

UMFL Gameplay Rules

The biggest and most important rule is that you should not run any sort of play excessively.

- **We are a no-switch league. This means that we don't switch to make catches or interceptions/knockdowns while the ball is in the air. This is pretty straightforward and also applies to any "catch" buttons being pressed on offense (square, triangle, cross).**
- **ALL CPU GAMES MUST BE STREAMED**
 - **You may not score more than 49 points against CPU (Unless you are within one score)**
 - **HB's are limited to 200 yards rushing and WR's are limited to 250 yards against CPU and 3 TD's for one HB/WR is the limit.**
 - **You may not break any offensive record against the CPU. Period.**
 - **Any player who breaks these rules will have a one (or more depending on the severity) game suspension against their next opponent.**

I. Defensive Playcalling

- A. You should match up with what your opponent is running on offense. If they come out in 1 or 2 WR sets, you should be running 4-3, 3-4, 5-2, 4-4...
Nickel, Dime, Quarters, and Dollar formations should be reserved for 3+ WR formations or passing situations (I'd say 3rd or 4th and 7 or longer).
- B. You should not be blitzing every 1st down play. Again this is an "excessive" thing.
- C. We understand that zone coverage has far more play calls than man coverage. We just ask that we try to mix these calls up as best we can. We'd rather not play against cover 2 or cover 3 all game.
- D. You must rush 3 players on every defensive play.

- E. "Show Blitz" should be used sparingly. Not gonna put an exact number here, it just shouldn't be used in unrealistic situations.
 - F. Shifting should be kept to a premium on defense. Do not constantly shift your DL, LB's, DB's to try to confuse the AI.
 - G. Run commit is **prohibited** in all situations.
- II. Defensive Gameplay
- A. You can manually move one player maximum pre-snap.
 - 1. Pre-snap movement of a single D-Lineman is prohibited. Full line shifts are permitted.
 - 2. LB's that are moved must stay two yards behind the DL.
 - 3. DB's may play in the LB box (Described as the area where the MLB's would normally line up extended)
- III. Offensive Playcalling
- A. ***Coach Suggestion play calling is banned from the league.***
 - B. Calling PA on 3rd and long/4th and long is banned (any obvious passing situation).
 - C. You are not allowed more than 3 hot routes or 1 audible per play on offense.
 - D. Teams MUST use some form of a pro set on offense for a majority of plays.
 - 1. A pro offense is I-From, Strong, Weak, Near and even Singleback double TE formations. You may not run **ONLY** Shotgun, 3-4 WRs, BIG or any type of playbook and plays that are not a normal type of offense.
 - E. QB Sneak and FB Dive are banned in short yardage situations (3 yards or less)
 - F. Four verticals should not be run unless you are in a hail mary situation
 - G. You may not manually motion a player and snap the ball before they are set.
 - H. Run/Pass ratio I don't want to put a number on. If your team is always behind, you should have more passes. If they're always ahead, you should have more runs. I would like to continue not having a number assigned here.
 - I. No more than 25% of passes in a game can be screen passes (whether HB/WR/TE/FB screens) per game.
 - J. Play action passes should not be a majority of your passes
 - K. Do not just use toss, counter, stretch plays. You should use inside runs from under center.
 - L. Your number one HB should not get more than 80% of your carries
 - 1. QB carries will not be counted in the total carries, please use the HB2
 - M. Over the course of the season, your TE should not be your leader in receptions. TE's are always open in Madden, so we will ask that you throw to your top WR more often throughout the season.
 - N. **4 Vertical plays are not allowed. Zones don't play right vs it, and it will causes defensive pass interference to trigger at a very, very high rate.**
- IV. Onside Kicks
- A. The losing team may use an onside kick in the 4th quarter only
- V. Fourth Down Rules/Hurry Up Rules
- A. Fourth Down

1. You may go for it in these conditions:
 - a) 4th and 2 or less in your opponent's territory
 - b) Any distance when losing by 20+ points, losing in the 4th quarter, or in overtime
 - c) In all other 4th down situations, you must either punt or kick a field goal.
 - d) Any fake punt or field goal must fall within acceptable "go for it" 4th down rules as stated above.

B. Hurry Up

1. You may run hurry up offense in these situations:
 - a) Only allowed in the last two minutes of either half
 - b) Losing by more than 14 points in the second half.
 - c) Losing in the 4th quarter (no matter the amount)
 - d) The defense must be given a reasonable amount of time to adjust their play and players accordingly.
 - e) If a player is en route to cover a receiver, the offense should allow the defender to set before snapping the ball.
 - f) You must let the defense get set before snapping the ball unless inside 20 seconds.
 - g) If there is an Encroachment Penalty due to the defense being misaligned because of hurry up, then the offense must decline this penalty

VI. Offensive Gameplay

- A. QB's may not pass after running outside of the numbers (once past the #s, the QB must keep it or throw the ball away)
- B. QB's may not drop back more than 10 yards
- C. Screen passes must be thrown to the "primary" target (red route), thrown away, or the QB may scramble
- D. No cutbacks are allowed immediately after receiving the ball from quarterback on run plays.
- E. NO Parallel running, sprint to sideline running, horizontal running, edge running (all the same thing).
 1. This means running straight east/west to cause the defense to take a bad angle before you cut it up.
- F. NO Backwards running.
 1. You simply are not allowed to run backwards with a ball carrier.