

IML Standard Settings — Madden NFL 26

Official league, gameplay, roster, development and slider configuration for IML tournaments played on Madden NFL 26.

These rules define the standard settings for Madden NFL 26 tournaments organized by the Italian Madden League. They supplement the IML General Rules and In-Game Rules. Tournament-specific rules may override an item only when expressly stated.

Options not listed must remain at the game's current default value. Following an EA update that adds, removes or renames an option, staff must verify the configuration before the next official game.

v1

Italian Madden League • IML

EN

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Version, mode and responsibility

- **Game version:** Madden NFL 26, updated to the latest stable patch approved by staff
- **Mode:** Online / Cloud Franchise
- **League visibility:** Private
- **Cross-Play:** On
- **Custom Coach:** Required
- **League advancement:** Manual, following the IML schedule
- **Settings access:** Commissioner or authorized staff only



Gameplay settings

- **Skill Level:** All-Madden
- **Game Style:** Simulation
- **Kick Meter Style:** Classic
- **Quarter Length:** 10 minutes
- **Accelerated Clock:** On
- **Minimum Play Clock Time:** 17 seconds
- **Offensive PlayCall Limit:** 2
- **Offensive PlayCall Cooldown:** 0
- **Defensive PlayCall Limit:** 8
- **Defensive PlayCall Cooldown:** 0
- **Dynamic Momentum / Home Field Advantage:** Off
- **Custom Offensive Playbooks:** Prohibited
- **Defensive Playbooks:** In-game playbooks; custom only when authorized



Assists and controls

- **Ball Hawk:** Off
- **Heat Seeker:** Off
- **Switch Assist:** Off
- **Controlled Player Art:** Off
- **Defensive Pass Coverage Visual Assist:** Default
- **Receiver Visual Assist:** Default
- **Enlarge On-Field Graphics:** Personal choice
- **Camera, audio, color and accessibility:** Personal choice when simulation is unaffected



Commissioner and Franchise settings

- **Salary Cap:** On
- **Trade Deadline:** On
- **Trade Type:** All
- **Trade Difficulty:** Normal
- **Free Agent Motivation Impact:** None
- **Practice Squad Stealing:** On
- **Relocation:** Off unless tournament rules provide otherwise
- **Staff Talent Cost Modifier:** Normal
- **Coach Firing:** Off
- **Injury:** On
- **Practice Injury:** On
- **Pre-Existing Injury:** Off
- **Progressive Fatigue / Wear & Tear:** On
- **Prospect Storylines:** On
- **Draft Presentation:** Full
- **Draft Timer:** On; duration set by staff
- **Fantasy Draft Order:** Standard unless otherwise stated
- **Cloud Replay Downloads:** Default



Team management and automation

- **Season Experience:** Full Experience
- **Weekly Training:** Manual
- **Trades and Free Agency:** Manual
- **Offseason Free Agent Bidding:** Manual
- **Contract Negotiations:** Manual
- **Injury Management:** Manual
- **Preseason Cut Days:** Manual
- **Scout College Players:** Manual
- **Manage Practice Reps:** Manual
- **Reorder Depth Chart:** Manual
- **Auto Progress Players:** Off
- **Fill Roster:** On
- **Minimum Roster Size:** 48
- **In-Season Player Movement Limit:** Unlimited, subject to IML rules
- **Player OVR Cut Restrictions:** Governed by IML sporting rules

6 Free agency, development and abilities

- **Free Agent Negotiations — Stage 1:** 4 offers
- **Free Agent Negotiations — Stage 2:** Unlimited
- **Free Agent Negotiations — Stage 3:** Unlimited
- **Breakout Scenarios:** On
- **Development Trait Regression:** On
- **Desired X-Factor Dev Players:** 32
- **Desired Superstar Dev Players:** 64
- **Desired Star Dev Players:** 320
- **Superstar Abilities:** On
- **Ability Edit Controls:** None
- **Player Trait Edit Controls:** None

7 Progression, regression and Draft Class sliders

- **Progression XP Rate:** 100
- **Age Progression XP Rate:** 100
- **Regression Rate:** 140
- **Age Regression Rate:** 100
- **Position XP:** 100 for every position unless staff publishes a table
- **Position Regression:** Global 140 unless staff publishes a table
- **Draft Class Strength / Depth:** Strong
- **Draft Class position strengths:** Defaults consistent with Strong

8 Gameplay, penalties and Auto Subs

- **Player Skill Sliders:** Default Human values
- **CPU Skill Sliders:** Default values, with CPU QB Accuracy reduced to the value published by staff
- **Injuries, Fatigue and Player Speed Parity Scale:** Default
- **Penalty Sliders:** Default
- **Auto Subs:** Default

Staff must publish and save the exact CPU QB Accuracy value before the competition starts. If no numerical value is published, the game default applies.



Wear & Tear and recovery

- **Wear & Tear:** On
- **Per-Play Impact:** Default
- **Tackle Impact Scale:** Default
- **Hit Stick Impact Scale:** Default
- **Cut Stick Impact Scale:** Default
- **Catch Tackle Scale:** Default
- **Time Out Recovery:** Default
- **End of Quarter Recovery:** Default
- **Halftime Recovery:** Default
- **Per-Game Recovery:** Default
- **Per-Week Recovery:** Default
- **Position Recovery Strategy:** Normal

EA added Franchise Wear & Tear sliders through a Madden 26 title update. An option unavailable on the installed build is ignored until the game is updated.



Verification, exceptions and updates

- **Initial check:** Screenshots or shared verification before Week 1
- **Later checks:** After relevant EA patches and upon staff request
- **Exceptions:** Valid only when published in tournament-specific rules
- **Configuration error:** Do not start the game until staff restores the standard
- **Madden NFL 27:** Requires a new regulation/version after final menus are verified

Technical sources: official EA Madden NFL 26 documentation and title updates. IML competitive settings are league decisions and are not official EA recommendations.