

**GRIDIRON
GAMES**

publications

Solitaire Illustrated

Official Magazine of Solitaire Miniature Electronic Football

Volume 2 Issue 5

April 2014

**"Pete the Cat"
Presides over the
DBEFL**



I would like to nominate “Pete the Cat” as the Official Mascot of the SCPC

The Dirty Bird Electric Football League (DBEFL) is the league of one of our new coaches for Season 2.

Andy MacLaughlin (aka Mactele52) is the owner / coach of the teams of the DBEFL which is a league composed of historical teams of the NFL. “Pete the Cat” often prowls the sidelines of this league and lends expert coaching tips to Coach Mactele52.

In reports of the games of this league “Pete” is always there watching over the action, and lending a helping “paw”.

“He’s kind of like Woody Hayes and will wack or trip a player if they get too close to his sideline.”

Season 2 of the SCPC is winding down

SCPC Season 2 is getting near the end. Who will step up their games and make a run for the division championships and the national championship? There’s still plenty of time to play and enter games and if you don’t have enough games to complete this season, you can rollover games into Season 3.

There really is no reason not to participate in the SCPC.

Survey Results

We recently asked all members of the MFCA and the MEF community to complete a survey regarding the SCPC and Solitaire Illustrated.

I have published the results of this survey. Myself and the other members of the SCPC Rules Committee will be reviewing these results over the next few months. The committee will use these results and comments to make necessary changes to the SCPC Rules and Regulations for Season 3 and I will use your comments regarding “Solitaire Illustrated” to improve the appearance, presentation and content of this publication.

MY FAVORITE COMMENT FROM THE SURVEY: I participate, but I never said I enjoyed the SCPC. Frankly, I’d rather have my balls nailed with a roofing gun than put up with the likes of Lemay and Gross. Morgans is OK, but that’s only because he’s senile. But my favorite is that Dunham guy. What a rare combination of charm, good looks and intelligence. Wait, you can’t trace this back to see who sent these i n can you??? Oops.

THIS COMING FROM A GUY WHO PLAYS WITH “FARIES” AND “BOZOS” ????



SOLITAIRE COACHES



BOWL CHAMPIONSHIP SERIES

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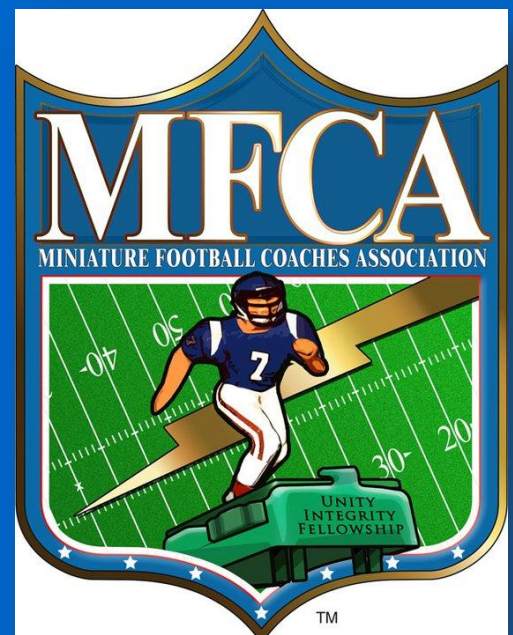
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**GRIDIRON
GAMES** publications

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And the Survey Says...

We recently conducted a survey that asked the following questions:

Do you play Solitaire Miniature Electric Football (MEF)?

If you do not play solitaire MEF, why don't you?

If you do play solitaire MEF, do you participate in the SCPC?

If you do play solitaire but do not participate in the SCPC, why not?

If you do not play solitaire and/or participate in the SCPC do you follow the SCPC rankings?

If you do participate, what do you enjoy most about the SCPC?

Do you read SI?

Please add any comments, suggestions, or ideas you'd like to share here and/or post them on the forum.

48 Surveys were completed. Thank you to all who participated. Below is a summary/breakdown of the results. There are some interesting things. Yes, this survey is a promotional/recruiting tool for the SCPC, but there are some things in it for everyone. I'll try not to bore you too much, but please go through these results as I've included some comments, and some further inquires and requests which are in bold type. If you can answer or respond to any of them please post your input in this thread and/or PM me. Thanks again.

Of the 48 respondents:

20 are active solitaire players.

16 play solitaire now and then.

10 do not play solitaire.

2 others - I didn't realize I had 'other' as an option. What else is there?

First for the non-solitaire players. There were ten of you (plus the 2 others?) yet 18 responses were entered for 'If you do not play solitaire MEF, why don't you?'. Based on comments made I figure the extra responses are likely from 'now and then' solitaire players stating why they don't play more often. That's okay. The data is still interesting. The reasons respondents don't play (or don't play more) solitaire were:

1 Playing with yourself is sick and perverted

Where does this guy get off.....saying such a mean spirited thing?

1 I play in a league.

So do solitaire players;0)

4 other

See the comments section below.

4 I don't have time.

Me either, but it's my escape so I play a little almost everyday. Even if it's only a few plays.

8 I don't like to play by myself. I like competing.

That commenter doesn't have time, plays in a league, and 'likes to compete'. A third 'other' response was 'I do play'. The best comment was:

"EFL is a social activity for me.. it's about fellowship, not solitaire for me."

This comment personifies exactly why we started the SCPC. There is no reason solitaire players can't fellowship. We do. Just not typically face-to-face. The SCPC provides a basis for interaction and fellowship between solitaire players. Yes, it's a different style of fellowship, but it still is fellowship. And, as participation increases the fellowship will too.

One other note for the 'I don't have time' 'I play in a league' and 'I like to compete' guys. Keep an eye on the forum for an upcoming special SCPC challenge just for you.

Nine survey respondents currently participate in the SCPC. That means twenty-seven solitaire players that responded do not participate. Eight of those twenty-seven plan to participate in the future. That leaves 19 self proclaimed solitaire coaches not participating and not planning to participate in the SCPC.

To those who plan to join the SCPC in the future. If there is anything we can do to help you get ready and jump in let us know.

All told there were 29 responses to 'If you play solitaire but do not participate in the SCPC, why not?'. That's a few responses more than the math says there should be, but again a couple of the 'other' responders probably weighed in here. The reasons solitaire players gave for not taking part in the SCPC are as follows:

1 I don't play enough games.

Are you sure? We now have a rollover rule giving you two years. Some coaches are employing unique scheduling concepts too. PM me. I'd like to talk about your situation.

4 My rules set doesn't fit the SCPC system.

I really want to touch base with you four. We want to make the SCPC as all inclusive as possible. What doesn't fit? What can we change/implement to make it work for you or others who have rules sets like yours?

4 Haven't had time, but intend to in the future

Can we do anything to help you get ready?

12 No reason. I just don't.

We'd love to have another dozen coaches. If you don't have a reason why not just do it?

1 I don't like what the SCPC is doing.

I want to talk to you most of all! Please PM me. Why not? What don't you like? No offence will be taken what-so-ever. You can surely help us improve what we're doing with your insights.

1 Gross, LeMay, Dunham, and Morgans are idiots.

This may be the smartest survey taker of all. We're idiots, but it's still fun.

6 Other

What other reasons are out there? Let us know. Help us improve.

A whopping 32 respondents read Solitaire Illustrated (SI) at some level. Chris addressed the download issue comment in the original survey thread. Please contact us with any technical issues like this right away. Several great suggestions for SI were given, and are already being acted on. Thank you. Let us know what else you'd like to see in SI. Feel free to contribute anything you have. If you don't know what SI is go to the SCPC page on the main MFCA sight. All issues of SI are there to download. There's good stuff in them even if you don't play solitaire.

Perhaps the most interesting comment in the entire survey is below.

No coach is more dedicated than solitaire coaches. I did it when I had no one to play with as a teenager. Amazingly I had no headaches, politics, or tailor made rules to prevent my opponent from beating me....or paid referees.

Doesn't that sound nice? Solitaire does have its advantages. Just for the record, refs have to make a living too;O)

One final thank you to all who took part in our survey. If you have anything to add please post or PM your thoughts.

Perhaps the most interesting comment about the survey results came from MFCA member 'Skins'

very interesting survey results...a thought acured to me when reading the results ...maybe some coachs just feel embarrassed to play electric football by themselves???....or maybe to admit they do??...maybe that's why there were not more responses to the survey...maybe they just think that its not cool enough..that you have to be in a league or just competing in the tournaments..I know when I was part of a league even thou it was very brief..I got the feeling that playing solitaire was in a way beneath the true electric football coach..i guess those coachs feel somehow playing another person that plays their childhood game with them makes it feel less childish...i'm not trying to be critical,but its something I've noticed since joining the MFCA and talking to members..i play solitaire electric football for the exact reason that they don't..I PLAY TO FEEL LIKE A CHILD AGIAN!!!!..for a few fleeting hours a month i'm not 47 years old,i'm not married,im not a dad,i'm not dealing with all the things that go with being that person...i'm twelve years old again and i'm playing the game I love for the pure joy of playing the game I love!! ..period...

In doing some searching through the solitaire forum I found the results and comments of another poll posted by MFCA member 'rjackson' from January, 2008.

Solitaire or Head to Head - What do you prefer??

This poll is to see who is playing solitaire and why they are not in a league!!! This is for recruiting.

Voters 45. Solitaire 12 - 26.67 Head to Head 33 - 73.33%

... and some of the comments:

"I Prefer Playing alone...

I will eventually return to a solitaire world, it's just a matter of time. When I say I am going to do something, you can count on it.

"Solitaire is a Beautiful Thing...

I definitely love the camaraderie of the league but I must admit, there is no greater feeling that getting up at 4 am knowing you can play a game.

Besides, all the games stay on the same level and you never have to argue against yourself" - Reginald Rutledge.

"my vote will go to..

SOLITAIRE is so extraordinaire

Can't wait to get some extra teams to play a real league. With my solo Subbuteo league (MLS and world cup) and Flickhockey (my custom project), i'm like a commisionner and a huge sport magna. My wife think that i'm crazy but at least, i know where i am every night" - canadatabletopgames.

"I would one day love to be a part of league play but as for now solitare looks to be my only way to play for now."

- Badger4Life

"League play

I am unfortunately not close enough to a league to play regularly but I would love to be able to count on being able to play against someone else in a good league that you can count on. I am planning to play in the NHFL next year and I can't wait. I don't understand why some people that are close enough to be in a league don't seem to appreciate the opportunity that they have and can't get along. It seems that it would be a lot of fun to look forward to a competitve game and meet new people weekly by being in a league. Maybe someday there will be a local league in New Jersey."

- Viking10

"now that I have played so many guys, solitaire now becomes more practice sessions..... - Coach K-LO

"can't go back.....

I ran my college solitaire league for many years and in a league for three years and it has been hard to go back. I do miss my statium, lights and the relaxing evenings at home in the basement, but games had real consequences, it really didn't matter who won or lost. I can say that if I didn't have a local league I may still be running my league....Time and travel has also been an issue as it takes me approximately 45 minutes to get to the site and you spend some dough on figures, bases and the like (my solitaire league was basically out-of the bag....)

But nothing compares to the excitement of coaching (albiet sometimes poorly) and hanging out with fellow coaches. To be honest I think I wasted some great years on my own, and I can't get them back. Playing in a league is almost intoxicating especially in our League where we keep pretty accurate stats, highlights and the like and we have that in the GREAT LAKES. I also had the chance to play with some fellas down in Columbus, Mid Ohio and met Chris, Frank, Andre and of course my man Bruce Watts and several other coahces in the Mid Ohio league. I had a great time. I think its a shame that people right in your community who know about your leagues won't particiapte. I could understand if it was a time or a financial issue.....

It appears that many just don't like competetion or are afraid of getting driven into the dirt for 12-16 weeks. How do you know if you don't play?
Or they don't like a rule or two..

BABIES.....

C-mon. Don't like it, work to change them but play the game!!!!

I think its unfortunate. Perhaps it speaks to a league where maybe there's too much emphasis on winning, but it also speaks to the personality of the coach. Its just a game. Hey I hate losing as much as anyone else but I will NEVER lose any sleep over it or let it get in the way of any friendships I have with other coaches. Guys drive hours just to play a game or two, and your 10 minutes away and won't play? C-Mon. Leagues aren't perfect and you may have a bad apple or two, but don't let what you hear or someone's reputation make up your mind about playing. Chances are what you may have heard about these coaches is not even true.

This is a great, I dare say the best hobby there is, and although you can go it alone, its an experience and felllowsip best shared. Even if you can only get out for a few weeks.....

GET OUT THERE AND PLAY!!!” - Treks1

“Solitaire coaches

...please get with someone in your area so you can experience the head to head competition.” - rjackson

Obviously, the argument can be made for both sides.

I have played both solitaire and head-to-head in league and tournament competition. To me the best thing about playing in leagues and tournaments is the opportunity to meet other people who enjoy the game and hobby and the fellowship and life-long friendships that I have made through traveling to other areas of the country and meeting the people face to face that I have gotten to know through the chat boards and forums.

BUT THEN... Playing solitaire also gives me the opportunity to enjoy the game and hobby in my own way and during the times that I can not afford to travel or due to work and time constraints.

HOWEVER.... The SCPC has also given me the opportunity to play solitaire AND compete in a “league” and through the SCPC and the solitaire forum, I have been given the opportunity to expand my circle of friends and enjoy the fun and fellowship of others that I would have otherwise never gotten to have known.

Whether you choose to play solitaire or head-to-head in a league or tournament ...

“Play the game for the pure joy of playing the game that you love ... PERIOD!!!!”

What is SI??

One of the questions from the recent SCPC survey was “Do you Read SI?” 10 responses were given for “No , what is SI”

To answer those responses:

“SI” stands for “Solitaire Illustrated” which is the “Official Magazine of Solitaire Miniature Electronic Football”. The name “Solitaire Illustrated” was chosen after a series of polls voted on by MFCA members who play MEF in a solitaire format.

Through “SI” I strive to feature the league and coaches of the MFCA who participate in the SCPC and report regularly on the progress of the SCPC.

I also try to feature other articles that may be of interest to the readers of “SI” such as football history, collecting, how -to’s and other events occurring in the community of MEF players, coaches, and hobbyist.

One of the comments received from the survey was – “I follow links to SI but I never see anything. I get disappointed anytime there is a post for a new SI because it must be in brail, I don’t see anything.”

As of now it is only published on-line in a “pdf” format which you must have Adobe Reader to be able to download and view. You can find the links to the downloads on the main page of the MFCA website (miniaturebootball.org) and from threads posted in the Solitaire sections of the MFCA Forum and the Tudor Games Community Forum. I don’t have plans to print a hard copy but in the future I plan to make it available in digital media formats on CD or DVD.

Another comment from the survey was - “ I would like to see the rules for all the current solitaire leagues printed in an issue of SI for ideas to add to my own developing rule set.”

This is very doable but I need to have every solitaire coach publish their rules either on the forum or send them to me in an email. There are several rule sets that have already been posted and with a little searching you can find them. With this issue I will begin posting the ones that I know of and can find.

“SI” is your (the Solitaire Coaches of MEF) magazine. I always welcome comments and suggestions from anyone for content for “SI” and also appreciate any articles that you would like to submit for inclusion.

THE ULTIMATE GOAL of “SI” is to be the leading resource and history of SOLITAIRE MINIATURE ELECTRONIC FOOTBALL.



DBEFL (Dirty Bird EFL)

The DBEFL or “Dirty Bird EFL” is a league based in the Atlanta, GA area and is owned and coached by Andy MacLaughlin.

Andy joined the MFCA in March of 2013 and goes by the name of “Mactele52”.

“Electric Football has been a wonderful part of my life since getting my first Tudor Set in 1971 as a snout nosed kid. Now that I am a snout nosed middle aged man, I am excited to be a member of the MFCA and look forward to interacting with others that share the same enthusiasm about electric football.”

He joined the SCPC in the latter part of Season One and has been very active in Season 2.

Andy has a unique way of introducing his games with mini helmets and miniature figures of team mascots.



His game reports and photos of the action are so good you feel like you were actually there watching the game.

Rams RB Les Josephson breaks around end and scampers 24 yards to the End Zone.



Brodie and the Niners facing the Rams Fearsom Foursom.



The DBEFL is made up of 31 teams from the 1970's to the present. This is the current SCPC standings of the teams of the DBEFL (as of (4/7/14).

Rank	Team	Wins	Losses	Ties	SCPC Points Total
11	2012 Atlanta Falcons	8	1	0	67
49	1972 Miami Dolphins	3	0	0	33
69	1980 Atlanta Falcons	3	0	0	24
92	2012 New Orleans Saints	1	3	0	19
100	1972 Atlanta Falcons	2	1	0	17
105	2012 Seattle Seahawks	1	2	0	17
116	1972 Washington Redskins	2	1	0	15
125	1970 Detroit Lions	2	0	0	14
134	1989 San Francisco 49ers	1	1	0	13
137	1973 Minnesota Vikings	2	0	0	12
146	1972 Cleveland Browns	1	0	1	11
148	1970 Philadelphia Eagles	1	1	0	11
154	1970 Los Angeles Rams	1	1	0	10
159	2012 Washington Redskins	1	0	0	9
163	1970 San Francisco 49ers	0	2	0	9
169	2013 Detroit Lions	1	1	0	8
171	1965 San Diego Chargers	0	2	0	8
171	1989 Green Bay Packers	0	2	0	8
181	1972 Chicago Bears	1	0	0	7
181	2013 Philadelphia Eagles	1	0	0	7
183	1990 Buffalo Bills	0	2	0	7
191	2013 Green Bay Packers	0	2	0	6
194	1972 Cincinnati Bengals	0	0	1	5
196	1998 Denver Broncos	0	1	0	5
214	1970 New York Giants	0	1	4	4
214	1987 St. Louis Cardinals	0	1	0	4
214	1988 Los Angeles Rams	0	1	0	4
214	1990 Chicago Bears	0	1	0	4
214	2011 New York Giants	0	1	0	4
214	2013 New York Jets	0	1	0	4
249	2003 New England Patriots	0	2	0	4
251	2013 Carolina Panthers	0	1	0	3



Breaking ground at the site of the new Falcons stadium. Falcons Owner, Mactele52 contracts MegaWattz (Bruce Watts) for the spectacular new field.



The SCPC Scoring System

Game Scenario Bonus Points

By Derrick Gross

Here is a question we recently received inquiring about the Game Scenario Bonus portion of the SCPC scoring system.

hello,I have been looking over the rules for the SCPC..i can't rap my head around and don't understand the ...GSBP section??..please explain the thinking behind it..thanks.. iam i right in thinking you don't get any bonus points for playing the games by yourself in a SOLITAIRE LEAGUE??..you have to involve another coach in some way in order to qualify for points from the GSBP??..isn't it a disadvantage to the true solitaire player..doesn't that kind of defeat the whole idea of being in a solitaire league in the first place??..i'm really excited for the start of the next season..I don't have the time right now to start,but please put my fears to rest..help me understand the GSBP....i look forward to hearing back from you...thanks for your time

Here is the lengthy response.

Greetings,

Thank you for your interest in the SCPC. I'll do my best to answer your questions and explain the GSB.

First, the following excerpts from an article in the Holiday issue of Solitaire Illustrated explain several key concepts.

Part of the SCPC's overall mission, purpose, and goal is to "promote a competitive interaction between solitaire players." The Game Scenario Bonus portion of the point system is one of the two primary means by which the SCPC does this. (The other is the SCPC Bowl Championship Series. I'll do a future article on the SCPCBCS.)

"The SCPC strives to provide a format as all encompassing as possible, offering any coach, with any style of solitaire play, a level means of comparing themselves, their league(s), and their teams to those of other solitaire players."

"Of course, the only true measure of how one coach's team(s) will measure up to another coach's team(s) is in head to head play. That is just what the SCPC encourages people to do. By swapping teams, participating in leagues like the Postal League, and even actually meeting head to head to play, coaches can maximize their SCPC point potential."

With all that in mind the Game Scenario Bonus is really at the heart of the SCPC's concept, but it is not such a large factor as to give an unfair advantage to teams that play in a format eligible for GSB points.

The first thing to keep in mind regarding the SCPC and the GSB is that it is not based on whether or not someone is playing a game by his/her self – true solitaire style. The concept has to do with who the owners of the competing teams are, and who actually coaches the game. In most cases a solitaire game does consist of an individual playing the game by his/her self

using his/her own teams, but that is not required in the SCPC. We do have some father-son and brother-brother structured solitaire leagues. The Postal League mails teams around with participants using those teams to play solitaire games. Occasionally coaches just swap teams for a challenge game, and several participants have brought in 'guest' coaches to play a game. We even have had head-to-head games where each participant is running one team.

Solitaire then, for our purposes anyway, does not limit a game to one person who owns both teams. It is more related to the focus being on the actual teams instead of the coaches. Solitaire in this case is any scenario such that the game is decided based on the performance of the teams rather than the coaching skill of the coaches.

Confused? It's really not that bad. There are five possible scenarios with the simplest being worth 0 bonus points, up to the most complex, and difficult for a team to win under, worth 4 bonus points.

Game Scenario Bonus Points (GSBP)

The winning team receives bonus points based on the following game scenario criteria:

The winning team and losing team are owned by the same person and the game is played by that person. 0 points
The winning team and losing team are owned by the same person but someone else played the game. 1 point
The winning team and losing team have different owners and the winning team's owner played the game. 2 points
The winning team and losing team have different owners and the game was played by someone else. 3 points
The winning team and losing team have different owners and the game was played by the losing team's owner. 4 points

The only possible scenario not covered above is a game played with two different coaches in a solitaire style. In this situation the coach of record will be the winning team's owner/coach giving that team 2 bonus points as stated above. This also applies to a game with two coaches, but where one coach owns both teams and the other is a guest coach.

Again, the key to 'solitaire' for our purposes is the focus of the game being the teams themselves, and therefore its outcome being determined based on the performance of the teams involved not the coach or coaches playing the game. How this is accomplished is entirely up to you – your 'solitaire' rules set.

See, easy right?.....

You wrote that your thinking is that you don't get any bonus points for playing by yourself in a solitaire league. This may be true, but not always. Two clarifications are needed. First, 'you' don't get points. Your teams do. This is a subtle yet critical concept in the SCPC. The rankings are not about 'coaches'. They are about individual teams. Second, it's true that teams playing a true solitaire format would not qualify for GSB, but they still can get a Division Bonus and/or Quality Win Bonus points.

Yes, in order to qualify for GSB points you do have to involve another coach or another coach's team(s), or both, in some fashion. To do so or not is completely up to you.

Yes, the inability to earn GSB points could be a disadvantage to the true solitaire player. I would not however say it defeats the whole idea of being in a solitaire league in the first place. Here's why.

The reason most coaches choose to play solitaire is either no desire to deal with the well known issues inherent in competitive league play – where it's about the best coach, or they simply don't have a league to play in. We created the SCPC because we didn't see how those things exempted solitaire coaches from putting their teams into an overall ranking system to see, in theory anyway, who has the best team. That doesn't in my mind detract from the concept of solitaire play in any way. I'd contend it adds to it.

Now, it is true that a team being managed in such a way as to earn GSB points does have the opportunity to earn more points than teams that are not managed that way. This goes back to why we started the SCPC – interaction between solitaire coaches. If you want GSB points, interact with other solitaire coaches. As explained, this can be done under a variety of scenarios.

You may choose to play all your games in true solitaire style and never earn a GSB. That's not to say you won't have a top ranked team though. The maximum GSB point total for a ten game schedule is forty. That would require a team to play all ten games against teams owned by someone other than their owner, with each game being played by their opponent's owner, and they would have to win all ten games. Not likely, but possible I suppose. A team that accomplished that would no doubt be highly ranked, but that would not mean such a team is necessarily better than, or

even ranked higher than, a team you own that wins all ten games with no GSB points earned. The only way to know for sure which team is better would be to line the two teams up and play. We want to promote solitaire coaches doing just that.

To contrast the maximum 40 GSB points possible, a team can earn a maximum of 80 points based on offensive and defensive production, 30 points from division bonuses, and potentially 180 Quality Win Bonus Points. Plus they get 10 points for playing ten games. Add that all up and the GSB is less than 12% of the possible points. A coach following a true solitaire format can easily overcome that.

Now, with all that said, we did have many discussions regarding your exact concern when setting up the SCPC. Having never done anything like this before we went with what we thought seemed the most likely to produce interaction between coaches. We are open to new ideas, are always discussing the results we get, and will make adjustments as needed. We recently implemented several rule changes to accommodate coaches who don't play games at a fast enough pace to complete ten games in a season. Perhaps in the future we will need to make an accommodation for teams that play only true solitaire. We'll see.

In season I, and so far in season II very few GSB points have been earned, and they did not affect the results at all in my view. Our season I National Champion did not have any GSB points. They did have a few Division Bonus points. At least one division champion did not have either GSB or DB points. Truthfully, the Quality Win Bonus has proven to be far and away the biggest factor. I'd predict a team being managed for GSB points would suffer in the QWB category.

The overall SCPC points system seems to require a coach to build and manage a team such that it will win a high number of games, over teams that also win high numbers of games in order to be highly ranked at season's end.

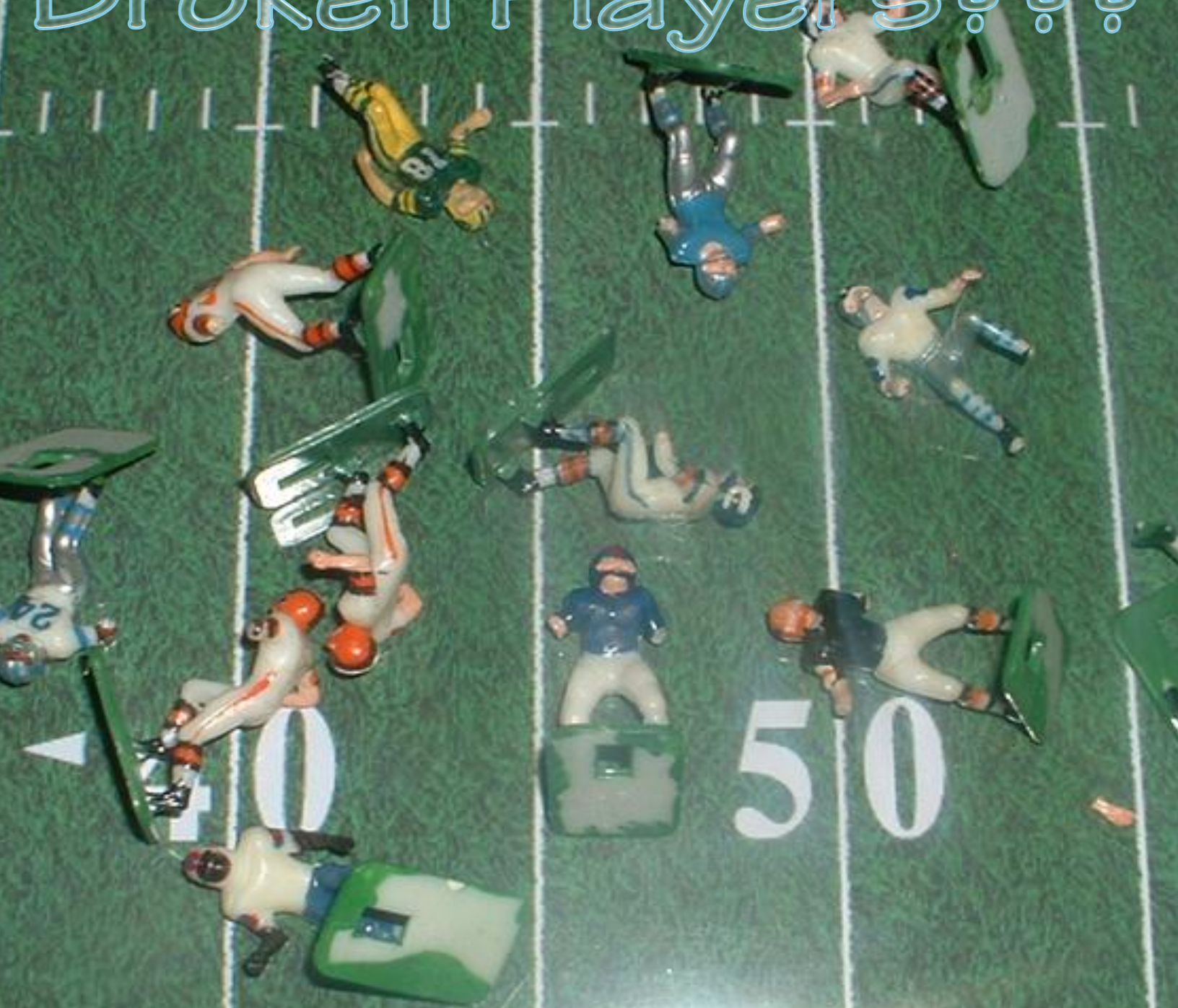
I am super excited to hear you plan to join in season III. We are already discussing possible changes and improvements so please share any thoughts or ideas you have as you follow season II.

I hope this has addressed your questions and put your fears to rest. If not, let me know what I missed the mark on. Feel free to give me a call if you'd like to discuss things. The bottom line is that the SCPC will add a whole new dimension to your solitaire play. Watching your teams move up and down the rankings compared to other coaches' teams is so much fun. The write-ups that coaches do on their games will take on a whole new level of interest for you because every game one coach plays will affect where all your teams are ranked. It's really great.

Thanks,

Derrick Gross

What to do with Broken Players???



If you collect figures, over time you eventually wind up with several figures that have broken arms or are broken off their platforms and pretty much unusable.

ASAMA\\The American Sport Art Museum and Archives

On my recent Spring Break Vacation, my wife and I decided to go to Mobile, AL. Mobile or south Alabama is not the typical spring break vacation destination for most people, but since the company I work for was in the process of working on a museum in the area, I decided to go there to check it out.

To my amazement we found the United State Sports Academy and The American Sport Museum and Archives.

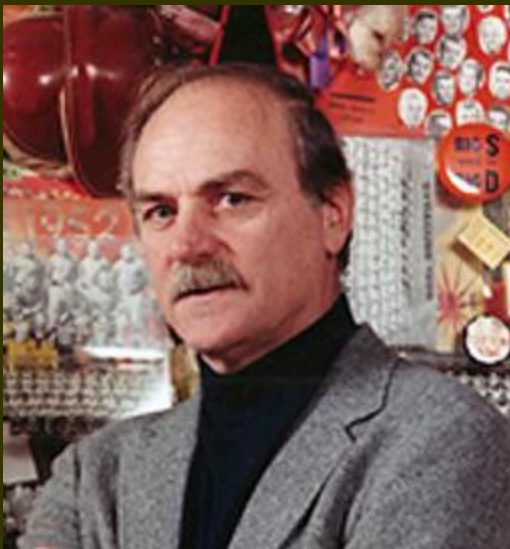
Founded in 1984, the American Sport Art Museum and Archives (ASAMA) is dedicated to the preservation of sports art, history and literature. The ASAMA collection is composed of more than 1,500 pieces across all media, including paintings, sculptures, assemblages, prints, posters and photography.

ASAMA houses what is believed to be the largest collection of sport art in the world.

Awards of Sport “A Tribute to the Artist and the Athlete”

The Academy presents awards each year, including its Awards of Sport, to pay tribute to those who have made significant contributions to sport, in categories as diverse as the artist and the athlete in several different arenas of sport. The awards have expanded over the years to honor exemplary achievement in coaching, all-around athletic performance, courage, humanitarian activity, fitness and media, as well as the top professional athletes of the year. ASAMA annually recognizes these men and women through its Sport Artist of the Year, Honorary Doctorates, Distinguished Service Awards, Medallion Series, Outstanding Athletes, Team of the Year and Alumni of the Year awards.

The Sport Artist of the Year Award is presented to an individual who captures the spirit and life of sport so that future generations can relive the drama of today's competition. The recipient may use a variety of art media including film, video or sculpture to depict the breadth and scope of both the agony and the ecstasy of sport.

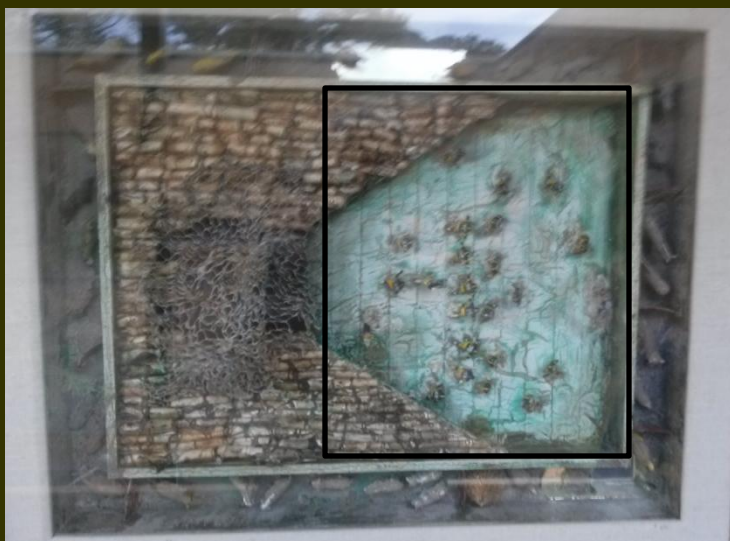


JAMES RIDLON - ASAMA 1989 Sports Artist of the Year.

Now you may be wondering what does this have to do with “What to do with broken players???”

As we were touring the gallery of the museum, I noticed a collection of collages featuring football related themes and to my surprise I noticed the use of electric football figures in these collages, many of which were broken off their platforms or had broken arms. My comment to my wife was “So that’s what you do with all your broken figures!!!”

The following are pictures that I took trying to capture some of the ways these figures were used in these works of art.



1989 Sport Artist of the Year
James Ridlon
"Riddles of Excellence"

Artist Biography

Ridlon discovered painting while in the sixth grade. It was then, too, that he began to collect things. "I was poor and scrounged around for objects I could use. It was fashionable to use found objects," he said. It was a modest beginning. Yet, Ridlon visited flea markets, garage sales and antique shops to satisfy his fascination with things.

As he got older, Ridlon learned to control his stuttering problem and developed into a talented artist and athlete. "I had an excellent art teacher, and I had become a good athlete," he said. "I came from a very poor family—my father's people were all lobster fishermen in Maine—and if it hadn't been for football, I might well have become a coal miner or something like that."

Instead of mining coal, Ridlon mined his athletic ability and received an athletic scholarship to Syracuse University, giving him an opportunity he might otherwise not have had. From 1954 to 1957 Ridlon played halfback and defensive end for Syracuse University's football team. "I felt there was a perfect democracy on the field. If you're faster, you're better," he said.

While at Syracuse, Ridlon won the Pat Miller Award for Outstanding Athlete-Citizen-Student and the Joe Alexander Award for Excellence in Football, Scholarship and Citizenship. "I'm very proud I was a good athlete," Ridlon said. "I played in the same backfield with Jim Brown, and that was an honor."

Playing football at Syracuse laid the foundation for Ridlon's future professional football career, "But it was at Syracuse I realized that I also had a mind," he said. At Syracuse, Ridlon studied under Ivan Meštrović, a prominent Croatian sculptor known worldwide whose works had close ties to Slavic history. Ridlon graduated from Syracuse with a Bachelor of Fine Arts degree in sculpture. At the time, Ridlon said he "didn't know there even was pro football after college."

Ridlon played six years with the San Francisco 49ers and two years with the Dallas Cowboys. As a Cowboy, he was named All-Pro as a defensive safety in 1964. An article in the 9 January 1989 Sports Illustrated magazine states, "Jim Ridlon was one of the first tough-as-nails NFL defensive backs in the 1950s and 60s, a rugged tackler and, though not especially fast, a dogged pass defender." Then, suddenly, at what some called the peak of his career, Ridlon quit pro football and went back to Syracuse to complete his graduate studies.

While continuing his work in fine art, he coached the university's defensive backs. Later, Ridlon became a full-time professor at the College of Visual and Performing Arts at Syracuse and taught painting, figure drawing, sculpture and design, until he retired in 2000. All the while, Ridlon worked as the color commentator for Syracuse home football games on the New York State Radio Network.

Perhaps the most recognized Ridlon commission is a sculpture made for the Football Writers Association of America called the Outland Trophy. The trophy, an award given annually to the best collegiate interior lineman, was an inspired and challenging piece for Ridlon. He said, "I wanted to get the look of a player of the 1940s, when the award was originally given. I also wanted to make the face ambiguous—it could be white or black—so the person who wins the trophy can see himself in it." Commenting on the trophy, Morin Bishop of Sports Illustrated wrote, "No-necks or not, the nation's grunts can finally hold their heads high."

Ridlon said, "I have drawn on memories, feelings and concepts rooted in my football background. The work might seem whimsical but there is an underlying truth in the statements...because I was there." For this reason, his unique and inventive expression of the realities of sport, Ridlon was chosen by the Art Committee as the 1989 Sport Artist of the Year.



The SCPC Season 2 Update



With only have 12 weeks remaining in the second season of the SCPC we have 13 teams with 6 or more wins that are eligible to participate in a post season bowl game.

Brian Wittkop and the Northern Michigan Electric Football League leads the way with 8 teams that have completed 10 games.

1	Michigan Wolverines	Unlimited	9	1	0	133
2	USC Trojans	Unlimited	8	2	0	125
3	UCLA Bruins	Unlimited	8	2	0	121
4	Colorado Buffaloes	Unlimited	8	2	0	99
6	Hawaii Rainbow Warriors	Unlimited	8	2	0	92
7	Arizona State Sun Devils	Unlimited	6	4	0	92
8	Stanford Cardinals	Unlimited	6	4	0	89
9	Washington Huskies	Unlimited	7	3	0	86

Commissioner Chris LeMay has 1 World League of Professional Football team with 10 games completed and 7 wins.

5	Oakland Raiders	3.3 Box Stock	7	1	3	98
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The Dirty Bird Electric Football League and owner/coach Andy MacLaughlin has 1 team with 8 wins and 9 games completed.

11	2012 Atlanta Falcons	3.3 Box Stock	8	1	0	67
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Charles Angell has 2 of his C_A_Panther Electric Football teams with 6 wins and 7 games completed.

12	Green Bay Packers	3.3 Inclusive	6	1	0	64
15	Buffalo Bills	3.3 Inclusive	6	1	0	55

And the Colorado Buffalos of the Major Bowl Implications Miniature Football League of Mandtaraydre (Andre Cogdill) has completed 8 games.

19	Colorado Buffaloes	Unlimited	6	2	0	51
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Solitaire League of Dave

nodave@mac.com (Dave Haydel) posted his Solitaire League of Dave Rules on the forum in November of 2013.



United Miniature Football League Rules

SECTION 1: FIGURES:

ALLOWED FIGURES:

Figures from Tudor Games, Football Figures, Electric Gridiron, and SIW (Buzzball) are authorized for use in the league, provided they meet the height and weight requirements. A figure that has had its body re-configured from the standard factory appearance is considered a custom figure.



PLAYER HEIGHT:

All EF Figures shall be no more than 1.75 inches tall including base and extended arms.

PLAYER WEIGHT:

The list below gives specific maximum weights per type of figure:

TTQB Kickers:	3g
Tudor Standard:	4g
Tudor Haiti Repro:	4g
Tudor Pro Line:	5g
Tudor Standard (Guard/Tackles):	5g
Buzzball:	6g
Tudor Big Men:	6g
Watts Figures	6g
Tudor Big Men (Guards/Tackles):	7g
Buzzball (Linemen, Mr. Everything):	7g
Watts Figures (Linemen)	7g
Football Figures	7g
Custom Figures	unlimited

CUMULATIVE WEIGHT DISTRIBUTION SYSTEM-

Roster will consist of no more than 35 players, with a total weight of 157.5 grams. A TTQB Kicker counts as part of the 35-man roster. If a team opts to use less than 35 players on the active roster, use the following chart-

Roster of 30	Total of 135g
Roster of 31	Total of 139.5g
Roster of 32	Total of 144g
Roster of 33	Total of 148.5g
Roster of 34	Total of 153g

The rosters add or subtract 4.5g per active player. If you wanted to use a 40 player roster, the total weight would be 180g.

ADDING WEIGHT TO PLAYERS:

Players may be coated with a layer of primer and/or rubber cement. Metal nuts, Clay, Lead and/or double-sided stick tape are authorized. Magnets are only authorized on kickers, punters, kick returners, and punt returners. Lessen weight on players by adjusting the plate the player is on.

ALLOWED POSES:

Players may be modified in any fashion. Questions about the legitimacy of a player will be brought to the league commissioner.

SECTION 2: BASES:

ALLOWED BASES:

Bases from all above mentioned retailers and vendors are authorized as well as F5 and ITZ bases. Standard tweaking practices are also allowed. "Boat" bases are allowed. Frankenstein bases are allowed.

ITZ bases may be used on players above 6g. Only 2 players per team may have an ITZ base.

FINAL AUTHORITY:

The game referee and league commissioner reserve the right to find any player or base as unauthorized for league play.

SECTION 3: GAMES:

REQUIRED EQUIPMENT:

A game must have the following equipment available at a minimum:

- (1) Two teams in compliance with league player and base regulations.
- (2) An approved Electric Football 620 board or larger with a field made of metal or wood.
- (3) A Triple-Threat Quarterback (TTQB) with the kicking leg in order to kick. The TDQ and TDK are allowed.
- (4) Passing sticks for pass attempts
- (5) First down chain and markers for Line of Scrimmage and Rear Limit.
- (6) A goalpost in order to attempt field goals.
- (7) A 60-second timer
- (8) A copy of the current rules in hard copy or electronic format.

Kicking figures (TTQB's)

Kickers must be painted in team colors and may have a dab of glue or rubber cement to stabilize and protect the ankle, and will have a base. They can have a stationary and a mobile base. The figure may not be modified in any other way.

COIN TOSS:

A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" while the coin is tossed in the air. The winner of the coin toss gets first choice of one of the following:

- (1) Receive the kick-off
- (2) Kick-off
- (3) Defer first choice in exchange for first choice at the start of the second half.

The team who loses the toss can determine which side of the field to defend.

GAME TIMING:

The game is divided into (4) four quarters consisting of 15 minutes each. Extra points and two-point conversions do not count for time. Touchbacks from kickoffs and punts will be timed. Each coach has three time-outs per half. Time will be measured with a clock which can count down from 15 minutes. The game clock will only stop during timeouts, or at the 2-minute warning.

IN THE EVENT OF A TIE:

If the score is tied upon completion of (4) four quarters of regulation play, (1) one period of overtime will be played. A coin toss will be performed to determine who gets starting possession.

Overtime Rules give both teams 4 plays each from the 50 yard line (no first downs) to score a Field Goal or Touchdown. In the event both teams are tied after one period of overtime, a second will be played. PAT's are not allowed in any overtime period. In the event of a turnover, the play is blown dead and the offense forfeits possession of the ball to the defense.

KICK-OFFS:

Kick-off plays will be the first play of each half and after a touchdown or field goal is scored.

KICKING TEAM FORMATION:

The kicking team lines up all players at the 50-yard line. The kicker is in the center of the formation.

RECEIVING TEAM FORMATION:

The receiving team must have at least five players on their own thirty yard line. One player, the kick returner, must be set centered at its goal line. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 30 yard line and the receiving team's goal line.

Kick-Off Play Procedure. When both teams are set, play proceeds in the following manner:

The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores, or has his forward progress stopped.

On-Sides Kick Procedure:

(1) After the kicking team and receiving team are both set, (in the same arrangement as a standard kickoff) the kicking team announces its intention to attempt an on-sides kick. The receiving team may move up to 4 additional players up to the 30 in order to field the kick.

(2) The kicking team identifies a player on the return team. A magnet is placed equidistant between the kicker and the identified player. Both sides can adjust 3 players each in response to magnet placement.

(3) The board is turned on for (3) three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball upon completion of the (3) three-second runoff, the receiving team gains possession at the spot of the ball.

PLAYS FROM SCRIMMAGE: This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage. The game referee has the final authority on play by play matters.

Offensive Formations. The offense must set its players in the following manner:

Interior Offensive Linemen- The guards and tackles are set one yard off the line (at the base, arms are not counted) of scrimmage with a space between them measuring one "rookie" base width at a minimum. Centers may be on the LOS. These linemen may be positioned to face in any direction. NO MAGNETS! Offensive linemen must have jersey numbers between 50 and 79.

Tight Ends- Any tight end or receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends may be set straight or slanted. A tight end not set on the line of scrimmage must also be outside the tackle and between one and ten yards behind the line of scrimmage. There is no stacking of tight ends.

Receivers- Any receiver on the line of scrimmage must be at least two bases width outside of the tackle, or one base width from a tight end. Receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle and set between one and ten yards behind the line of scrimmage. Receivers may not be stacked.

Quarterback- The offense must always have a player designated as the quarterback. The quarterback must be set such that its entire base is inside the center area and the spacing before the guards' area, as well as no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction. All other times require a 2-yard gap (base to base) between the quarterback and center.

Running backs- A maximum of three players may be set as running backs. A running back must be set such that its base at a minimum makes visible contact with the "hash marks" and at least (5) five but no more than (15) fifteen yards behind the line of scrimmage. Running backs can be set up directly behind each other in the backfield, provided there is a 2-yard gap (base to base) between them.

Defensive Formations: A minimum of (2) two defensive linemen must be one yard off the line of scrimmage for any play. The defense sets its players in the following manner:

Defensive Linemen- A defensive lineman will be set one yard off the line of scrimmage in any direction.

Linebackers- Linebackers will be set one yard off of the LOS, and may face any direction. Linebackers more than one yard off the LOS can be moved in response to the offense.

Defensive Backs- Defensive backs may be setup one yard behind the line of scrimmage. If they are set two or more yards behind the line of scrimmage, then they may be moved in response to the offense.

PLAY PROCEDURE: Plays are run as follows-

(1) The offense and defense simultaneously begin to set their players in the desired formations. Speed is encouraged, but not directed. Offense has 60 seconds to set up players. Defense has additional 10 seconds after offense says "Set".

(2) The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.

(3) Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set." The defense must set up all players upright.

(4) The offense may now physically move any two players to another location on the field. The offense has 10 seconds to complete all moves and adjustments.

(5) In response to Step 4 above, the defense may move double as many players as the offense did.

(6) The offense announces the number of the ball carrier and turns on the game board. The quarterback is allowed one chance to turn off the board and do one of two things:

(A): Attempt a pass - Go to Step 7.

(B): Turn off the board and re-angle and adjust the ball carrier (**as long as the ball carrier has not gained more than 10 yards**). If a running back never crosses the line of scrimmage and is never tackled, the switch can be turned off for no gain. Offensive blockers will be adjusted after the running back is adjusted. Unengaged defenders can also be adjusted upon completion of all offensive adjustments. Defense turns on the switch and turns it off as soon as the play is over.

(7) The offense may attempt a pass if all of the following conditions are met:

(A) The quarterback has not been tackled (sacked). A sack is contact with a defender base to base only.

(B) The quarterback has never had his base completely drop back more than 20 yards behind the line of scrimmage, otherwise known as the "Rear Limit".

(C) An eligible receiver is open to receive a pass. A receiver is eligible to receive a pass if the base is completely inbounds and not engaged either with arms or base with a defensive player within 5 yards of the LOS. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt. A receiver will be considered engaged if they are 5 or more yards behind the quarterback.

(D) The quarterback has never had any part of its base past the line of scrimmage. If the quarterback's base goes past the line of scrimmage, play continues with the quarterback as the ball carrier. This is considered a "scramble". The offense cannot turn blockers. If the offense turns the board off, the offense can change the quarterback's direction and adjust the base, and the defense can turn any unengaged defenders.

(E) The quarterback has not run out of bounds. If the qb does, this is considered a loss of yards..

(8) If the intended receiver is within five yards of the quarterback, and has an unobstructed line of sight, no TTQB is necessary as the pass is considered a "shovel", and is automatically complete.

(9) The pass is attempted with passing sticks. The stick is placed with one end touching the receiver's base at any angle, and the other end facing an open spot on the field, where a magnetic marker is placed. The receiver can be adjusted to run to the marker and make the catch, or run after the catch, not for both. The closest defender can be turned and adjusted to run to the marker to defend the pass.

If the pass is complete (receiver's base touches the magnet first), proceed to Step 10. If a defender touches the magnet first, the pass is intercepted. If neither player touches the magnet, the pass is incomplete.

The quarterback may throw to a receiver behind him. If the pass is missed, it is considered a fumble, and both teams turn all unengaged players to recover the fumble. First player to touch the magnet recovers the ball. Unengaged defenders may be turned again to pursue the new ballcarrier. Either team may advance the ball upon recovering the fumble.

The offense may elect to take an automatic incomplection ("throw it away"). If the offense misses the pass or opts to "throw it away," then go to Step 11.

If the offense throws an interception, then the defensive player becomes the ball carrier, and may be angled and adjusted. Blockers may also be angled. Play continues with Step 10, but with the defender as the ball carrier.

(10) The blockers, upon catching the pass, may be angled by the offense. The defense may angle and adjust any of its players who are not engaged upon completion of all offensive adjustments. After making all adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.

(11) The line of scrimmage is marked for the next play.

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PUNTS:

For ease of time, punts shall be performed in this manner-

(1) The offense announces its intention to punt. There are no fake punts.

Ball is between 50 and offense's GL	Punt travels 50 yards
Ball is inside opponent's territory	Punt travels 35 yards

There are no punt returns, and the receiving team sets up on offense for the next play.

FIELD GOALS AND PATs. A field goal may only be attempted when the offense is on beyond the 50-yard line.

PAT's will be attempted unobstructed from the opponent's 5 yard line.

Formations. The rules for offensive and defensive formations previously described apply to field goal and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

Play Procedure. Plays are run as follows:

(1) The offense announces its intention to attempt a kick. The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as a either a running or a passing play.

(2) The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two-second count the kick is not blocked, proceed to Step 3.

(3) The kick is attempted with the front of the base 8 yards behind the LOS. When making the kick, the kicker may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off.

SECTION 4: ROSTERS/DRAFT/FREE AGENCY

ROSTER SIZE:

Teams will maintain an active roster of no more than 35 players. A taxi squad of an additional 5 players is allowed, with a maximum total weight of 20 grams. Players may be called from the taxi squad before a game begins, but only as a result of injuries.

TTQB Kickers are considered as players on the 35-man roster, and will be on the field for kickoffs and field goals.

Teams will have at least one passing stick per Quarterback on the active roster. If the backup quarterback comes in, then the passing stick must be substituted as well.

All figures will have the helmet, jersey, and pants painted in the correct team colors at a minimum. Each player will have a jersey number. No two players on the same team can have the same jersey number.

INJURIES / RETIREMENTS:

Once a figure is registered to a base, that base cannot be removed for the duration of a season. If a player fails to perform on his assigned base, or gets “over-tweaked” and cannot perform, the player can be considered injured. Solutions are to tweak the base back into functionality or keep the player on the bench. Coaches may elect to sign free agents; however, they may not exceed the 35-man active roster. Injured players can be moved to injured reserve, and cannot return to action for the rest of the season.

If a coach determines a player’s base too inoperative to function, the player is moved to Injured Reserve. If the player cannot be re-habilitated, the coach may decide to release the player. If the league commissioner agrees, he may retire the player. A retired player is permanently removed from his base, then re-primed and assigned a new base to re-enter into the player draft for the following year.

BUILDING EXPANSION TEAMS:

New team owners must be approved by a simple majority of franchise owners.

All franchises will start with one TTQB (kicker), a base roster of one 14-man Tudor figure squad, (which will have 1 classic QB, 5 linemen, 2 def backs, 2 off backs, 2 tackles, and 2 receivers), 1 custom figure, and any combination of 16 standard green TTC’s and rookie bases. All figures including the kickers will have flesh tones painted and a base. Expansion teams will be placed at the front of the Player Draft and can participate in Free Agency, provided franchises stay within salary cap constraints. These initial players will each have \$20,000 one-year contracts, except for the custom player who will have a \$40,000 two-year contract.

Each existing team will delegate 2 or 4 players (depending on numbers of expansion teams) for availability in the expansion draft pool. The expansion team(s) shall draft one of the two players delegated. The second player returns to his original team. A player selected by an expansion team takes his base and passing stick to his new club. The figure is then primed and re-painted in the new team’s uniform.

SCOUTING:

All players made available for expansion drafts, rookie drafts, and free agency will be able to be scouted by every franchise owner at a pre-determined time by the league. All data on the player being scouted will be made available to every owner upon request. The free agency pool will be managed by the league commissioner, and he may add players to the pool during the off-season. If situations dictate due to high injuries, the commissioner may allow additional players to become available in the free agent pool during the course of the regular season.

PLAYER DRAFT:

Each team will select players via draft, in three rounds. Teams will select lottery style where each loss a team has will enter another chance for that team to select first. The team who won the championship the previous year will not be in the lottery, and will select last. Draft order will be determined by having chances selected from a hat.

In the event of the inaugural season, all franchises will have two chances each.

In the event of the inaugural season, all franchises will have two chances each.

Draft picks will have flesh tones painted, and have a tweaked base.

1st round picks will be custom figures.

2nd round picks will be Watts figures, Football Figure or Buzzball figures, or Proline players.

3rd round picks will be any standard figures or TTQB Kickers.

FREE AGENCY:

Free agent players will be selected by way of auction. All free agent players will be brought up for auction, with bids beginning at the players weight multiplied by \$10,000. Bids will be increased in minimum increments of \$3,000. Players with a salary of less than \$40,000 can be signed for a one-year contract. All other contracts are for at least 2 years, and not more than 4 years. Teams will pay the player the dollar amount signed for every year of the contract. (Example: a team wins a free agent for \$55,000 for 3 years. This player's salary will count as \$55,000 per year for three years, with their first year of playing counting as year one of the deal.)

SPECIAL CONSIDERATIONS:

Team	Players Used	Bases Used	Customs? (Y/N)
NY	Any	All	Y
NJ	Any	All but ProLines	Y
PHI	Buzzball only	Buzzball only	Y
LON	Tudor only	Tudor only, ProLine on OL/DL only	Y
NO	Any	All but ProLines	Y
COL	Any, but must have 1 Watts at each position	All but ProLines	Y
CHI	80% Tudor, 20% Any	Tudor only, ProLine on skill positions only	Y
MIN	Any	All but ProLines	Y
LA	Any	All	Y
SD	Any	All but ProLines	Y
SEA	Tudor only	Tudor only, incl. ProLine	Y
DAL	Football Figures only	All but ProLines	Y

TRADING PLAYERS:

Coaches may trade players prior to the trading teams reaching the midway point of the regular season. Teams will still honor the original player contracts for the remainder of the season.

RELEASING PLAYERS:

Players may be released upon completion of a player contract, or at any time if the player is on the taxi squad. Players on injured reserve cannot be released. If a released player spends an entire season in the free agent pool, the player is then retired from the league.

SALARIES AND SALARY CAP:

The SLOD Salary Cap is \$2,000,000. Taxi squad players only count as \$20,000 against the team salary cap. Any monies in excess of the \$1.5M Cap may be banked for future seasons, or used to upgrade bases for players. An owner may pay \$25k for an upgraded or re-tweaked base from the league. The new base is registered to the player. This may only be done during the off-season.

SEASON RULES:

Double round-robin season (play each opponent twice), or ten-game regular season, whichever is fewer. Division winners play in playoff game, then conference winners play in championship game.

CASH AWARDS:

League Revenues (paid at beginning of season): Each team receives \$1,000,000.

Regular season win: \$40,000; Regular season loss: \$25,000

Playoff win: \$50,000; Playoff loss: \$35,000

Championship win: \$100,000, Championship Loss: \$75,000

Solitaire League of Dave



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