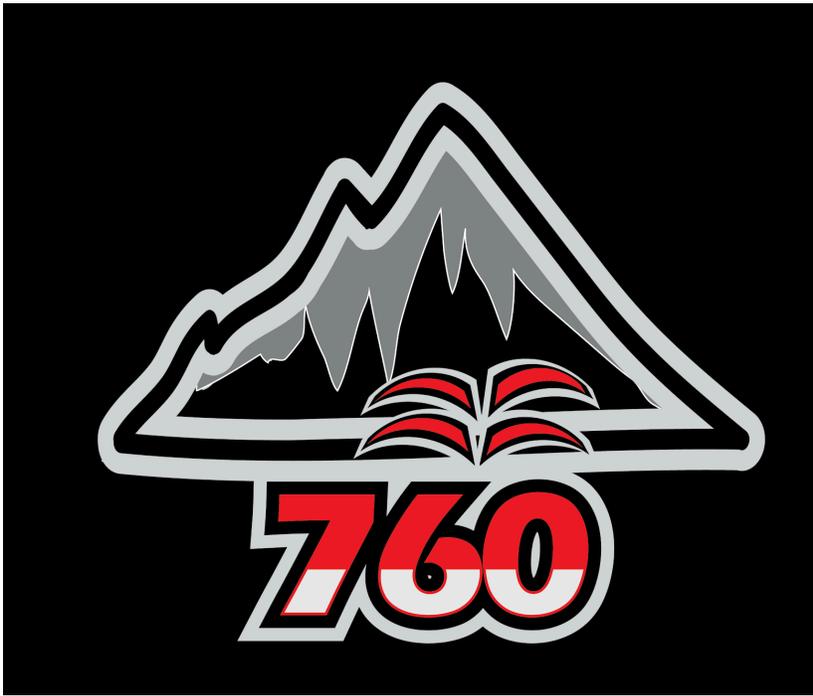


760 Madden League

Rules & Guidelines

(Simulation Based)



League Information:

League Front Office:

Commissioners- younGudda & Qpiercce24

Administrators: Zig & Dmues

- Difficulty: All-Madden
- Quarter Length- 8 Minutes (20 Accelerated Clock)
- Advance Schedule: T,F,S
- Custom Playbooks ARE allowed
- Practice Squad Stealing (ON)
- Simulation Based Rules

- Custom Sliders
- League Site: www.daddyleagues.com/760

Sportsmanship

Here in 760, good Sportsmanship is a must when it comes to participating in this league. Whether you are playing someone or in the chat, users are to display good sportsmanship. At the end of the game one user comes away with the loss and no one likes losing so DO NOT do the following:

- Run up score when up by 35 points or more in the second half. At this point you are to run the ball on the first two downs and pass on third down to gain the first down.
- Users MUST kneel the ball in the last two minutes of the game when the game is clearly over and the opponent does not have the sufficient amount of timeouts.
- Do not over do trash talking to the point where it becomes personal or degrading to someone. It will not be tolerated.
- Be level headed and fun. It is only Madden!

Play Calling

+OFFENSE+

Every user is entitled to running their own style of offense but plays MUST be switched up throughout the duration of the game. Users are obligated to have 20+ different plays on offense and defense! There are 400 plays in a play book, PLEASE utilize them. Excessive play calling of the same plays are prohibited. Users must abide by the following guidelines:

-Users must stay within a 30:70 ratio when it comes to run VS pass. EX: 10 runs to 30 passes

- Users must not exceed 2 screens per quarter and 8 screens in a total game. (HB, WR,FB screens are allowed.

-Users must switch up plays and formations throughout the game.

-Any players manually put in motion must be set before snapping the ball unless it's a designed motion play. Any WR motions made manually can only be done 2 times per half.

- Play Action (PA) canceling is NOT ALLOWED for any reason. If you call a PA play, proceed with the entire fake, or else do not call a PA play. (Audibiling a HB into pass protection or to do a route on a PA play is NOT ALLOWED.

Users can only NO HUDDLE once per possession and can be used an unlimited number of times when down by 21 or more in the 4th quarter or in the last 2 minutes of each half.

-Goalline Offense and Defense formations can only be called inside the 10 yard line. **QB sneaks can be used outside of these boundaries.**

+DEFENSE+

Now we understand that zone defense has been heavily favored in Madden but we ask that you switch up your coverages throughout the game. Users are not to run the same defensive plays all game or stay in zone or man.-Users cannot audible or manually user defensive linemen into coverage unless it's a designed DT or DE zone coverage play.

-Users must have 3 players rushing the QB at ALL times.

-Same defensive plays cannot be called back to back.

-QUARTERS defense should NOT be selected unless the opponent has 3WR, 4WR, or 5WR. CANNOT be used against any base formation. (EX: Iform, Strong, Near, Singleback, Weak, or Full House)

4TH DOWN RULE

When it comes to 4th down, 760 has no tolerance for users who decide to ignore the rules in place. Users CAN go for 4th down when:

-Users are past their opponents 40 yard line (Arrow Pointing Up) and the situation is 4th and 4 or shorter.

-Users may go for the 4th down when down by 21 or more in the second half once you have passed your opponents 45 yard line (Arrow Pointing up).

-Users can go for 4th down from wherever on the field when down by 3 scores or more in the 4th quarter.

-Users can go for 4th down from wherever when losing with under 5:00 or less on the game clock.

-NO Fake Punts allowed or Fake FGs allowed.

****IN OT YOU MAY GO FOR 4TH DOWN FROM WHEREVER****

Baiting

When it comes to dual threat QBs or users who are brave enough to scramble with their Qb, there is a limit. QBs can take off when being pressured, when no one is open and you have taken a look at your reads, or when it's a designed PA rollout or Boot. You cannot just hike and take off unless it's a designed QB draw or QB run. THERE IS NO BAITING ALLOWED. Once you're heading towards the LOS you must commit to run. Moving your QB in the pocket is allowed.

-users CANNOT immediately rollout to the sideline and wait until a player becomes open. That is baiting.

-PLAYMAKER IS NOT ALLOWED

Position Changes

The following position changes are NOT ALLOWED:

-HB to FB (cannot be subbed in during the game unless it's a designed dual HB formation
EX: shotgun dual HB or Pistol dual HB)

-WR to HB

-WR to TE

-SS or FS to LB

-CB to SS or FS (unless they are 30 years or older and 88 speed or lower)**SAFETIES CAN BE USED IN SUB LB PACKAGES (DIME, NICKEL ETC.) BUT MUST BE 90 SPEED OR LOWER**

Your front 7 is interchangeable, it's up to you where you put them in your 3-4/4-3

Chew Clock

The Chew Clock feature may only be used in the last two minutes of the game or when up by 35 points or more at any point of the game. Manually chewing clock is NOT ALLOWED.

Trading

NEW USERS must have played at full season before they can execute a trade with another user. This is designed to keep teams intact and prevent users who are "trade happy" and scramble a teams roster, then leaves right after. **If new users have a deal in place before the trade deadline and reach the amount of games played to execute the trade, it will be honored at the time of clearance regardless if it has passed the trade deadline.**

ALL trades must be submitted to the commissioner by posting it in the trade channel. It will then be reviewed. If the trade is declined, we will give a reason to back up the decision. Trades will be limited to 3 TRADES PER SEASON. If you're trying to trade your whole team the first year then most of your trades will most likely be declined. **ROOKIES cannot be traded in their 1st year, this includes drafted rookies as well. You must wait until their sophomore year to move them.** Trading with the CPU is prohibited and will result in immediate removal from the league.

****CANNOT TRADE SS OR XF 88 OVR OR ABOVE UNTIL THEY HAVE REACHED THE AGE OF 29 OR OLDER****

****CANNOT TRADE NON SS OR XF 90 OVR OR ABOVE UNTIL THEY'VE REACHED 29 OR OLDER****

****PLAYERS 93 OVR OR ABOVE CAN BE TRADED IF THEY DO NOT AGREE TO YOUR RE-SIGN OFFER DURING THE SEASON OF THEIR FINAL CONTRACT YEAR, OTHERWISE THESE PLAYERS CANNOT BE TRADED****

Free Agency

Free agency is unlimited during the regular season but special guidelines will be posted in the chat for pre-season. The Commissioner will notify every user in the chat during the appropriate time.

**** FREE AGENTS IN THE OFFSEASON CANNOT BE GIVEN A ONE YEAR CONTRACT EXCEEDING 30 MIL OR MORE EXCLUDING QBS. YOU WILL BE ASKED TO DROP PLAYER AND ABSORB CAP HIT OR POTENTIAL SUSPENSION.****

Streaming Games

In 760 every game MUST be streamed. Streaming games is important for determining whether a user broke a rule or evaluating a user's game play. It is also entertainment for the entire league.

-Users must have an active twitch account. (Only Twitch)

-AWAY team is obligated to stream the game, broadcast will automatically be posted in the discord broadcast channel.

-All users must have their archived streams option ON in their twitch settings. If you do not know how to do so, then contact your commissioner.

PRIMETIME GAMES

Users that have been selected for the Primetime games will need to agree upon a concrete time to play their game, users cannot be late to start up and if the time agreed upon cannot be met then there needs to be a notice 1 hour in advance stating so. Thus resulting in the front office choosing a different game to air on Primetime. Primetime games will be hosted on the league twitch channel along with promotion. Streams must be on twitch.

Rule Breaking

The tolerance for chronic rule breakers is little to zero in 760. Failure to obey and follow rules will result in the following:

-1st Offense- A warning will be issued by the Commissioner and will be notified of the broken rule.

-2nd Offense- Users will be autoed for one week and their best defensive or offensive player will be suspended for the returning week. (Kickers and punters are excluded)

-3rd Offense- Will result in immediate removal from the league.

****IF RULES ARE BROKEN IN THE PLAYOFFS, THEN YOU MAY BE SUBJECT TO IMMEDIATE REMOVAL FROM THE LEAGUE OR AN ESCALATED DISCIPLINARY ACTION****

****ADMINISTRATION TEAM CAN REMOVE ANYONE WHO IS DEEMED "UNSIM"****

Scheduling Games

-The League will advance every Tuesday, Friday, and Sunday at 10PM EST(**NO LATE ADVANCES** unless an announcement has been made by the commish)

****USERS MUST INITIATE COMMUNICATION WITHIN THE FIRST 12 HRS, FAILURE TO DO SO, WILL RESULT IN A POTENTIAL FAIR SIM OR NO AUTO****

****ALL USERS ARE OBLIGATED TO PLAY CPU IF OPPONENT IS UNABLE TO PLAY. MUST BE STREAMED AND NO STAT PADDING****

****STATS FOR CPU GAMES MUST NOT EXCEED THE FOLLOWING:****

-200 RUSH YARDS WITH A PLAYER

-200 RECEIVING YARDS WITH A PLAYER

-4TDS

-400 PASS YARDS WITH A PLAYER

-Both users are obligated to make an effort in communicating with the opposing user to schedule their game at least 1 hour before advance time.

-Any user not cooperating or showing lack of effort in any way will receive an AUTO

-If a user fails to make the agreed time, then the opposing user will play the CPU.

-Screenshots must be provided when reporting a failed game time appearance.

**** THIS IS A SIM LEAGUE, MEANING WE PLAY LIKE THE CPU WOULD OR WHAT YOU SEE ON SUNDAYS(NFL). THE RULES IMPLEMENTED ARE TO ENSURE NO ONE IS PLAYING LOBBY BALL. THESE RULES ARE ONLY A HANDFUL OF WHAT YOU WOULD FIND IN OTHER LEAGUES BUT WE LIKE TO KEEP IT SHORT AND SWEET. WE SHOULD ALL KNOW WHAT IS LOBBY AND WHAT SIM GAME PLAY IS. IF YOU CANNOT FOLLOW THE RULES OR THINK IT'S TOO MUCH THEN 760 ISN'T THE LEAGUE FOR YOU. WE ARE HERE TO PLAY MADDEN, HAVE FUN AND CREATE A FAMILY IN THE PROCESS. IF YOU HAVE ANY QUESTIONS ABOUT THE RULES, PLEASE CONTACT THE COMMISSIONER. WELCOME TO 760 MADDEN LEAGUE AND BE READY TO BRAWL IT OUT FOR THE LOMBARDI! 760 ONLY KNOWS SIM!**