

2026 Bluegrass Bowl Tecmo

Tournament Rules

Procedures and Game Play

- **Team Selection and Coin Toss:** A manual coin-flip will precede each game. The coin-flip winner will choose the matchup (i.e. the two teams) and which controller. The coin-flip loser then selects one of the two teams.
- **“One Matchup Once” Rule:** The coin-flip winner can only select a particular matchup once throughout the entire tournament. For instance, if Player A wins the toss and selects Packers-Browns, Player A cannot call that exact matchup for the rest of the tournament. Player B, however, is free to select that matchup later in the tournament.
- **Customizing Playbooks and Lineup Changes:** Customizing playbooks is permissible. You can access your “change” screen (screen where you check player conditions and make substitutions) only twice per half. This helps speed up the games.
- **WR/TE at RB:** A WR/TE cannot carry the football unless it is a reverse. You can insert a WR or TE into a RB slot for lead blocking purposes, but he cannot carry the football. To further clarify, players such as Ernest Givins, Ricky Sanders, and Andre Rison cannot carry the football unless it is a reverse. Please note that this rule differs from that which existed in prior years.
- **No Ties/Overtime:** No game can end in a tie. If a game is tied when regulation concludes, competitors will proceed to OT. All OT’s will be 5-minute sudden death periods. If no one scores in the first OT, the second OT will be only the first quarter in a new game. This process will be repeated until a winner emerges. So that one competitor does not start with the ball in every OT period, the receiving team (i.e. team that gets the ball first) shall alternate beginning with the second OT period.
- **Lurching:** Lurching is prohibited. If you want to rush with a DL, you must either go outside the offensive tackle or “popcorn” someone on the offensive line. You cannot simply go around your blocker and dive. Note that this rule does not apply to LBs. This includes the West Coast Lurch or the Shutgun Lurch also.
- **Nintendo Malfunctions:** If there is an equipment failure in the first half, games will be replayed from the start. If equipment malfunctions in the 2nd half, only the second half is replayed. In that event, the scores from each half are added together to obtain a final score. If the game was uncompetitive or the equipment malfunctioned due to human error, the tourney organizers reserve the right to declare a winner without replaying any portion of the game.
- **Tournament Disputes:** (TBD) is the tournament referee. They will decide all disputes unless one of them is a player in the game. If one or both is a player in the disputed game (TBD) will resolve the dispute.
- **Controllers:** Tournament competitors are allowed to bring their own controller to use in games. **NO TURBO CONTROLLERS ALLOWED.**
- **BRING EQUIPMENT IF YOU CAN! THANK YOU!**