

Campus **Recreation**

University of South Carolina Student Life

Madden Tournament

****Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures****

General Information

- Players should arrive 15 minutes before the tournament to check-in with the supervisor.
- All participants must display a valid Carolina Card before each game in order to play.
- You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- **All games will be played in either the STWFC Boardroom or the STWFC Wet Classroom**

Defaults

- Players entered into the tournament must notify the Sport Programs Office before 3pm the day of the tournament. If a player does not default in time, they will be assessed a **\$25 forfeit fee** on DSE.
- The USC Sport Programs Office can be reached:
 - By email at sportprograms@mailbox.sc.edu
 - By phone at 803.576.9387
 - In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Forfeits

- Players entered into the tournament who do not notify the Sport Programs Office by 3pm on the day of the tournament or do a no-show will be assessed a **\$25 forfeit fee** on DSE.

Sportsmanship

- Each player will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, on-site supervisor following each round matchup.

Equipment

- PS5 consoles, controllers and games will be provided by the Sports Program staff
- Players are not allowed to use their own controllers and must use the provided controller to be eligible to play

Gameplay

- **Players**
 - Each player is allowed a maximum of one (1) coach to help the team
 - The designated coach will not be able to play at any point of the tournament and is only allowed to assist their player during timeouts, halftime, or between rounds
 - If a coach causes distractions during games or is suspected of unsportsmanlike conduct, they will be asked to leave the tournament and not be allowed back.
- **Timing**
 - The quarter length will be set at four (4) five (5) minute quarters for all games.
 - “Accelerated Clock” will be turned on and set to twenty (20) seconds
 - In the case of the game glitching/freezing the game will be restarted completely

Tournament Specific Rules

- **Game Settings**
 - All settings will be set at the default settings outside of the specific rules mentioned below:
 - Difficulty will be set at “All-Pro”
 - Weather will be set at “Sunny”
 - Stadium will be set as the home teams stadium
 - “Event Type” will be set as exhibition except for the championship game which will be set as the Super Bowl
 - “Game Style” will be set to simulation
 - Injuries will be set to 0
 - “Home Field Advantage” will be turned off
 - Passing Style will be set to “Classic”
 - All game sliders and settings not mentioned in this section will be set at the default amount
 - **Tiebreaker**
 - Ties after the four (4) quarters will be settled by an overtime period.
 - **Team Selection**
 - A coin toss will be used to decide which player will have first choice of team
 - All thirty (32) normal NFL teams are available to be chosen from
 - Players are only allowed to use the official rosters from Madden
 - No historical rosters may be used
 - No custom rosters may be used
 - Players are allowed to change teams after each round
 - **Timeouts**

- Timeouts are allowed and will serve as pauses for players. Each player is given three (3) timeouts per half, and may use them at any point
- Players are not permitted to pause at any point during the game. If any player pauses the game, accidentally or not, it will result in an automatic turnover for that team.
 - The committing player, if offensive, will immediately throw an incomplete pass once the game is resumed
 - If the committing player is on the defensive, they will immediately throw an incomplete pass on their next offensive possession
 - If any player refuses to throw an incomplete pass, they will be forfeited, lose the game, and be asked to leave
 - If any player pauses the game multiple times in a row that player will be forfeited, lose the game, and be asked to leave

Tournament Format

- The tournament will be formatted as a single elimination tournament
 - If the field of teams is six (6) teams or less, then the tournament will be a double elimination tournament where a team must lose twice to be eliminated
- The tournament field will be a max of twelve (12) teams