

**GRIDIRON
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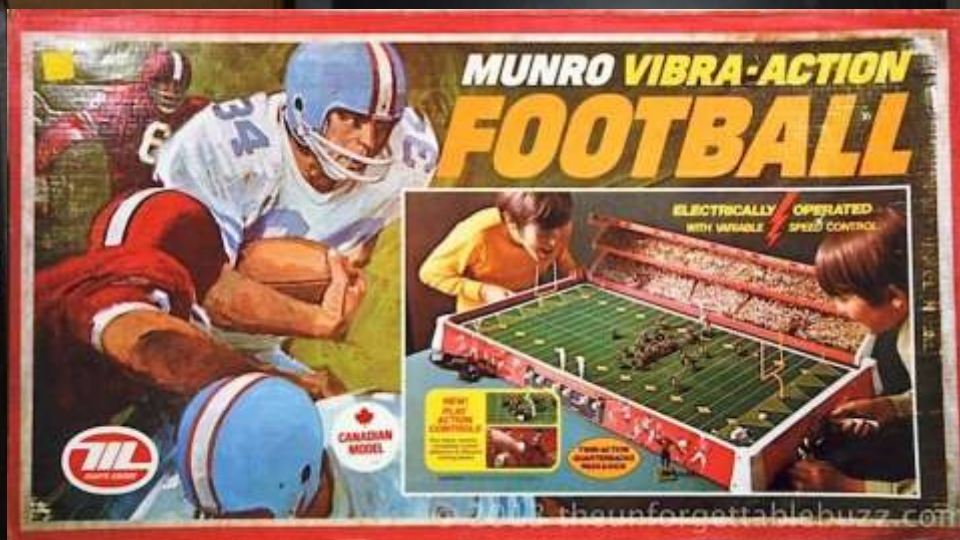


CANADIAN ELECTRIC FOOTBALL

The Editor's Desk ...

CANADIAN FOOTBALL ... I have long been a fan of the Canadian Football League. To me it is a much more exciting brand of football than the NFL. Because of the larger playing field, it is a much more wide open style of play. The larger end zones creates more opportunities for scoring. 12 players per team on the field gives coaches more opportunity to be creative in their play calling. 3 downs to make a first down means every play has to produce more results while at the same time making the kicking game more important. And the "rogue" or "single". How many times does the punter or kicker get to score a point for his team?

Canadian edition electric football games were produced by Munro and Coleco in the 1970's. I have one of these game boards in my collection. It is a 1971 Canadian Model Munro "VIBRA_ACTION" Football.



CFL electric football games are hard to come by. A recent search on ebay specifically for "Canadian electric football", "CFL electric football", "Munro CFL football" and "Coleco CFL electric football" all yielded "0" results. I did find some very interesting games in the related results, but that will have to wait for another day.

The game board I have came as the result of an inquiry on the MFCA forum. I asked if any one had a CFL edition electric football game board and Mark Newell of Mobile, AL responded I was able to purchase this one from him.

However expect to pay upwards of \$100.00 for one. I paid \$110.00 for the one I have.

Since this issue is about Canadian Football, the CFL and Canadian Electric Football, I have done quit a bit of research on various aspects of the game as it is played in Canada. Not very many know or have forgotten that the game of football as played in the United States derived form Canadian football rules.

I hope you enjoy this issue. Thanks ...

-Chris LeMay
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**Be sure to enter your
Games and join in the fun
of the SCPC**

<http://miniaturefootball.org/scpc/>

Ligue Canadienne de Football

I have always had an interest in the Canadian Football League although I am not sure when that interest first came about. I do remember that when the American Football League started in 1960 many of its players had had previous experience playing in the CFL. Perhaps that is why the AFL was able to field fairly competitive teams from the beginning and brought to the US a more wide open game with an emphasis more on the passing game than the running game.

The Minnesota Vikings were my favorite NFL team in 1969. That is when a pair of former CFL alumni (Head Coach Bud Grant and Quarterback Joe Kapp) led the Vikings to the NFL Championship and Super Bowl IV, the last true AFL vs. NFL World Championship game.

Cookie Gilchrist who played with the AFL Buffalo Bills played in the CFL. Warren Moon is the only pro football player to be elected to the US's Pro Football Hall of Fame and the Canadian Football Hall of Fame. A couple of other notable NFL players who also played in the CFL are Joe Theismann and Doug Flutie.

When the World Football League was organized in 1973, they planned to have a team in Toronto called the Northmen, but legislation was passed to ban the playing of American football in Canada and the Northmen moved south to Memphis, TN and became the Southmen.

The CFL did expand into US markets in the 1993, '94 and '95 seasons and an American team, the Baltimore Stallions won the Grey Cup (the CFL Championship) in 1995.

CFL teams and NFL teams have met each other and played several exhibition games with the NFL winning all but one game. These games were played using CFL rules in one half and NFL rules in the other half.

American football rules and Canadian football rules do differ even though Canadian rules were first used in games between the US and Canadian teams and American rules derived from these games mainly due to limited playing space in the US which explains why American football fields are smaller than Canadian football fields. Other notable differences are 12 players per team rather than 11 and 3 downs to make a first down rather than 4.

Fortunately in electric football we can play both Canadian football rules and American football rules and explore the different strategies involved in both games. Football is still football no matter how it is played and by recreating these teams and leagues just adds to the excitement and fun of playing solitaire electric football.

A Brief History of the CFL

The Canadian Football League as we know it today was officially founded on January 19, 1958.

Early History

Rugby football began to be played in Canada in the 1860s, and many of the first Canadian football teams played under the auspices of the Canadian Rugby Football Union (CRFU), founded in 1884. The CRFU was reorganized as the Canadian Rugby Union (CRU) in 1892, and served as an umbrella organization that several leagues were part of. The Grey Cup was donated by Governor General Earl Grey in 1909 to the team winning the Senior Amateur Football Championship of Canada. By that time, the sport as played in Canada had diverged markedly from its rugby origins, and started to become more similar to the American game. From the 1930s to the 1950s, the two senior leagues of the CRU, the eastern Interprovincial Rugby Football Union (IRFU or Big Four) and Western Interprovincial Football Union (WIFU) gradually evolved from amateur to professional leagues, and amateur teams such as those in the Ontario Rugby Football Union (ORFU) were no longer competitive in their Cup challenges. The ORFU withdrew from Grey Cup competition after the 1954 season, heralding the start of the modern era of professional Canadian football, in which the Grey Cup has been exclusively contested by professional teams (Since 1965, Canada's top amateur teams, competing in Canadian Interuniversity Sport (CIS), have competed for the Vanier Cup).

In 1956, the IRFU and WIFU formed a new umbrella organization, the Canadian Football Council (CFC), and in 1958, the CFC left the CRU, becoming the Canadian Football League. The CRU remained the governing body for amateur play in Canada, eventually adopting the name Football Canada. Initially, the two unions remained autonomous, and there was no intersectional play between eastern (IRFU) and western (WIFU) teams except at the Grey Cup final. This situation was roughly analogous to how the American baseball leagues operated for years. The IRFU was renamed the Eastern Football Conference in 1960, while the WIFU was renamed the Western Football Conference in 1961. Also in 1961, limited interlocking play was introduced. It was not until 1981 that the two conferences agreed to a full merger, with a full interlocking schedule of 16 games per season.

The separate histories of the IRFU and the WIFU accounted for the fact that two teams had basically the same name: the IRFU's Ottawa Rough Riders were often called the "Eastern Riders", while the WIFU's Saskatchewan Roughriders were called the "Western Riders" or "Green Riders". Other team names had traditional origins: with rowing a national craze in the late 19th century, the Argonaut Rowing Club of Toronto formed a rugby team for its members' off-season participation; the club name Toronto Argonauts remains to this day, and after World War II, the two teams in Hamilton—the Tigers and the Flying Wildcats—merged both their organizations into the Hamilton Tiger-Cats.

The league remained stable with nine franchises—the BC Lions, Calgary Stampeders, Edmonton Eskimos, Saskatchewan Roughriders, Winnipeg Blue Bombers, Hamilton Tiger-Cats, Toronto Argonauts, Ottawa Rough Riders and Montreal Alouettes—from its 1958 inception until 1981. After the 1981 season, the Alouettes folded and were replaced the same year by a new franchise named the Concordes.

In 1986 the Concordes were renamed the Alouettes to attract more fan support, but the team folded the next year. The demise of the Alouettes forced the League to move its easternmost Western team, Winnipeg, into the East Division.

In 1993, the league admitted its first United States-based franchise, the Sacramento Gold Miners. After modest success, the league then expanded further in the U.S. in 1994 with the Las Vegas Posse, Baltimore Stallions, and Shreveport Pirates. For the 1995 campaign, the American teams were split off into their own South Division, and two more teams, the Birmingham Barracudas, and Memphis Mad Dogs, were added; at the same time, the Posse folded and the Gold Miners relocated to become the San Antonio Texans. In 1995 the Stallions became the first (and to date, only) non-Canadian team to win the Grey Cup.

Despite all American teams having the advantage of not being bound to the CFL's minimum Canadian player quotas, only the Stallions proved to be both an on-field and off-field success. The establishment of the NFL's Baltimore Ravens, worsening financial problems among the league's core Canadian teams, and the inconsistent performance of the American teams prompted the CFL to close the South Division and retrench its Canadian operations. The Stallions organization was used as the basis for a revival of the Montreal Alouettes.

United States Expansion

In 1993, the league admitted its first United States-based franchise, the Sacramento Gold Miners. After modest success, the league then expanded further in the U.S. in 1994 with the Las Vegas Posse, Baltimore Stallions, and Shreveport Pirates. For the 1995 campaign, the American teams were split off into their own South Division, and two more teams, the Birmingham Barracudas, and Memphis Mad Dogs, were added; at the same time, the Posse folded and the Gold Miners relocated to become the San Antonio Texans. In 1995 the Stallions became the first (and to date, only) non-Canadian team to win the Grey Cup.

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Recent History

The CFL returned to an all-Canadian format in 1996 with nine teams; however, the Ottawa Rough Riders, in existence since 1876, folded after the 1996 season. Toronto and recently revived Montreal also were struggling; Montreal's woes were solved by moving to Percival Molson Memorial Stadium, a much smaller venue than the cavernous Olympic Stadium.

In 1997, the NFL provided a \$3-million USD interest-free loan to the financially struggling CFL. In return, the NFL was granted access to CFL players entering a defined two-month window in the option year of their contract. This was later written into the CFL's collective bargaining agreement with its players. The CFL's finances have since stabilized and they eventually repaid the loan. The CFL–NFL agreement expired in 2006. Both leagues have been attempting to reach a new agreement, but the CFL broke off negotiations in November 2007 after Canadian telecommunications firm Rogers Communications paid \$78 million to host seven Bills games in Toronto over five seasons.

In 2002, the league expanded back to nine teams with the creation of the Ottawa Renegades. After four seasons of financial losses, the Renegades were suspended indefinitely before the 2006 season; their players were absorbed by the remaining teams in a dispersal draft.

In 2005, the league set an all-time attendance record with a total attendance of more than 2.3 million. With the absence of Ottawa from 2006 onwards, league attendance has hovered around the 2 million mark. It stood at 2,029,875 in 2012 for a single game average of 28,193. The 2007 season was a recent high point with average game attendance of 29,167, the best since 1983. The 2012 season was another significant milestone for the league, marking the 100th anniversary of the Grey Cup award. With Toronto defeating Calgary, the league was rewarded with the highest ever television ratings for a championship game in English Canada.

In 2008 the CFL granted a conditional expansion franchise to play in Ottawa. With the East Division Ottawa Redblacks beginning play in 2014, the Winnipeg Blue Bombers moved back to the West Division.

The CFL has the third highest per-game attendance of any North American sports league and the seventh highest per-game attendance of any sports league worldwide. A recent survey conducted at the University of Lethbridge confirmed that the CFL is the second most popular sports league in Canada, with the following of 19% of the total adult Canadian population compared to 30% for the NHL. The NFL had 11% following, with a total of 26% following at least one of the pro football leagues. This could be interpreted to mean that approximately 80% of Canadian football fans follow the CFL and about 55% follow the NFL.

The 2010s will be a significant decade for the CFL in terms of growth, as teams have renovated, expanded stadiums, or plan to build entirely new stadiums. The Montreal Alouettes accomplished this first, adding 5,000 seats to Percival Molson Memorial Stadium in time for the 2010 CFL season.[14] The Edmonton Eskimos and Calgary Stampeders also renovated their respective stadiums and facilities for the 2010 season.[15] In 2011, the BC Lions played under a new, retractable roof in BC Place after spending one and a half seasons at Empire Field.[16] In 2013, the Winnipeg Blue Bombers moved to an entirely new stadium at the University of Manitoba. The Hamilton Tiger-Cats, Saskatchewan Roughriders and the 2014 expansion Ottawa Redblacks are also looking at new or extensively-renovated stadiums in the following years.

The Rules of American and Canadian Football: A Comparison

From the website: www.mmbolding.com

The rules of American football are very similar to those of Canadian football. Canadian and American football do not much resemble soccer, the sport which most of the world calls "football." However, both of these games have their origins in rugby football, usually known in North America simply as "rugby".

Football was introduced to North America in Canada, by the British Army garrison in Montreal, which played a series of games with McGill University. In 1874, McGill arranged to play a few games in the United States, at Harvard, which liked the new game so much that it became a feature of the Ivy League. Both the Canadian and American games still have some things in common with the two varieties of rugby, especially rugby league, and, because of the similarities, the National Football League has established a formal relationship with the Canadian Football League.

Many, perhaps most, of the rules differences have arisen because of rules changes in American football in the early 20th Century which have not been copied by Canadian football. The major Canadian codes never added a 4th down, shortened the field of play to 100 yards, abolished the onside kick (see "Kicker advancing the ball" below), restricted backfield motion, or moved or changed the dimensions of the goals, while the NCAA (from which American codes derive) did. Canadian football was late in adopting the hand snap and the forward pass, although one would not suspect the latter from play today, and slower and not as severe in reducing the number of players on the field. Canadian football was also much slower in removing restrictions on blocking, but caught up by the 1970s so that no significant differences remain. Similarly, differences in scoring (valuing touchdowns relatively less) opened up from the late 19th Century but were erased by the 1950s. For these reasons, this article would have been considerably longer during about 1910-50. An area in which American football has been more conservative is retention of the fair catch.

In some regions along the Canada-USA border, especially western areas, some high schools from opposite sides of the border will regularly play games against one another (typically one or two per team per season). By agreement between the governing bodies involved, the field of the home team is considered a legal field, although it is a different size from one school's normal field. Rules agreements appear to vary; some have asserted that the rules switch depending on which team possesses the football, but most Internet-accessible newspaper reports on cross-border games seem to indicate that the rules of the home team are followed throughout the game.

Because of the similarities between the two games, many outside of Canada today consider Canadian football a minor variation of the American game and the CFL to be a minor league and not a major professional league. However, the Canadian game is relatively popular in Canada, and the CFL is considered a major league in the country, arguably being the second most popular professional sports league after the NHL. Indeed, many Canadian Football League players are Americans who grew up playing American football.

For these players who played both Canadian and American styles, a player's professional football statistics is considered to be their combined totals from the player's CFL and NFL careers. However, it is very unusual for a primarily Canadian football player to have their American football statistics affect their career totals, or vice-versa. Because of the greater popularity of American football, so-called legendary football accomplishments are frequently on the basis of American football totals alone, as few players have achieved such a level by playing both styles of football, and even fewer by playing Canadian football alone.

Important Differences

There are several important specific differences between the Canadian and American versions of the game of football:

Playing Area

The playing field in Canadian football field is generally larger, similar to those of American fields prior to 1912. The Canadian field of play is 110 yards long and 65 yards wide, rather than 100 yards by 53 1/3

as in American football. The end zones in Canadian football are anywhere between ten to fifteen yards deeper, although the Canadian Football League uses 20 yard end zones. The goalposts for kicking are placed at the goal line in Canadian football and the end line in the American game. Frequently, however, the Canadian field will have its end zone truncated at the corners so that the field fits in the infield of a track. The distance between a sideline and a hash mark are the same in both fields, which leaves a greater distance between the hash marks in the Canadian game.

Because of the larger field, many American football venues are generally unfit for the Canadian game. In many American venues, the sidelines and end lines would be several rows into the stands. During the CFL's failed expansion to American cities, Canadian football was either played on converted baseball grounds, or in some cases, on a field designed for American football (most famously, the Memphis Mad Dogs of the CFL, playing out of the Liberty Bowl, played the Canadian game on an American field due to the inability of the stadium to adapt to the larger field). The Alamodome is the only American venue built with Canadian football (the CFL's San Antonio Texans) in mind, although it is now no longer used for this purpose.

Team Size

Canadian teams have twelve players per side, while American teams use eleven players. Both games have the same number of players required at the line of scrimmage, hence the twelfth player in the Canadian game plays a backfield position. Because of this, position designations of the various offensive and defensive lines vary. For example, there is no tight end in Canadian football. The typical offensive arrangement in Canadian football is for there to be two slot backs instead of the American tight end, while on the defensive end of the ball, two safeties are employed instead of one.

The Ball

The specifications of Canadian and American footballs are slightly different, and imply that on the average the Canadian football will be slightly shorter although not, as popularly believed, slightly fatter. Canadian Football League rules specify that the long circumference of the ball should be not less than 27 3/4 inches nor greater than 28 1/4 inches, while the short axis should be no less than 20 7/8 inches nor greater than 21 1/8 inches . The dimensions of the official National Football League and National Collegiate Athletic Association football are specified by its manufacturer as: short circumference: 20 3/4 to 21 1/4 inches, long circumference 27 3/4 to 28 1/2 inches .

However, since most official Canadian and American footballs are made by the same company (the exception is Arena Football League balls, which are made by Spalding, but the dimensions are the same), it is likely that their dimensions are identical. The chief difference between a CFL, NFL, NCAA, and AFL balls is the type of stripe applied (or not). Canadian balls have a complete white stripe around the football 1 inch from each end, NCAA balls have broken stripes, NFL balls have no stripes, and AFL balls are tan with two blue s-shaped stripes.

Sources: CFL rulebook, Wilson Sporting Goods, Arena Football League 101

Number of Downs

In both games, a team will have a limited number of downs to advanced the ball ten yards. In American football, there are four downs, while in Canadian football, there are only three.

Scrimmage

In both games, the ball is placed at a line of scrimmage, in which a player known as the center (centre in Canada) performs a snap to start a football play. In Canadian football the snap is required to go between the centre's legs; not so the snapper in American football. The defensive team must stay a distance away on their side of the line of scrimmage. If an offensive play results in the goal line being inside such a distance, the ball is moved back so that the defense is positioned at the goal line.

In Canadian football, this distance is a full yard. That is, a play can never start inside the defending team's one-yard line. Because of this one-yard distance, teams will tend to gamble on third and one. In American football, the distance is eleven inches - the length of the ball, creating the illusion of the teams being "nose-to-nose" against each other.

Fair Catch

In American football, if a punt returner sees that, in his judgment, he will be unable to advance the ball after catching it, he may signal for a fair catch by waving his right hand in the air, and forgo the attempt to advance. If he makes this signal, the opposing team must allow him to attempt to catch the ball cleanly; if he is interfered with, the team covering the kick will be penalized fifteen yards. In contrast, there is no fair catch rule in Canadian football: instead, no players from the kicking team except the kicker and any player who was behind him when he kicked the ball may ever approach within five yards of the ball until it is or has been in the opponents' possession.

Furthermore, in American football the receiving team may elect not to play the ball if the prospects for a return are not good and the returner is not certain he can successfully catch the ball on the fly. American players are generally taught not to attempt to touch a bouncing football. Oftentimes, the ball hits the ground and is surrounded by players from the kicking team, who allow it to roll dead, at which point play is stopped. In Canadian football the ball must be played by the receiving team.

Backfield in Motion

In Canadian football all offensive backfield players, except the quarterback, may be in motion at the snap -- players in motion may move in any direction as long as they are behind the line of scrimmage at the snap. In American football, only one backfield player is allowed to be in motion, and he cannot move toward the line of scrimmage until after the ball is snapped.

Time Rules

American football rules allow each team to have three timeouts in each half, and the National Football League stops play for a two-minute warning. In the Canadian Football League, each team has only one time-out, while at lower levels of Canadian football each team has two. However, at all levels of Canadian football, the clock is stopped after every play during the last three minutes of each half.

Timing rules change drastically after the end-minutes warning in both leagues. In American football, the clock continues to run after any tackle in bounds, but stops after an incomplete pass, or a tackle out of bounds. If the clock stops, it is restarted at the snap of the ball. In Canadian football, the clock stops after every play, but the starting time differs depending on the result of the previous play: after a tackle in bounds, the clock restarts when the referee whistles the ball in; after an incomplete pass or a tackle out of bounds, the clock restarts when the ball is snapped.

These timing differences make for spectacularly different end-games if the team leading the game has the ball. In American football, if the other team is out of time-outs, it is possible to run slightly more than 160 seconds off the clock (almost three minutes) without gaining a first down. In Canadian football, just over 60 seconds can be run off. In American football, the clock need not run out for the half or the game to be called. Canadian football requires that the clock be run out for the half or the game to be called. A final play is also permitted if time expires between plays in Canadian football.

In Canadian football, the offensive team must run a play within 20 seconds of the referee whistling the play in; in American football, teams have 40 seconds from the end of the previous play.

Kicker Advancing the Ball

The Canadian kicker, or a player behind the kicker when he kicks the ball, may recover his own kick and advance with the ball. American kickers are not allowed to do so, except on a kick-off, when the kicker and anyone behind him (i.e., the entire team, lest they be off-side), are eligible to recover the ball, so long as it has progressed at least ten yards down the field; hence the "onside kick" play. Canadian football extends this principle to all kicks, including those downfield.

Defensive Line

The defensive line can only hold up a receiver within 1 yard of the scrimmage lines in the CFL, as opposed to 5 yards in the NFL, allowing for more open plays.

Fumbles

In Canadian play, if the ball is fumbled, the last team to touch the ball before it goes out of bounds gets possession -- rather than the last team to possess the ball as in American Football.

Field Goals

Missed field goals which do not hit the uprights are live in Canadian football – if the ball is not returned out of the end zone, the kicking team receives a single point (a "rouge"), and the returning teams scrimmage from their 35 yard line. The returner also has the possibility of returning the missed kick for a touchdown; failing this, his team will receive possession at the point to which he returns the ball. In the amateur levels of Canadian football, if the returner exits the end zone, they will automatically gain possession at the 20 yard line if the returner is tackled before he reaches the 20 yard line.

Following a successful field goal, in Canadian rules, the team scored upon has the option of receiving a kickoff or scrimmaging at its own 35 yard line. In American football there is a kickoff after every score.

Safety Touch

In both Canadian football and American football, a safety touch awards 2 points to the defending team. In American football, the team giving up the safety touch kicks off from their own 20 yard line. In Canadian football, the team being awarded the 2 points has the option of scrimmaging from their own 35 yard line, kicking the ball off from their own 35 yard line, or the opposing team kick off the ball off from their own 35 yard line.

Extra Points

In both games, after a touchdown is scored, the scoring team must then convert the touchdown, which may be done through a kick or a scrimmage. If done through a kick, the scoring team scores one point, and if done from a scrimmage, the scoring team scores two. However, the position of the ball for conversions is different in the two games.

Conversions are taken between the 2 or 3 yard line in American football, and at the 5 yard line in Canadian football. However, the Canadian kicker is actually closer to the goalposts, which are on the goal line in Canada and on the end line in the United States.

During conversions, the ball is considered live in the Canadian Football League and American football at the college and NFL Europe level. As such, this allows the defensive team to score two points on an interception or fumble return. However, in the National Football League, other levels of American football, and amateur Canadian football, the ball is considered dead on a turnover.

Runner Down (amateur)

In Canadian amateur football, the ball is not dead if a player kneels momentarily to, and does, recover a rolling snap, onside/lateral pass, or opponent's kick, while in American amateur football, such a situation produces a dead ball.

Other Differences

Other than converts, there is no single-point score in American football; the same events that result in a single in Canadian football result only in the award of a touchback in American play.

Canadian receivers need only have one foot in bounds for a catch to count as a reception, as in American high school and college football. NFL play requires two feet in bounds.

CFL roster sizes are 40 players (rather than 53 as in the NFL), comprising 19 non-imports (essentially, Canadians), 18 imports, and 3 quarterbacks.

While the traditional American football season runs from September or late August until December with the NFL playoffs occurring in January and February, the CFL regular season begins in July so that the playoffs can be completed by mid-November, an important consideration for a sport played in outdoor venues in locations such as Edmonton, Alberta and Regina, Saskatchewan. Although, as recently as 1972, it was not uncommon for the CFL season to end in December.

CFL League Logo Reference



1955 - 1968



1969 - 2002



2003 - present



2003 - present



2003 - present



All images from sportslogo.net

BC Lions



All images from sportslogo.net



Uniform history plaque by heritagesportsart.com

Calgary Stampede



All images from sportslogo.net



Uniform history plaque by heritagesportsart.com

Edmonton Eskimos



All images from sportslogo.net



1965



1981



1997



2003



2005



EDMONTON ESKIMOS
ALL TEAMS ARE NOT CREATED EQUAL



Uniform history plague by heritagesportsart.com

Hamilton Tiger-Cats



All images from sportslogo.net



Uniform history plaque by heritagesportsart.com

Montreal Alouettes



All images from sportslogo.net



Uniform History Art from flickr.com

Saskatchewan Roughriders



All images from sportslogo.net



1936



1966



1970



1989



2005

SASKATCHEWAN ROUGHRIDERS
WHY THEY INVENTED GREEN



Uniform history plaque by heritagesportsart.com

Toronto Argonauts



All images from sportslogo.net



1933



1951



1983



1997



2005



TORONTO ARGONAUTS
THE POWER OF BLUE



Uniform history plaque by heritagesportsart.com

Winnipeg Blue Bombers



All images from sportslogo.net



Uniform history plaque by heritagesportsart.com

Ottawa RedBlacks



The Ottawa RedBlacks are the new expansion team of the CFL for 2014. Former teams located in Ottawa are the Ottawa Renegades and Ottawa Rough Riders



All images from sportslogo.net



1990



1992



1999



2002



2005



OTTAWA RENEGADES
FOOTBALL MATTERS



Uniform history plaque by heritagesportsart.com



CFL - USA Expansion



All images from sportslogo.net

Helmets of the CFL



Helmet images from www.misterhabs.com/helmets.htm



Photo from [pinterest.com](https://www.pinterest.com)

Canadian Football League-Electric

It began with this question: Interested in designing logo for CF-E ! any ideas Coaches?

Hi Coaches!

Just a idea, I see a lot of Coaches have really cool designed logos for there Leagues and was wondering if anyone wanted to help me design one for my CFL E Electric football league.

I'd want to have it very similar to the old or new real CFL logo red and white and work a gold electric lightning bolt in it somewhere.

thanks

Pat (Pat Heyward aka "CFLER")

Several coaches responded and these were some of the initial ideas:

"just a thought

add an e to your logo I think that will look fine. or a shield with the letters in it."

- coach55 -

"How's this???" - eflfanatic -



"A thought.....

I would incorporate your HELMET logo with EFLFANATICS idea. The HELMET as you have it is in the center. The lightening bolt runs directly through it, either straight up and down, or diagonally through it, as if it were directly behind the helmet. The HELMET is still the focus. The lightening bolt is transporting the football with the letter E on it, moving through the LIGHTENING BOLT, as if it were ELECTRICITY. To do this, just make the lightening bolt longer, and the football is positioned above the helmet, and it looks as if the BOLT is carrying it and moving it downward, the ball is in motion, still positioned above the helmet. I just took EFLFANATICS design, which was great, and used it with your helmet, placed the ball within the BOLT, and put a BIG LETTER E on the BALL! I hope this makes sense?" - NEWYORKGUY -

"Here is my take on it...wasn't sure about the "Candian Electric Football" part of it under the helmet, but that is easily edited." - WEIRDWOLF -



"WOW! Perfect! Thanks Coach!

Thanks! That is just perfect!

This is the official logo of the CFL-E from this day forward!

thanks u the best bro!

Pat"

“WOW! I just love it! Thanks so much!

Thanks to all of you,

Its so cool that you all took the time to comment, think about it with so much care and passion. makes me wish I could sit down with all of you tommorow to watch a full CFL game ,and the Grey Cup!

Really so cool for all the thought involved!

PS Any way to get something with the new CFL-E logo to put on my cfl game? that could come off if needed or stay on during game?

Pat”

AND SO ...



conversation and images from the MFCA Forum

Does a Solitaire league mean one coach and two or more teams League?

"Hi Coaches,

Just wanted to be clear if this Solitarie leagues are one Coach playing different teams againts each other or can it be a two Coach League with each Coach having many different teams when they play?

just wondering"

Pat cfler

"Solitaire is more commonly defined as One Coach playing different teams against each other but it can also be two coaches who regularly play each other using many different teams. Example Bill and Mark Klingbiel, Brother vs. Brother but with many different teams.

Pat I was hoping you would join the SCPC. If the two coaches with many different teams situation applies to you, both of you are more than welcome in the Solitaire Leagues of the MFCA. "
-eflfanatic -

-“Coach CFLer Heward and Coach Big Al Martin of the CFL-E wish to join SCPC

-Hi Coaches!

- As High Commissioner of the Canadian Football Leauge-Electric, we would like membership with the SCPC. I can give you as much information as you need about our leauge, stats, number of teams, scheduals, point standing,,,,,as much as you wish.....

- also what ever we can do to add to the fun of the SCPC, just let me know,”

- Grand High Commissioner for Life Coach Heward
- President of League Coach "big al" Martin

-CFL-E Joins the Solitaire League. League information and Teams

“Hello fellow Solitaire Coaches.

- Here is some league information for the CFL-Electric. Our teams play for the Grey Cup Electric.

- We have two Coaches in our Leauge. Myself Coach Pat and my nemises Coach "Big Al" Martin.

- I am the CFL-E Grand High Commishioner and Coach Martin is League President.

- Here are our teams.

- Coach CFLer Pat Heward

- Coach Big Al Martin

- Montreal Alouettes

- Birmingham Baracudda

- Ottawa Rough Riders

- Shreveport Pirates

- Edmonton Eskimoes

- San Antonio Texans

- B.C. Lions

- Hamilton Tiger-Cats

- Sask. Roughriders

- Calgary Stampeders

- Sacramento Gold Miners

- Dallas Cowboys

- We play a 18 game regular season followed by
- a best 2outof3 Grey Cup Final.
- We have a real Electric Grey Cup.
- I will post rules of Canadian electric football next update. Hope this is a good start my mfca friends.. Will post updates, highlights in written form, with pictures and video soon too.
- First game of season and Toronto Argos defeated San Antonio Texans 21-7.
- We love our electric football and we hope you all follow us and our season of 3 down, 20yrd endzone football!
- Grand High Commish CFLer Pat.
- Next game is in Dallas as Montreal Alouettes will be in town."

"GOOD DEAL

CONGRATS ON JOINING THE SOLITAIRE WORLD. I like your enthusiasm about electric football and your league. Wow, a real cup. That is something to play for. good luck. Glad to see something like this taking place." - mantaraydre -

"Pictures of our Electric Canadian Football League-Electric Grey Cup

Thank you Coach!

Your compliments make our players want to play even harder. Here are a few picture of what our players and teams play for."



CFL-E Rules. Canadian Electric Football Rules

Hi Coaches,

Our rules are similar like a lot of the leagues but we have our rules that come from our 100 yr history of playing pro football in Canada,, here are some of them

We have our lines set up 1yrd apart on front line.

Our out of bounds is when the player touches the wall (CFL rules are that you are still in bounds if you have one foot in side the line.)

We play 3 downs instead of 4. with the 3 downs like CFL football you are forced to make "the big play" if you do not get much first down.

once line is set. and defense is set, Offense can move 2 players in backfield anywhere. and the defense can move one.

With the 3 downs and two player to the one movement we have a wide open fast paced action game,

we also can set up the six pack and have a six pack set up having 6 receivers all at the front or even all on one side of line .

I took the football I love and grew up with and have incorporated into My League. Hope you find this interesting and fun guys

take care

Pat cfler

Here's how the CFL-E finished in Season 2 of the SCPC

Patrick Heward

Canadian Football League - Electric

Division: 3.3 Inclusive

Rank	Team Name	Wins	Losses	Ties	SCPC Total
171	Hamilton Tiger Cats	1	1	0	12
184	Toronto Argonauts	1	0	0	10
198	Calgary Stampedede	1	0	0	8
238	Montreal Alouettes	0	1	0	4
268	Ottawa Redblacks	0	1	0	3

Al Martin

Canadian Football League - Electric

Division: 3.3 Inclusive

Rank	Team Name	Wins	Losses	Ties	SCPC Total
153	Shreveport Pirates	1	1	0	15
189	Saskatchewan Roughriders	1	0	0	9
198	Dallas Cowboys	1	0	0	8
238	Edmonton Eskomos	0	1	0	4
268	San Antonio Texans	0	1	0	3

The CFL-E Photo Album

Images from the MFCa forum



Calgary Stampeders and Saskatchewan Roughriders by Packers Lee



San Antonio Texans by Marlon Brown



Hamilton Tiger-Cats by electricteam's Marlon Brown



BC Lions in progress



Cowboys vs. Alouettes



Coach Pat Heward



Saskatchewan Roughriders



Gameboard by Coach Karim

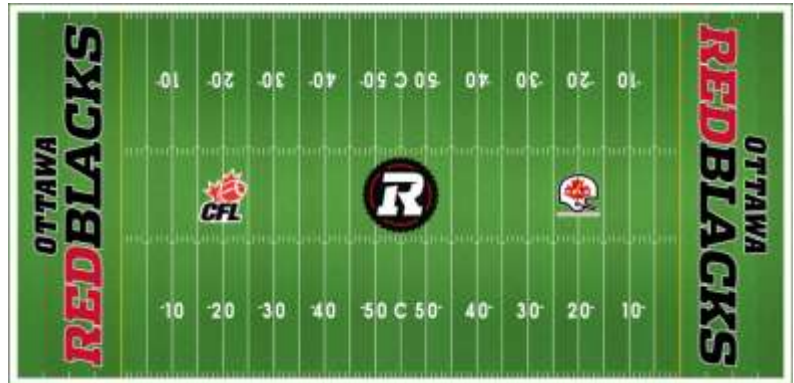


Argos vs. Pirates

Canadian Football Teams

Other Canadian football teams by members of the MFCA

Images from the MFCA Forum



Field Cover Design by Lynn "Weirdwolf" Schmitt for Pat Heward



Teams by "Troutbum" Ray Sugg

Canadian Scale Field

Images by "Eltoro" Tory Bliss from the MFCA Forum



Canadian Electric Football Rules

by "Eltoro" Tory Bliss

**MINATURE CANADIAN FOOTBALL
RULES & REGULATIONS
for the
Three Down Miniature Football League
TDMFL**

The Field

Scale CFL fields are to be used for League Games. The scale utilized for field dimensions are to be ½ inch to the yard. A CFL field will thus have the following dimensions: Width: 65 Yards/32.5 inches, Length: 150 Yards/ 75 inches measured from end zone to end zone line. Sideline boundary is 2 Yards/1 inch in width.

Goal Posts

Dimensions of Goal Posts are: overall height 9 inches, width of upright spacing 3 3/8 inches, height of crossbar above field level is to be 2 inches.

The Ball

Homemade felt balls are currently being used of the dimensions of 9 mm in length, 4 mm in width and 3mm in thickness. Balls are currently employed in attempting field goal kicks. Punts and kickoffs will employ the Dice and Kicking Charts.

Figures

Any and all figures from the following manufacturer/custom builder are certified for usual in the MCFL. Buzzball, Jennings, Miggle Bigmen/Proline, Haiti Repo, Football Figures, MegaWatts, and Excalibur. Maximum Height allowed is 1 ½ inches. Maximum width of arms extended is 1 3/8 inch between arms {measured to outside of each hand} The Blitzler figure by Football Figures is an example of the maximum extent allowed under this ruling. The Triple Threat Quarterback is used for Field Goal attempts.

New Equipment

Any and all new releases of figures, passing Quarterback, kickers and any other related Miniature Electric equipment that is newly released into the market, is subject to review, prior to approval from the TDMFL Commissioner.

Rosters

The size of the rosters will consist of 14 players for the defense and 17 players for the offense. Defensively there will be one extra Linebacker and one extra defensive back to supplement the 12 on field positions. Offensively there are a second QB, extra Wide Receiver/Slot Back, as well as a non functioning Kicker, Place Holder and Punter figures. Currently the Offense is to be in dark uniforms, defense is in light colored jerseys. In future plans for TDMFL, there will be full Home and Away Uniform Rosters for league play.

Figure Weights

Each figure is to be weighted within the following weight allowance range, measured in Grams, according to position:

Quarter Backs: 4.0-4.9

Running Backs: 5.5-6.0

Receivers: 5.2-5.7

Lineman 6.3 and up

Defensive Backs: 5.0-5.5

Linebackers: 5.7-6.2

Weighting is to be done with lead weights that are to be glued to the bottom of the base to insure they remain in place during play.

Bases

All bases are to be in external stock configuration. No alterations of chemical, painting, or otherwise in altering the exterior surface of the base is allowed. The prongs of the base maybe altered.

Tackling

Tackling is to be Front-of-Base (FOB) behind the Line of Scrimmage (LOS) and up to Ten yards past the LOS. Any Touch Tackling is in effect beyond ten yards of the LOS. The exception is the Quarter Back is subject to Any Touch Tackling at all times, this is to reflect the real life Quarter Back ruling where play is whistled dead when a QB is "within the grasp" of a would be tackler.

Timing

A simulated clock timing of play is utilized in TDMFL in the following manner: Quarters of play consist of Eight (8) minutes each. The deduction from this time allotment happens according to the type of play that preceded. The timing guidelines are;

All in bounds plays such as: completed pass attempts, runs, interceptions, kick returns, punt returns, fumbles- 30 seconds

Missed field goal attempts with return-30 seconds

Successful Field Goal attempts- 15 seconds

Punts and missed field goal attempts that cross the dead ball/OB line scoring a single- 15 seconds

Kickoffs and Punts out-of-bounds- 15 seconds

Incomplete Pass attempts-15 seconds

Runs that go out-of-bounds within 50 yards of LOS- 15 seconds (over 50 yards, 30 seconds deducted)

Yards after catch (YAC) that go out-of-bounds 40 yards from point of reception:15 seconds (over 40 yards, 30 seconds deducted)

Onside kickoffs; 15 seconds

Plays with penalties called: 0 if down repeated, 15 seconds if penalty is only gain on play, if penalty yardage is added to gain on play, normal time deduction applies, same if penalty is declined.

Converts take no time off of clock

Two point conversions:15 seconds

Clock is stopped at the three minute mark of the second and fourth quarter no matter what the previous play would normally use for time allotment. Timeouts are as per CFL rules, one timeout per half of play. When a timeout is called, the next immediate play does not take any time off the clock.

Time Clock Management After 3 Minute Warning

In the last three minutes of both halves of play, Canadian Professional Football utilizes a different timing system of parameters. The play clock is only run from the snap of the ball, until the referee declares the play dead, which is dependent on how the play came to its conclusion. There are more frequent instances where the clock is stopped, thereby insuring that there will be an increased number of plays run within that three minute period than any other three minute segment with in the rest of the game. This increase of quantity of plays, is one of the main reasons that there is only one time out allowed per team per half of play. The implementation of the this time clock management also assists in avoiding the dilemma of impeding the “flow” of the game with further disruptions caused with more called timeouts.

To simply this change of time clock management for our game play purposes, the following guidelines are instituted after the three minute warning.

1. A play that previously took 30 seconds off the time clock, will now, instead have a new total of 20 seconds deducted.

2. A play that previously was 15 seconds, is now reduced to 10 seconds.

If the time clock elapses to only 10 seconds left and the next play is a 20 second one, that play will be allowed to finish to it's complete conclusion.

Plays from Scrimmage:Stoppage Timing

A stoppage style of play is utilized in the following manner;

at the commencement of the play there is a snap stoppage which is a quick on and off of the board. Three timed stoppages are to follow, with further provisions for an additional stop with specific passing play situations, which will be explained in the passing rule section.

Timing of full stoppages are done with a figure moving in a boxed off area at the end of each end zone outside the field of play. The timing boxes are also marked off for a ½ stoppage length as well. (whichever side of the center field line the teams are within, determines which timer box is employed, only one is in use at any one time).

Time Limit Allotments

There are timing restriction guidelines that each Coach must follow to avoid incurring time count penalties. These guidelines are to help insure a game is finished in a timely manner.

1. 30 seconds allowed for each Coach to set up his formation for the upcoming play. The clock starts the countdown for both Coaches at the same instance. Penalty for non compliance is Offense will be charged with a Time Count Violation, Defense will be charged for Delay of Game, both are 5 yard penalties.

2. 10 seconds for putting players “in motion” prior to the snap of the ball. Offensive Coach goes first, followed by the Defensive Coach with his own 10 second window. One or both Coaches may decline to use this phase if he so chooses and must announce his intentions. Once time elapses, Coach is not allowed to touch any other players. If he is in the process of moving a player when the buzzer sounds , he is allowed to finish off the movement.

3. 15 seconds for each Coach for pivot movements following each stoppage. Offense proceeds first. No further pivots allowed after the countdown has run to zero.

4. 15 seconds for a Coach to use the Pass Range Finder, place the proper passing stick on the field and finally place the ball marker in place. The receiver pivot can take place in the team pivot phase that will follow. Penalty for exceeding the time restriction, pass is ruled a “throwaway” and is incomplete.

5. Teams are given 1 minute for the changeover of squads for changes of possession. Same penalties as listed in number 1 are in place.

Three separate digital time clocks are preset at recall countdowns of 10, 15 and 30 seconds, to facilitate quick usage.

Plays from Scrimmage: Formation Alignments

Offensive Coach must have five down Lineman and minimum of two receivers lined up on the LOS prior to the snap of the ball. Each lineman must have 1 full base width of space between them and the adjacent lineman. Lineman must also be perpendicular to the LOS. Receivers maybe angled unless they are in a Tight-end position, then they are subject to Lineman restrictions as well. Quarter Back is either lined up directly behind the center or in shotgun, which is 5 yards directly in line with and behind center also. All other players behind the LOS, must be within 5 yards of the LOS at the snap of the ball.

Defensive Coach must have a minimum of three down Lineman on the LOS. Also defensive lineman must be aligned directly opposite an offensive counterpart across the LOS, a minimum one yard off the LOS. Defensive Formations are otherwise "open ended" at the Defensive Coaches discretion. Any player of either team who is within 1 yard of the LOS is considered to be on the LOS.

Stacking is not permitted by either team, there must be a minimum of one base length of separation between both Offensive and Defensive Lines and any other players positioned in behind them. The lone exemption, when stacking is permitted, is when a team is scrimmaging within the other teams 5 yard line. In this instance, stacking can only be two men deep, maximum.

Plays from Scrimmage: Unlimited Motion

To reflect the unlimited back field motion of Canadian Football, the following process is implemented:

Prior to the snap of the ball, the offensive coach is given a 10 second window during which he may move any player situated behind the LOS (Quarterback is exempt), any where within the zone of five yards behind and up to the LOS. Offensively, the maximum players that can be put in motion is four, the two Running Backs and two Slot Back positions. Each player eligible can only be touched/moved once. If coach is in the process of moving a player when the 10 second timer reaches zero, he is allowed to finish his motion.

The defensive coach is then given his 10 second time to put in motion anyone of his players not on the LOS. Restrictions are the Defensive Coach is allowed to put in motion up to one more player than the offensive Coach had placed in motion. If the Offensive Coach did not put in "motion" any of his players, the Defensive Coach is still allowed the option of one motion movement.

Stationary Players/Reading the Play

Each Coach has the option to make any of his players who are not on the LOS into Stationary Players. This is achieved by placing a felt/foam pad under the players base. Since the offense must have 7 men on LOS, they are allowed up to 5 Stationary players, the defense is allowed a maximum of 7 Stationary players. Players maybe made stationary during initial formation set-up, or at end of snap stoppage. The following restrictions apply to the implement of "Stationary" play. Player cannot be any closer than 2 yards to the LOS. A player who has been put in motion cannot be placed on a stationary base and if he has previously been placed on one, he must come off the stationary pad. Any player is allowed to remain stationary for the first full stoppage only and may only be put in stationary status once per play (the Quarter Back is the lone player that come on and off stationary status after any stoppage) When a player comes "off the pad" he maybe repositioned anywhere within a 360 degree radius adjacent to the original players location, while maintaining physical contact with the pad still left in the players original location. Restrictions on this repositioning are: player cannot be placed within three yards of an opposing player, whether that player is engaged or unengaged. Defensively a player cannot be placed in the direct path of a receiver running a route and/or making a pass reception attempt (within 5 yards). Also players are not allowed to be repositioned closer than 2 yards to the LOS. The Coach can choose to remain in the original position as well and if the listed restrictions cannot be met, would be mandatory.

If an offensive player comes into contact with a defensive figure in stationary status, the defensive coach has the option of coming off his pad and maintain physical contact with the offensive player or come off in a separation position, while still keeping in contact with the pad, before it is removed from the field. A pivot in any direction is also allowed, even if engaged. If a situation occurs where a defensive player comes into contact with a offensive player in behind the LOS, the defensive Coach is given a placement/pivot for the stoppage, while the offensive player is not allowed a redirection pivot for that stoppage and must also maintain his original position and direction when play resumes.

Pivots

All unengaged players of either team are allowed to pivot but must do so in the fashion where the front of the base remains in the same position, the pivot movement is done moving the rear portion of the base. The pivot cannot place the player in physical contact with another player of either team. Offense pivots first, followed by the defense.

Quarter Back Play

The QB must be either lined up directly behind the center, or in shotgun formation, five yards behind the center. At the snap of the ball the QB must be in either stationary position or going in reverse direction from the LOS. The exception(s) to this, is when the offensive

Coach is in a third down and one yard to go situation or the LOS is on the opposing teams 1 yard line, a QB forward sneak is allowed. The QB is restricted to being able to run past the LOS three times per half. Any further instances of the QB crossing over the LOS, will result in play being called and a no gain recorded. There is no restriction on how far back a QB drops back behind the LOS. If the Coach wishes to restrict the depth of his Quarter Back's drop back depth and/or movement behind the LOS, he may make use of a referee figure as a stopper barrier. The only restrictions on where the referee can be positioned is the figure can not be placed within 5 yards radius of an opposing player and no more than 5 yards away from the QB itself (use the 5 yard passing stick for quick method of determining this). If a defensive player makes contact with the referee when a QB is also making contact, a Sack has occurred.

Run Plays

The offensive Coach does not have to announce whether he intends to run or pass prior to the snap of the ball. The latest that it can be announced that there is to be a hand off/lateral is at the conclusion of the 1st full stop. To execute a hand off, the runner must have his FOB behind that of the QB and also be within 2 yards of his QB. To execute a pitch out/lateral, the player receiving the pitch out must be both behind the QB and within a 4 yard radius. There must not be any players of either team within the pitch zone, the boundary's of which are defined as an imaginary line drawn between the front and rear of the bases from the QB to the receivers front and rear base. All pitch outs are considered to be automatic. Having received the ball, the carrier is allowed to pivot before the board is started again.

Passing Plays

At the end of any stoppage, the Offensive Coach can have his QB make a pass attempt. Only one intended receiver is to be identified either through, name, number or simply being pointed out on the field.

The TDMFL uses a modified version and combination of passing sticks/pass placement. After a pass has been called and the receiver selected, the white end of the Range Measuring Stick is centered over the helmet of the QB figure and the other end of the stick is aligned over the intended receivers helmet. The color of the measuring stick aligned with the receivers helmet designates which one of the seven different length passing sticks is to be used. If the measurement falls in between two colors, the stick to be selected will be the longer of the two sticks. The offensive Coach now places one end of the passing stick on the field, angling it in any desired angle, while at the same time maintaining contact with the Receiver's Front-of-Base with the stick. A Magnetic Ball Marker is placed at the opposing end of the passing stick. The Coach may then pivot the receiver if desired, however if he elects to do so, the Defensive Coach is allowed to move one unengaged defender, one full base length, closer to the ball marker during his pivot turn. The repositioned defender cannot be placed in the direct path of the intended receivers path to the ball. If the offensive Coach does not pivot his intended receiver, the defensive Coach also forgoes the extra defender movement. In the next step, the timing box is ignored but does count as one of the timed stops. If the pass attempt comes on the last timed stop, the pass process as just described still is undertaken.

The board is now turned on and then stopped when one of the following occurs, first.

1. The designated receiver's base or any part of the player figure makes contact with the ball marker. Result :Completion
2. The receiver turns away from the ball marker, the play is "whistled dead" when the rearmost part of the receiver's base is five yards away from the ball marker. Result:Incomplete
3. The receiver misses the ball, the play is over when the rear edge of the players base clears the marker. Result: Incomplete
4. Defender misses the ball but passes within a base length radius of marker. Result: Knockdown
5. Defender makes contact with the ball marker first. Result: Interception
6. If a receiver and defender contacts marker at the same instance, the reception goes to the offensive player. He is however considered tackled even if there is no contact between him and the defender. Result: Complete
7. An unintended but eligible receiver makes contact with the ball marker. Result: Complete but ball cannot be advanced any further from point of reception.
8. If an ineligible or engaged player makes contact with the ball. Play stops. Result:Incomplete

Upon a completion, the receiver can be pivoted along with any other unengaged players for both teams. A player whom goes out-of-bounds is allowed to reenter the field by being pivoted at a stop but cannot become eligible for a pass reception until the next stop, if there is one. Also if, while in the process of making contact with the ball marker, a player goes OB, the reception is ruled complete if at least one foot of the figure is still in-bounds at the precise moment of ball contact.



One of the possible short comings of the Stick Passing Method is the lacking ability to portray certain specific pass routes accurately. The following rules are an attempt to provide a facsimile of these types of pass routes within the game system and give the Offensive Coach some further options to add to his passing playbook.

The Comeback type of pass route is basically where a receiver's path is back towards the LOS, often coming during a situation on the field where the QB is under severe pressure and is scrambling behind the LOS. Seeing this, the receiver breaks off his intended route and runs back towards the LOS to offer his QB an immediate and closer range outlet target. Using a long passing stick in this situation is a somewhat inaccurate representation of this type of on field happening. To simulate a "comeback" route, there are two prerequisites that must be in place in order to enable the Offensive Coach execute this specific play.

1. Pass attempt must be done at the end of the second or last (third) stoppage.
2. Receiver's path/route must be taking him back towards the LOS.

The mechanics of the comeback pass attempt are: the Offensive Coach announces he is attempting a "Comeback Pass". His chosen receiver, unlike the regular pass process, is pivoted first to face the LOS. The passing stick to be laid down is two sizes shorter than what the Passing Range Stick designates. The pass proceeds as usual from this point.

"Bullet" Passing

A bullet type pass is a low trajectory, short range and high velocity pass type often thrown to a receiver who is running a "button hook" route, wherein he nearly comes to a stop and quickly turns back to his QB to hopefully receive the pass that is already been sent on its intended flight. Within our game play, the prerequisite for the bullet pass is there must be a unobstructed path line between the quarterback and the receiver. There can be no player figures of either team under the Passing Range Stick when it is aligned between the helmets of the QB and receiver. The range must also be within the red or white passing range. If this two requirements have been met, the Offensive Coach can announce he is attempting a bullet pass. There is no passing stick laid down onto the field, nor is the ball marker required for the next step which is the designated receiver is made stationary. A half stop is now run and the following are the possible results during this shortened stoppage;

1. If a defensive player makes contact with it's FOB upon the receiver, the pass has been knocked down.
2. If the defensive player makes non FOB contact with the receiver, the pass is complete but the receiver has been tackled at reception point, even if the tackle takes place within the ten yard FOB tackling zone beyond the LOS.
3. An unengaged defensive player crosses the line between the QB and receiver, the pass has been intercepted.
4. An engaged defensive player crosses the line, pass is ruled a knockdown. If the engaged player is an Offensive one, pass is simply ruled incomplete.
5. An unengaged eligible receiver crosses the line, reception has been made however the ball is downed at that point, it can not be advanced as in any other situation where the non designated receiver catches the ball. If an illegible, unengaged teammate crosses the line, pass is ruled incomplete.
6. None of the above has taken place, the receiver has caught the ball and may pivot prior to the next board start.
7. Lastly, a "bullet" pass is often the most difficult catch to make. To reflect this difficulty, two ten sided dice are rolled. For the receiver, a 76-00 roll will result in a dropped ball. For a defender making an interception attempt, a 65-00 yields the same result. If a non-designated receiver was the recipient, a roll of 70-00, also means a dropped ball opportunity. If the interceptor is a defensive lineman, they have the worst chance of dropping an interception at 50-00 dice roll.

If ball has been intercepted a new set of three stops comes into usage. The intercepting team is now considered the offensive team and can pivot all unengaged players before the other team does their pivots.

Pass Interference

If a defensive player makes contact with the designated receiver while he is on the path to the ball marker in an attempt to make a reception that causes the receiver to deviate from the ball, Defensive Pass Interference will be called. Spot of the penalty will be where contact was first made. If contact occurs within a base length of the ball marker, this is not considered pass interference but incidental contact while competing for the ball. Offensive interference can be called if the designated receiver causes a defensive player to deviate from the path to ball marker through contact. The guide line for this judgment call of who causes and is to be flagged for interference is the figure that is closest to the ball has superior rights when it concerns deciding which team caused the interference.

Impeding the Receiver

In Canadian Football, a defensive back is only allowed to impede a receiver's run within 1 yard of the defense teams side of the LOS. To reflect this in the TDMFL, after the snap is concluded, all defensive players must allow the offensive receivers to run their pass routes. This is done where any defensive player in a direct line of a receiver's path (within 5 yards) is given the ability to move one base width off the intersecting path. The defender may be angled parallel to the receivers path and same direction or angled away from and with a different direction, either choice must insure that the defenders course will not deliberately go across the projected current course of the receiver. If, despite the defensive Coach's compliance to giving the receivers clearance, contact is made beyond 1 yard past the LOS between defenders and legible receivers, no penalty will be called. If however, if a Defensive Coach fails to comply with moving all defenders out of the way of receivers, an Illegal Contact on Receivers will be called, a ten yard penalty.

Special Teams/Kickoff Distances

Both kick-offs and punting is done with two 10-sided dice of opposing colors. Die rolls are read as a two digit number rather than added

together. Example: the one die preselected as the 1st digit shows a 5, the other a 3, this is read as the overall result of the No. 53 and not a total of eight.

The real life kickers lifetime career average of kick-off distance is taken and applied to the following chart and modified according to the die roll to produce a distance result for that particular kick.

Roll of:

01-02= -10 yards as well as minus the total from 1 six sided die roll

03-06= -10

07-10= -9

11-14= -8

15-18= -7

19-22= -6

23-26= -5

27-30= -4

31-34= -3

35-38= -2

39-42= -1

43-60= AVERAGE DISTANCE

61-64= +1

65-68= +2

69-72= +3

73-76= +4

77-80= +5

81-84= +6

85-88= +7

89-92= +8

93-96= +9

97-99= +10

00= +10 Plus roll of 1 six sided die roll

Punting Distances

Real life punters punting average is applied to the following chart in a similar manner. The punter figure is placed on a stationary pad 14-15 yards lined up behind the center.

01= minus 10 yards and also minus rolls of 2 twelve sided die added together

02= -10 yards & roll of 1 twelve sided die

03= -10

04= -9

05= -8

06-09= -7

10-14= -6

15-19= -5

20-24= -4

25-29= -3

30-34= -2

35-39= -1

40-60= Average Distance

61-65= +1

66-70= +2

71-75= +3

76-80= +4

81-85= +5

86-90= +6

91-94= +7

95-96= +8

97= +9

98= +10

99= +10+1 twelve sided die

00= +10+2 twelve sided die

Targeting Punts Out-of-Bounds

A Coach has an option of attempting to punt the ball out-of-bounds. This strategic move would be to avoid a possible return and/or pin the opposition deep in their half of the field. In most instances, punt distance is reduced to increase accuracy. To reflect this in the game, a Punter's average is reduced by 5 yards to serve as the baseline for determining the distance of a Punt-out-bounds attempt in the table below. After announcing his intent, two-ten sided dice are rolled to determine the length of the punt, while at the same time, one-twelve sided die is rolled, to determine the kick location. In Canadian Football, punts which go out-of-bounds outside of the opposing team's 20 yard line are subject to a 10 yard penalty. The receiving team has the option of taking possession after having the ten yards applied from where the punt exited the field of play or having the the ten yards applied from the original LOS and have a re-kick undertaken.

Distance of Punt is to be upon roll of:

01-05= Shank -5 yards from punting average as well as – rolls of two-six sided dice

06-10= -5 yards and one-six sided die

11-15= -5

16-20= -4

21-25= -3

26-30= -2

31-40= -1

41-60= Average Punt (-5 yards from regular punter's average)

61-70= +1

71-75= +2

76-80= +3

81-85= +4

86-90= +5

91-95= + 5 +sum of one-six sided dice

96-00= +5+ two-six sided dice

Location of Punt determined from roll of one-twelve sided die, numbers start on opposite side of field from coaches team bench: (refer to next rules for specifics how kick locations are determined)

Roll of 1,2,3 or 10,11,12= punt is out-of-bounds, on the fly

Roll of 4 or 9= ball falls to sideline hash mark

Roll of 5 or 8= ball falls on area between sideline hash mark and field numbers

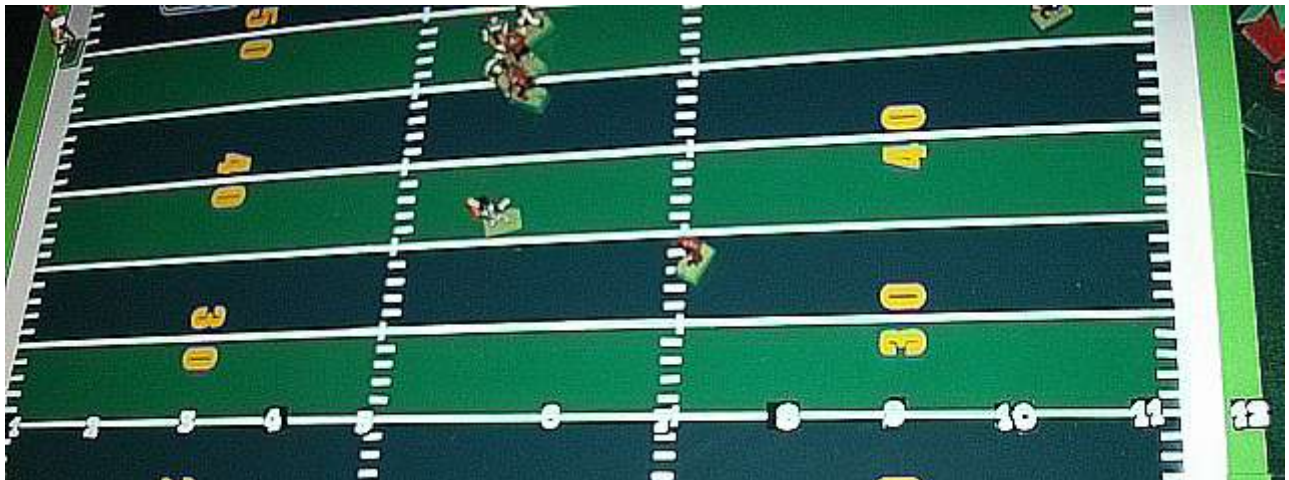
Roll of 6 or 7= ball falls on field number area

If punt returner is not located within 12 yards of where the ball falls to the field surface, the ball is considered to have hit the field. To simulate the unpredictable "bounce of the ball" in such a scenario, a felt ball is to be dropped from a height of a ten yard stick placed on end. Where ball comes to rest is where the kick returner is placed on stationary status for hang time which will in turn be increased by $\frac{1}{2}$ additional stoppage time/length over the normal hang time. A dropped ball that goes out-of-bounds is marked where it exits the field.

Kick Locations for Kick-offs and Regular Punts

One twelve sided die is rolled at the same time the distance dice are rolled. This is used to determine where on the field the kick is located. The locations are shown below.

For an example. A die roll of 1 is made. The ball comes down upon the sideline at the left of the picture. A roll of 7, right hash mark. Six is middle of the field etc. A roll of twelve is an out-of-bound kick result. The "one side" of the field is opposite the coaches bench side of the field. If a kickoff goes OB, there is a 5 yard penalty that is applied on the re-kick. If a kick-off should send the the ball OB in the end zone, there is no penalty and the receiving team starts from their 35 yard line. OB ruling for punts were explained in previous rules section.



Field Goals

Field Goal attempts are currently to be made utilizing the TTQB figure with the felt football. The kicking team must be beyond the center yard line in the other teams side of the field before an attempt of a field goal can be tried. The kicker is lined up 7 yards behind the LOS. Should the field goal attempt be successful, the team scored against may scrimmage from their own 35 yard line or request their opponent to kick-off from their 35 yard line.

3. If the attempt is missed, two different colored six sided die are rolled and are read as a two digit number. The following chart is then consulted and the distance and location (the twelve sided die is rolled at the same time) are determined, If the distance and location place the ball in bounds a run back of the missed Field Goal takes place. The missed field goal is now considered to be a punt with all the rules in place for punts, including No Yards rulings. If the kick placement is in the end zone, as in real life Canadian Football, the receiving team's Coach can chose to attempt to return the kick or concede the single point. If tackled in the end zone or the player runs OB within the end zone, a single point is surrendered. If the distance of the kick places the ball beyond the dead ball line or sideline OB boundary, a single is recorded as well. The receiving team is given possession on their own 35 Yard line after giving up any single point or they have a further option if the single point came from a missed field goal attempt that went out-of-bounds. Further explanation is continued under the Single Point/Rouge rules section.

Missed Field Goal Chart

Dice Roll of:

11= 60 Yards

12= 59

13= 58

14= 57

15= 57

16= 56

21= 56

22= 55

23= 55

24= 54

25= 54

26= 53

31= 53

32= 52

33= 52

34= 51

35= 51

36= 50

41= 50

42= 49

43= 49

44= 48

45= 48

46= 47

51= 46

52= 45

53= 44

54= 43

55= 42

56= 41

61= 40

62= 39

63= 38

64= 37

65= 36

66= 35

Punting & Kicking Procedures

The receiving team must have at least one kick return man a minimum of 30 yards down field of the LOS. After the proper kicking formations have been set, with punters placed the 14-15 yards behind center and on a stationary pad. A standard snap and one full stop are done, at the end of which, the kick is consider to be aloft, unless it has been blocked. Once the 1st stop is completed and the kick is taken flight, all players of both teams are allowed to pivot even if they are currently engaged. The receiving team must allow the kicking team players an unobtrusive pathways to pursue down field during any of the hang time stop(s) Blocking is to be avoided until the actual return is set in motion which is done as follows; after the spot where the ball trajectory meets the field is determined, the kick

return man is moved to that location and made stationary, a further stipulation is if the return man is not within twelve yards of where the ball 1st meets the field (use the twelve yard passing stick to determine this) a felt football is dropped by the kicking team Coach from a height determined by using that the 10 yard stick set on its end and where the ball comes to rest, is where the punt returner is positioned, also a ½ stop time is added to the hang time. For simulated hang time: punts of up to 40 yards, one full stop, punts 40-50 yards one and one half stops (timing box is adjustable and marked for a ½ stop length). Punts over 50 yards, two stops are done. Once “hang-time” has elapsed, the punt return figure is then rendered mobile and the punt return is undertaken with three new stops coming into play. Kickoffs are done in similar manner with further hang times of; between 50-60 yards 2 stops, 60 and over yards 2 ½ stops. The no blocking/unrestricted pivoting, is permitted to promote realistic kick returns on the large area CFL Scale Board.

No Yards on Punts

If a kicking team figure enters the five yard restraining zone of a kick returner before the hang time has elapsed, a No Yards Penalty is charged against the kicking team with yardage amount of 15 Yards if ball was previously caught on the fly, if the ball had hit the ground 1st as explained in the above rule section, the penalty is 5 Yards only. The penalty yardage is added to the end of the return, should there be one. Also if a No Yards infraction occurs inside a teams 10 yard line, the penalty is applied from the ten yard line. If at the end of a stop a kicking team coverage man is within 12 yards of the no yards zone (use 12 yard stick for quick measurement if necessary) and could be in danger of incurring a no yards penalty within the next stoppage, which is still a hang time stop, the Coach has the option of making that player(s) stationary, however when that player is made mobile again once the punt return starts, he must be placed in the same spot and direction he was originally. This player is not allowed a pivot move. The lone kicking team player exempt from the No Yards ruling, is the kicker, who may enter the five yard zone without penalty.

Blocked Kicks

If a defender manages to stop directly in front of kicker within 3 yards, at the end of the stop, the kick has been blocked. However if contact is made with the kicker with FOB, it will be penalized as “Roughing the Kicker” a 15 yard infraction. if contact is not FOB, “Contacting the Kicker”, a 10 Yard penalty is called. If a blocked kick has taken place, a felt ball is dropped approximately from a height equal to the 12 yard stick directly above where the kick was blocked. The location of the drop and further procedure from this point is the same method fumbles process is done.

Onside Kicks

A regular non modified TTQB is utilized to perform an onside kick. In order to be able to attempt an onside kick, the team must be trailing on the scoreboard. The procedure to executing an onside kick is as follows; Coach announces he is going to attempt an onside kick prior to formation setup. He sets his kicking formation first by positioning the Kicker figure in the middle of the 35 yard line and in a stationary status. The rest of the kick coverage team can be placed anywhere along or behind the 35 yard line, the only restriction is none of the figures can be in contact with an adjacent placed figure. The receiving team now sets up on or behind the opponents 45 yard line with the same space between figures restrictions. After both teams are set, the board is turned on for a duration of one-half stop. The stationary kicker is now removed and replaced by the teed up TTQB who then performs the on side kick. The following scenarios will reveal the possible outcomes;

1. Kick must travel a minimum of ten yards, whether in flight or along the ground, before the ball can make contact with any player figure. If the kick does not fulfill both requirements, the kick is penalized as illegal and a ten yard penalty is assessed from the point where the kick first touched the player within the ten yards or if not touched, where the ball stopped short. Receiving team then has possession.
2. A kicked ball makes contact with a figure beyond ten yards. That player has obtained possession of the ball. On side kicks can be advanced with the regular three stops to follow.
3. Legally kicked ball makes contact with figure before going out-of-bounds. The last team to touch the ball before going OB retains possession.
4. Ball goes out-of bounds without making any contact with a player. Penalty assessed against kicking team for illegal kickoff from where kick went OB.
5. Ball travels ten yards or beyond, does not make contact with a player and remains in bounds. The kicked ball is replaced by the magnetic passing ball in exactly the same location. All unengaged players are allowed to be pivoted and the a full stop is then undertaken. First player to make contact with ball retains possession for the next set of downs.

Fake Field Goal and Punts

Trick plays of this types are to be announced after the snap of ball. On field goal formations, the holder figure is substituted with the QB after the snap stoppage. QB may run or pass but the run will count as one of the scramble runs restrictions for the QB. In punting situations, the punt figure is taken off of stationary status and remains in play, where he may run or pass also. If a punter makes a pass attempt, the passing stick is automatically two sizes longer than what the passing range finder stick indicates. Fake/trick kick plays can only be attempted once per half of play.

Punting the Ball Out off the End Zone

Within Canadian Football rules there exists provisions for a very rare on the field happening, where a team would chose to punt the ball out of their end zone immediately after having just received a kick in that location, to avoid conceding a single point. This play would happen in the last minute or more often last play of the game. To illustrate what possible circumstances would dictate such a, somewhat

strange football play and decision, the following scenario is presented;

Team A receives a kick in their end zone, could be either a missed field goal attempt or punt, Team is also ahead of Team B by one point. If they concede a single point, overtime is next, or if tied currently, the game would be lost. The safe play is to simply run the ball out of the end zone. However because of perhaps excellent kick coverage by the kicking team, it becomes obvious that they will eminently tackle the ball carrier or force him out-of-bounds inside the end zone and gain that game winning or tying point. To avoid this, Team A player can punt the ball away and out of their end. The punter is often the team's regular punter, with the Coach having foreseen the need to put him in the end zone for just that purpose. Team B, upon receiving this punt, can kick the ball right back into the end zone, if able. Yes, Team A can repeat punt kick attempt. It is extremely rare for this kicking exchange to happen beyond once or twice before the issue is settled however the possibilities are within the rules.

TDMFL has the rules for "Return Punts"; this play can only take place when the team kicking out of their end zone is ahead by one point or is tied at the last minute of play in the fourth quarter. After the hang time has elapsed on a received kick in their own end zone, a Coach may elect to punt the ball out at that time or at the ending of any stoppage. If the player making the punt is not the team's designated punter, and the punt is made immediately after the hang time, the OB punt chart is used for distance, however 10 yards is subtracted from the table distance results. If the punt comes after a full stoppage, minus 15 yards is done to reflect the player is trying to execute a punt while running. For location, use the Regular Punt chart method. If the Team's specialist Punter makes the kick, the deduction is 5 and 10 yards respectively and the Coach has the choice of using either punt location method from the regular or sideline charts. The reason why a Coach would desire to have a choice of kicking OB or not, is if it is the last play of the game, it would be game ending to place the ball OB, while if there is still a possibility of time for further play(s) to follow, kicking OB would give the other team a distinct advantage in both field position and opportunity to score game winning points. There is no penalty for kicking the ball OB. All the punts are subject to the No Yards rule also. So there are many possibilities of how the rather unique and unusual return punt play could end.

Fumbles and Fumble Recovery

A fumble occurs when a tackler with his FOB makes flush, straight on contact with a ball carrier's rear section of his base during a full stop. The next step in the fumble process is, a felt football is dropped from a height equal to a ten yard passing stick placed on end. The location of the drop, is determined with a six sided dice. A roll of 1-2, figure's left side, 3-4 players right, roll of 5, players front and 6 is to rear of base. The ball dropper (Coach of fumbling player) must endeavor to drop the ball onto an open area of the field directly adjacent to the fumbler's base. If this is not possible, because of a figure(s) being in the way, the ball is to be dropped so it first strikes an open flat portion of the fumbling player's base and not the figure portion of the player. If the later happens, a retry drop is done. If the ball after hitting the field comes to rest on or touching a players base, that player has recovered the fumble. If the ball ends in an open area, all unengaged players are allowed a pivot. First player's base to come into contact with the ball has recovered the fumble. If the fumbling team has recovered it's own fumble and the ball has not been advanced from the front of the fumbler's base, they are allowed to make a fumble recovery run. If ball has been advanced from the fumble itself, play is over at this point and the LOS is the original fumbler's FOB. If the defensive team comes up with the ball, they are allowed a possible return run. There will be a new set of three stops should the defense recover the fumble. If offense recovers their own fumble, their stoppages simply continue, assuming a further play is possible.

Scoring: Single Points/ Rouges

A rouge or single point is yielded by a team who, while in possession of the ball, is tackled in their end zone returning either a missed field goal attempt or punt. Running out-of-bounds from the end zone is a single as well. A Coach also has the option to concede a single point by "taking a knee" in the end zone, he can do so by announcing his intentions at the end of any stoppage or the end of "hang time" of receiving a kick. Finally the single point is registered by either a punt or missed field goal attempt that exits out-of-bounds in the end zone, either through the dead ball back line or the sideline boundary line. The team giving up the single, scrimmages from their own 35 yard line. However one further option is available. If the rouge/single point came from an unsuccessful field goal attempt and the kick exited out-of-bounds within the end zone the team yielding the single/rouge can take possession on the LOS where the unsuccessful field goal attempt originated from.

Scoring: Safety Touch

Two points are surrendered when a Team who has possession of the ball and either carries, or fumbles the ball into their end zone, and is then tackled or goes out-of-bounds with in the end zone while still maintaining possession. Also an Offensive Coach has an option when punting out of his own end zone. He may opt to take his punter off stationary status and then either run OB within the end zone or if tackled within the end zone will give up a safety touch. This decision is sometimes done in Canadian Football for field position strategy. After the Safety Touch, the Coach whose Team who scored has three options to chose from; Scrimmage from their 35 yard line, kick off from the 35 yard line, or receive a kick off from the oppositions 25 yard line.

Scoring: Converts and Two Point Conversions

The one point convert is considered automatic after a touchdown. Two point conversion attempts are scrimmaged from the 5 Yard line. In the extremely rare happening of the defending team returning an interception or a fumble recovery to the opposition's end zone on a two point conversion attempt, they will receive the two points.

Penalties

Football fans often have issues with the Men in stripes, especially when they throw the fluorescent orange flags onto the field, unless of course the upcoming violation announcement is against the opposition. If we are attempting to simulate the many facets of the game of Football within the game of Electric/Miniature Football, than a game with penalties and their influence should qualify as a part of the simulated experience.

In the Canadian Professional Football, there are approximately 150 plays per game. The average number of penalty calls is 18 a game over an 18 game regular season, with 9 per team (based on 2011 Stats). The percentage of the possibility of a flag being thrown is approximately a 12% chance per play. In terms of play rules for Miniature Canadian Football, there are some build in penalties already existing (no yards, pass interference, punts ob outside 20 yard line etc.). Taking this into account, we are going to down grade the chance of penalties being called, slightly, to 10% in this penalty system.

At the end of every play, the Defensive Coach rolls two different colored ten sided dice. A roll of 01-05 results in a penalty on the offense. A roll of 06-10, a penalty has occurred for the defense. A roll of double 00 or 11's, results in a penalty infraction called on both teams. When a penalty has been called, the guilty team's Coach then draws a Penalty Card. There are 52 cards, one set for both defensive and offensive penalties. On each card there is a picture of a referee making a signal conceding with the penalty call. The text on the card will list the penalty call(s) under three distinct play categories which are: Pass, Run and Special Teams. The play category to be read, is the type of play having just been run when the penalty was called. In many cases the penalty will be the same for each play type but not always. The variety of the specific penalties within each card deck are roughly based on their realistic likelihood of being called in a Canadian Football contest. An example: there will be a higher number of "holding" penalty cards within the deck than a far less common "chop block" call. A Coach has the option to decline a penalty against their opponent. In the case where incidental penalties have been called against both teams, if both penalties are of equal length, they cancel each other out as well as the play and the down is repeated. If one penalty is of greater value, the difference is applied from the LOS. In the later instance if a the difference is in favor of the offense who made a gain on the play, the offensive Coach has the option to decline the penalty against their opposition and have their lesser penalty applied against their new LOS gained on the play.

Penalties called inside an opponents 30 yard line, cannot bring the new LOS closer than one-half the distance to the goal line. Penalties applied outside the 30 yard line can not bring the new LOS closer than the 15 yard line.



Face Masking 15 YDS
1st Down
Pass,Run,Special T.
=Same

Overtime

The format utilized when overtime occurs is a coin flip determines which team begins the overtime in possession of the ball and they scrimmage at the opponents 35 yard line. The offense can advance towards the end zone with consecutive series of downs until they score or loss possession. The other team then gets to scrimmage on their opponents 35 yard line with the same stipulations which also include; if a touchdown is scored, a two point conversion must be attempted. If the score is still tied after each team has had their first turn possession, the process is repeated. If after the second time, there is still a tie, in a Regular Season game, the game is recorded as a tie in the standings. If the game is a playoff contest, the format is repeated until a winner is determined.

This Rule Set for the Three Down Miniature Football League are subject to revision and updates at the discretion of the League Commissioner. This is Version One, written January 2013, by Tory Bliss, "Eltoro".

The most important rule on these pages: Have FUN and do no take the game too serious. It is only a game of a game.

CFL vs. NFL

from the website www.mmbolding.com

The Preseason Exhibition Games Between the Canadian Football League and the National Football League, 1950-1961

Unknown to most sports fans is that the Canadian Football League and the National Football League have met in head-to-head games on the field on seven different occasions. Starting in 1950, teams from the NFL traveled north to take on a representative from the CFL in exhibition games. Actually, the first games pre-date the existence of the CFL, which was formed in 1958. Due to the fact that the rules of Canadian and American football are different, a special set of rules which combined the rulebooks of the two were usually employed for these contests.

There are some significant differences that had to be accounted for in these contests. The size of the field is different in the two leagues and there are scoring differences. Until 1956, the Canadian touchdown counted for 5 points, unlike the American 6. In Canadian football, the end zones are 20 yards deep. On a missed field goal which does not hit the uprights, kickoffs and punts, the ball must be returned out of the end zone. If it is not because it either goes out the side or back of the end zone or the returner is unable (or elects not to return by taking a knee) to get the ball out of the end zone, the kicking team receives a single point or a "rouge". After a single is scored, the team that has been scored against takes possession at its own 35-yard line, or (in the case of a missed field goal) can elect to take possession at the previous line of scrimmage.

The first game played between Canadian and American teams took place on November 23, 1923 on American soil in New York, NY. This game was between the Third Army Corp Area football team of Maryland and the Toronto Argonauts of the then Interprovincial Rugby Football Union (IRFU). Final Score: Third Army Corps Area Team 55, Toronto Argonauts (IRFU) 7

The next game took place in Montreal between the AAFC Brooklyn Dodgers and the IRFU Montreal Alouettes on August 19, 1948. Final Score in this contest: Brooklyn Dodgers (AAFC) 27, Montreal Alouettes (IRFU) 1

The first game to take place for an NFL team on foreign soil was a game between the New York Giants and the Ottawa Rough Riders. Played in Ottawa on August 12, 1950 the Giants defeated the Roughriders: N.Y. Giants 20, Ottawa Rough Riders (CFL) 6

The Giants again traveled to Ottawa to take on the Roughriders on August 11, 1951: N.Y. Giants 41, Ottawa Rough Riders (CFL) 18

It was 8 more years before another NFL team traveled to Canada to take on a CFL team. On August 5, 1959, the Chicago Cardinals went to Toronto to take on the Argonauts. Final score in this contest: Chicago Cardinals 53, Toronto Argonauts (CFL) 26

On August 3, 1960, the Pittsburgh Steelers traveled to Toronto and took on the Argonauts defeating them as well. Final Score: Pittsburgh Steelers 43, Toronto Argonauts (CFL) 16

For a third year in a row, another NFL team, the St. Louis Cardinals traveled to Toronto to play the Argonauts. This game took place on August 2, 1951. Final Score: St. Louis Cardinals 36, Toronto Argonauts (CFL) 7

That same year, August 5, 1961, the Chicago Bears made the trek to Montreal to play the Alouettes. Final Score: Chicago Bears 34, Montreal Alouettes (CFL) 16

The American Football League also decided to take on a Canadian team. August 8, 1961 saw the Buffalo Bills take on the Hamilton Tiger-Cats in Hamilton, Ont. This was the only time an American team lost to a Canadian team. Final: Hamilton Tiger-Cats (CFL) 38, Buffalo Bills 21

The website www.mmbolding.com has an excellent summary, newspaper reports and accounts of these games, also some pictures that are a good resource of the uniforms worn by these teams. Several years ago after finding this site, I was inspired to paint some of the teams and replay some of these games. As of this date, I am still working on the teams but hopefully in the near future, I will complete these teams and replay these historic games.



PASSION - That's the Name of the Game

by Ryan Burd aka "skins"

I've been doing a lot of thinking lately about the hobby or as I like to call it "THE SPORT" that I love. I've been wondering what it is that drives me ... a grown man at the age of 48 years old to play a game that I played when I was 8,9,10,11,12 years old.

Like a lot of kids at the time in the early 80's video games were gaining popularity and I just started playing them more and electric football less and less until one day I never played it again.

A lot of time has passed since then..its 2014 and I've grown up and got married and had a kid of my own. I have to admit I've been an avid gamer through out my whole life. I have often talked to other gamers about those old electric football vibrating boards, but they would just laugh and say "those never worked like they were supposed to".

Well one day I was told about a website called youtube. I had no idea what it was. I don't spend a lot of time on a computer, but I decided to check it out and I don't know why but the first thing to pop into my mind to do a search on was...that's right...ELECTRIC FOOTBALL.

I can't tell you how blown away I was when I saw all the stuff about electric football and that it was alive and well and that there were leagues and tournaments and even a hall of fame for god sakes.

From youtube I found the MECA site and I just about shit my pants. I couldn't believe what I was looking at, an entire website for my old friend electric football. All my childhood memories came flooding back to me and I remembered and realized at the same time just how much I freaking loved that game. I couldn't get enough I read every article and spent hours on the site. I kept coming back to it ..I couldn't help myself. I even called in sick one day just to soak it all up.

Then I joined and I was in the forum and I thought I was going to lose my freaking mind because it was over whelming. I mean there were custom boards and custom figures and custom lighting and custom bases and freaking custom everything. I didn't know what to do. I just knew that I was hooked again and I mean hooked bad !!

I was like a little kid around Christmas time. I starting putting together a list of everything I wanted. No not wanted...I needed. I had a custom Redskins board made and I bought some figures from some guys on the site and I bought some decals and some paint and some brushes and a table to work on too. I even created my own custom quarterbacks and running backs by cannibalizing Reggie Rutledge figures. Now I don't have a lot of money and its taken my a year to buy all I needed to put together 10 nfl teams to get my first league going...RYAN'S ELECTRIC FOOTBALL LEAGUE.

The (R.E.F.L.)was born, but there was something missing. I didn't now what it was and I couldn't put my finger on it, but it was there like a splinter in my mind. It was really bugging me and then I joined the SCPC and I uploaded my first league game score and saw my ranking for the first time and the lights when on..that was it.

Now I'm complete I. I felt like I belonged and I felt a since of community and brotherhood, I was home and I was never going to leavell. I know there are hundreds of coaches out there, but very few have joined the SCPC..ARE U CRAZY?? I can't tell you how much of a big mistake that is. Your solitaire experience will grow ten fold by joining the SCPC. If your making time in your life for this beautiful hobby we love then take just a few more minutes and join the SCPC and start entering your league games it takes no time at all to do it and I promise you, you will not be disappointed. No solitaire league is complete until you've joined and trust me you don't know how incomplete your solitaire experience is until you join. I find myself more interested in the SCPC rankings then I do the real life college rankings. It adds purpose and excitement to the games I play, knowing how it will effect my ranking, which brings me to my point..the reason I've written to all of you is because I have a undying PASSION for electric football and so must all of you coaches out there or you wouldn't be reading this right now. What it's all about? It's the PASSION that's what drives us all to do what we do..me and all the other coaches that have already joined the SCPC are waiting for you and all we have to say to you is...JUST BRING IT !!

your electric football brother,
SKINS

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