

# **--RED ZONE MADDEN 19 RULEBOOK--**

**WRITTEN BY COMMISSIONER ADEL**

**--AMENDED AS OF 01/14/2019--**

**\*\*This league takes pride in being the most sim football experience that hardcore gamers can find on Xbox One consoles. In order to sustain this experience, and to preserve the integrity of our league, please read and adhere to the following rules\*\***

## **General League Rules**

**1** - In order to be a part of the Red Zone league, you must go above and beyond to be a part of the community. The community extends to the following platforms

- Twitter
- Team pages on the Red Zone website
  - Team page updates can consist of the following - Game recaps, articles regarding players, transactions, draft recaps, interviews, etc. BE CREATIVE!
- Podcasts, radio
- Video highlights
- Other means of creating content

Failure to contribute to the league on any of these platforms will result in warnings.

## **---NEW/AMENDED MADDEN 19 RULE---**

**1A** - In order to create immersion and to grow our organic sim universe, in which we are separate from the NFL, **every** team is required to contribute to the league in media, and the minimum requirement is Twitter.

Every owner is required to tweet a game recap after every game played, OR tweet during each 'in-game week'. These tweets cannot be short, 'mail-it-in' tweets in order to check a box that you completed a requirement. Keep us updated on the roster, storylines, big games coming up, injuries, etc. Be creative - this is **your** roster, tell us about it!

This is now the **expectation and requirement** of all owners. This minimum requirement is going to help keep the league active as a whole, and grow our brand. It is important to recognize responsibility as a league member in a league that has become highly touted.

If you fail to meet the requirement of media contributions, you will receive the following sanctions, in order...

- **1 Missed Tweet - Warning** - If you miss a tweet during an in-game week, or fail to do a game recap of some kind, you will receive a formal warning from the Commissioners
- **2 Missed Tweets** - Decrease in lottery ball chances for Madden 2020
- **3 Missed Tweets** - Further decrease in lottery ball chances for Madden 2020, along with the loss of a 4th round pick in the upcoming rookie draft
- **4 Missed Tweets** - Aggressive decrease in lottery ball chances for Madden 2020, along with the loss of a 3rd round pick in the upcoming rookie draft
- **5+ Missed Tweets** - If continued missed tweets and activity occur, indefinite suspension and removal from the league **will** be discussed.

**---END OF AMENDMENT---**

**2** - GroupMe activity is **mandatory**. You must remain active in the chat to continue to hold a spot in the league. If you consistently fail to respond to users to schedule games, and find yourself disappearing from the chat for days on end, we will discuss current league standing with you.

**3** - Being respectful of your peers in the GroupMe is non-negotiable. Any racial or derogatory remarks with malicious intent will be met with an immediate warning, or more harsh punishment depending on the situation. Any sort of situation in which the commissioners need to step in due to communication issues in the chat will defer all benefit of doubt to the victim.

**4** - Commissioners reserve the right to make any suspensions, changes, or updates to the league and rules that we see fit. Constructive criticism and response to these changes are accepted and welcome, but final say goes to the commissioners.

**5** - The league advanced every 48 hours barring extensions or other unforeseen circumstances that will be outlined in the 'Game Scheduling' section of the rulebook.

**6** - The home team is responsible to stream games via Twitch or Mixer. If the home team is unable to stream due to connection issues, the away team must stream.

**6A** - All CPU games **must be streamed** - no exceptions. If you play a CPU game without streaming, you will automatically be suspended 1 game.

## **Game Scheduling Rules**

**1** - Work efficiently with your weekly opponent to schedule your game within the 48 hour window allotted. There are stipulations that can extend past the 48 hours.

- You must make a concerted effort to schedule your game (both parties)
- The parties must approach the commissioners (either or) 12 hours prior to advance

- Extension request will be granted if the above stipulations are met

### ---NEW/AMENDED MADDEN 19 RULE---

**1A** -Games should be scheduled within 24 hours of advance. If you fail to contact your opponent within 24 hours, that may eliminate your ability to get an extension.

An extension will be **denied** if any of the following stipulations are met

- There is a clear disconnect between one user in an attempt to schedule games, which can mean no response in the GroupMe, giving no effort to play
- If the two parties request an extension 12 hours or less before advance

### ---END OF AMENDMENT---

**2** - The following rule describes the stipulations for 'Sim to Wins'

- If a user schedules a time with another user, and that user does not arrive at the agreed upon time without prior warning to the user that they can no longer play at this time, a sim to win is granted
- When two teams cannot find a time to play, yet they are available in equal or nearly equal amount of time on separate days a **straight sim** is granted
- When one user is available much longer than the other (example, available for 5 hours both nights of the 48 hour advance, and the other user is available for one 1 hour window during the 48 hour period), the user that was available more is allowed to **play the CPU**
- If a game disconnects in the 4th quarter, and one team was up by 17 points or more, that team is awarded a **sim to win**
- If a game disconnects at any point outside of the following stipulation above, the game will be **replayed**. If the game continues to disconnect throughout replays, the two users will agree on simming, or who plays the CPU. If an agreement cannot be reached, the commissioners will make the final decision.

### ---NEW/AMENDED MADDEN 19 RULE---

**3** - It is now against league policy to go on 'Auto Pilot' if you are eliminated from the playoffs and do not feel like playing. Every game counts, as we track every stat and win/loss record in the league, and playoff teams must be earned, not given.

- Barring extenuating circumstances that you **must** outline with the commissioners, you are allowed 2 auto pilots per season (and these AP games **must** meet requirements to go on AP). If you go on AP more than 2 times per season, you will lose the ability to go on AP the following season.

### ---END OF AMENDMENT---

**3A** - During the end of the cycle, usually during the last season, users typically want to hold their spot in the league and autopilot themselves. This will not be tolerated; if you attempt to do this, you will lose your spot for Madden 20.

## League Conduct

**1** - Any forms of the following conduct will be met with suspension, or immediate removal from the league

- Cheating in game
- Bribery or any sort
- Collusion against other users
- Harassment to a malicious level
- Quitting games in game to avoid a loss
- Cutting streams while playing the CPU
- Continued disrespect of the rulebook and the commissioners

## Gameplay Rules

**1** - The definition of a sim league applies to the gameplay, meaning that the on-field gameplay is to replicate the real NFL as closely as possible.

- **No-Switch** - You are not allowed to switch on offense or defense, meaning that you cannot switch from the player you are controlling once the ball has been snapped
  - On offense, you are not allowed to switch to a receiver to catch the football
  - On defense, you cannot switch from the player you started with once the ball snapped
  - On special teams, **you are allowed** to switch to a gunner once you have punted, and kicked the football off
- **Pre-Snap** - You cannot move multiple players around pre-snap, for example, stacking the box manually
  - You are not allowed to manually move players back on special teams to protect your punt returner before the ball is punted
- **Defensive Line** - The Red Zone does **not allow** defensive line play. You are allowed to use the following positions on defense
  - Linebackers
  - Cornerbacks
  - Safeties
  - 3-4 linebackers at the line of scrimmage that are specifically dropping into zone coverage
- **Zig Zagging or Left Sticking** - running the football in Red Zone has a strict policy against zig zagging. This refers to the motion of running the football in unrealistic directions to abuse AI tackling. Refer to the video on the website regarding zig zagging examples, but you must run the football to the designed location, and all movement must be controlled with the juke stick. Left stick movements must be subtle to change direction to hit the hole.

- **Play Calling** - Play calling being mixed up is a necessity. What this means is diversifying your use of plays on each drive and each game, using various methods of attack. Using the same plays consistently will result in warnings, remember that the goal of this league is to create a sim experience - not to play lobby football and MUT.
- The argument of 'offense dictates the defense' and vice versa is one that only goes so far. This play calling goes both ways, and both users are responsible for mixing up their play calling and incorporating different formations and schemes
- **---NEW/AMENDED MADDEN 19 RULE---**
- **User Zone Coverage** - Using linebackers, cornerbacks, and safeties are required in the league so we cannot abuse AI offensive linemen. As the league has grown, we have seen users tend to 'freelance' more, and determine their own coverage. Going forward, continuously playing outside your designated zone as a user defender is considered to be against our style. Stay within the confines of your designated area as a user defender.
- **---ENF OF AMENDMENT---**

**1A** - Using different personnel is something that is done frequently in the NFL, therefore we will replicate that here. That means that running backs must be subbed into the game to relieve the starter

- A running back may **not** receive 75% or more of a team's carries each game
- A running back may **not** receive 75% or more of a team's carries in a season
- These rules apply to wide receivers and tight ends in terms of receptions
- If a running back does this multiple times throughout a season, you will receive a warning
- If a wide receiver does this multiple times throughout a season, you will receive a warning
- 43 players on your roster must receive a minimum of **5 snaps** per game. Meaning that subbing in defensive linemen, wide receivers, tight ends, using different formations will be a necessity

**1B** - Playbooks can only be stock, no customs.

**2** - You must rush 3 defensive linemen minimum on each defensive snap. Rushing between 0-2 lineman is forbidden.

**3** - Hot Routes

- Hot routing is used to change plays and formations when you sense a blitz or a different kind of coverage. These may not be abused.
- Altering hot routes continuously on a drive, and continuously throughout games will not be tolerated. To audible a player to the same route frequently is unsim, as teams in the real NFL typically run the designed play. Just

because you see soft coverage doesn't mean that you need to audible to a curl route, tight coverage for streaks, etc.

- If you are found calling more than 4+ hot routes (outside of blocking assignments and fakes) per drive, multiple times in a game, the commissioner can determine the correct suspension.
  - This suspension will be handed down to the user's quarterback

**4** - No huddle offense can be used sporadically throughout the game, and is of course allowed in late game situations when the losing team is attempting to catch up. Abusing the no huddle offense in early game situations is frowned upon, and if abused, we will look into the situation for further discipline.

**5** - The following plays are **banned** from use in Red Zone

- QB Sneak (this does not include QB Blast, QB Power, etc.)
- FB Dive **inside** the opponent's 10 yard line (it can be used anywhere else)
- Monster Formations

**5A** - Fullback dives cannot be called in the following situations. If a user calls FB Dive in one of these situations, please notify the commissioners immediately.

- 3rd and 2 or closer
- 4th and 2 or closer

**6** - Something that will never be tolerated in Red Zone is **stat padding**. If you are found guilty of doing this, it may result in immediate suspension.

- Stat padding is running up the score, or intentionally abusing players on your team to increase their statistical output against another user or CPU player. If a running back on your team has 200+ yards in a game that is almost over, he should be on the bench and your backup should be in
- Commissioners will always issue warnings to users in good standing regarding any high outputs that are starting to become a trend.
- This does not mean that superstar games are forbidden, in fact they are encouraged as they define individuals in our league, but every player in this league has a limit, and that cannot be taken advantage of
- Stat padding can also stretch to blowout games. If you are winning by 20+ points in the 4th quarter, subbing in backups more frequently is required

**7** - The following situations in games are considered frowned upon and borderline unsim by Red Zone standards. Doing these frequently will result in warnings.

- 'Moon Walking' : backing the quarterback up 5-10+ yards in the pocket after the ball is snapped. This has been proven to have negative effects on the AI defensive ends and cornerbacks
- 'Play Action Down & Distance' : Play action plays in 3rd and 10+ situations being consistently used are not considered unsim. Using the play action

animation to fool the defensive AI despite the user knowing there is no chance of a run play being executed has been a trend, and will now be met with negative response. If a user is found to be using this tactic frequently, they will be met with warnings.

- Screen plays **must** be thrown to the designated target. A HB screen must be thrown either to the HB, or a throwaway out of bounds. Same rule applies to WR screens
- Quick snapping is illegal. This is the act of immediately snapping the ball once the quarterback reaches the line of scrimmage, limiting the defense's ability to adjust and select their user player. Please allow a fair amount of time before the ball is snapped.
- Excessive rolling out is frowned upon, rolling out is supposed to be for quarterbacks escaping incoming pressure, not to abuse AI defenders. If you consistently roll out to a sideline then throw, there will be consequences

**8** -.Punts must land **in-bounds**. Coffin corner punts that go straight out of bounds with no opportunity to return are now forbidden. It is understood that this can be difficult sometimes with wind adjustments, etc. But abuse of this will be treated as any of the above unsim actions.

**8A** - Backspinning on punts is banned. Sky punts and normal punting are allowed.

**9** - There are no restrictions to go for it on fourth down, you may take the risk of not converting at any time in the game..

---NEW/AMENDED MADDEN 19 RULE---

**10** - Button catching starting in Madden 19 is banned.

---END OF AMENDMENT---

## **Suspension Guidelines**

---NEW/AMENDED MADDEN 19 RULE---

**1** - These are the suspension guidelines for various situations

- **Any game that includes multiple occurrences across any of the rule violations can be subject to a 1 game suspension for the player(s) in question**
- **Failing to meet the 15 carries threshold in a single game**
  - 1 Occurrence = A warning from the commissioner
  - 2 Occurrences = A 1 game suspension for the starting quarterback
  - 3 Occurrences = A 2 game suspension for the starting quarterback
  - 4 Occurrences = A 3 game suspension for the starting quarterback
  - 5 Occurrences or more = Indefinite suspension

- **Failing to meet the 75% of carries to a single running back in a single game**
  - 1 Occurrence = A warning from the commissioner
  - 2-3 Occurrences = A 1 game suspension for the starting running back
  - 4 Occurrences = A 2 game suspension for the starting quarterback
  - 5+ Occurrences = Indefinite Suspension for the quarterback
- **Failing to meet the 75% of carries to a single running back in a single season**
  - 2 Game Suspension
  - Any further violations in later seasons will result in indefinite suspensions
- **Any stat abusing noticed by the commissioners, which can range from a single player having double digit more touchdowns, to a 45-50+ reception gap for receivers**
  - 1 Occurrence = A warning from the commissioner
  - 2 Occurrences = 1 game suspension for the player in question
  - 3 Occurrences = 2 game suspension for the player in question
  - 4 Occurrences = Indefinite suspension for the player in question
- **If continued stat padding and abuse is noticed, commissioners reserve the right to bypass any of these rules and go straight to suspensions**

---END OF AMENDMENT---

### **In Season Audit**

- Randomly twice in a season, I will be auditing the league in four week spans. It can be at any point in the season, and I reserve the right to make the decision at any point I choose. I will be in depth reviewing stats, and the following stipulations will be handed down if the above rules aren't followed
  - 1 Occurrence (For any rule infraction) = Grace period
  - 2 Occurrences (For any rule infraction) = 1 game suspension for the players in question
  - 3 Occurrences (For any rule infraction) = 3 game suspension for the players in question
  - 4 Occurrences (For any rule infraction) = Indefinite suspension
- Everyone gets 1 grace period **per cycle**

### **Death Penalty**

**If an owner quits a game and is found to have rage quit, the following may apply.**

- **Loss of multiple draft picks**

- **Suspension of minimum 8 games**
- **Loss of trading and free agency privileges**
- **Guaranteed to be forced out of the playoffs in that season or the following depending on when you quit. (We will Sim Loss all games until you're mathematically eliminated)**
- **If somehow it happens twice with the same person, I will enforce a permanent ban to that user, and place their name on every possible 'Bad User' list I can find.**

## **Player Editing Rules**

**1** - The following number restrictions apply to position groups

- #1-9 = Quarterback, Punter, Kicker
- #10-19 = Quarterback, Wide Receiver, Punter, Kicker
- #20-49 = Running Back, Fullback, Tight End, Defensive Back
- #50-59 = Offensive Line, Defensive Line, Linebacker
- #60-79 = Offensive Line, Defensive Line
- #80-89 = Wide Receiver, Tight End
- #90-99 = Defensive Line, Linebacker

**2** - Editing of players' names are not allowed by users. Any name change must be approved by the commissioner and have any of the following stipulations

- Adding 'Jr.' or 'Sr.'
- Adding 'II' or 'III'
- Any name change request must be made immediately after the draft, before Preseason Week 1 begins

**3** - The following position changes are **allowed** and **do not require approval**

- OT to OG (vice versa)
- DE to DE (Left to Right)
- OLB to OLB (Left to Right)
- OLB to MLB (vice versa)
- FS to SS
- K to P

The following position changes are **allowed** and **require commissioner approval**

- HB to WR (vice versa)
- HB to FB (vice versa)
- FB to TE (vice versa)
- DE to OLB (vice versa)
- DT to DE (vice versa)
- CB to S
- CB to WR

- CB to HB

The following position changes are **not allowed**

- QB to anything
- WR to TE (vice versa)
- OT or OG to Center
- OLB or MLB to DT (vice versa)
- OLB or MLB to FS or SS (vice versa)

**\*\*These rules are subject to change depending on each Madden's draft class storylines\*\***

**4** - Anyone found of editing player ratings outside of commissioners for public and necessary reasons will be met with **immediate removal from the league.**

### **Team Building Rules**

**1** - Every team must have the following roster requirements at all times during the season (practice squad players do NOT count towards these totals)

- 9 Offensive Linemen
- 2 Quarterbacks
- 1 Punter and 1 Kicker
- 53 rostered players

**2** - Practice squad poaching is allowed, anyone is free to sign anyone from any of the other 31 practice squads throughout the league, but signing practice squad players carries a rule with it

- If you sign a practice squad player, they cannot be released from your active roster for **2 in game weeks**

**3** - Every season we will release a sheet entitled the '3+1' which dictates which each team can re-sign prior to the offseason. What this does, is increase the pool of players in free agency for the other teams to bid on, and creates a way to work around Madden's forever increasing cap, that refuses to fluctuate as a market.

- 3+1 means that each team is allowed to sign 3 players on their list with an OVR (overall) of 76 or more. Each team's list will show every upcoming free agent with an OVR of 76 or more. The user must make the decision on which 3 they will re-sign, and the others will be allowed to hit free agency the following offseason
- The '1' in '3+1' means that every team can franchise tag one of their 76 OVR players. In theory, you are allowed to keep 4 of your 76 OVR players on your list, 3 of them at a re-signed contract, and 1 at the franchise tag average

- The remainder of your players will go into free agency on the open market, which of course you can bid on

#### **4** - Contracts have rules as to how they must be structured

- Every player that is re-signed must be given a signing bonus equivalent to **30%** of the total salary given
  - Example = If you give a \$1,000,000 base salary, you must award the player a \$300,000 bonus
  - If you fail to meet this bonus requirement, you will be forced to release the player and eat the cap penalty
- Players that are signed in free agency must also be given a signing bonus equivalent to **30%** of the total salary given

#### **---NEW/AMENDED MADDEN 19 RULE---**

- Age and OVR rules and restrictions for free agency
  - 32 years of age or more **OR** 70 OVR or less can be signed for 10% bonus money or more
  - Players 32 years or age or more **OR** 70 OVR or less can be signed to 1 year deals

#### **---END OF AMENDMENT---**

- Contract years must be between **1-5** years, with the above restrictions and limitations in mind. Players are not allowed to be signed to 6 or 7 year deals.
  - Once again, this rule will further flood the market with talent throughout the course of the cycle

**4A** - As stated above, but applying to all the contract regulations, if any of these requirements are not met while signing or re-signing players, the user will be forced to release the player into free agency, and eat the cap penalty.

- This does not mean that the user that releases the player is entitled to receive them back, this player becomes fair game for anyone in the league to sign on a minimum 1 year contract, or to a 1-5 year deal depending on the time of the year

**4B** - Every offseason, after the final advance to Preseason Week 1, every free agent available on the market is available to be signed by users on 1 year deals with no restrictions.

**4C** - During the beginning of a Madden Cycle, we will hold a waiver wire draft so the 32 users can add 2 more free agents available that were unsigned in the NFL to their roster.

- The order will be determined by Team OVR, worst to first (1-32)
- Snake draft

- Players that have retired in real life, or are facing year-long suspensions are not eligible to be drafted in this waiver wire

**5** - The following rules and regulations apply to all forms of **trading** players and picks

- Each user is allowed **two trades** per season
- Trades are reset from Super Bowl to Super Bowl
- There is absolutely no trading with CPU or open teams
- If you are a new user, you must earn your trading rights. You are not allowed to trade picks or players until you prove yourself to the league in terms of your value, meaning you must play a minimum of **4 games** in the league, and follow this rulebook

The following players are **not allowed** to be traded under any circumstances

- First round draft picks in their **first 2 seasons**
- 2nd, 3rd, 4th, 5th, 6th, and 7th round draft picks in their **first season**
- Free agent signings in **the first year they were signed**
- Re-signed players during **the first year of their new contract**

During the draft, the following rules apply

- Trades during the draft are **unlimited**
- Trades during the draft may consist of pick for pick, or pick for player.
- Pick for player trades during the draft can only involve players that have an OVR of 70 or less, and draft picks between rounds 4-7
  - These trades require commissioner approval

The Trade Committee will oversee all trades. Whenever a trade in season requires review, it must be submitted to Commissioner Adel for review by the trade committee. This committee will review each trade individually, unbiased, and make a decision on a vote out of 5 possible.

- If you receive a veto on a trade, you may request specific reasoning why from Commissioner Adel, and receive feedback on what may change the outcome
- Harassment or coercion of the trade committee members will result in your trades being stripped from you for a season

**5A** - The Robert Griffin III Rule

- 1st round picks in the top 5 of the draft are considered extremely valuable capital, and with Madden's trading system, you are typically only allowed to include 3 assets per user in a trade. This rule will change this limit
- You are allowed to include more than 3 assets in a trade, but only in trades that occur during the draft.
  - Example = Team A trades the 5th OVR pick in the 1st Round, Team B trades their 1st, 2nd, 5th, and future 2nd

- These trades must be submitted to the committee, and require final commissioner approval to be submitted.

**---NEW/AMENDED MADDEN 19 RULE---**

**6** - After Week 4 of the preseason, coaches are not allowed to change their scheme. Schemes are public inside the CFM, so we will be checking periodically to confirm they stay the same.

**---END OF AMENDMENT---**

## **Contract Restructures**

The restructure rule of allowing users to release a player that has a huge cap hit, then re-sign them on a 1 year deal was removed in Madden 16. The following stipulations also now apply to cap strapped teams

- Cap resets will not be applied to teams that must release a player to meet the 53 man roster requirement. Users are responsible for managing their cap within the guidelines illustrated in this rulebook
- If you are forced to release high OVR players due to poor cap situations, you are not allowed first-dibs or automatic re-sign privileges

## **Eliminated Rules**

- Pressing B as the running back behind the line of scrimmage has been removed from the rule book

***By reading this rulebook, you have agreed to the above terms and regulations as a Red Zone member. Thank you.***