



Online Madden NFL 21™ League Rules & Guidelines

The following are the official rules of the Central Illinois Esports League. Any issues that arise which are not covered within the current rules will be settled at the discretion of the League Administration. Rules may be added or modified if deemed necessary.

Basics:

- To participate in this league, players must have the following equipment:
 - A compatible console connected to the internet with an online subscription.
 - 1 controller
 - Gamer Username (Gamertag/PSN Online ID)
 - TV or monitor
 - Madden NFL 21™ game
 - Access to communicate on the application, Discord
- By participating in this league, you agree to share your Gamer Username with the rest of the participants in the league. Your first name or Gamer ID will also be used on the Discord™ Communication app.
- Once registration is closed and the number of participants has been determined, the league schedule will be emailed and posted in the Discord server.
- Communication for the league will be held on the Discord app and sent out via email the first few weeks.
- Upon completion of the game, each player must take a picture of the final score and indicate what team you were. This picture then must be posted on the Discord group chat.

The picture at the end of the game should look like this!

	1	2	3	4	OT	FINAL
ATL	7	7	0	7	0	21
PIT	0	10	0	3	0	13

AWAY		SCORE	HOME	
▶ 21				13
392		TOTAL OFFENSE		398 ◀
71		RUSHING YARDS		99 ◀
▶ 321		PASSING YARDS		299
17		FIRST DOWNS		19 ◀
9		PR YARDS		17 ◀
▶ 26		KR YARDS		21
427		TOTAL YARDS		436 ◀
▶ 1 [+1]		TURNOVERS		2 [-1]
5-12 [41%]		3RD DOWN CONV.		9-19 [47%] ◀
0-0 [0%]		4TH DOWN CONV.		1-3 [33%] ◀

League Format:

- League Type: Round Robin
- Match Type: 1 – 4 quarter game
- No Show Time: 15 Minutes
- Format: 1v1
- Game Mode: Exhibition
- Settings: Refer to 'Game Settings' Section

Gameplay:

- Before playing your game, each player must add each other as a “friend” on their console.
- To set up your game, load Madden NFL 21™ on your device and follow these steps:
 1. Select Exhibition
 2. Online Head to Head
 3. Play A Friend
 4. Select the opponent you are scheduled to play
 5. Create Game
 6. Edit Game Settings (Settings are listed in rule 15)
 7. Send Game Invite
 8. Select your team
 9. Ready Up!
- Players can choose to be any of the 32 NFL Teams.
- Games must be played with the most up to date Madden NFL 21™ rosters.
- A player can pick the same team as their opponent.
- Games ending in a forfeit will have a final score of 28-0
- Players are strongly discouraged from quitting out of matches during play. If a player intentionally disconnects from the game, the game will be considered a forfeit.
- Points differential will be the tiebreaker in the event of the same overall record
- If a player unintentionally disconnects from the game and is not able to reconnect to the game, the following will happen:
 - **Disconnected any time before 2 minutes left in the 4th quarter:**
 - a) If a team is winning by 28 or more points and the losing team disconnects, then the game will be considered complete.
 - b) If a team is winning by 28 or more points and the winning team disconnects, then follow option “c”.
 - c) If a team is not winning by 28 or more points: players will restart the game and then work together to manually adjust all aspects of the game to match (or closest to) the point of the disconnect. These aspects include, game time, score, timeouts and if a player reached their “X-Factor”.
 - **Disconnected under the last 2 minutes of the 4th quarter:** Game will be considered complete. If the game is tied, then the two players will restart the game and it will act as an “Overtime”. The player winning after the first quarter will be declared the winner. If the game is still tied, this scenario will continue until there is a player winning at the end of a quarter.

Game Settings:

- Games will be played with the following game settings:
 - Fatigue: ON
 - Injuries: OFF

- Even Team: OFF
- Quarter Length: 6 Minutes
- Game Skill: ALL-PRO
- Accelerated Clock: 20 Seconds
- Weather: ON

Communication:

- The Central Illinois Esports League Admin Team will send an email prior to the start of the league with all league details. The rest of the communication will be through the Discord app.
- Prior to league start, the Recreation Supervisor will invite you to join the Discord group chat.
- Players must communicate with each other on the Discord app to establish correct Gamertags and any other information necessary to begin the match.
- For instructions on how to use the Discord app, see the “Getting Started with Discord” document sent by the Recreation Supervisor.

Postseason Tournament Layout:

- The Postseason Tournament will be a single elimination tournament played by the Top 8 players based on overall record and will take place on the final two weeks of the season. The players outside of the Top 8 will play against a randomly assigned league opponent the final two weeks to ensure a total of 6 games played.
- All tournament communication will be sent out after Week 4 of the regular season.

Reporting Game Results & Game Issues:

- **Contacting a League Administrator/Moderator:** To contact a League Administrator/Moderator use the Discord app and report the details in the game’s server.
- **No Shows:** No Shows must be verified by a League Administrator that the opposing player has not arrived within the allotted time (15 minutes from set start time). Contact a League Administrator after the No Show Time (15 minutes) has elapsed with screenshot proof. *This rule will not be enforced as strongly the first week of the league as players adjust to everything.
- **Reporting Scores:** Score reporting is not automatic. The winning player is responsible for reporting the scores in the Discord app. The winning player must report the Match results within 10 minutes of its completion. Failure to report the Match results on time may result in a Forfeit.
- **Screenshots:** Each player must take a Screenshot(s) of each Game’s results in case proof is needed for a dispute. Screenshots should be clearly visible and contain the Game Score, all Players on both Teams, and a time stamp.
- **Disputes:** To dispute Game/Match results, players must notify a League Administrator that they would like to dispute the results before a new Game/Match has begun.
- **Dispute Evidence:** If a Screenshot(s) is needed to resolve a dispute, it should be sent to an Administrator/Moderator in the Discord Private Chat. The issue must be clearly stated as well as the time in the video in which the issue occurred, and/or what the League Administrators should be looking for in the picture.

Each player must abide by the Esports – Player Code of Conduct!

Player Code of Conduct

Esports should be an open and welcoming environment where all parties involved feel safe, have fun, and develop their skills. To create such an environment, individuals must take personal responsibility for their behavior toward other players. By following the rules below, the Esports environment can be a safe and fun place for everyone.

As an Esports player, I will adhere to the Code of Conduct below:

- I will Always be Considerate and Respectful. It is not acceptable to use obscene, profane, threatening, or disrespectful language.
- Safety and Security are a high priority. If I identify a security problem, I will notify the League Admin.
- Communication is NOT Private. All messages can be reviewed and monitored by League Admin. If you would not want your mother to read it, do not type it.
- Respect the Game and Opponent. I will show good sportsmanship before, during, and after the game. I will control my temper and not taunt other players.

Failure to comply with the Code of Conduct may result in disciplinary action. Actions may include but are not limited to verbal warnings, automatic forfeits, or suspensions. Incidents will be handled on a case-by-case basis by League Administrators.