

# IML In-Game Rules

Madden gameplay rules, reports and penalties applying to Italian Madden League games.

These rules supplement the Italian Madden League General Rules and govern conduct during Madden games. They apply to league tournaments unless a tournament-specific rule expressly provides an exception. Some violations are detected automatically; all others may be reported to staff through the **Report** tool on the league page. Percentage penalties affect the Power Ranking generated by the individual game.

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## Waiting before the snap

The offense must wait at least **6 seconds from the start of the play countdown**. A genuine formation change restarts the six-second wait when the play clock allows it. Code: **IML-SNAP-01**. A reported violation may result in a warning or progressive penalty.



## No Huddle

After every No Huddle, the offense must allow at least **5 seconds** once both teams are set. More than three documented violations in one game may be reported and sanctioned. Code: **IML-NOHUDDLE-01**.



## RPO and Play Action on third and fourth down

RPO and Play Action are allowed only with fewer than six yards to gain, through 3rd & 5 or 4th & 5. They are prohibited from 3rd & 6 and 4th & 6 onward. Code: **IML-RPOPA-01**. Base penalty: **–10% game PR**.



## Cancelling Play Action

The quarterback must complete the fake. Cancelling it through R2, sprint or another command, or changing the involved running back route, is prohibited. Code: **IML-PLAYACTION-01**. Base penalty: **–10% game PR**.



## Minimum Pass Rush

The defense must send at least **three actual pass rushers**. Intentionally producing fewer through plays or adjustments is prohibited. Code: **IML-RUSH-01**. Base penalty: **−30% game PR**.



## Fourth Downs

Allowed situations are: 4th & inches through 4th & 5 anywhere; every 4th & Goal; 4th & 6 through 4th & 10 from the offense's own 40-yard line; whenever trailing in the second half; and in overtime. Code: **IML-4DOWN-01**. Base penalty: **−20% game PR**.



## Automatic 30-point limit

A final margin of **30 points or more** automatically penalizes the winning coach, including CPU games and playoffs. The configured penalty is applied without staff intervention and cannot be appealed. Code: **IML-SCORE-LIMIT-01**.



## Quarterback dropback limit

The quarterback may not intentionally retreat more than **13 yards from the snap point**. More than three documented occurrences in one game may be sanctioned. Code: **IML-QB-DROP-01**. Base penalty: **−15% game PR**.



## Disconnects and quitting

Coaches must preserve the score, time, possession, field position, timeouts and available evidence, then agree on Sim To Win, reconstruction or replay. Staff decides when fewer than 24 hours remain. Deliberate disconnection or refusal to cooperate constitutes quitting. Codes: **IML-DISCONNECT-01**, **IML-QUIT-01**, **IML-NOCOOP-01**.



## Stat Padding, exploits and anomalies

Deliberately altering statistics, records, awards or Power Ranking, using glitches, abusing AI or arranging results is prohibited. Configured automatic detections may produce warnings or penalties up to 25% and higher for repeat offenses. Code: **IML-STAT-PADDING-01**. Multiple detections arising from the same conduct must not duplicate the main penalty.



## Reports to staff

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Violations that are not detected automatically must be filed through **Report** on the Italian Madden League page. There is no strict deadline, but reports should be submitted as soon as possible and identify the tournament, game, week, coaches, rule, game time, occurrence count and available evidence. Images may be attached; videos should be provided through an accessible link.



## Warnings, penalties and repeat offenses

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Staff may dismiss a report, issue a warning, reduce PR or impose sporting measures. Unless a rule has its own scale: first violation uses the base rate; second base  $\times 1.5$ ; third base  $\times 2$ ; fourth base  $\times 3$ . Repeat offenses are counted by violation code during the IML season.



## Notice of disciplinary action

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Warnings and sanctions generate a post identifying the coach, game, rule, reason, percentage and repeat-offense level. Comments on manual decisions must be submitted in that post. Fully automatic sanctions cannot be appealed, including CPU games.