

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 randomly choose one team out of a bag of helmets. The coin flip loser will then name the other team in the matchup. The coin flip winner then has their choice of which team OR if they want P1 or P2.. The coin-flip loser then selects what is left. **Example:** Jason wins the toss. He selects a team at random; it is the Chicago Bears. Vincent then states that the Cincinnati Bengals will be the other team. Jason then states that he'll take the Bears. Vincent then states that he'll be player one.
- **“One Matchup Once” Rule:** One random team once rule: If you pull the Bills as the coin toss winner and you pull them again as the coin toss winner, then you draw a different team. If your opponent pulls the Bills and hasn't pulled them before (even if you have), that's ok. This rule resets at the start of bracket play but then goes through bracket play.
- **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 Shotgun 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.
- **There is a 36 point max point differential regardless of actual score.**
- **Tournament Disputes: (Jason From Kentucky) 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 (Hank The Tank) 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!**