

The National Electric Football Game Museum
Official Rules of Electric Football

XFL Kickoffs and Punts

Kickoffs

1. The kicking team lines up with the kicker on the kicking team's 30 yard line and the coverage team on the return team's 35 yard line. The receiving team lines up on their 30 yard line. Teams are 5 yards apart. Each team must have exactly 3 players outside the hash marks on both sides of the ball and cannot move until the ball is ready to be returned.
2. The ball is "kicked" using a TTQB or other kicking figure or by some other method. (There are several methods of kicking the ball that do not use an actual kicker. These include dice and charts or a spinner for distance or by using "The Kicking Game" kick placement cards which provide a distance and a particular placement on the field.
 - The ball must land in play between the opponent's 20-yard line and the end zone.
 - Out of bounds kicks and kicks that fall short of the 20-yard line will result in an illegal procedure penalty, taking the ball all the way out to the kicking team's 45 yard line.
3. The kick returner is placed where the ball lands and may return the kick, down the ball or call for a "fair catch".
 - If the ball is kicked into the end zone and is downed it is a "Major" touchback and the ball is placed at the return side 35-yard line.
 - If the ball lands in the field of play and the returner decides to down the ball or "fair Catch" the ball, the play is dead and the receiving teams starts their play from that spot on the field.
4. If the kick is returned, all players of the coverage team and players of the receiving team are angled and pivoted for the return.
5. The board is turned on and the kick is returned until the ball carrier either scores, is tackled, runs out of bounds or his direction is reversed (begins to move towards his own goal line).

Onside Kicks

Onside Kicks may be attempted using more traditional rules. Below is one suggested method.

1. Beginning at the kicking teams 30 yard line, place the two teams 20 yards apart.
2. The ball is kicked using a TTQB or other kicking figure (or another form of ball placement as described above).
 - The ball must travel at least 10 yards and remain in the field of play to be returned.
 - A ball kicked out of bounds or less than 10 yards results in the ball automatically being awarded to the receiving team at the spot of the ball.
 - A ball traveling 10 yards or more results in a legal kick and the ball may be recovered and returned by either team.
3. Players of both teams are angled and pivoted to attempt to recover the onside kick.
4. The board is turned on and the player first touching the ball gains possession and if not being touched by a player of the opposing team may return the ball until he either scores, is tackled, runs out of bounds or his direction is reversed (begins to move towards his own goal line).

Punts

1. Teams are lined up in traditional punting and punt return formations with the punter at least 15 yards behind the line of scrimmage and a punt returner at least 40 – 50 yards beyond the line of scrimmage.

2. The ball is punted using a TTQB or other kicking figure (or another form of ball placement as described above).
3. The punt returner is placed where the ball lands and may return the kick, down the ball or call for a "fair catch".
4. If the ball is punted into the end zone and is downed it is a "Major" touchback and the ball is placed at the return side 35-yard line.
5. If the ball lands in the field of play and the returner decides to down the ball or "fair Catch" the ball, the play is dead, and the receiving teams starts their play from that spot on the field.
6. If the punt is returned, all players of the coverage team and players of the receiving team are angled and pivoted for the return.
7. The board is turned on and the punt is returned until the ball carrier either scores, is tackled, runs out of bounds or his direction is reversed (begins to move towards his own goal line).