

CU • STUDENT REC CENTER INTRAMURALS
MADDEN 19 • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 1 PLAYER

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.

FORFEIT POLICY

- Teams will have one (1) week to complete their match.
- It is up to each team to coordinate a time that will work best with their team.
- If a team is unresponsive or uncooperative in deciding a game time, then the other team will receive the win via forfeit.
 - Example: Team A has reached out to Team B multiple times to figure out a game time. Team B hasn't responded to any of the messages.
 - Team A would receive the win via forfeit since team B is unresponsive.
- Teams may ask for an extra three (3) days onto the extension to accommodate with their player's schedules.
 - Example: Team A and Team B have been communicating through email to determine a game time. Team B states that they need more time because they have other commitments. As long as both teams and the Intramural Sports staff agree on the extension, then the extension request would be granted.
- If a team is unresponsive for one match then that team would forfeit out of the remainder of the sport.
 - Participants are still eligible to play in the other divisions they are in.
 - Example: Mike is on a team for Xbox One and PC. His PC team has been forfeited out of the pool play and tournament. Mike is still eligible to play in the Xbox One League since that team is still in good standing.

ELIGIBILITY

- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TROLLING

- Trolling will NOT be tolerated in any intramural sport contest.
- Individuals who are suspected of trolling are subject from removal from the league.
- Individuals who were convicted of trolling may not be allowed to participate in future intramural eSport events.
- A meeting will be scheduled with the Assistant Director of intramural sports for those who are suspected of trolling.

SPORT RULES

- Match will be best 2 out of 3 games
- The following settings will be applied throughout each contest:
 - Quarter length: 5 minutes
 - Skill level will be set to All Madden
 - Play call Style: Conventional
 - Event Type: Exhibition
 - Accelerated Clock: 20 seconds
 - Stadium: Home Team's stadium
 - Weather: Random
 - Game sliders cannot be altered
 - Player fatigue and injuries will be set to on
 - All other settings will remain default
- Regardless of any agreement between players, games will be played by the rules above unless changes are made by Intramural Sports
- Team Selection:
 - Players are permitted to use any of the normal 32 NFL teams from the current season.
 - No special or all time/star teams may be used.
 - Participants will not be forced to keep the same team all-season long.
- If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams)
- Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game. (Throwing controller, excessively pausing and starting the game, etc.)
- If you believe your opponent is cheating by abusing game programming glitches to gain advantage, or is violating the parameters set by the IM Staff, report it immediately
- Possible Glitches and Cheating Methods
 - D-Lineman must be kept on the screen
 - Onside Kicks are permitted ONLY:
 - When the kickoff team is down by 21+
 - When the kicking team is losing in the 4th Quarter
 - No one may assist another player with decisions during the game.
 - In a situation where a FG is going to be attempted and the clock is running down, the defense CANNOT jump offside in effort to make the clock run out
 - Excessive intentional penalties will result in disqualification
- Excessively toggling the screen to gain advantage is not allowed

LOCATION/EQUIPMENT

- Game will be played from the comfort of your own gaming system
- Players will be required to use their own consoles or PCs to play the matches.
- Each participant is encouraged to ensure they have the most current update of the game and a strong internet connection.

SCHEDULES

- The schedule for the event will be listed on the CU IMLeagues website
- Each team will have one (1) week to complete the scheduled game

- Upon completion of the match of the match one team MUST report the scores to the Intramural Sports office