preseason and the 1st week of the regular season the commissioner will use a reverse of the draft order to determine waiver priority. After that the waiver order is reverse order of the current CFM standings.
- If multiple teams claim the same player, the team with the highest waiver priority gets him.
- If an 80+ overall player goes unclaimed he may be signed at any point following the next advance.

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Trading, Roster Management & Drafts

- All trades must be submitted to the commissioner via dm prior to execution and should be approved so long as they are "realistic". The commissioner and the selected trade committee will vote on realistic trades.
- **NEW** Rookie trades will be limited to 1 rookie trade per season, its rare but it does happen. This would not apply in draft day deals.
- **NEW** Maximum of 3 in season trades per season.
- Users may trade with each other during the draft. Users may also trade out of a draft pick (Trade Back) if the computer makes them an offer while they are "on the clock."

- Trades during the Live Draft must be executed while the selecting team is on the clock. During the draft all CPU selections are simmed.
- During the draft users may only trade out of their current draft selection when they are "on the clock" utilizing offers offered by the CPU or users.

Depth Chart

1. SUBLB must be at least 1 MLB/OLB (Not two SS/FS)
2. FB spot may be played by TE

Play Calling

- Milking the Clock - (Chew Clock) this should only be done in the 4th quarter to close out games. Users may chew clock if they are winning by 21 in the 3th quarter versus the CPU. If a game is out of hand and both users agree the chew clock feature may be used at any time.
- Mix up your play calling, running the same play out of the same formation more than ~3 times in a game may be considered abuse. In real life, teams will run the same concepts that are working, but will mix up the formations they run them out of. Failing to do this shows an unwillingness to play the GML way
- Match up personnel to the offensive set based on field position, down and distance, I think this is common sense
- Please mix up your play calling. (Man vs. Zone & Run vs. Pass) There should never be an instance where you run the same set repeatedly
- Play action on 3rd down occurred 5% of the time or less in the last 5 NFL seasons. No user should run a play action on 3rd down more than twice in a game, Due to the AI not being as smart as it should be play action on 3rd and long (3rd and 7+) is strictly prohibited
- Going for it on 4th down is only allowed in the following situations:
 - 4th & 5 or less: 50 to opponents 35.
 - 4th & 2 or less: 34 to Goal Line.
 - Down at any point by 3 possessions (17 points).
 - Losing in the 4th quarter.

NEW Updated Strafe Rule

- Post-Snap Using = Player movement during a play
- You do NOT have to strafe when "using" man to man coverage **but must remain on the man from the play art**
- When "using" a player on defense, you must stay within the zone shown in the play art or expanded zone area (defined as including the area between two neighboring zones, but only to the border of the next zone)

n) Defensive Using



- You must strafe (Hold LT) if you are the defender in ZONE coverage (This does NOT apply for man coverage) Once the ball is released the play is LIVE and you can run (sprint) anywhere needed in Zone or Man coverage.
- If you are in zone coverage and an immediate threat has entered your zone or is going to enter your zone you may leave strafe and cover him. This means you may choose to carry the offensive player and leave your zone open, OR you may pass him off to the next defender and return to your zone. Any real zone concepts would apply here.
- Match Coverage - The concept is pretty simple: The Flat defender has the #2 receiver (Slot or Tight end) man to man IF he goes vertical. The Cornerback has the #1 (Outside receiver) receiver man to man IF he goes vertical. If both #1 and #2 go vertical, the hook defender will cover #3 (the remaining receiver to that side)
- Sky/Cloud - [Help here](#)

- If you are set to user a player and the opponent runs PLAY ACTION play and you bite on the play action, you are allowed to continue after the QB to make a sack, or drop back WITHIN your zone. (Obvious Football Play)
- While "using" a player, you are allowed to pursue a QB that is rolling out of the pocket or looking to scramble.
- While "using" a player (specifically LB or DB), you are allowed to "jump" on an uncovered underneath route in zone coverage and man him up, but you **must stay with that route after doing this.**
- You do not have strafe when "using" a deep blue safety when a threat comes within 5 yards of your strafe cushion, you may turn and run with that player or jump routes in front of you.

In-Game/Chat Conduct

A. The League Office may review all user games at their discretion for violations of the rules.

- Users may whistle blow unsim gameplay by sending a DM to the Commissioners with the game, quarter and time of the unsim play or rule violation.
- We're all here to play one style of Madden: SIM-style football; therefore, failure to adhere to the rules contained herein will result in a review and sanction by the Commissioner.
- All sanctions levied can be appealed and overturned by sending a DM to the commissioners with a video clip of a recent (within 5 years) NFL team doing the same thing.
- **If your opponent pauses the game, wait for them to unpause.. this has become an issue lately, that being said if you must pause for longer than a few minutes let your opponent know what's going on we do understand things can happen. This is more important in Madden 21 due to only having 1 pause per half**

Sanctions

- Draft Violations (Total Number of Picks/1st Round Picks) – If a user exceeds the total number of draft picks allowed (12), has fewer than the minimum number of draft picks required (4), or selects too many players in the 1st round (more than 3), user will be required to trade the following year's first round pick to the worst CPU controlled team in

the user's division. If user has more than 3 first round picks before draft user should trade pick to fall within the rules before the start of the draft.

- 4th Down/No Huddle/Milking the Clock - After user receives a warning, a violation will be considered a major violation. Once considered major, user receives a forced loss the following week.
- Arcade/Tourney/Non-Sim Play/Intentional CPU Player Manipulation/ SuperSim - After user receives a warning, a violation will be considered a major violation. Once considered major, user receives a forced loss the following week.
- If you are breaking rules time after time, testing boundaries and/or simply being a pain in the League Offices ass you will be removed from the CFM and chat. Plain and simple. We are all here to have fun and play the game we all enjoy playing. Don't be that guy.