

The League Rulebook: Custom-Made for Competitive Fun

Build your legacy from the ground up! We crafted rules that make the league tough, fair, and most of all—**addictive**. Here's how we play:

Start from the Bottom

- All teams must begin as a 2-star program.
- Coaches start at level one—no boosts, no head starts.

Smart Scheduling

- Owners can customize out-of-conference games each year.
- Conference realignment? Only after Year 1—and it has to make sense (no SEC Navy, sorry).

Gameplay Settings

- Difficulty: **Heisman Mode**
- No cheesy play spam—each offensive play can only be called **5 times per game**.
- Accelerated clock? **Off**—we're here for the full chess match.

Game Pacing

- 48-hour window to get your game in.
- Life happens? Let the group know.
 - Short absence = game pause
 - Longer absence = sim with forced win (if CPU opponent)

Force Wins & Disputes

- No-shows without communication? No force win for you.
- Disconnects? Submit a clip and the commissioner will decide what happens next.

Coach Creation

- You're not just playing as Nick Saban. You're YOU—starting from scratch.
- Pick your alma mater, define your recruiting region, and grow your influence with each W.