

1. MADDEN 24

1. Series Lengths

1. Matches are played as a best of 1 in the regular season, best of 1 in the playoffs and best of 3 for the State Championship Finals

2. Game Lobby

1. Prior to the match, players should add each other as friends on their Consoles. The higher seed will create the lobby.

3. Official Settings

1. Game Mode: Head to Head
2. EVEN TEAMS: ON
3. Quarter Length: 3 minutes
4. Play Clock: 40 second (default, cannot change)
5. Skill Level: All Madden
6. Weather: Clear
7. Injuries: 0
8. Fatigue: 50
9. Accelerated Clock: On
10. Game Speed: Normal
11. Game Style: Competitive
12. Event Type: Quick Preseason
13. Auto Sprint: Default On
14. Auto Strafe: Default On
15. Heat Seeker: Default On
16. Ball Hawk: Default On
17. Switch Assist: Default Off
18. AutoPlay Flip: Off
19. Camera Settings: Standard

4. Restrictions

1. Onside Kicks
 1. Onside kicks are not allowed during the first half of play. Onside kick attempts can be made at any time during the second half.
2. Excessive offsides
 1. Neither the offense nor the defense should purposefully go offsides with the intent of delaying the game nor exhibiting unsportsmanlike conduct.
3. Improper Audibles

1. Players may not audible out of the QB Kneel, Wildcat, Field Goal, or Punt formation.
4. Unsportsmanlike Conduct
 1. Players who intentionally run up the score and then back off and then run up the score again prolonging the match will be subjected to 1 warning. If this has been determined by either coach, it must be said to the Team Leader who is in charge of the quadrant of that day/match. The Team Leader will then confer with the Administrator and a warning will be issued. If this happens more than once, the player who is intentionally being unsportsmanlike will forfeit the match and take a double loss and be eliminated from play for that tournament.
 2. Additional to 4.1 – Players who do not intentionally hit the mercy rule of 35 at half, yet back off to keep the game going after half will be subjected to a warning as well. If your player can hit the Mercy Rule then they should try their hardest to hit the mercy rule so the game can be ended and kept fair for the other player.
 3. Additional to 4.1 – Players who intentionally go offsides during the match and create penalties in order to slow the game down or stop the game will also be subjected to a warning. Players should try to finish the game instead of prolonging it.
 4. Additional to 4.1 – Players who intentionally pause the game with the idea of throwing their opponent off or delaying the game will be subjected to a warning. Players may only pause the match in order to issue a challenge against a call. For reasons other than challenging a call, players may not at any point use the pause feature during gameplay. Each team is afforded a certain amount of timeouts during the match.
5. Stoppage of Play
 1. Disconnection
 1. A match can be reset if a player disconnects from a match as long as the following criteria are met.
 2. The disconnection happens in the first 3 minutes of the First Quarter
 3. Neither player has scored
 4. The player has not disconnected previously during the match
 5. Any other Disconnections or multiple disconnections will count as a loss for the disconnected player. Disconnections while a player otherwise would have scored may result in a loss for the disconnecting player
6. MERCY RULE:
 1. A Competitor is at least 35 points or greater ahead of their opponent at the end of the first half.

2. A Competitor is at least 28 points ahead of their opponent at the end of the 3rd or 4th quarter.
7. Player Count

Matches are played as 1 versus 1, meaning that only one player may participate in the match for either side. No player substitutions may be made at any point during the match.