

SCPC

"SOLITAIRE COACHES POINTS CHALLENGE"
"SOLITAIRE COACHES POINTS CHALLENGE"

GAMEDAY

Volume 1 Issue 1

March 2015

SOLITAIRE



COACHES

**GRIDIRON
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publications





The “Solitaire Coaches Bowl Championship Series” (SCBCS) is the post season portion of the SCPC to give SCPC coaches one more game past the 10 game regular season maximum to earn bonus points towards the title of SCPC NATIONAL CHAMPION.

This months cover article is a SCBCS Q & A. Hopefully this article will answer some of your questions regarding the SCBCS and offer some suggestions for earning the maximum SCPC points needed to gain the overall #1 ranking .

Also, this month I am compiling a league directory of those coaches / owners competing in Season 3 of the SCPC. This will be an ongoing monthly update as coaches join the SCPC throughout the season.

The featured game of the month comes from the ECFA (Ed’s College Football Association) owned by Ed “Roo” Morgans. Alabama vs. Auburn in the “Iron Bowl” for the Season V SEC Championship. One of the all time classic college football rivalries.

The National Rankings update is current through Week 29 of SCPC Season 3. Listed are the TOP 25 nationally and the top 3 divisional leaders as of 2/28/2015

In the “Rules of the Game” I have outlined the basic contents of a Rule Book. Every league needs to have an “Official Rule Book” even if you are just playing solitaire. I also have published a very simple set of rules to help get you started.

The “Offensive Playbook” starts with the Basics of the Offense, offensive positions, responsibilities of these positions and basic “Play Calling Terminology.”

The “Defensive Playbook” does the same with the basics of the defense.

“Special Teams” analyses kickoff coverage by explaining the traditional positions of a kickoff coverage team, the responsibilities of each player and the goals of the kickoff coverage team.

Future issues of the playbook sections will go into more detail to help coaches develop their own “playbooks” for their teams.

Finally it is with shock and a heavy heart that one of our own and new to the SCPC this season passed away 2/28 due to complications from cervical spine surgery. He will be missed. Our heartfelt thoughts and prayers go out to his family and friends.

Chris LeMay

Publisher / Editor and SCPC Commissioner

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The Solitaire Coaches BOWL CHAMPIONSHIP SERIES Q & A

The Solitaire Coaches BOWL CHAMPIONSHIP SERIES or SCBCS is only 5 months away. Now is the time to start planning your SCPC schedule to maximize your teams chances of earning a bowl bid and a shot at the SCPC NATIONAL CHAMPIONSHIP.

How does one of my teams earn a bowl bid?

To earn a bowl bid a team must win a minimum of 6 games within a 10 game SCPC season.

Does a team have to complete a full 10 game season?

No. A team only has to play enough games to achieve 6 wins up to a maximum of 10 games. But to earn the maximum points available it is suggested to complete as many games as possible.

What if my teams cannot complete a 10 game schedule within a one year SCPC season?

Beginning with Season 2 of the SCPC, the SCPC Rules Committee decided to allow coaches to extend their seasons over 2 SCPC seasons. This was to allow coaches with large leagues to complete a partial season during one SCPC season and then "roll over" games into the next consecutive SCPC season.

However, teams may not rollover more than 5 games to the next season. So if a team has already completed 6 games in one season, they may not rollover games to the next season.

Can some of my teams play more than 10 games in one SCPC season?

Yes. But for teams that exceed the 10 game maximum, no more points are earned for those games over 10.

How do I maximize my team's total points earnings?

The first way is to complete 10 games in a season. Teams earn one point for each game played.

Teams then earn points for offensive production and defensive production based on offensive points scored and defensive points allowed. The maximum performance points a team can earn for one game is 9 based on playing the game (1 point), scoring 25 points or more (4 points) and allowing 3 or less points to be scored (4 points).

Game Scenario Bonus Points are earned by the winning team according to who owns the teams and who actually coached the game. The maximum points a team can earn under the GSBP is 4 which involves two teams with different owners and the losing team's owner coached the game.

Strength of Schedule bonus points are earned in two ways. First a team earns 2 Quality Win Bonus Points for every win that an opponent they defeated wins during the season.

Division Bonus Points are based on teams playing games and winning the game against an opponent from a higher division level. When you join the SCPC and register your teams you are required to assign each of your teams to one of four Division levels based on the weight and type of figures your teams are composed of. A division 1 (3.3 Box Stock) team defeating a division 4 (Unlimited) team earns the maximum of 3 DBP points.

SO... What is the maximum points a team can earn for one game?

A division 1 team, owned by one coach defeating a division 4 team, owned by another coach, with the game coached by the losing teams owner, by a score of at least 25 - 3 will earn a total of 16 points. 1 point for a game played, 4 offensive production points, 4 defensive production points, 4 Game Scenario Bonus points and 3 Strength of Schedule Division bonus points. In addition, if it is the tenth game of the season and the losing team had a record of 9 wins and 0 losses, the winning team would earn 18 Quality win points for a total SCPC points of 34 for the game.

TOTALLY CONFUSED???

I am from just trying to figure all that out!!!

The SCPC was developed to encourage solitaire coaches to swap teams through a mail order league or to meet and play games in head to head competitions. These are the type of games that can best take advantage of the SCPC Points Ranking System.

For Season 4, I have asked the SCPC Rules Committee to develop a "swap" league competition that gives coaches the opportunity to earn the most points available through the system.

And although Head - to - Head games are not technically solitaire games they are if the teams being used are owned by just one of the coaches or they are using a collection of teams shared by both coaches.



Box Stock
SOLITAIRE



COACHES
DIVISION
CHAMPION

3.0 Inclusive
SOLITAIRE



COACHES
DIVISION
CHAMPION

SCPC Season 3
SOLITAIRE



COACHES
NATIONAL
CHAMPION

4.0 Inclusive
SOLITAIRE



COACHES
DIVISION
CHAMPION

Unlimited
SOLITAIRE



COACHES
DIVISION
CHAMPION

SCPC League Directory

SEASON 3



This month's League Updates will be the beginnings of the SCPC Season 3 League Directory. In a thread from the MFCA Solitaire Forum, I asked all Season 3 SCPC participating Owners/Coaches to post information about their leagues to include logos, descriptions of their leagues, teams and format and any other information they would like to include about their leagues. This Directory will be continually updated each month as more information is posted. Thanks to everyone who have posted so far.

League: Ed's College Football Association
League Acronym: ECFA
Owner/Coach: Ed "Roo" Morgans

ECFA/EPFA

Description: The ECFA began in 2001 as a 4-team college league. The original, and eventually aborted, Season II in 2002 saw over-expansion and an over-complication of rules in a 24-team league that got through 1.5 weeks before being terminated. Season II finally returned in 2010, but after four weeks, the season was again cancelled, this time with a champion declared. Since then, each season has represented an old-school college conference playing a league schedule as played in 1982. Season III featured the SWC, Season IV was the Big 8, and in the about to be completed Season V, I'm doing the SEC. Season VI, which will begin this fall, will feature the Big 10. On occasion, non-conference games are played between teams from leagues I have already painted up. In the end, each school in each conference and all the major independents (113 schools in all) will play 11 games, with bowl games at the end to determine the national champions.

Cool Innovation or Rule: To speed up game play, all punt, PAT, FG, kickoff, and pass results are taken from The Box.

SWC: Baylor, Rice, Texas, Texas A&M, Texas Tech, Houston, SMU, TCU, Arkansas.

Big 8: Missouri, Colorado, Iowa State, Kansas, Kansas State, Nebraska, Oklahoma, Oklahoma State.

SEC: Georgia, Florida, Alabama, Auburn, Ole Miss, Mississippi State, Tennessee, Vanderbilt, Kentucky, LSU.

Big 10: Indiana, Purdue, Iowa, Minnesota, Wisconsin, Michigan, Ohio State, Michigan State, Northwestern, Illinois.

ACC: Duke, Clemson, North Carolina, N.C. State, Wake Forest, Maryland, Virginia.

Pac-10: Arizona, Arizona State, California, Stanford, USC, UCLA, Oregon, Oregon State, Washington, Washington State.

WAC: BYU, New Mexico, Air Force, San Diego State, Hawaii, Colorado State, Utah, Wyoming, UTEP.

MAC: Bowling Green, Western Michigan, Miami-Ohio, Central Michigan, Ohio U., Toledo, Northern Illinois, Ball State, Eastern Michigan, Kent State.

PCAA: Fresno State, Long Beach State, San Jose State, Utah State, Pacific, UNLV, Cal-State Fullerton.

MVC: Tulsa, Wichita State, Southern Illinois, Indiana State, Drake, New Mexico State, West Texas A&M, Illinois State.

To make scheduling easier, I've added a couple conferences, since there were 25 independents in 1982 and getting them in a league together makes the project easier.

Metro: Florida State, Virginia Tech, Cincinnati, Louisville, Georgia Tech, South Carolina, Tulane, Memphis.[/B]

Big East: Pittsburgh, West Virginia, Boston College, Penn State, Miami-Fla., Rutgers, Temple, Syracuse,

AAC: Louisiana-Lafayette, East Carolina, William & Mary, North Texas, Richmond, Southern Miss.

Independents: Notre Dame, Navy, Army.

Season I Champions: Kentucky Wildcats - beat the West Virginia Mountaineers in Commonwealth Bowl I.

Season II Champions: Syracuse Orange - declared champions, undefeated.

Season III Champions: Baylor Bears, winners of the SWC, going to the Cotton Bowl.

Season IV Champions: Iowa State Cyclones, winners of the Big 8, going to the Orange Bowl.

The Season V champion will be the SEC winner and will play in the Sugar Bowl.

League: Ed's Professional Football Association

League Acronym: EPFA

Owner/Coach: Ed "Roo" Morgans

Description: A 12-team league in it second season, using rosters from 1974.

Teams and League Format: 6 teams in the NFC and AFC, broken down into a pair of 3-team divisions. Teams play their divisional opponents twice, 2 teams in the other division in their conference, and one team from each division in the other conference for an 8-game schedule that, due to bye weeks, lasts 10 weeks overall (since all 3 teams can't be playing divisional games at the same time).

Cool Innovation or Rule: Since teams play twice within the division, home field matters, so the home team is awarded a field goal to start the game. The visiting team then receives the opening kickoff, giving the home team a further advantage by getting the ball to start the second half.

NFC Central: Minnesota Vikings, Green Bay Packers, Detroit Lions.

NFC West: Dallas Cowboys, Los Angeles Rams, San Francisco 49ers.

AFC East: Baltimore Colts, Cleveland Browns, Pittsburgh Steelers.

AFC West: Oakland Raiders, Denver Broncos, Houston Oilers.

1973: Super Bowl I champions - Denver Broncos, beat San Francisco, 20-17.

1974 League Status: Being rebooted to improve base talent on all 12 teams, games will commence in the next 2 weeks.



Owner/Coach: Robert aka "Sandfoot"

Description: The SEFL teams are my favorite Chicago Bears and Notre Dame teams and players.

Teams and League Format: 5 teams play 10 games with the top 2 ranked teams playing for the title. All teams will be competing in the SCPC Unlimited Division.

Bears Teams-

Gold: All star team in throwback uniforms. 35 players. Figures are customs, Watts, FF.net, pro line, BuzzBall, and 67 Big Men.

Orange: Mostly BuzzBall figures in alternate orange jersey. Roster is made up of favorite players from 1990 to present. 24 players.

Black: 1985 Bears. Mostly FF.net figures. 24 players.

Irish Teams-

88: 67 Big Man team. 24 players

Green: Favorite players in alternate green jersey. Mostly FF.net with some customs. 23 players.

League: Treasure Valley Electric Football League

League Acronym: TVEFL

Owner/Coach: Shawn Kirkpatrick aka "Rigchute".

Description: The TVEFL is in its first season. The league currently has three teams; I hope to add more teams in time for them to participate in this season.

Teams and League Format: They will be playing a 10 Game Season. With just 3 teams it will be a straight best two records will compete in the Championship game.

The top two teams will play in the Gem Bowl championship game.

Rules: I am using the MFCA TOC rules with some minor tweaks.

TVEFL

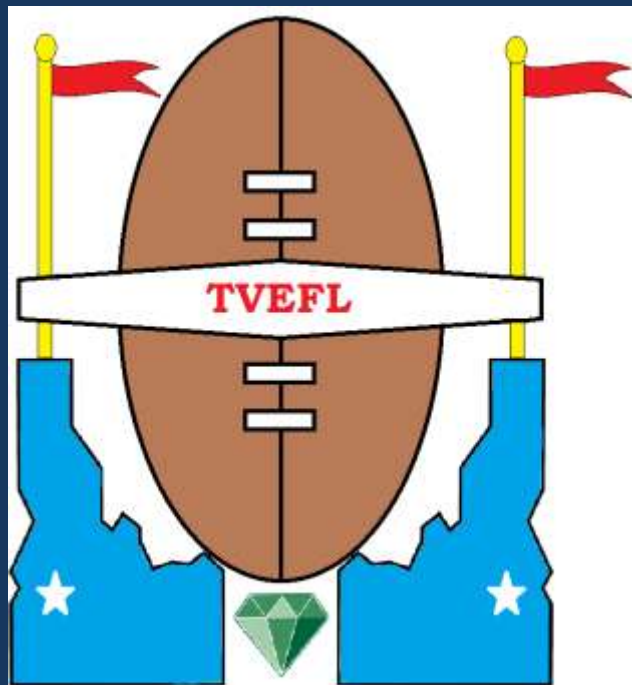
Kansas City Chiefs

Minnesota Vikings

Idaho Talons: My version of what an Idaho based NFL team could be!



Talons Helmet Design



THE NMEFL (Northern michigan EFL) <http://nmevl.webs.com/>
Defunct teams league
Brian Wittkop Sr AKA Wolverine
NW Michigan

Independence Conference

North Division

Detroit Wheels

Ohio Glory

Chicago Blitz

Milwaukee Mustangs

South Division

Orlando Thunder

Charlotte Hornets

Jacksonville Sharks

New Orleans Breakers



Continental Conference

East Division

New York Knights

Washington Federals

New Jersey Generals

Philadelphia Stars

West Division

Hawaii Hawaiians

Los Angeles Cobras

Portland Storm

Sacramento Goldminers



Washington Federals vs. Orlando Thunder

League: Cat House Electric Football League

League Acronym: CHEFL

Owner/Coach: Andy McLaughlin aka Mactele52

Description: Rival League to the DBEFL. The "Cat Bowl" pitting the fictional football league Champions of the CHEFL against the Champions of the established NFL teams of the DBEFL.

Teams and League Format: 16 teams broken down into two conferences of 8 teams each with a Regular Season Schedule of 8 games each.

Truculent Conference:

Gary Indiana Coleman's

Syracuse Squatch

Birmingham Blue Bruce

Orlando Orange

Québec Colère

Montreal Faux Pas

Lexington Razors

Richmond Red Eyes

Herculean Conference:

El Paso Gas

Wichita Linemen

Sacramento Smetes

Boise Coilers

Portland Purge

Phoenix Ungers

Tulsa Twisters

Saskatoon Scat Cats

CHEFL/DBEFL

League: Dirty Bird Electric Football League

League Acronym: DBEFL

Owner/Coach: Andy McLaughlin aka Mactele52

Description: The Electric Football version of the Atlanta Falcons playing a complete and actual 16 game schedule based on the REAL Atlanta Falcons schedule. All 32 NFL teams are included in the league and compete in a 3 game/team schedule to determine Division Champs with regular NFL Playoffs to follow. The Super Bowl Champions will be pitted against the rival league Champions of the CHEFL in the "Cat Bowl".

Teams: All 32 NFL Teams

League: Minnesota's Park Avenue Nine-Man Miniature Electric Football Solitaire League

League Acronym: MPANMMEFSL

Logo: I know. My logo sucks!

Owner/Coach: Drk

Description: MPNMMEFSL is an eight team league based on nine-man highschool football as played here in Minnesota. The teams use schemes that are loosely modeled after the actual teams that the high school team I coach plays. They are fantasy teams that draw on the unique history of the early 20th century logging camp boom in the area I live. Teams are divided into two divisions, play one another once each for a seven game regular season, and have a bracketed playoff, up to three more games each, to determine champion with a full ten games for maximum SCPC points. I'm currently preparing for Season II. Season I was played with just six teams.

Cool Innovation or Rule: Teams play a mix of full length (roughly 80 plays), half length (roughly 40 plays), and short play (Mike Velikey's Short Game System 24 plays) formats.

Western Division:

Northome Bears (Season I Champions)

Grattan Swamp Loggers

Camp 53 Shays

Teufer Lake Homesteaders (expansion team)

Eastern Division:

Plum Creek Pioneers

Wildwood Woodsmen

Caldwell Busties

Pomroy Junction Boys (expansion team)

In season II the defending champion Bears will be sporting some awesome throwback uniforms painted by Chris LeMay (eflfanatic). I'm currently playing my third of eight pre-season games in order to make sure each team is ready to go. Soon, I hope to place an order with Tudor to round out all the needed figures, bases, and accessories I'll need to get Season II underway. Once I have everything I'll start a thread for the season



League: Elite Electric Football League of India
League Acronym: EEF
Owner/Coach: "Troutbum" Ray Sugg

Cool Innovation or Rule: My high school students tell me I'm too old to be cool, but here's my rule set for streamlined play anyway:

Duration: 24 plays (12 plays per half)

Tackling: Any part of base

Kickoffs: Kicking team lines up on the 50, kick returner on the goal line.

Passing: Two dice, even numbers = complete, 3 = interception, all other odd numbers = incomplete

DBs: lock-down

Punting: no returns, 1 die, 1 = 15 yards, going up five per number after that

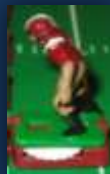
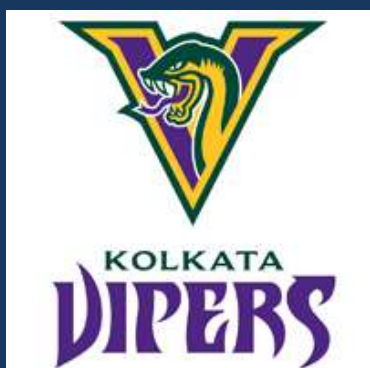
Field Goals: same as punts (Goal posts are on the goal line, so a team trying for a 35yd FG would need to roll a 5 or 6)

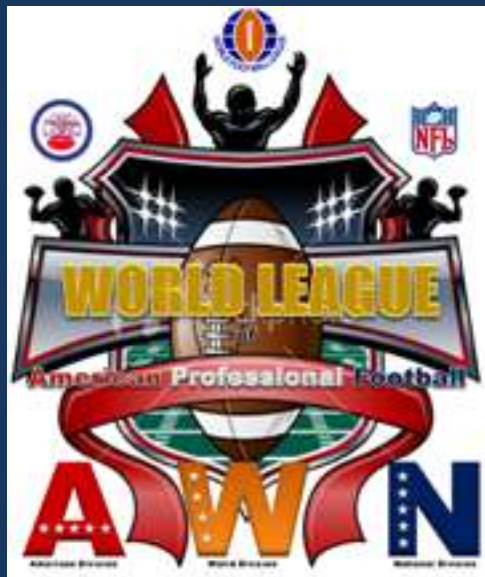
Set up: Defense gets an equal number of "stacks" as the offense (this is old school electric football, not to be confused in any way with miniature football). If the offense uses a magnet for the QB, the defense gets to use one on a safety.

Play-calling: Team-specific play charts

League Play: The teams will play a round-robin schedule (ties are ties), and the SCPC scoring formula will be used to determine 1st-8th place for a championship tournament. Each team will play a total of 10 games for the maximum number of SCPC points.

Teams: "Iron Man" teams based on the actual league in India (www.efli.com). They will compete in the "Box Stock" division of the SCPC. I ordered eight unpainted 67 big man teams from Tudor (back when you could), eight bags of color-coded bases, made decals and painted the teams myself





League: The "World League of American Professional Football"

League Acronym: WLAPF

Owner/Coach: Chris LeMay aka "elffanatic"

Description: The WLAPF is a league featuring the 1966-69 AFL, NFL and 1974 WFL.

Teams and League Format: 16 teams divided into 3 divisions playing in a 10 game regular season with a 6 team postseason playoff culminating with the "AMERICAN BOWL" Championship Game.

American Division

1966 Buffalo Bills
1967 Houston Oilers
1966/69 Kansas City Chiefs
1968 New York Jets
1967 Oakland Raiders

National Division

1968 Baltimore Colts
1968/69 Cleveland Browns
1966/67 Dallas Cowboys
1966/67 Green Bay Packers
1969 Minnesota Vikings

World Division

1974 Birmingham Americans
1974 Florida Blazers
1974/75 Memphis Southmen
1974 New York Stars
1974 Philadelphia Bell
1974/75 Southern California Sun



The Road To....
**THE PJSEFL BIG BOWL
CHAMPIONSHIP !!!**

League: PJ's Solitiare Electric Football League

League Acronym: PJSEFL

Owner/Coach: Paul Blair aka PJB1966

Description: Playing All 28 Original Vintage Tudor NFL Teams From The 1960's Through The 1980's. All Games Are Played On The Tudor Games NFL Pro Bowl Set. This Is A 3.0g Inclusive Weight Limit League.



League: The West Michigan League of Miniature Football

League Acronym: WMLMF

Owner/Coach: Al Dunham "Ravenna Al"

Description: The WMLMF started with just 4 teams and has expanded to 22. It is a fantasy team league based on my own creations, with the addition of a few teams that were made by other MFCA members and donated to my league. The league has 4 divisions split into 2 conferences. The 2 division winners of each conference along with 2 wild cards from each conference play each other with the 2 finalists playing in the championship game known as the Gumbo Bowl.

WMLMF

Gumbo Bowl I Canadian Sasquatch 31 - San Francisco Flaming Fairies 28

Gumbo Bowl II Canadian Sasquatch 37 - Battlin' Bozos of Battle Creek 14

Gumbo Bowl III Munich Third Reich 17 - Midwest Mennonites 14

Gumbo Bowl IV That 70's Rams Team 35 - Kalamazoo Killer Bees 14

Gumbo Bowl V That 70's Rams Team 21 - New Zealand Zombies 14

Gumbo Bowl VI That 70's Rams Team 28 - Munich Third Reich 3

North Conference

Paranormal Division

Canadian Sasquatch

Cleveland Cadavers (Team made by and purchased from Larue)

Weirdwolf's Werewolves (The are a combined team with the Catachan Commandos that were donated to me by Rick Garrison)

New Zealand Zombies

Munich Moon Sharks (Team designed by Glenn Hardaway and currently available from Tudor)

Lake Michigan Martians (My MFCA team)

World Domination Division

Munich Third Reich

Kalamazoo Killer Bees

London Union Jacks (Team designed by me as a tribute to Doc Smeby and currently available from Tudor)

Egypt Ra

Roman Gladiators

Un-North Conference

Lifestyles Division

San Francisco Flaming Fairies

Battlin' Bozos of Battle Creek

Kansas City Super Sumos (Team made and owned by Weirdwolf and on loan to me)

Hawaiian Fire Lizards (Team made by Glenn Hardaway and donated to me)

Midwest Mennonites

Cherokee Nation

Potpourri Division

That 70's Rams Team

Pacific Sharks (Team donated to me by Brian Hightower)

South Park Cows

Three Mile Island Toxic Waste

Arctic Tundra (Team donated to me by Mike Guttman)



SOLITAIRE SATURDAYS COMIN !

COACHES



Solitaire Saturday's coming with the Colorado Buffaloes home field challenge. Taking on the big 8 and pac 12 teams. Premise coming later .

SOLITAIRE SATURDAYS DENS ACROSS AMERICA MFL

Featured "Game of the Month"

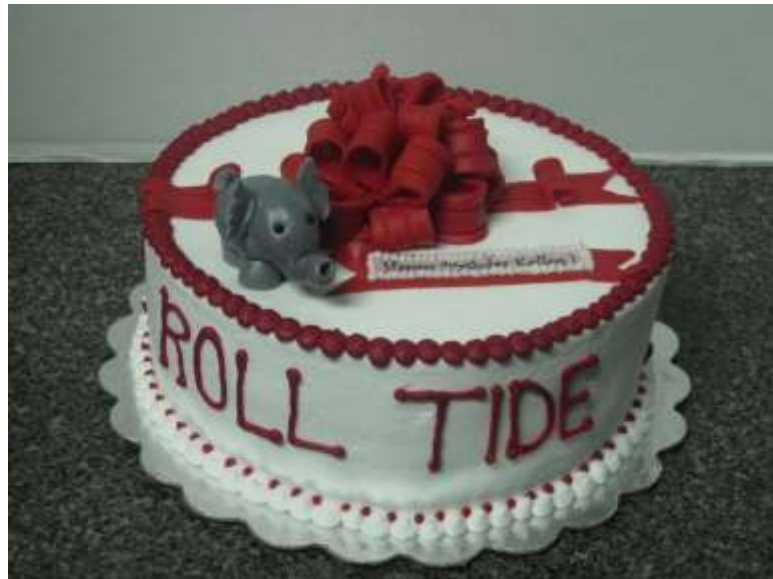
The month's featured "Game of the Month" comes from the ECFA.

ECFA

ECFA SEC - Project Game #105, Season V, Game #30

ALABAMA vs. AUBURN

IRON BLOWOUT - ALABAMA DOMINATES AUBURN TO WIN SEC CHAMPIONSHIP



In a comprehensive and dominant fashion, the Alabama Crimson Tide decisively claimed the ECFA SEC Season V championship with a 20-0 win over rival Auburn in the ECFA's first Iron Bowl at The Big House. The Crimson Tide held the Tigers to just 86 yards and Alabama had the ball for more than 42 minutes. Alabama's defense registered two sacks and intercepted Auburn quarterback Cam Newton four times.

The Crimson Tide (6-0, 6-0 SEC) offense was as imposing as their defense, posting 326 yards on 49 plays, including 165 yards in 31 rushing attempts. Shaun Alexander was the star of the show for Alabama, gobbling up 206 all-purpose yards on 21 touches. Alexander rushed 11 times for 94 yards and 2 touchdowns, while he also caught 10 passes for 112 yards. Tony Nathan served a valid complement to Alexander in the Alabama backfield, rushing for 68 yards on 13 carries himself.

Without much of the ball, Auburn star tailback Bo Jackson was held in check, gaining 39 yards on five rushes and catching three passes for 45 yards. But the Tigers could get nothing started as Newton continually misfired, completing as many passes to his own team as he did to the defense. He finished 4-for-15 for 54 yards and his Tigers managed just five first downs - one fewer than Alabama picked up on its final touchdown drive.

Despite the rout, the game was close early and indeed was only 3-0 Alabama at the half because of an Auburn miscue on the final play. From the Alabama 24, Auburn had 20 seconds to try and get closer, but couldn't afford a tackle in bounds. Jackson came open in the corner of the end zone, but Newton never saw him and was sacked by Tide NT Bob Baumhower, who had 2 sacks and interception on the day. From this moment on, the competitive portion of this massive game was over.

Alabama got the ball to start the second half and drove 82 yards in 6 plays, the last 39 of which coming on a run up the middle by Alexander for the touchdown that made it 10-0. After a Newton interception and a 27-yard field goal by David Ray, the Crimson Tide drove to their second touchdown. This drive featured a mix of Bart Starr passes and runs by Nathan and Alexander to cover 78 yards in 9 plays. Alabama put Auburn (4-2, 4-2) out of its misery when from the 2, Alexander cut right and waltzed into the end zone to make it 20-0.

Fittingly, Auburn's final attempt at a comeback ended when Newton was intercepted for the final time, this time by Mike Pitts at the Alabama 47. Eight runs and an Auburn penalty ended the game and sparked celebrations for the red half of the state, as the Crimson Tide become the first ECFA team to go unbeaten through its conference season in this format. Alabama will go to the Sugar Bowl and will appear in the Champions League at the end of the project with Baylor and Iowa State.

Auburn tied LSU for third in the SEC with the loss, and will need to win three of five non-conference games to be bowl eligible.

BAMA 0 3 10 7 - 20 (6-0, 6-0 SEC)

BURN 0 0 0 0 - 0 (4-2, 4-2 SEC)

SCORING

ALA - Ray 32 FG

ALA - Alexander 39 run (Ray kick)

ALA - Ray 27 FG

ALA - Alexander 2 run (Ray kick)

TEAM STATISTICS

First Downs: ALA 20; AUB 5.

3rd-Downs: ALA 6-8; AUB 1-4.

4th-Downs: ALA 0-0; AUB 0-0.

Rushing: ALA 31-165; AUB 9-32.

Passing: ALA 18-161; AUB 15-54.

Total Offense: ALA 49-326; AUB 24-86.

Penalties: ALA 0-0; AUB 1-8.

Fumbles-Lost: ALA 1-1; AUB 1-0.

Time of Possession: ALA 42:35; AUB 17:25.

KEY PLAYER STATS

ALABAMA:

Starr: 14-for-18, 161 yards, 1 INT; 7 rushes, 3 yards.

Alexander: 11 rushes, 94 yards, 2 TDs; 10 receptions, 112 yards.

Nathan: 13 rushes, 68 yards; 3 receptions, 33 yards.

Newsome: 1 reception, 16 yards.

Pitts: 1 tackle, 1 interception.

Baumhower: 4 tackles, 2 for loss, 2 sacks, 1 interception.

Thomas: 1 interception.

Junior: 1 interception.

Ray: 2-for-2 FGs (32); 2-for-2 PATs; 8 points.

AUBURN:

Newton: 4-for-15, 54 yards, 4 INTs; 3 rushes, -14 yards.

Jackson: 5 rushes, 39 yards; 3 receptions, 45 yards.

Brooks: 1 rush, 7 yards; 1 reception, 9 yards.

Hunt: 6 tackles, 2 for loss, 1 fumble recovery.

Fairly: 6 tackles.

Greene: 10 tackles.

Atkins: 1 interception.

Edwards: 2 tackles, 1 for loss.

Spikes: 5 tackles, 1 for loss, 1 sack.

Ratliff: 5 tackles, 1 for loss, 1 sack, 1 forced fumble.

Del Greco: No kicking stats



National Rankings Update

The TOP 25 as of February 28, 2015.

29 weeks completed - 17 weeks remaining

97 teams

4 teams bowl eligible (6 or more wins) 7 teams eliminated (5 or more losses)



Rank	Team Name	Owner	Division	Home League	Win	Loss	Tie	SCPC Total
1	Atlanta Falcons	Mactele52	3.3 Box Stock	Dirty Bird EFL	14	2	0	88
2	Detroit Wheels	wolverine	Unlimited	Northern Michigan EFL	7	0	0	88
3	New Orleans Breakers	wolverine	Unlimited	Northern Michigan EFL	6	1	0	68
3	Sacramento Goldminers	wolverine	Unlimited	Northern Michigan EFL	6	1	0	68
5	New Jersey Generals	wolverine	Unlimited	Northern Michigan EFL	5	2	0	64
6	Florida Gators	RooMorgans	3.3 Inclusive	ECFA	5	1	0	60
7	Alabama Crimson Tide	RooMorgans	3.3 Inclusive	ECFA	5	0	0	58
8	Chicago Orange	sandfoot	Unlimited	Shamrock EFL	4	2	0	50
8	Hawaii Hawaiians	wolverine	Unlimited	Northern Michigan EFL	4	2	0	50
10	Auburn Tigers	RooMorgans	3.3 Inclusive	ECFA	4	1	0	49
11	Chicago Gold	sandfoot	Unlimited	Shamrock EFL	4	2	0	49
12	New York Knights	wolverine	Unlimited	Northern Michigan EFL	5	1	0	48
13	Washington Federals	wolverine	Unlimited	Northern Michigan EFL	3	3	0	45
14	Minnesota Vikings	Mactele52	3.3 Box Stock	Dirty Bird EFL	4	1	0	44
15	Orlando Thunder	wolverine	Unlimited	Northern Michigan EFL	3	3	0	44
16	Kentucky Wildcats	RooMorgans	3.3 Inclusive	ECFA	3	4	0	41
17	LSU Tigers	RooMorgans	3.3 Inclusive	ECFA	4	2	0	40
18	New York Stars	eflfanatic	3.3 Box Stock	WLAPF	3	1	1	39
19	Arizona Cardinals	Mactele52	3.3 Box Stock	Dirty Bird EFL	1	3	0	39
20	Philadelphia Bell	eflfanatic	3.3 Box Stock	WLAPF	3	1	1	38
21	85 Bears	sandfoot	Unlimited	Shamrock EFL	2	4	0	37
22	Green Bay Packers	eflfanatic	3.3 Box Stock	WLAPF	3	1	0	36
23	Jacksonville Sharks	wolverine	Unlimited	Northern Michigan EFL	3	3	0	36
24	Milwaukee Mustangs	wolverine	Unlimited	Northern Michigan EFL	2	5	0	36
25	Houston Oilers	eflfanatic	3.3 Box Stock	WLAPF	4	0	0	35

DIVISIONAL LEADERS

Rank	Team Name	Owner	Division	Home League	Win	Loss	Tie	SCPC Total
1	Atlanta Falcons	Mactele52	3.3 Box Stock	Dirty Bird EFL	14	2	0	88
14	Minnesota Vikings	Mactele52	3.3 Box Stock	Dirty Bird EFL	4	1	0	44
18	New York Stars	eflfanatic	3.3 Box Stock	WLAPF	3	1	1	39
6	Florida Gators	RooMorgans	3.3 Inclusive	ECFA	5	1	0	60
7	Alabama Crimson Tide	RooMorgans	3.3 Inclusive	ECFA	5	0	0	58
10	Auburn Tigers	RooMorgans	3.3 Inclusive	ECFA	4	1	0	49
38	Phoenix Carinals	skins	4.0 Inclusive	R.E.F.L	3	0	0	28
51	Washington Redskins	skins	4.0 Inclusive	R.E.F.L	3	0	0	23
61	Miami Dolphins	skins	4.0 Inclusive	R.E.F.L	2	1	0	20
2	Detroit Wheels	wolverine	Unlimited	Northern Michigan EFL	7	0	0	88
3	New Orleans Breakers	wolverine	Unlimited	Northern Michigan EFL	6	1	0	68
3	Sacramento Goldminers	wolverine	Unlimited	Northern Michigan EFL	6	1	0	68

The Basic Rule Book

This first issue of the “Rules of the Game” will look at an outline of what every rule book should contain. Whether you are playing in a league, tournament or just solitaire there are certain elements to a rule book that should be included.

The “Official Playing Rules of the National Football League” are what most coaches use as a guide when deciding what to base their “game play procedures” on since most everyone who plays miniature electronic football already has a knowledge and understanding of football as played by the pros and the NFL. If, however, you are using college or high school teams, then it is always possible to adapt their rules to the game. For this article, though, we will be using the rules the pros use.

The Basic Outline of any rule set is as follows:

- 1 Field
- 2 Ball
- 3 Definitions
- 4 Game Timing
- 5 Players, Substitutes, Equipment, General Rules
- 6 Free Kicks
- 7 Ball in Play, Dead Ball, Scrimmage
- 8 Forward Pass, Backward Pass, Fumble
- 9 Scrimmage Kick
- 10 Opportunity to Catch a Kick, Fair Catch
- 11 Scoring
- 12 Player Conduct
- 13 Non-Player Conduct
- 14 Penalty Enforcement
- 15 Officials: Jurisdiction and Duties
- 16 Overtime Procedures
- 17 Emergencies, Unfair Acts
- 18 Guidelines for Captains

This is the actual contents from the NFL Rule Book and are a good guide to get started with. Although many things contained in the NFL Rules will have nothing to do with our game there are still many things that can be used directly from them word for word.

I would suggest reading the NFL Rules thoroughly just to be familiar with them, to gain a better understanding of them and to start to think about what actually pertains to our game and what does not.

Another outline that I generally use is as follows:

EQUIPMENT

- Game Boards and Accessories
- Ball
- Passing/Kicking Figures
- Teams
- Roster Sizes, Uniforms and Numbering

GAME PLAY PROCEDURES

- Pre-game Preparation and Procedures
- Game Timing
- Kickoffs, Onside Kicks and Safety Kicks
- Plays from Scrimmage
 1. Running Plays
 2. Passing Plays
 3. Kicks from Scrimmage
- Scoring
- Overtime
- Penalties
- Definitions

Using this second outline we can combine the elements of the NFL rules with how they are used or defined in playing our game and come up with a simple rule set.

EQUIPMENT

- Game boards and Accessories
The Field - Any game board manufactured for the purpose of playing miniature electronic football.

Accessories - Every game board should include the following accessories

- Goal Posts - Scaled to match the dimensions of the field being used.
- 10 yard chain - Used to mark the yard line needed to gain 10 yards for a first down and a new series of downs. Scaled to match the dimensions of the field being used.
- Yard maker - Used to mark the line of scrimmage.

- **The Ball** - any foam or felt football made especially for use with miniature electronic football games.
- **Passing / kicking Figures** - used to pass and/or kick the ball.
- **Teams** - The game is played using teams of 11 players. A player is the combination of a miniature electronic football figure and it's base.
 - **Figure** - Any 3d miniature electronic football figure sculpted in a football action pose.
 - **Base** - The part of the player that provides the movement of the player. May be removable or permanently attached.
- **Roster Sizes, Uniforms, and Numbering**
 - **Roster sizes** - are of minimum of 11 players (Iron-man teams) up to a maximum of 45 players (full NFL roster size)
 - **Uniforms** - Teams should be painted in home dark jerseys, away white jerseys or a combination of both (offense in dark / defense in white).
 - **Numbering** - Players should be numbered using the current NFL numbering system.
 - (a) QB's, punters, and placekickers: 1–19;
 - (b) running backs and defensive backs: 20–49;
 - (c) centers: 50–79;
 - (d) offensive guards and tackles: 60–79;
 - (e) wide receivers: 10–19 and 80–89;
 - (f) tight ends and H-backs: 40–49 and 80–89;
 - (g) defensive linemen: 50–79 and 90–99;
 - (h) linebackers: 50–59 and 90–99.
- Choose which method of game timing will be used.
- **Game Timing** - Games are 4 quarters in length. Quarters may be timed using one of the following methods:
 - **Continuous running clock** - Clock runs for a prescribed length of time without any stoppages.
 - **Running Clock with Stoppages** - Clock runs for a prescribed length of time with stoppages for various situations.
 - **Play Count Method** - Games are timed using a prescribed number of plays per quarter.
 - **Timeouts** - Teams are allowed 3 timeouts per half .
- **Kickoffs, Onside Kicks and Safety Kicks**
 - **Kick offs** - Are used to start the game and the 3rd quarter and after a score has been made.
 - **Onside Kicks** - Are kickoffs that travel less than 20 yards.
 - **Safety kicks** are used to put the ball back in play after a safety has been scored by the defense.
 - Kick offs and Onside Kicks are from the 35 yard line, Safety Kicks from the 20 yard line.
- **Plays from Scrimmage**
 1. **Running Plays**
Running plays are plays that begin with a player (the ball carrier) rushing with the ball until he either scores, is tackled, runs out of bounds or other wise has his forward progress stopped or reversed.
 2. **Passing Plays**
Passing plays are plays that involve throwing the ball to an open receiver using the passer/kicker figure. If complete the receiver continues the play as the ball carrier until he either scores, is tackled, runs out of bounds or other wise has his forward progress stopped or reversed. A pass is complete if the ball hits the receiver in the air. It is incomplete if the ball does not hit the receiver or hits the field first. A pass that hits a defender first is intercepted.
 3. **Kicks from Scrimmage**
Kicks from Scrimmage are punts and field goal attempts. They are performed using the passer/kicker figure.

GAME PLAY PROCEDURES

- **Pre-game Preparation and Procedures**
 - **Home and Visitors** - One team should be designated the Home team and the other , the Visitors.
 - **Coin Toss** - A coin will be tossed to determine first possession of the game. "Visitors" will call the toss - "heads" or "tails".
 - The winner of the coin toss will have the choice of the following options:
 - a) Kickoff
 - b) Receive
 - c) Which end of the field to defend
 - d) Defer to the second half
 - The loser of the coin toss will have the choice of the remaining options.
 - The loser of the pre-game coin toss will also have the first option of choices to begin the second half.

- **Scoring**

Scoring values are as follows:

Touchdown	6 points
Field Goal	3 points
Conversion attempt by kick	1 point
Conversion attempt by run or pass	2 points
Safety	2 points

- **Overtime**

If a regulation game ends in a tie, the following overtime procedures will apply:

- A coin toss will be performed to determine who will receive or kickoff.
- If the first team to possess the ball scores by touchdown, then the game is over.
- If the first team to possess the ball scores a field goal then the opposing team gets a possession to try to tie the score by field goal or score a touchdown to win.
- If the score is still tied after both teams have possessed the ball, then the next team to score wins the games.

- **Penalties**

The following are penalties that may occur during the course of the game:

- Offsides** - Occurs when either team has a player lined up across the line of scrimmage before the play begins.
- Ineligible Receiver** - Occurs when a pass hits an unengaged offensive lineman in the air. If the lineman is engaged, it is an incomplete pass.
- Illegal procedure** - Occurs when the offensive fails to have 7 players lined up on the line of scrimmage before the play begins.

- **Definitions**

The following are definitions of terms used in football and how they are defined playing miniature electronic football.

Ball Carrier - the player designated to carry the ball on a rushing play, after receiving or intercepting a pass, or receiving a kickoff, punt or missed field goal.

Field Goal - A field goal is scored when the ball is kicked through the uprights and over the crossbar of the goal posts during a field goal attempt .

Forward progress - A players forward progress continues until he is tackled, runs out of bounds, or reverses direction towards his own goal line.

Fumble - A fumble occurs when a ball carrier loses possession of the ball during the course of a play.

Out of bounds - A ball carrier is out of bounds when his base crosses the plane of either sideline.

Safety - A safety is scored when a ball carrier is tackled in his own end zone.

Tackle - A ball carrier is tackled when his base is touched by the base of a player of the opposing team

Touchdown - A touchdown is scored when the ball carriers base crosses the plane of the goal line or a receiver catches a pass in the end zone.

This is just a very basic rule set that can be used to play the game of miniature electronic football. There are many other rule sets that go into much more detail and have many more variations that define certain styles of play and the many creative and innovative ways to play the game that have been devised by the coaches of the "miniature electronic football community".

In future issues of "The Rules of the Game" we will go into much more detail and analysis of various rule sets and styles of play that have been devised. If you have a creative, innovative rule set or style of play that you would like to share with other coaches, then please submit then to the editor.

Offensive Playbook

The "Offensive Team" or "offense" is the team in possession of the ball. It is the objective of the offense to move the ball down the field by running and passing for a touchdown or to get in field position to score a field goal by means of a kick from scrimmage.

The offense is given a series of 4 downs to accomplish this goal. If they gain 10 yards or more before reaching the goal line (a first down), then they receive a new set of downs to maintain possession of the ball. If they fail to score or obtain a first down, then the ball goes over to the defense, who then becomes the offense.

The basic offensive positions are as follows:

Offensive Linemen - 5 players make up the interior offensive line, they are the Center, Guards, and Tackles. Ineligible Pass Receivers

Ends - 2 players who line up on either side of the interior offensive lineman and are eligible receivers usually Wide Receivers and Tight Ends

Backs - 4 players who line up behind the scrimmage line players and make up the offensive backfield (Quarterbacks, Running Backs and Flankers or Split Ends). All Offensive backs are eligible receivers.

Offenses call plays based on a specific "Play Calling Terminology". Many coaches have devised their own systems of play calling but they all follow the basics illustrated on the field diagram.

Running backs are assigned specific number designations and numbered hole designations that they run too.

Receivers are assigned specific letter designations and numbered passing routes as illustrated by the "passing tree"

Offenses line up in formations that have specific names but all have the same basic guidelines. There must be at least 7 players on the line of scrimmage and there must be at least one player in the backfield who will receive the "snap from center".

In future issues we will explore the different formations used by offenses and the strategies used in executing plays from these formations.

Offensive Basics



Defensive Playbook

The Objective of the "Defensive Team" or "defense" is to stop the offense from advancing the ball down the field and scoring.

The basic defensive positions are as follows:

Defensive Linemen: The defensive line is made up of Defensive Tackles, Defensive Ends and Nose Tackles depending on the defensive alignment.

Linebackers: Middle Linebacker, Outside Linebackers and Inside Linebackers

Defensive Backs: Cornerbacks, and Safeties.

Defenses can line up in any formation with very few restrictions. The only restriction placed on the defense is that they must not line up in the "neutral zone". The "neutral zone" is the area of the scrimmage line indicated by the football designated as one end of the ball to the other.

Typically, the defensive linemen line up across from their offensive counterparts and contain runs up the middle or off guard. They also rush the passer in passing situations to put pressure on the Quarterback.

Linebackers are the second line of defense and it is their responsibility to contain runners that get past the defensive lineman and to watch for pass receivers coming out of the backfield.

Defensive backs are the last line of defense if runners break through for long runs and their main responsibility is to cover wide receivers as they run their passing routes.

Illustrated on the field diagram are the basic formations used by most defenses.

What defense is used largely depends on the field position of the offense and the yardage to gain for a first down by the offense.

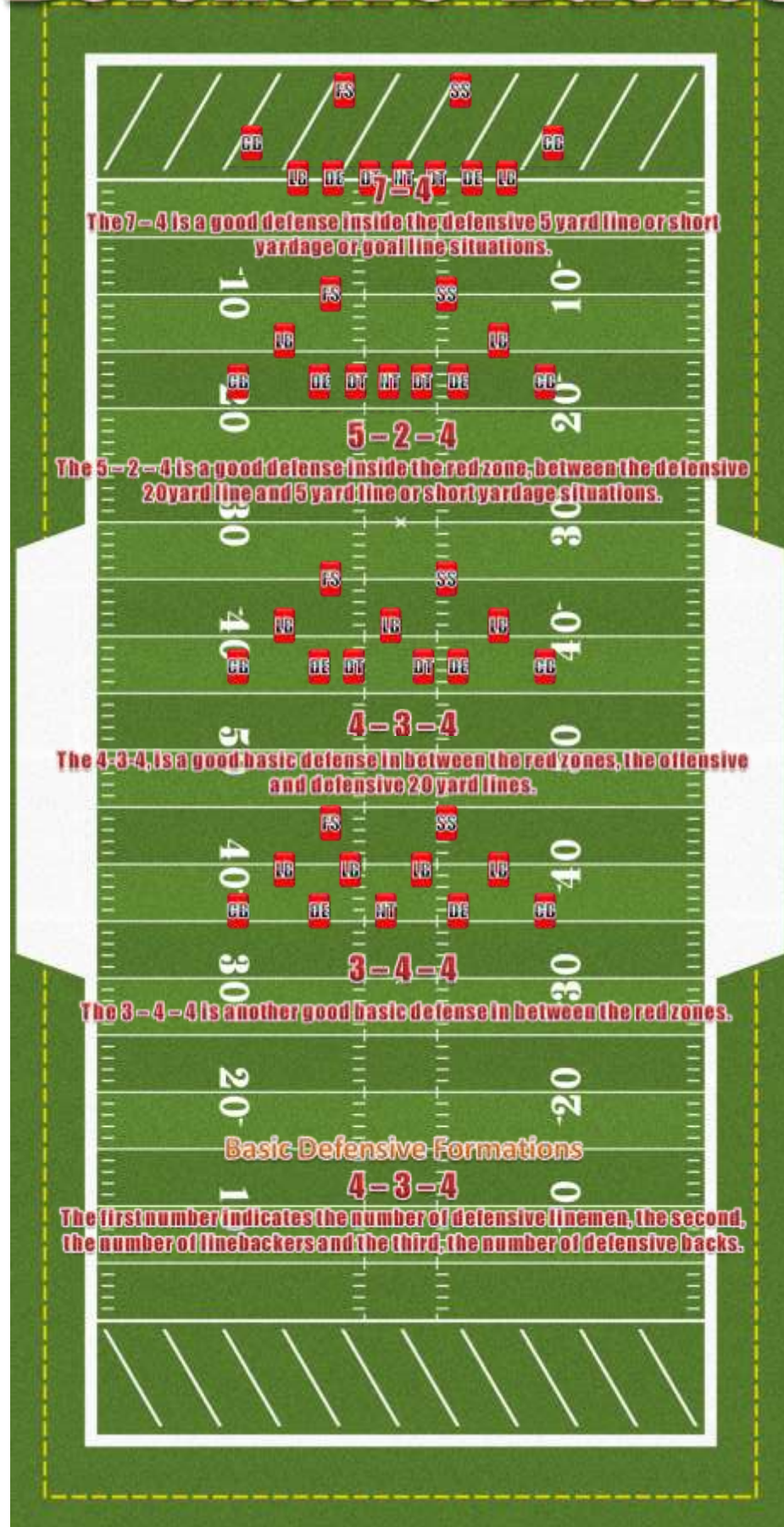
Defensive coaches through out the history of football have devised many different defenses to neutralize the offense.

Also you need to know the tendencies of the opposing offensive coach. Some coaches like to run the ball primarily while others like to pass the ball.

Offensive coaches have gone to "spread" offenses to use more of the field and to "spread out the defense".

In future issues we will explore more fully the different types of defenses and the strategies they use to neutralize the offense.

Defensive Basics



Special Teams

The kickoff is the play that starts every game and puts the ball back into play after a touchdown or field goal has been scored. It can be one of the most exciting plays if executed correctly, or it can break a team if executed poorly.

The base alignment positions for a kickoff coverage team are illustrated on the field diagram. They are:

- K (Kicker) - Should be able to kick the ball at least 70 yards and / or to any zone on the field.
- L1 / R1 (Outside - In Forcer) - Fastest players
- L2 / R2 (Forcers) - Next fastest players
- L3 & L4 / R3 & R4 (Trackers) - Good speed players
- L5 / R5 (Head Forcer or Tracker) - Same as 2's

The objective of the kickoff team is to keep the kickoff from being returned more than 20 yards. Since a touchback places the ball at the 20 yard line, kick coverage that keeps the ball inside the 20 has met this objective.

Kickoff Coverage Responsibilities:

1's - (Out side -in Forcers) - should sweep in from the outside towards the ball carrier and force to the middle.

2's - (Forcers) - should sweep in from the outside and force the ball carrier to the middle.

3's - (Trackers) - should take a more direct path to the ball carrier attacking a point about 10 yards to the inside.

4's - (Trackers) - should take a more direct path to the ball carrier attacking a point about 5 yards to the inside.

R5 - (Head Forcer) - Should take a path directly to the ball carrier from the kicker's right.

L5 - (Head Tracker) - Should take a path directly to the ball carrier from the kicker's left.

Kicker - Kicks the ball to a specific zone and is the safety approximately 15 yards downfield.

Types of Kick

Fly: High deep kicks down the field. Usually to the deep zones.

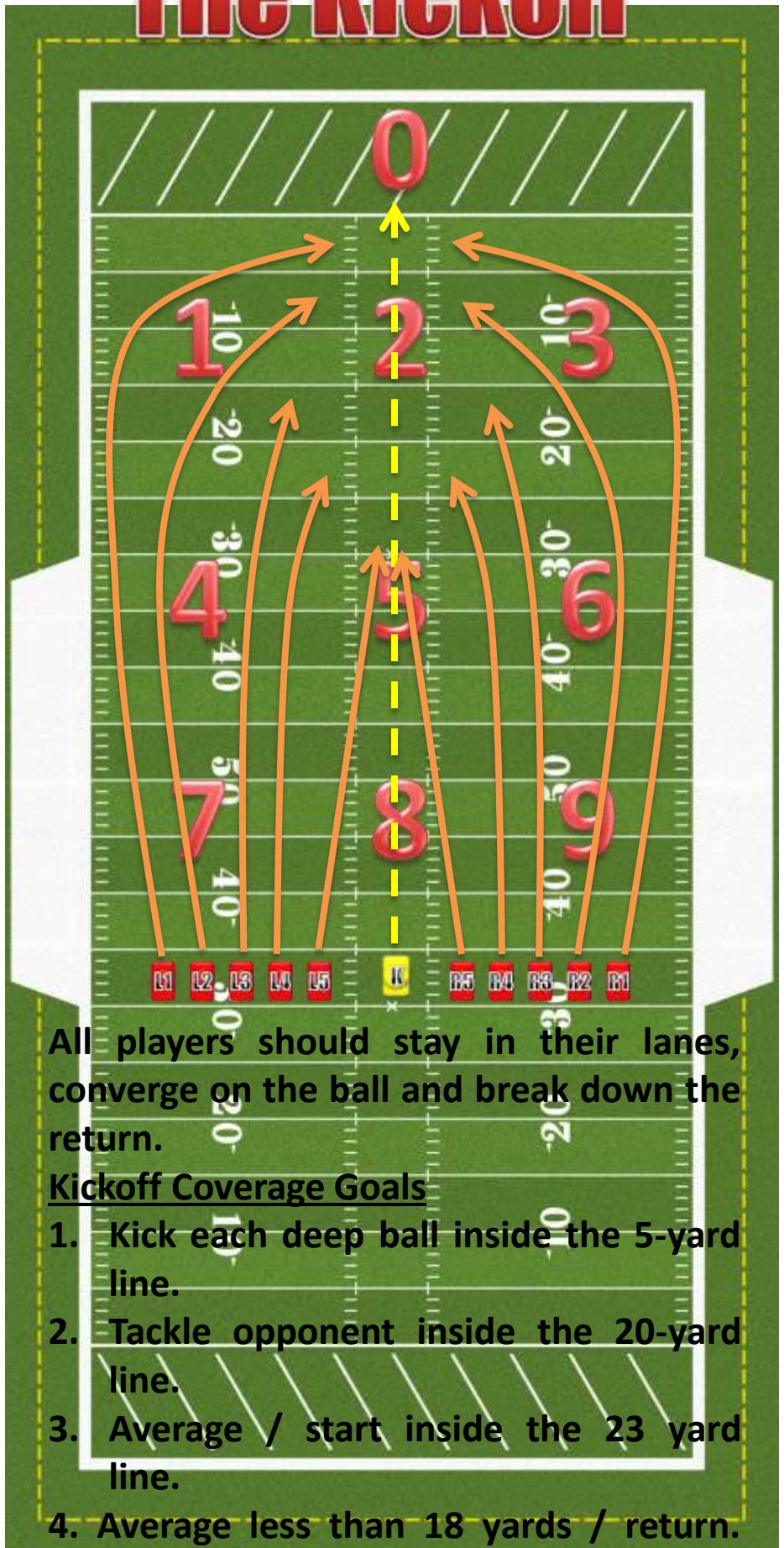
Pooch: High short kicks down the field. Usually to the middle zones.

Squib: Low hard line drive kick to and through the proper zones.

Onside: Slow tumbling ball on the ground to the proper zone.

Arrow: Low hard line drive kick at a player in the proper zone.(front line player that retreats or has poor agility.)

The Kickoff



Painting your SCPC Teams

Part of the fun of participating in the SCPC is creating and painting your own teams. Although there are many commercially available pre-painted teams or persons who will create or paint teams for you, there is no more enjoyment than seeing teams that you created and painted in action on the playing field.

Ever since I was a kid, I have painted some of my own teams that I have used in my solitaire play.

My first experience at painting was taking a pre painted white jersey Baltimore Colts team and turning them into a custom painted white jersey Pittsburgh Steelers team. They were OK and sufficed for my league at that time but I did not paint over the blue shoulder stripes or paint new sleeve stripes. So I had a white jersey Steelers team with blue Colts shoulder stripes. Hopefully you can imagine what this looked like.

When I got back into playing electric football in 1997, I re-created the entire WFL for use in playing solitaire. The WFL has always been my favorite league to paint since they were never commercially available pre-painted.

For this article though and to demonstrate my painting style, I decided to do an updated Seattle Seahawks team in their all dark uniform worn during the recent 2014 season and Super Bowl XLIX.

My painting style is what I call "Classic Tudor". If you notice when Tudor began first offering NFL teams in their "Official Uniforms", they were not entirely accurate. Of course decals where not used and the entire uniform (stripes and logos) was hand painted. I also do "motorcycle helmet" style helmets which is the helmet painted one color and just a skin color stripe across the face.

This team will be the first team in a 67 Bigmen league that I am creating .



My painting setup is pretty simple. Just a drawing table and basic painting supplies: brushes, mixing tray, and craft paints.



Using 67 Bigmen pre-painted teams from Tudor Games and re-painting for this project.



This is a 1 quart can of primer that I have been using for several years. Rather than using brake fluid or something else to remove the old paint, I just paint over the figures. This covers well and leaves a fairly smooth surface for the new paint to adhere to. It is thick and needs thinning but is water based for easy cleanup.



I use Apple Barrel or other brands of acrylic craft paints for all my painting. They are water based for easy thinning and clean up and available in a wide variety of colors and shades.

I don't get too concerned about exactly matching a shade of color. As long as it is close and approximates the color I want, I'm happy.



It usually takes two coats or color to get a good even color. The first coat is usually streaky.



The main color is applied first which in this case is the "Too Blue" for the helmet, jersey and pants. The "Bright Green" is used for the shoes, pants strip and shoulder accent.

"Country Grey" was then used for the helmet and jersey accents. This completes the uniform. A decent replication of the "Seahawks"



No team is complete until the skin tones are added. This is what makes your team "come alive". I use "Dark Chocolate" for African-American players and "Medium Flesh" for Caucasian players. After adding numbers to the players, I then clear-coat them using Krylon Clear Flat finish spray paint.



This is a fast simple way to create teams for your league. Everybody has their own preferences and I love the good clean lines and detailed logos that are available using decals. But when creating leagues with lots of teams money also becomes an issue. If you can afford it then that's great. But for me this is the most affordable and enjoyable way to create my league teams.

During the recent days of bad weather in Tennessee and the Nashville area, I took advantage of the time I had off from work due to the weather to paint some more teams for my 67 Bigmen League that will be competing in Season 4 of the SCPC. Each team was painted usually within a day using my simple method of painting teams.



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Above is a "Uniform History of the 1934 National Football League" using Munro figures. I specialize in painting throwback teams from any era or I can paint modern figures in this style. For Inquiries, please send an email to efflantic@charter.net



efflantic@charter.net

Spring Hill, TN