

# IHSEN 2019 Madden Football Winter Open

## **School Allowance**

Each school can enter up to 5 persons for 1v1 matches. ie. You will have 5 players playing 1v1 matches.

## **SERIES LENGTHS**

Matches are played as a best of 1 in the regular season, best of 1 in the postseason and best of 3 in the finals

## **TEAM CHOICE**

Players will choose three teams for each match from the current season (current rosters when possible). Before the match starts players will strike teams from their opponents pool of teams until one team is left. The team that is left will be the team used for the match.

## **PLAYER CARDS/POWERUPS**

No cards are to be used for the match up, no "build-a-player" may be used during the match.

## **GAME LOBBY**

Prior to the match, players should add each other as friends on their Consoles. The "home" team will create the lobby

## **The following settings are to be used in official matches:**

Game Mode: Head to Head

Quarter Length: 5 minutes

Play Clock: 40 second (default, cannot change)

Skill Level: All Madden

Weather: Clear

Injuries: 0

Fatigue: 50

Accelerated Clock: Off

Game Speed: Normal

Game Style: Competitive

Event Type: Quick Preseason

Auto Sprint: Default On

Auto Strafe: Default On

Heat Seeker: Default On

Ball Hawk: Default On

Switch Assist: Default Off

Auto Play Flip: Off

Camera Settings: Standard

## **Restrictions**

### **ONSIDE KICKS**

Onside kicks are not allowed during the first half of play. Onside kick attempts can be made at any time during the second half.

### **EXCESSIVE OFFSIDES**

Neither the offense nor the defense should purposefully go offsidess with the intent of delaying the game nor exhibiting unsportsmanlike conduct.

### **IMPROPER AUDIBLES**

Players may not audible out of the QB Kneel, Wildcat, Field Goal, or Punt formations

### **PAUSING THE MATCH**

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.

## **Stoppage of Play**

### **DISCONNECTION**

A match can be reset if a player disconnects from a match if the following criteria are met.

- If a disconnection happens in the first 2 minutes of the 1<sup>st</sup> quarter
- Neither player has scored
- The player has not disconnected previously during the match
- 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

## **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.