University of Oregon
Intramural Sports

Madden Rules

Eligibility
1. Current UO students, faculty and staff, spouses
2. EVERY PLAYER MUST BE ON THE ROSTER BY ROSTER DEADLINE
3. Players must bring a valid UO ID to check in
4. NO ID = NO PLAY

The Contest
1. Contests are played 1v1
2. Games will be played on an Xbox One Console
3. Grace period is five minutes from game time
4. Tournament format will be determined by the tournament organizer based on the quantity of entries. Format will be communicated to participants before tournament play begins.

Equipment
1. Gaming devices and controllers will be provided by Intramural Sports

Rules
1. Head to Head matchup
   a. Skill Level: All-Pro
   b. Quarter Length: four minutes
   c. Accelerated Clock: On
   d. Weather: Clear
   e. Injuries: On
   f. Fatigue: On
   g. Camera Setting: Standard
   h. Game Speed: Normal
   i. Sliders: Default
2. Team Selection
   a. A coin flip or rock, paper, scissors will determine home and away teams
   b. The home team must select their team first
   c. Players can use the same team (adjust jerseys accordingly)
3. Rosters
   a. Players shall use the latest up to date rosters
   b. If the game will not update rosters, players shall play with the most updated roster available
4. Excessive Offside
   a. Neither offense nor defense should purposefully go offside with the intent of delaying the game nor exhibiting unsportsmanlike conduct.
5. Onside Kicks
   a. Onside kicks are only permitted if a team is down by 21+ points OR if a team is tied or losing in the fourth quarter
6. Glitches
   a. No player shall intentionally use any glitches to gain an advantage. These include but are not limited to (on-site supervisor shall have the final say in all disputes):
      i. Offside glitches
      ii. Audible that cause an unresponsive defense
      iii. Defensive linemen outside of the screen
      iv. Excessively toggling the screen
7. Conceding
   a. Players may concede a game at any time and the current score shall stand
   b. The player that concedes the game shall be given the loss
8. No Collusion
   a. Competitors cannot intentionally lose a match for any reason
9. No Coaching
   a. No person shall assist a player with any decisions during a game
10. No Gambling
    a. Players shall not bet on the outcome of games
11. Pauses
    a. Each player may pause the game up to three times
    b. If a player pauses the game, they must make a tactical change to their team
       i. Substitution
       ii. Formation
       iii. Tactical Adjustment
    c. Challenging a play does not count as a pause

**Sports Code**

1. All participants and spectators are governed by the sports code available in the SRC

**NO alcoholic beverages permitted on university property**

**PROTESTS**

Protests based solely on a decision involving the accuracy of judgement on the part of an official will not be considered. Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident (you cannot protest a rule misinterpretation after the game is over). Protests involving player eligibility will be considered.

Revised 9/12/2017 SG