

Northeast Tecmo SuperBowl Championships

Game play rules:

To start a game coin toss - winner of coin toss selects the 2 teams & is player 1/ home team. Coin toss loser gets to choose which team they want & is player 2/ away team.

You can only choose a matchup 1x throughout the day. Example: you win coin toss and choose Bengals vs Dolphins. You can't choose that matchup the rest of the tournament - but you can play that matchup if someone else chooses it vs you.

You can not use a WR or TE on running plays (except reverse plays designed for WR). Meaning you can put WR or TE at RB2 but can not use a play that they run the ball. You can put RB at WR/TE.

On defense you can not lurch (lurching is a step & dive by DL as soon as ball is snapped). If using DL you must either engage the OL first or go to the outside of the tackle before can dive. If done by accident next play is an automatic first down play given up by D. If happens a 2nd time results in forfeit of game.

No tie games - if game is still tied after the OT a new game is started & the receiving team from 1st OT will kickoff in the new game that's first score wins.

Changing playbooks & alignment before start of game is allowed / recommended.