

EFHL

Electric Football Hero League

3rd Edition Rule Book

(Includes Core Rules & Optional Supplemental Rules)

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Part 1:

EFHL Core Rules

Introduction

Here follows a comprehensive instructional guide for all the concepts and procedures needed to play electric football games using 3rd edition EFHL rules. Designed for solitaire play, these rules also support head-to-head action between coaches on the electric gridiron. Most of the definitions and procedures covered within this guide will be familiar to electric football enthusiasts, although some definitions may have a broader or narrower meaning than in other rules formats, and some procedures may have more or fewer steps than conventional rules.

EFHL rules are inspired by and derived from a wide range of existing official and unofficial electric football rules formats, including Tudor Games' Basic/Advanced/TOEPRO Rules, FAT 8 Conference Rules, Beenutt Solitaire Rules, TVFL Rules, CEFL Rules, Tournament of Champions Rules, CAEFL Rules, as well as John M. Slater's *Pen and Paper Football* roleplaying game, and many other classic roleplaying games that heavily influenced the development of supplemental EFHL rules. All credit for this rule book is given to the ENTIRE electric football community of hobbyists, enthusiasts, and coaches who have developed and refined electric football rules throughout the years. EFHL rules are NOT intended to replace or supersede any of the aforementioned rules formats, nor those of any other individual or league, but rather to provide alternative ways to play. Coaches are free to use EFHL rules in part or in whole, and to tweak or change these rules as they see fit to contribute to (and hopefully enhance) their own game play enjoyment.

EFHL rules are best described as a multi-stop format designed to *simulate* rather than *emulate*. The core rules are based upon those of professional gridiron football, and although great care has been taken to ensure accuracy and authenticity, these guidelines do NOT include every single rule found in the professional rule book. Players should also keep in mind that the rules of professional football are constantly evolving and changing; please be advised that the rules cited herein are current AT THE TIME OF THIS WRITING (2020), and coaches should be mindful of any future changes to professional football rules not reflected in this guide, and (if possible) adapt them accordingly.

Although EFHL rules are geared towards professional gridiron football, the vast majority of the procedures outlined herein also apply to collegiate and prep football. That said, there are numerous exceptions and differences in rules which are beyond the scope of this book to explore, but coaches wishing to adapt EFHL rules to collegiate and prep football are both welcome and encouraged to do so.

The author wishes to thank the following individuals and groups, whose assistance helped make this rule book possible; Korin “Kit” Kinchen, Tudor Games, John M. Slater, Gary Gygax, Mert Perkins, Bill Klingbeil II, Joel Pritchard, Jamie Ellerbe, Shawn Kirkpatrick, Brandon Sigers, Moe Robertson, Bryan Nutt, Reginald Rutledge, Steve Toth, Emanuel Hall, and all the members of The Miniature Football Coaches Association who have offered feedback, advice, and encouragement.

The EFHL 3rd Edition Rule Book has been edited to reflect various clarifications and adjustments made to EFHL Rules since the publication of the 2nd Edition Rule Book. It has also been expanded to include optional supplemental rules, all of which can be adapted for use in ANY electric football ruleset.

If you have questions, comments, suggestions, or feedback, the author of this guide can be contacted at electricfootballhero@gmail.com.

EFHL 3rd Edition Rule Book Overview

This rule book is divided into two separate sections; *EFHL Core Rules*, and *EFHL Supplemental Rules*. Each section is briefly described below.

Part 1: Core Rules outlines all the information necessary to play electric football using the *EFHL Multi-stop Ruleset*, including procedures for kickoffs, scrimmage plays, punts, field goals, extra points and two-point conversions, fumbles, penalties, and all other essential game mechanics involved in the manipulation of electric football figurines and their bases, the power switch, and peripherals such as passing sticks, stationary bases, map magnets, and gaming dice. The core rules support solitaire play, as well as head-to-head action between two or more players. In fact, any number of players may participate in EFHL games, assuming a wide assortment of roles including coaches, offensive/defensive coordinators, officials (referees and/or line crew), statisticians, commentators and analysts, camera operators, cheerleaders, or even die-hard fans! EFHL core rules are designed to be as casual or as fast-paced as players desire, with a heavy emphasis on fun.

Part 2: Supplemental Rules contains several new concepts designed to enrich the electric football hobby with a new level of immersion, realism, and authenticity, and to transform your miniature football figurines and bases from inanimate pieces of plastic into competitive athletes whose individual health and performance on the field can make an impact on your teams' successes and failures. These new concepts include team stats, offensive/defensive philosophies, individual player Hit Points and Player Rating Points, injuries, weather conditions, and much more. The supplemental rules also contain information on various offensive and defensive formations, plays, and strategies (including dice-rolling charts to randomly choose offensive/defensive packages during solitaire games). This information is NOT all-inclusive, nor is it meant to be. Instead, it is intended to provide coaches with a solid framework to design their own playbooks and become Electric Football Heroes!

These supplemental rules are designed to enhance EFHL 3rd Edition Core Rules, but they may also be adapted to compliment ANY electric football ruleset. ALL supplemental rules are completely optional; they are not required to play electric football using EFHL 3rd Edition Core Rules, although they are highly recommended. Coaches are encouraged to adapt or ignore supplemental rules as they see fit, and also to make any changes they deem necessary or preferential for their own game play. Coaches should be mindful that some supplemental rules purposefully amend or alter EFHL Core Rules in order to further simulate the real game of gridiron football. For example, trick plays often “break” EFHL 3rd Edition Core Rules, but the actions they simulate are perfectly legal within the sport itself.

The final pages of this rule book contain several handouts which include charts, record sheets, a revised EFHL Score Sheet, and other player resources (such as cut-outs representing on-field referees, line crew figures and yard line markers). Coaches may photocopy these materials as often as needed.

Required Materials

Besides this rule book, an electric football game with a vibrating motor and felt balls, miniature football figurines and bases, a coin, and a fundamental understanding of both professional gridiron football and electric football, EFHL rules require the following materials, most of which can be purchased or constructed at low cost (materials required for optional supplemental rules are also listed).

Six-sided Dice: Identified throughout this guide as *d6*, six-sided dice are included in nearly every classic board game, and are readily available anywhere board games are sold. Core EFHL rules require only 2 six-sided dice (written as *2d6*), but supplemental EFHL rules require up to 7 (*7d6*). **DO NOT roll the dice on your electric football field – this could damage or dent the surface of the board. It could also move or knock over your figures and disrupt the game.**

20-sided Dice (optional): Supplemental EFHL rules employ the use of a 20-sided dice (written as *1d20*), which can be purchased anywhere *polyhedral dice* are sold (comic book/gaming stores, etc.).

10-sided dice (optional): 10-sided dice can also be purchased anywhere polyhedral dice are sold. Supplemental EFHL rules require two 10-sided dice (written as *2d10*), each a different color, in order to randomly roll numbers between 1 and 100 (one dice represents the tens digit, while the other dice represents the ones digit). These are also referred to as *percentile dice*. Please note; the same results may be achieved with an actual 100-sided dice (written as *1d100*), but these cost MUCH more than 10-sided dice, and are not as readily available.

Passing Sticks: In order to simulate passing the football in the EFHL, coaches will need to acquire or create at least one set of passing sticks. These can be made at little to no cost with various materials; drinking straws, balsa wood rods, wooden barbecue skewers, or (Gordon Ramsey's preferred method) cocktail sticks, just to name a few. Passing sticks should each be painted and cut to the specified lengths outlined below;

Measuring Stick (red/white); 11 ¼" length, divided into red and white colors, each 5 5/8" in length

Short Yardage Stick (red); 1 11/16" in length

Medium Yardage Stick (white); 3 3/8" in length

Long Yardage Stick (blue); 5 1/8" in length

Additionally, coaches have the option of using *Defensive Pressure Sticks*, painted and cut to the following specifications;

Defensive Pressure Measuring Stick (orange); 2 3/16" in length (coincidentally, the same measurement as two vertical base lengths, which is the maximum distance for shovel passes, pitch-outs and lateral passes in EFHL 3rd Edition Core Rules)

Short Yardage Defensive Pressure Stick (red with yellow tip); Same as the red stick, + 13/16" (painted yellow) added to the length

Medium Yardage Defensive Pressure Stick (white with yellow tip); Same as the white stick, + 13/16" (painted yellow) added to the length

Long Yardage Defensive Pressure Stick (blue with yellow tip); Same as the blue stick, + 13/16" (painted yellow) added to the length

ALWAYS use safety glasses when cutting wood or plastic. For details on how to use passing sticks (as well as defensive pressure sticks), refer to *Pass Plays* within *EFHL Scrimmage Play Procedures*.

Please note; an alternative passing method that utilizes a 20-sided dice (1d20) and a passing chart is included in Part 2: Supplemental Rules (see EFHL Alternative Passing Method on page 92). If using that optional method, passing sticks are not required to play electric football using EFHL rules.

Map Magnets: Small cylindrical map magnets can be readily found for sale online. Although not strictly required, they are highly recommended, as they enhance game play when painted different colors for various functions, as follows; 1). Map magnets painted orange make excellent pylons to be placed at the 4 corners of each end zone (8 pylons in total). 2). Map magnets painted yellow are used to mark the spot of fouls when penalties are flagged. 3). Map magnets painted green are used to mark the position of a figure's base when making adjustments to base dials, when pivoting clusters of teammates, when swapping to and from stationary bases, when reversing a player's base, or any other instance in which a figure is legally lifted from the field of play. 4). Map magnets painted brown are used in tandem with passing sticks to mark ball position during pass plays, and when live (recoverable) balls are on the field (excluding fumbles, for which generic felt footballs are used instead). Technically, felt balls CAN be used in place of magnets, but they tend to move around the field when it is vibrating, and it is often difficult to determine if a felt ball has actually been touched by a figure – with stationary magnets, there is less chance of bad calls. 5). Map magnets painted red are used for coaches to place on the field when they wish to issue a *Coaches' Challenge* (see page 16).

Stationary Bases: In 3rd Edition EFHL Core Rules, every team is allowed to use up to FOUR stationary bases during most plays (meaning up to four players on each team may be stationary at any given time). These can be used for both offensive and defensive players who choose to remain motionless at some point during a play, but they are most often used with quarterbacks, kickers, punters, kickoff/punt returners, defensive backs, and linebackers. Generally, employing or removing a stationary base does NOT count as a pivot during audibles or shifts. Stationary bases can take several forms, from modified electric football bases with magnets attached to the bottom, to simple strips of felt placed beneath figures, preventing their bases' prongs from touching the field. Poster putty (which is what most electric football coaches use to add weight to their figures' bases) can also be used for this purpose, although this is not recommended, for it often leaves behind a greasy residue on the field, which might adversely impact game play.

Guidelines for Figures, Bases and Rosters

EFHL rules are flexible in regard to the number of required figures on a coach's squad. **The core rules require no fewer than 11 figures on bases per team, for a total of 22 figures on the field;** this is the bare minimum to have 11 players on both offense and defense - as well as special teams - in order to play pro-style football (this requirement matches that of a normal electric football game). Conversely,

teams in the EFHL may have up to 60 players on their rosters, although most professional teams have no more than 53 active players, with a handful of “undressed” alternates who form the team's practice squad (and who may be activated in the event of unforeseen circumstances, such as injuries). In any event, no coach should ever be excluded or turned away because he/she does not have a large number of figures and/or bases (in fact, some players may prefer the simplicity of a small “Iron-Man” squad without the constant need for substitutions). *Please note, Supplemental EFHL Rules rely heavily upon a sizable pool of available players on every team.*

There are no strict figure/base weight requirements in the EFHL, although a 4.0 gram per figure/base benchmark is highly recommended. As such, players' bases may be shared as necessity dictates; figures are NOT required to stand on a single base throughout a game or season, unless the coach has enough bases to accommodate all of his/her figures. However, coaches should be mindful of the types of bases in use, and strive to avoid scenarios in which running backs and wide receivers are placed on strength bases, or in which linemen are placed on fast bases (unless this is intentional, of course). The *EFHL Base Chart* located in the *Appendix* may be used by coaches to catalog their bases, and to make notes about each base's characteristics and behavior (such info is invaluable to coaches during game play).

In professional football, the home team's players usually wear “dark” jerseys, while the visiting team's players wear “white” jerseys. This convention is observed by EFHL rules, unless coaches are limited in choice (not every coach owns a dozen different teams to choose from), in which case teams are allowed to simply wear what they have and play the game. The ONLY exception is the unlikely scenario in which both coaches attempt to field the same team with the same uniform/jersey colors, which is not permitted for a litany of obvious reasons.

Finally, professional jersey numbering is highly recommended, but only if playing with full squads of figures in which substitutions are routinely employed during changes of possession and between plays. Please note, players are not prohibited from changing to positions outside those indicated by their jersey numbers. Coaches simply must announce when a figure is playing *out of position* as he reports into the game (this is not mandatory if a team consists of only 11 players). The following table outlines the correct professional jersey numbering (at the time of this writing) for each position;

Range	QB	RB	WR	TE/H	OL	DL	LB	DB	K/P	LS
1-9	Yes	No	No	No	No	No	No	No	Yes	No
10-19	Yes	No	Yes	No	No	No	No	No	Yes	No
20-29	No	Yes	No	No	No	No	No	Yes	No	No
30-39	No	Yes	No	No	No	No	No	Yes	No	No
40-49	No	Yes	No	Yes	No	No	Yes	Yes	No	Yes
50-59	No	No	No	No	Yes*	Yes	Yes	No	No	Yes
60-69	No	No	No	No	Yes	Yes	No	No	No	Yes
70-79	No	No	No	No	Yes	Yes	No	No	No	Yes
80-89	No	No	Yes	Yes	No	No	No	No	No	Yes
90-99	No	No	No	No	No	Yes	Yes	No	No	Yes

QB = Quarterbacks, RB = Running Backs, WR = Wide Receivers, TE/H = Tight Ends/Halfbacks, OL = Offensive Line (centers, guards and tackles), DL = Defensive Line (tackles and ends), LB = Linebackers, DB = Defensive Backs (cornerbacks and safeties), K/P = Kickers/Punters, LS = Long Snapper

*Generally, only centers are permitted to wear numbers 50-59, although exceptions are allowed.

A Note Regarding Passing/Kicking Action Figures

As stated in the *Introduction*, the core philosophy of EFHL rules is to *simulate* rather than to *emulate*. And although passing/kicking figures add a level of on-field interaction, immersion, and (arguably) realism, their actions are instantaneous, with no accounting for time or distance. For example, when using a passing quarterback, the pass and the completion each happen in a split second while time is frozen and the players are not moving; this does not account for the distance of the pass, the momentum of the receiver(s), or the coverage of defenders (beyond accidentally hitting the wrong figure with the ball). Similarly, when using a kicking figure, the ball travels to its destination while all players are immobile; there is no “hang time,” nor is there a chance for players to respond until the ball has already landed on the field (unless it happens to touch a player when it lands, which is rare). As such, EFHL rules are designed to employ dice rolls and passing sticks to simulate kicks and passes, rather than the use of action figures. However, coaches with a strong desire to use passing/kicking figures instead are more than welcome to do so by using the following guidelines, some of which slightly alter EFHL game play rules;

Field Goals/Extra Point Attempts/Punts: If using a kicking action figure, simply swap it out with the on-field kicker after *The Rush* and prior to *The Kick*. Ignore the usual dice roll for the kick, and instead make the kick with the action figure and a felt football. When punting, this will usually result in a live felt ball on the field (unless the punt happens to hit a receiver, or the ball travels out of bounds); follow standard EFHL procedures to complete the play.

Kickoffs: If using a kicking action figure, after *The Setup*, ignore the usual dice roll for the kick, turn on the power switch for one second (depending upon the size of the field and the speed of the motor), at which point all the players on the kicking team will have advanced downfield. THEN place the kicking action figure on the kicking team's 35 yard line and make the kick with a felt football. This will usually result in a live felt ball on the field (unless the kick happens to hit a receiver, or the ball travels out of bounds); follow standard EFHL kickoff procedures to complete the play.

Onside Kicks: After *The Setup*, the kicking team coach may tilt back his/her kicking action figure and attempt to kick a felt ball at least 10 yards downfield (this will be a VERY high kick). If the ball travels 10 yards or more and does not touch a defensive player (in which case the defense has recovered the ball), it is a live ball. Ignore the usual dice roll for the onside kick. The kicking team coach turns on the power switch for up to ½ second; follow standard EFHL live ball recovery procedures. Please note; onside kicks are extremely difficult to successfully execute using this optional method.

Passing: If using a passing action figure, whenever an offensive coach opts to attempt a forward pass of 10 yards or more, replace the on-field quarterback with the passing action figure, load up a felt football, aim at the intended receiver, and shoot. There is no additional activation of the power switch to allow the intended receiver to run towards the pass (as is the case when using passing sticks in the EFHL). As with standard electric football rules, if the pass physically touches the intended receiver or his base (or any other offensive eligible receiver), it is a completion. However, if the pass hits a defensive player or his base instead, it is an interception. If the pass hits an ineligible receiver or his base, it is a penalty. If the ball fails to touch the intended receiver or his base (and doesn't touch anyone else), the pass is incomplete. Once the pass has been made, regardless of the outcome, follow standard EFHL rules to resolve the play accordingly.

EFHL Timing Procedures

EFHL rules are designed to facilitate solitaire play, which requires management of not one, but BOTH teams on the field at the same time. As a result, there is no game clock in EFHL Core Rules. Instead, every quarter consists of 15 scrimmage plays, each of which simulates 1 minute of game time. Keep in mind, game time does NOT equal real-world time (a 15-minute quarter in professional football is routinely 45 minutes or longer, due to frequent stoppages of the game clock, television commercials, timeouts, etc). Meanwhile, a single play in the EFHL could take up to 5 minutes or longer, depending upon coaches' familiarity with rules and procedures, as well as their own preferred pace of play. **In the EFHL, the amount of time required to play a game is entirely up to the coaches playing it.**

Furthermore, there are no timed actions in EFHL Core Rules. Generally speaking, one team's coach will perform his/her actions, followed by the other team's coach, and then play resumes. In certain simultaneous game play situations (substituting players, for example), when a team completes their action(s) first, the other team must immediately cease performing their own action(s). Beyond that, there is no play clock that limits the amount of time coaches may setup and/or pivot their figures.

As is the case in professional gridiron football, EFHL rules permit each team 3 timeouts per half. These timeouts may be used as a team's coach sees fit; perhaps to ponder whether to kick a field goal or go for it on 4th down, or to change an offensive/defensive package entirely if it appears the opponent has anticipated it and adjusted their own package, or even to delay the opposition from running a play - "icing" the kicker, for example. Generally, timeouts should last no more than two minutes of real-world time, but EFHL Core Rules do not mandate a countdown clock, nor do they penalize coaches for taking more time than usual (although a *delay of game* penalty could be called if warranted).

In EFHL Core Rules, the final two scrimmage plays of the 2nd and 4th quarters (along with Overtime, if applicable) fall within the *Two Minute Drill* – the final two minutes of game play following the *Two Minute Warning*. Fumbles and fumble recoveries are subject to special rules during the Two Minute Drill (see *EFHL Fumble Procedures* for details). Additionally, coaches may not issue challenges to rulings on the field during the Two Minute Drill (see *Coaches' Challenge* in *EFHL Terminology*).

Score Sheet Template (Core Rules and Supplemental Rules Versions)

This book contains 2 different versions of the *Score Sheet Template* used for keeping a record of EFHL 3rd Edition football games. The basic Core Rules Score Sheet Template can be found on page 57. This template allows coaches (or a statistician) to keep track of the number of yards gained/lost on every play, as well as the type of play (run, pass, pitch, kick, punt, and so on). Meanwhile, a new version of the template (see page 131) has been updated and revised to accommodate essential information for supplemental EFHL rules introduced in this 3rd Edition Rule Book (including *Bonus Offensive/Defensive Stoppages*, *Injuries*, *Weather Conditions*, and more). Please note; kickoffs, punts, field goal attempts, extra point tries and two-point conversion attempts do NOT count as one of the 15 scrimmage plays per quarter (exception; on scrimmage play #15 of the 2nd and 4th quarters, if a team decides to kick a field goal instead, this DOES count as a scrimmage play). Coaches should write an X beneath the *Play #* column on non-scrimmage plays (this is why there are more than 15 rows on the score sheet). Coaches may photocopy either of these templates as often as required (you will need at least 4 such sheets per game; one for each quarter, and possibly a fifth sheet for Overtime).

Player Positions

In gridiron football, each player typically specializes in one or two positions on the field of play. There are several different positions on offense, defense, and special teams. Not every position is used for every package (for example, the tight end is sometimes replaced by a 3rd running back or a slot receiver, and linebackers may be replaced by additional defensive backs), and some positions are limited to special teams plays (including kickers, holders, personal protectors and punters). Listed below are all the available player positions in the EFHL, including brief descriptions of their roles.

Offensive Positions

Quarterback (QB); The quarterback's responsibilities include relaying play calls from his coaches to his teammates during the *huddle* (or changing the call during the offensive audible phase), receiving *the Snap* from the center, and choosing whether to attempt a pass, deliver a hand-off, toss a pitch-out/lateral, or run with the ball. The quarterback lines up behind the center prior to the Snap, and typically wears a jersey number ranging from 1 to 19.

Center (C); Part of the *offensive line*, the center is in control of the Snap, in which he hands or chucks the ball to the quarterback through his legs. ONLY the center may touch the ball prior to the Snap, in preparation to begin the play. Following the Snap, the center acts as a blocker to protect the quarterback, and to open lanes for running backs to penetrate the defensive line. Centers usually wear jersey numbers ranging from 50 to 59.

Offensive Guard (OG); Guards line up on either side of the center (typically identified as *left guard* and *right guard*), and serve as blockers to protect the quarterback, and to open lanes for running backs to penetrate the defensive line. They also may serve as lead blockers on run plays. Guards typically wear jersey numbers ranging from 60 to 79 (and rarely 50 to 59).

Offensive Tackle (OT); Tackles line up outside the offensive guards on the line of scrimmage (typically identified as *left tackle* and *right tackle*). They not only serve as blockers against the defensive line, but also against rushing outside linebackers attempting to swing around and attack the quarterback from the sides or rear. Tackles normally wear jersey numbers ranging from 60 to 79 (and rarely 50 to 59).

Running Back (RB); Running backs line up in the *backfield* behind the line of scrimmage. Their primary responsibility is receiving hand-offs from the quarterback in order to attempt run plays, but they may also catch passes. Running backs can also serve as blockers to protect the quarterback. Faster running backs who specialize in the run are known as *halfbacks (HB)* or *tailbacks (TB)*, whereas stronger running backs who specialize in blocking are known as *fullbacks (FB)*. If a running back is lined up just off the line outside a tight end, he is referred to as a *wingback (WB)*. Running backs usually wear jersey numbers ranging from 20 to 49 (although halfbacks can also wear 80 to 89).

Wide Receiver (WR); Wide receivers (aka *wide-outs*) line up on the ends, usually near or outside the numerals, depending upon the spot of the ball and the type of play. Wide receivers' primary responsibility is to run downfield and attempt to catch passes from the quarterback. They may also

serve as blockers during run plays. Wide receivers who line up on the line of scrimmage are referred to as *split ends*, whereas receivers who line up behind the line are called *flankers*. If a 3rd receiver is employed between a wide-out and the offensive line, he is called a *slot receiver*, and often runs routes towards the center of the field instead of downfield (certain offensive packages may call for up to three slot receivers). Wide receivers normally wear jersey numbers ranging from 10 to 19, or 80 to 89.

Tight End (TE); The tight end is a hybrid position that can serve either as a blocker on the offensive line, or as a pass receiver, depending upon the play call, and also upon where the wide-out outside the tight end lines up. There is usually only one tight end on the field, although certain offense packages may employ two. Tight ends usually wear jersey numbers ranging from 40 to 49, or 80 to 89.

Defensive Positions

Defensive Tackle (DT); Also called *defensive guards*, the primary responsibility of the tackles is to attempt to rush the quarterback and/or prevent the ball carrier from penetrating the defensive line. The number of defensive tackles varies depending upon the type of defense being employed. If one of the tackles lines up directly across from the center, he is referred to as a *nose guard*. Defensive tackles usually wear jersey numbers ranging from 50 to 79, or 90 to 99.

Defensive End (DE); Ends line up outside the tackles, and perform a similar function, attempting to rush the quarterback and/or prevent the ball carrier from penetrating the defensive line (with a greater emphasis on attempting to sack the quarterback). Defensive ends typically wear jersey numbers ranging from 50 to 79, or 90 to 99.

Linebacker (LB); Linebackers are positioned behind the line of scrimmage. Various numbers of linebackers can be used depending upon the defensive scheme being employed, and are often classified as *middle linebackers* or *outside linebackers*. The primary role of linebackers is to tackle the ball carrier and disrupt pass attempts. However, they are also used to apply defensive pressure on the quarterback during *blitzes*. Linebackers normally wear jersey numbers ranging from 40 to 59, or 90 to 99.

Cornerback (CB); Cornerbacks form part of the *secondary*, and line up across from wide receivers. Together with safeties, cornerbacks are classified as *defensive backs (DB)*. Their primary role is to cover eligible receivers and attempt to disrupt passes or intercept the ball. They may also tackle runners who manage to penetrate the line. Cornerbacks typically wear jersey numbers ranging from 20 to 49.

Nickelback (NB); A nickelback is defined as a 5th defensive back (supplementing the 2 cornerbacks and 2 safeties in the secondary, limiting the number of linebackers on the field). Nickelbacks are used if/when the defense is anticipating a pass play. They usually wear jersey numbers ranging from 20 to 49. Please note; if a sixth defensive back is used, he is referred to as a *dimeback*.

Safety (S); Safeties line up in the secondary, furthest away from the line of scrimmage. They are regarded as the last line of defense against run and pass plays. Safeties who stand closer to the line and assist linebackers with coverage are referred to as *strong safeties*, whereas safeties who remain deep in order to assist the cornerbacks are known as *free safeties*. Safeties normally wear jersey numbers ranging from 20 to 49.

Special Teams Positions

Kicker (K); Also called a *placekicker*, this special teams player kicks the ball during field goal attempts, point-after tries and kickoffs (although some teams use a separate *kickoff specialist* for that role). On kickoff returns, they are typically the last line of defense to prevent a kick returner from scoring a touchdown. Kickers usually wear jersey numbers ranging from 1 to 19.

Punter (P); The punter specializes in kicking punts (and also frequently serves as the holder for field goal attempts and PATs). Like placekickers, a punter is regarded as the last line of defense to prevent a punt returner from scoring a touchdown. Punters usually wear jersey numbers ranging from 1 to 19.

Long Snapper (LS); Similar to the center, the long snapper chucks the ball through his legs to the punter (or to the holder for field goal attempts and point-after tries). Long snappers can wear jersey numbers ranging from 40 to 99 (Please note; the long snapper is usually a backup center, rather than the starter).

Holder (H); During field goal attempts and point-after tries, the holder (who is usually a backup quarterback or a punter) receives the ball from the long snapper, and then balances the ball upright on the field (laces out!) in preparation for the kick. Holders typically wear jersey numbers ranging from 1 to 19.

Gunner (G); Gunners are very fast players who run downfield during kickoffs to tackle the returner. These are usually running backs, wide receivers, or defensive backs, and wear the same numbers.

Jammer (J); Jammers line up across from gunners during kickoffs, and attempt to slow them down and prevent them from tackling the returner. These are usually defensive backs, and wear the same numbers.

Kick/Punt Returner (R); The fastest and most agile players on a team are usually employed as kick/punt returners. These could be wide receivers, running backs, cornerbacks, or safeties, and wear the same numbers.

Upback (UB); Also known as a *personal protector*, an upback stands behind the line of scrimmage during punts. His primary role is to protect the punter, but he may also call audibles and receive the direct snap on fake punts. Upbacks are typically backup linebackers or fullbacks, and wear the same numbers.

All other players on special teams consist of either starter or backup offensive/defensive players, usually fulfilling roles similar to their responsibilities during scrimmage plays.

EFHL Terminology

Here follows a list of important definitions, terms and concepts, each of which is necessary to understand in order to play electric football using EFHL 3rd Edition Rules. Most of these terms will be familiar to electric football enthusiasts, although their meanings and restrictions may be broader or narrower in scope within the context of other rules formats.

Pivot; In the EFHL, a *pivot* combines various types of actions that are normally defined separately in conventional rules formats, as follows; 1). Rotating a figure upon his central axis without lifting him from the field (this is the classic definition of a pivot), 2). Angling a figure to a new position while “anchored” at one of the corners of his base without lifting him from the field, 3). Marking any side or corner of a figure's base with a map magnet or similar device, then lifting him from the field to either adjust his base's dial (if it has one), reverse his base, switch from his own base to a stationary base (or vice versa), and/or repositioning him on the field with his base still in contact with the magnet marker. Generally, as long as a pivoted figure remains on or near the footprint of where he stood prior to the pivot, there is no need for precise measurements. However, any coach attempting to gain an unfair advantage by “fudging” a pivoted figure's placement could face an *unfair act* penalty; 15 yards (automatic 1st down if committed by defense). Once a player has been pivoted, he may not be pivoted again until the next opportunity for pivots on a subsequent stoppage (and only then if unblocked).

Motion; In the EFHL, *motion* is defined as the physical movement of a figure to a different *legal* area on the field during the Audible and/or Shift phases. This simulates the movement of select players on the field after they have set up in their offensive/defensive formations, and prior to the Snap. A motion is its own action, separate from a pivot, and under normal circumstances a player can NOT be pivoted after he has been motioned, and vice versa (since each constitutes two separate actions).

Tackle; In the EFHL, a tackle is defined as when a ball carrier's base is touched by the FRONT of an opponent's base (including the front corners). This differs from conventional electric football formats that rule any base contact whatsoever between a ball carrier and an opponent to be a tackle. In the EFHL, if a ball carrier touches or is touched by any part of an opponent's base OTHER THAN the front, and he continues to achieve forward progress, this is considered a *broken tackle*, and the play continues (a broken tackle is also ruled if a defender falls over while performing a front-of-base tackle). However, if the ball carrier's forward progress is halted for any reason (for example, if contact resulting from the blocked tackle caused the ball carrier to turn around), it is considered a tackle. Please note; If the ball carrier is hemmed in by a cluster of players moving en masse towards his opponent's end zone, although this is still technically considered forward progress, if the ball carrier has not broken free after ½ second, he is considered to be tackled and the play is over (however, in this situation the ball is spotted wherever the ball carrier ceases to move, so it is the responsibility of the coach controlling field power to end the play). Due to inherent latency between turning off the power switch and figures' forward momentum before coming to rest, if a front of base tackle occurs *after* the switch is turned off, it's still ruled a tackle. Fallen players can NOT make a tackle unless they impede or negate the ball carrier's forward progress in some way.

Fallen Player; Players routinely fall down in gridiron football. In the EFHL, a figure that has fallen may NOT be placed upright again until the play is over. Fallen receivers may not catch passes, nor may fallen running backs accept hand-offs or pitch-outs/laterals. Fallen players CAN recover fumbles, but

only if the felt ball is touching them after coming to rest when dropped onto the field (however, they may not attempt to advance – the play is over and the ball is spotted where the recovery was made). If a ball carrier is knocked over by another figure while running with the ball, a fumble has automatically occurred. Additionally, if a ball carrier falls over on his own while running with the ball, there is a chance he fumbles. Refer to *EFHL Fumble Procedures* for guidelines on each scenario.

Stationary Player; Any figure placed upon a stationary (immobile) base is considered to be a stationary player. This can include magnetic bases, strips of felt placed beneath bases, or rotating a base's dial in such a manner that it spins in a stationary circle while field power is switched on. A team may have up to FOUR stationary players on the field at any given time (except during punts, field goal attempts and extra point attempts, in which the kicking team may only have TWO stationary players, one of which must be the kicker/punter). Stationary bases are usually allowed to be swapped out during stoppages, regardless of whether the player is blocked or unblocked (in fact, blocked stationary players MUST switch to mobile bases, or they risk a potential *holding* penalty).

Blocked/Unblocked Player; In the EFHL, if any part of a figure's base is touching any part of an opponent's base, that player is considered to be *blocked* or engaged, and usually may NOT be pivoted during a stoppage (there are, however, exceptions to this rule; for example, a defender blocking an eligible offensive receiver MUST pivot in order to avoid committing a *holding* or *illegal contact* penalty). If a figure's base is not touching the base of any opponent, he is considered to be *unblocked*. Furthermore, if a figure's base is touching a teammate's base, NEITHER player is considered to be blocked by the other; both may be freely pivoted using the guidelines detailed under *Pivots*. If blocked players disengage as a play develops, they are then considered to be unblocked, as long as they are not touching another opponent when field power is switched off.

Stacking; This refers to the act of placing one miniature football figure on the field directly behind a teammate figure during the Setup or Audible phase. With the exception of the quarterback (who MUST stack behind the center in order to receive the Snap), stacking is generally forbidden in the EFHL, and players must maintain at least one vertical base length distance prior to the Snap. There are, however, a few exceptions to this rule, including the stacking of running backs in an *I-Formation* (two running backs behind the quarterback), and particularly in a *Maryland-I Formation* (three running backs behind the quarterback). Stacking is also permitted in 2-yards-or-less situations. Please note; placing a figure diagonally behind a teammate in a manner similar to a checkerboard pattern is NOT considered stacking, and is allowed in EFHL Core Rules.

Juke Move; This is an athletic redirection of momentum (a spin move or sidestep) performed by a ball carrier during a run (see any number of Barry Sanders' career highlights), similar in nature to a *Cut Back*, in which the ball carrier alters his course to run against the flow of a play in an attempt to find an open seam. In EFHL game terms, juke moves and cut backs are defined as the special pivot allowed to a ball carrier during the Offensive Stoppage that occurs if he reaches or crosses the line of scrimmage on a run play or punt return, or if he reaches or crosses his own 20 yard line on a kickoff return. If a ball carrier is completely surrounded by other players, a juke move/cutback is usually impossible.

Challenge or Coach's Challenge; In a professional gridiron football game, both teams' coaches have the ability to contest questionable play calls (this could include whether a pass was complete or incomplete, whether a ball carrier achieved a 1st down, or whether a penalty was warranted, to name but a few examples) by throwing a red flag (or in EFHL terms, placing a red map marker on the field),

thereby challenging the ruling on the field. Challenges may ONLY be issued by teams' head coaches. This challenge must be issued prior to the Snap of the following play. Each team is allowed only two challenges per game, but if a team's challenges are BOTH successful (meaning the play call is reversed in the team's favor), they are awarded a third challenge. Challenges cannot be made in Overtime. If a challenge is unsuccessful and the ruling on the field stands, the challenging team is charged one timeout; if the challenge is successful, however, they are not charged a timeout. A team may not issue a challenge if they have no timeouts remaining in a half. In order for a challenge to be overturned, there MUST be indisputable evidence that the original ruling was incorrect. When a challenge is issued, the game is briefly paused while "officials" review the play in question. The best (and most immersive) way to review challenges is with instant replay cameras (cell phones, webcams, camcorders, etc).

If instant replay is unavailable, roll 1d6. If the result is an even number (2, 4, or 6), indisputable evidence has prompted the officials to reverse their decision, the ruling on the field is overturned in the challenging team's favor, and the challenging team is NOT charged a timeout. If the result is an odd number (1, 3, or 5), the ruling on the field stands, and the challenging team is charged a timeout (alternatively, players could simply flip a coin, allowing the challenging coach to call heads or tails while the coin is in the air - if the challenging coach wins the toss, he also wins the challenge). If using this dice-rolling method, ANY play call may be challenged in this manner, so long as teams have an available challenge to spend. This could be used to negate big plays, extend a drive, overturn a crucial penalty, or even take points off the scoreboard.

If instant replay IS available, consult video playback. If instant replay reveals the call was incorrect, the ruling on the field is overturned (see above). However, if instant replay cannot indisputably verify the play call was incorrect, the ruling on the field stands (see above). Coaches are advised to challenge calls ONLY if they are confident the ruling on the field was incorrect.

Turnover; A turnover is defined as a sudden, unintentional change in possession of the ball. Turnovers are usually the result of a pass interception or the recovery of a fumbled ball. 4th down punts are not usually classified as turnovers, although if a team attempts a scrimmage play on 4th down and fails to reach the *line to gain*, the ball is considered to have been *turned over on downs*, and the defense takes possession.

Stoppage; In the EFHL, a stoppage is defined as the deliberate act of turning off the field power switch for any reason after a play has begun. *Offensive Stoppages* are made by an offensive coach controlling the power switch, whereas *Defensive Stoppages* are made by a defensive coach controlling the power switch. Offensive stoppages may not be made when a defensive coach is in control of the power switch, nor may defensive stoppages be made when an offensive coach controls the switch.

In EFHL Core Rules, stoppages occur only under predefined conditions as a play develops (such conditions are outlined throughout *Part 1: Core Rules*). However, in EFHL Supplemental Rules, teams are awarded a finite number of additional *Bonus Offensive/Defensive Stoppages* which may be strategically used as coaches see fit under specific conditions and for various purposes (executing trick plays and/or maneuvers that would otherwise be impossible using EFHL Core Rules, readjusting defenders after a missed tackle, etc.). The number of Bonus Offensive/Defensive stoppages awarded to teams vary from game to game, contingent upon a wide array of factors, including weather conditions, home field advantage, disparities between teams' Offensive/Defensive Ratings, and more. See *EFHL Bonus Stoppages* in *Part 2: Supplemental Rules* for more information.

EFHL Pregame Procedures

Here follow general guidelines for EFHL game time preparation. The field may be placed either upon a table or on the floor, whichever is more comfortable and convenient for the player(s). There should be plenty of room around the field in order to manipulate figures and equipment from any angle. Beyond the coach or coaches and a referee (if available), spectators (including camera operators) should maintain a prudent and acceptable distance from the football field so as not to impede or interfere with game play. Above all, participants should remember that it's just a game, and the primary goal of the EFHL is to have fun!

Sideline Procedures

The home team's sideline is usually determined by the orientation of the emblem/branding at the center of the football field; this emblem should appear “right side up” when viewed from the home team's sideline, and it should appear “upside down” when viewed from the visiting team's sideline. If the field has no central emblem/branding, the choice is up to the player(s). All figures should be placed out of bounds along the appropriate sideline, spread out 25 yards on either side of the 50 yard line; if there is no physical room on the electric football field sidelines for the figures to stand, they should be placed off the board, as far away as necessary, so long as they are readily available for substitutions (this is largely dependent upon your equipment, as well as the space in which you play; do whatever works for you, as necessity requires). In any case, figures positioned along the sidelines should remain out of bounds (unless sent into the game by their coach); failure to do so may result in an *illegal substitution* penalty; 5 yards, replay down (see *EFHL Penalty Procedures*).

The Coin Toss

Prior to every EFHL game, it must be determined who will receive the opening kickoff. This is managed with the flip of a coin, which can be anything from a commemorative silver or gold dollar piece to whatever loose change might be inside your pockets. In any event, **do NOT flip the coin on your electric football field – this can damage your figures and/or dent the surface of the board.**

Prior to the referee's coin toss, the visiting team coach calls *heads* or *tails*. If there is no referee, the home team coach flips the coin instead. If the result matches the visiting team's call, the visiting team has won the toss, and has the option to kick the ball first, receive the ball first, or defer their decision to the 2nd half (see below). If the result of the coin toss does NOT match the visiting team's call, the home team has won the toss, and has the option to kick, receive, or defer their decision to the 2nd half.

If the winner of the coin toss chooses to kick or receive the opening kickoff, the loser shall subsequently choose whether to kick or receive to start the 2nd half. However, if the winner of the coin toss defers their choice to the 2nd half, the loser chooses whether to kick or receive the opening kickoff, and the winner shall subsequently choose whether to kick or receive at the start of the 2nd half (this is the most common scenario in modern football). In any event, the team who does NOT make the decision whether to kick/receive/defer shall declare instead which end zone they choose to defend (Please note; teams swap end zones at the end of the 1st and 3rd quarters, switching sides and reversing the flow of play at the beginning of the 2nd and 4th quarters, respectively). Once these decisions have been finalized, proceed to *EFHL Kickoff Procedures* on the following page.

EFHL Kickoff Procedures

Kickoffs occur at the start of each half, after an extra point or two-point conversion try, after a safety, and after a successful field goal. In the EFHL, a kickoff does not count as one of the 15 plays per quarter (it is instead regarded as a *special teams* play, as are punts, field goals, and conversion tries).

Prior to Setup

Prior to every kickoff, each team's coach gathers his/her players to their own side of the kicking/restraining line. Special teams substitutions may also be made at this time. Once each player's teams are gathered together, setup may begin.

Kicking Team Setup

The *kicking team* lines up on their own 35 yard line (the *kicking line*), with no less than one base width between the players. The front of the kicker's base is placed on the kickoff mark (x) in the center of the field, with 5 players on either side of the kicker (at least 2 between the hash marks and the numerals on each side, and at least 2 outside the numerals on each side). No pivots can be made until after the dice roll for the kick (see below). Once lined up, the kicking team's coach declares SET.

Kicking and receiving setups occur at the same time. Substitutions may continue to be made during the kicking team's setup until the receiving team's coach declares SET. Any further substitutions made by the kicking team will result in an *illegal substitution* penalty; 5 yards, replay down (disregard this rule if playing solitaire).

Receiving Team Setup

The *receiving team* lines up on or behind the 45 yard line (the *restraining line*, 10 yards downfield from the kicking line), with no less than one base width between the players. The receiving team may turn players to face their own end zone (the back of their bases may not cross the restraining line), so that they run towards their returner(s) during the kick, and are ready to block and open lanes if a returner chooses to run with the ball. At least 8 players on the receiving team must be within 15 yards of the restraining line prior to the kick (5 of them must be within 5 yards of the restraining line). No one on the receiving team may *purposefully* line up within 2 yards of each other prior to or after the kick and/or the catch (except in the event of an onside kick, in which case this is permitted). 1 or 2 kick returners usually stand in the end zone, or on/near the goal line (although they can be positioned anywhere behind the restraining line). In the EFHL, up to 3 returners are allowed, and may be placed on stationary bases after the dice roll (see below) and prior to the kick, unless it would be more beneficial for the returners to move forward instead. No other adjustments can be made until after the dice roll for the kick (see below). Once lined up, the receiving team's coach declares SET.

Kicking and receiving setups occur at the same time. Substitutions may continue to be made during the receiving team's setup until the kicking team's coach declares SET. Any further substitutions made by the receiving team will result in an *illegal substitution* penalty; 5 yards, replay down (disregard this rule if playing solitaire).

The Kick

Once both teams have declared SET, the kicking team rolls 2d6, and refers to the table below to determine the distance of the kick. Two players on each team may be pivoted after this dice roll and prior to the kickoff (placing a receiver on a stationary base does NOT count as a pivot). The kicking team makes their pivots first, followed by the receiving team. No other adjustments may be made while the ball is “in the air.” If the kick travels at least 10 yards, lands inbounds, and is not a touchback, it is a live ball and must be recovered (see below). If the roll indicates the ball lands on a yard line upon which a returner's base is touching (or in the end zone if a returner is in the end zone), this is considered an *automatic catch*: the ball lands wherever that returner is positioned, but he must remain stationary while the ball is “in the air” (see below). If the returner is not on the yard line when power is switched off, it is no longer an automatic catch. A player on the kicking team CAN catch the ball, but only if his base is touching the yard line/area indicated by the dice roll AFTER the ball lands – see below (however, if a player on the receiving team is ALSO touching that yard line, he makes the catch instead).

Roll	Distance of Kick
2	less than 10 yards (receiving team gains possession 5 yards from spot of the kick)
3	45 yards
4	50 yards
5	55 yards
6	60 yards
7-9	65 yards
10	70 yards
11	75 yards
12	Shank (out of bounds, receiving team gains possession 25 yards from spot of the kick)

The Hang Time of the Kick

Once the yardage of the kick has been determined, the kicking team coach switches power on for 1 to 1 ½ seconds, depending upon the speed of the motor and the size of the field (loose rule of thumb; the kicking team's fastest players should be on or within 5 yards of the receiving team's 30 yard line by the time the ball lands). The ball is now “in the air,” and the duration of power being activated is the “hang time” of the kick, allowing both the kicking team and receiving team to run downfield, and returners to either remain stationary or run towards the yard line upon which the ball will land. After the power is switched off, if a player on the receiving team (stationary or otherwise) is touching the yard line upon which the table above indicates the ball lands, that player has caught the ball (an *automatic catch*).

Fair Catches

At any point during the “hang time,” the receiving team coach may call for a *fair catch* by waving his/her hand in the air and identifying the returner making the call. If a fair catch is called on an automatic catch, the play is over after the kicking team switches off the power, and the receiving team gains possession of the ball at the spot of the catch (unless it is a touchback, see below). The kicking team may not block or tackle the returner if/when he calls for a fair catch – doing so will result in a 15 yard penalty from the spot of the foul. The returner who called for the fair catch must remain stationary (or at least must still be on the goal line or area determined by the dice roll when power is turned off),

otherwise the catch is *muffed*, resulting in a live ball that can be recovered by either team (see below). If a player on the receiving team other than the returner who called for the fair catch catches the ball instead, it is a dead ball, and the receiving team gains possession at the spot of the catch.

Touchbacks

If the dice roll indicates the ball lands on the goal line or in the end zone, and there is a returner standing on the goal line or in the end zone, he may call for a fair catch while the kick is “in the air” (see above), resulting in a *touchback* - the receiving team gains possession of the ball at their own 25 yard line, 1st down. The returner must remain stationary on the goal line/end zone (or at least must still be on the goal line/end zone when the ball “lands”) for the fair catch to be made, otherwise the fair catch is muffed (see above). If the ball lands out of bounds behind the receiving team's end zone, it is nonreturnable and results in an *automatic touchback* – as above, the receiving team gains possession of the ball at their own 25 yard line. If the ball lands on the goal line or in the end zone and there is no returner standing on the goal line or in the end zone, it's an automatic touchback.

Recovering the Kick

If an automatic catch or a touchback has NOT been ruled (or in the event of a muffed fair catch), the kicking team coach places the magnetic ball marker anywhere between the numerals on the yard line or area specified by the dice roll. The ball is now considered a *live ball*. Returners ONLY may be pivoted towards the ball (stationary bases should be swapped out, if they have not been already). At this stage, neither team should purposefully attempt to block players of the opposing team from recovering the ball (doing so will result in a holding penalty – 10 yards if against the kicking team, 5 yards if against the receiving team; however, incidental contact is allowed). Once the receiving team declares SET, the receiving team coach switches on power for up to 1 full second. This is the *1st recovery opportunity* (please note; although the kicking team is not allowed to pivot any players on the first recovery opportunity, they are NOT penalized if they touch and recover the ball).

If neither team touches the ball on the 1st recovery opportunity, all unblocked players on both teams may now be pivoted towards the ball (receiving team first, followed by the kicking team), and once both teams declare SET, the receiving team switches on the power again for up to 1 additional second, repeating this step as necessary until the ball is recovered. If the kicking team touches the ball, they regain possession at the spot where the ball is recovered (it is a dead ball and may not be advanced - however, if the kicking team recovers the ball on the goal line or in the end zone, they are awarded a touchdown, unless it was the result of a muffed catch, in which case it is a touchback).

The Kickoff Return

If the receiving team touches the ball (or if an automatic catch has been ruled), and a fair catch has NOT been called (or muffed and recovered by another player), the ball carrier may be pivoted and attempt to return the ball. Both teams may then pivot any unblocked players (receiving team first, followed by the kicking team) to either block or tackle. Once both teams declare SET, power is switched on by the receiving team. If/when the ball carrier reaches his own 20 yard line, the receiving team may switch off power, and pivot the ball carrier. NO OTHER PLAYERS on either team may be pivoted during this stoppage (this ONLY applies if the ball was kicked beyond the receiving team's 20 yard line; if the ball is caught or recovered on or outside the receiving team's 20 yard line, ALL

unblocked players (including the ball carrier) may pivot (receiving team first, followed by the kicking team), and the kicking team gains control of the power switch).

Once the ball carrier declares SET (or both teams, if the ball was caught on or outside the 20 yard line), power is switched on again, but this time by the kicking team, who may switch off the power one more time, at any time during the play – even after a split second, and pivot any unblocked players to tackle. The ball carrier may NOT pivot during this stop, but any other unblocked players on the receiving team may be pivoted (after the kicking team has made their pivots) to block or open lanes. Once both teams declare SET, power is switched on again by the kicking team until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the runner falls over, or a fumble. If the receiving team maintains possession at the end of the play, it is now 1st down at the yard line upon which the ball is spotted (the ball is placed on the nearest hash mark if the ball was downed out of bounds or outside the hash marks, or in the center of the field if the ball was downed between the hash marks). Yard markers should be set to mark the line of scrimmage, as well as the line to gain.

Free Kicks Following a Safety

Safety kicks are performed by the team that was scored upon. The procedures for post-safety kicks are identical to those of regular kickoffs, with the following exceptions. The kicking team lines up on their own 20 yard line, and the receiving team lines up on or behind the restraining line (the 30 yard line, 10 yards from the kicking line). The ball is not placed on a tee; either the punter will punt the ball, or the place kicker will kick a line-drive *squib kick* (either method uses the Punting table on p. 30 instead of the table above). If the kick is shanked (kicked out of bounds without touching the field), the receiving team takes possession of the ball 30 yards from the spot of the kick. The “juke” stoppage occurs ONLY if the ball carrier reaches the restraining line. All other kickoff conditions and procedures apply.

Onside Kicks

The kicking team has the option to attempt a deliberately short kickoff known as an *onside kick*, in an effort to recover the ball and maintain possession. This is typically attempted by a team who is currently trailing in points with limited plays remaining in the game, but it may be attempted on any kickoff. An onside kick MUST travel at least 10 yards to be considered a valid kick. If the ball does not travel 10 yards, the receiving team gains possession of the ball 10 yards from the spot of the kick (aka the restraining line). As with kickoffs, onside kicks do not count as one of the 15 plays per quarter.

Onside kicks are risky (if the attempt is unsuccessful, the opposing team stands to gain excellent field position), and the kicking team's chances of recovery are quite low, but if successful it could possibly allow them the opportunity to snatch victory from the jaws of defeat. If the kicking team elects to attempt an onside kick, this should be declared immediately after the previous play, and prior to the *Setup* phase above. However, the kicking team also has the option to attempt a *Surprise Onside Kick*, which must be declared immediately after the Setup, but the procedure is the same, other than the receiving team probably won't have as many players on or near the restraining line to recover the ball.

To attempt an onside kick, the kicking and receiving teams line up per normal kickoff procedures (kicking team on their own 35 yard line, receiving team on or behind the restraining line, 10 yards away). However, if the receiving team anticipates an onside kick, they usually won't have returners deep, electing instead to place 4 players on stationary bases on or near their restraining line. During the

Setup, both teams may angle ALL players as they see fit. Once both teams declare SET, the kicking team switches the power on for ¼ second (representing the “hang time” of the kick), and then rolls 2d6, referring to the table below to determine where the kick “lands.” *Left/Right* orientation is based upon the kicker's perspective. If any player's base is touching the EXACT spot where the table below indicates the ball has landed, that player has recovered the ball. Otherwise, the ball marker is placed on the field at the indicated spot, and all unblocked players may be pivoted towards the ball (kicking team first, followed by the receiving team), and once both teams declare SET, the kicking team switches on power again for up to 1 second (repeating this step until the ball is recovered).

Roll	Outcome of the Kick
2	Ball does not travel 10 yards, receiving team gains possession at the restraining line
3	Ball placed on the left numerals 5 yards beyond the restraining line
4	Ball placed between the left numerals and the left hash mark of the restraining line
5	Ball placed on the left hash mark 5 yards beyond the restraining line
6	Ball placed on the left hash mark of the restraining line
7	Ball placed between the left hash mark and midfield 5 yards beyond the restraining line
8	Ball placed between the right hash mark and midfield 5 yards beyond the restraining line
9	Ball placed on the right hash mark of the restraining line
10	Ball placed on the right hash mark 5 yards beyond the restraining line
11	Ball placed between the right numerals and the right hash mark of the restraining line
12	Ball placed on the right numerals 5 yards beyond the restraining line

If both teams touch the ball at the same time (or occupy the same spot indicated by the dice roll), use fumble procedures to determine who gains possession (see *EFHL Fumble Procedures*), and once recovered, the ball may NOT be advanced. If the kicking team touches the ball first, they maintain possession at the spot of the recovery; the ball may NOT be advanced. If the receiving team recovers the ball, however, the ball carrier may be pivoted and attempt to return the ball. Both teams may then pivot any unblocked players (receiving team first, followed by the kicking team) to either block or tackle. Once both teams declare SET, power is switched on by the receiving team. If/when the ball carrier reaches his own restraining line, the receiving team may switch off power, and pivot the ball carrier. NO OTHER PLAYERS on either team may be pivoted during this stoppage (this only applies if the ball was kicked beyond the receiving team's restraining line; if the ball is caught or recovered on the restraining line, ALL unblocked players (including the ball carrier) may pivot (receiving team first, followed by the kicking team), and the kicking team gains control of the power switch).

Once the ball carrier declares SET (or both teams, if the ball was recovered on the restraining line), power is switched on again, but this time by the kicking team, who may switch off the power one more time, at any time during the play – even after a split second, and pivot any unblocked players to tackle. The ball carrier may NOT pivot during this stoppage, but any other unblocked players on the receiving team may be pivoted (after the kicking team has made their pivots) to block or open lanes. Once both teams declare SET, power is switched on again by the kicking team until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the runner falls over, or a fumble. If the receiving team maintains possession at the end of the play, it is now 1st down at the yard line upon which the ball is spotted (the ball is placed on the nearest hash mark if the ball was downed out of bounds or outside the hash marks, or in the center of the field if the ball was downed between the hash marks). Yard markers should be set to mark the line of scrimmage, as well as the line to gain.

EFHL Scrimmage Play Procedures

In the EFHL, every play from scrimmage (with the exception of special teams scrimmage plays) counts as one of the 15 plays per quarter, each simulating approximately 1 minute of game time. The *line of scrimmage* is determined by the yard line upon which the ball is spotted at the end of the previous play. The offense has four attempts (or *downs*) to advance the ball to or beyond the *line to gain* (10 yards from the line of scrimmage on 1st down). If the offense moves the ball to or beyond the line to gain, they receive a fresh set of downs. If the offense fails to advance the ball to or beyond the line to gain on 4th down, the defense gains possession of the ball at the spot it was declared dead (the ball has been *turned over on downs*). The offense will usually choose to *punt* on 4th down (see *EFHL Punting Procedures*) if they are not within field goal range (see *EFHL Field Goal Attempt Procedures*), unless their coach decides instead to “go for it” on 4th down and run another scrimmage play. If the offense advances the ball to or beyond the defense's goal line, it is a *touchdown* (6 points, see *EFHL Scoring Procedures*).

The Huddle

Prior to every play, each team's coach gathers his/her players to their own side of the line of scrimmage (this is only a formality in preparation for the offensive/defensive setup; figures do not need to be placed in a circle, but simply separated from the opposing team and gathered together). Substitutions may be made at this time, and bases may be adjusted or reversed (these actions may also be performed during the setup – see below). Once each team's players are gathered together, setup may begin.

Offensive Setup

The offense lines up along the line of scrimmage, with no less than 1 base width between players sharing the same horizontal plane (only the center may physically touch the line with his base; all other players on the offensive line must set up one yard behind the line. Any player crossing the line of scrimmage prior to the snap will result in an offside penalty; 5 yards, replay down). There must be at least 7 offensive players on the line (maximum 10), eligible receivers must line up on the ends (the center, offensive guards and offensive tackles are all *ineligible* receivers), and the front of the base of any player lined up outside the tackles must be within 5 yards of the line. If a tight end on the line wishes to be an eligible receiver, any wide receivers beside him must drop back off the line (failing to do so results in an *ineligible receiver* penalty if a forward pass is attempted; 5 yards, replay down). No two eligible receivers may be stacked (there must be 1 vertical base length distance between them). Only the quarterback may stack, and only behind the center (exception; running backs in I-Formation – and any variations thereof – may stack behind the quarterback).

There must be at least 1 (and not more than 4) players in the *backfield* (including the quarterback). All backs must line up behind the offensive line, within 20 yards of the line of scrimmage. The quarterback must line up within 10 yards of the line, behind the center. Running backs may not be placed between the center and the quarterback, they must maintain at least 1 vertical base length distance from the offensive line, and they must not line up in front of the quarterback (if the quarterback is lined up in a *shotgun* position – 5 yards or more behind the center – the running backs may line up beside the quarterback). Beyond these parameters, there are several different legal formations the offense may employ (see *EFHL Offensive Strategies in Part 2: Supplemental Rules*).

Offensive and defensive setups occur at the same time. Substitutions may continue to be made during the offensive setup until either coach declares SET. Any further substitutions will result in an *illegal substitution* penalty; 5 yards, replay down (disregard this rule if playing solitaire). Please note; during the setup, players may be angled as the coach sees fit, although this may give away the offensive play to the other team. After the offense is set up, the coach declares SET.

Defensive Setup

The defense lines up one yard outside the *neutral zone* (the area along the yard line upon which the ball resides, separating the line of scrimmage from the defense; any player standing in or moving into the neutral zone prior to the snap will result in a *neutral zone infraction* penalty; 5 yards, replay down), with no less than 1 base width between players sharing the same horizontal plane. No players may be stacked directly behind players on the line (there must be at least 1 vertical base length distance between them), except in 2-yards-or-less situations. Linebackers typically line up 5-10 yards behind the line of scrimmage, while safeties typically line up 10-15 yards from the line (although there is technically no limit to how far back either may line up). Cornerbacks line up across from their assigned wide receivers. Beyond these parameters, there are several different legal formations the defense may employ (see *EFHL Defensive Strategies* in *Part 2: Supplemental Rules*).

Offensive and defensive setups occur at the same time. Substitutions may continue to be made during the defensive setup until either coach declares SET. Any further substitutions will result in an *illegal substitution* penalty; 5 yards, replay down (disregard this rule if playing solitaire). Please note; during the setup, players may be angled as the coach sees fit, although this may give away the defensive play to the other team. After the defense is set up, the coach declares SET.

Offensive Audibles

After the offense and defense have both declared SET, the offense has the option to call *audibles*. Up to two players on the offense (excluding the center) may be either *pivoted* (see *EFHL Terminology* for details on how pivoting is defined in the EFHL) or *motioned* (picked up and moved to another *legal* location on the field). Offensive linemen (guards and tackles) may be pivoted, but they can NOT be motioned. Running backs, wide receivers, and tight ends may be pivoted or motioned. Running backs may be placed upon stationary bases (doing so does NOT count as a pivot). Players in the backfield may ONLY motion parallel to the line of scrimmage prior to the snap.

The quarterback is the ONLY exemption from the audible/motion rule (his actions prior to the snap are not contingent upon verbal signals – he already knows what he's going to do); he may step back into shotgun formation (or move under center), or be placed upon a stationary base, or turn his base around in order to drop back or roll out, all in addition to the two pivots/motions allowed to other players on the offense.

After all pivots and motions have been made, the offensive line must still be a legal 7-man formation, or face an *illegal formation* penalty; 5 yards, replay down. Remember, audibles are entirely optional, and the offense may choose to make two, only one, or none at all. After the offense's audibles are complete, the coach declares SET, after which point he/she may make no more player adjustments until after the Snap (see below).

Defensive Shifts

After the offense has made their audibles and declared SET, the defense may react with *defensive shifts*, which work just like offensive audibles. The defense may make ANY number of pivots or motions prior to the Snap, and up to 4 linebackers or defensive backs may be placed on stationary bases (none of which count as a pivot). Remember, defensive shifts are entirely optional, and the defense may choose to make several, a few, or none at all. After the defense's shifts are complete, the coach declares SET, after which point he/she may make no more player adjustments until after the Snap (see below).

Hurry-Up No Huddle (HUNH)

If the offensive coach wishes, he/she may elect to skip *The Huddle* (see above) after a down and go straight to the Setup phase by simply declaring "Hurry-up!" when the previous play ends. HUNH is not necessarily designed to snap the ball quickly; audibles and shifts are still permitted (see Peyton Manning's classic 15-second "Omaha!" audibles). HUNH gives the defense less time to make substitutions for the upcoming play (however, the same is also true for the offense). Even if the offensive coach declares SET first, he/she must still wait until the defensive coach declares SET to call audibles. Otherwise, all other Offensive/Defensive Setup procedures apply. A defensive coach may NOT call for HUNH. (Note: Hurry-Up No Huddle is not applicable in solitaire play).

The Snap

Once both the offense and defense have declared SET, the offensive coach switches power on for up to ¼ second, depending upon the size of the field and the speed of the motor. This simulates the ball being snapped from the center to the quarterback. Ideally, this action should be short enough that the offensive and defensive lines are not quite touching, allowing both teams to conceal their play call until the ball has been snapped, at which point pivots may occur (see below). If the quarterback is standing in *shotgun* position (more than one vertical base length from the center), the offensive coach must perform a *Snap Check* by rolling 2d6. If the roll is 3 through 12, the snap is clean, and play resumes normally. However, if the roll is snake eyes (double ones), the snap is bad and the quarterback fumbles the ball (see *EFHL Fumble Procedures* for more information).

During the Snap, no more than 2 running backs may run towards the line of scrimmage within the *tackle box* - the area backfield between the offensive tackles (except in 2-yards-or-less situations, in which case there is no restriction), so extra running backs should be placed on reversed bases or angled to face a sideline during setup, or pivoted/motioned during audibles prior to the Snap (but remember, the offense may only perform 2 audibles prior to the Snap), or made stationary. Additionally, no more than 2 backs may run in the same direction during the Snap. The quarterback may NOT move forward during the Snap or the Read (see below), except in 2-yards-or-less situations (*Quarterback Sneak* plays, for example), in which case it is permitted during the Read. Otherwise, he must either remain stationary in *shotgun position*, roll out, or fade back (however, if the quarterback rolls out or fades back more than 20 yards behind the line, this is treated as a *coverage sack* - the play is whistled dead and ball is placed 20 yards behind the line of scrimmage, next down). If the quarterback chooses to Scramble and/or run with the ball after the Snap and the Read, he is then allowed to run towards the line of scrimmage.

After the Snap, both teams may pivot any unblocked players (offense first, followed by the defense). PLEASE NOTE: defensive backs (cornerbacks and safeties) and linebackers MUST be pivoted if they

are currently blocking or about to block an eligible receiver (this is an exception to the unblocked players pivot rule). The reason for this exception is that defenders are NOT allowed to prevent receivers from running downfield – doing so results in a *defensive holding* penalty; 5 yards and an automatic 1st down. After the Snap, cornerbacks and linebackers lined up across from eligible receivers must be pivoted to run either alongside, behind, or ahead of receivers, so long as they don't impede forward progress or push them out of bounds. These defenders and receivers may be technically engaged (their bases may be touching, back to front or side by side), but now in such a way as to (hopefully) prevent a penalty.

Defensive backs and linebackers may NOT push, trip, block, or perform any other action that diverts a receiver's route after a pass is thrown; doing so will result in a *defensive pass interference* penalty; ball placed at the spot of the foul, automatic 1st down (see *Pass Plays* below). Meanwhile, receivers may attempt to adjust their routes in order to avoid running out of bounds (although they must take care to avoid being flagged themselves), or to break free from a defensive back's coverage during *The Read* or *Scramble* – see below. Eligible offensive receivers may ALWAYS pivot when attempting to catch a thrown pass, regardless of whether they're touching a defensive player. However, if an engaged receiver pivots, the defender touching him may also pivot.

If the front of a defensive back or linebacker's base is touching the front of a receiver's base after the snap, angle him “inside” the receiver if his helmet is closer to midfield than that of the receiver (this is best determined by observing the players from a bird's eye view directly above). Angle him “outside” the receiver if his helmet is closer to the sideline than that of the receiver (see the entry on *Pivots* in *EFHL Terminology* for a detailed explanation on how pivots are defined in the EFHL). Otherwise, if a defender's base is NOT touching the base of his assigned receiver after the snap, pivot him left or right up to 180 degrees (taking care not to prevent the receiver from running downfield, although deflecting his route is not an inherent foul). Remember, once a player has been pivoted, he may not be pivoted again until the next opportunity for pivots on a subsequent stoppage.

After all pivots have been made and/or stationary bases have been swapped out for normal bases, and each coach has declared SET, the offense has 2 options; execute the play (refer to each type of scrimmage play below), or wait and allow the play to develop (see *The Read* in the next paragraph).

The Read

After the Snap (and after all adjustments have been made and each coach declares SET), and if the offense has not already called run/pass/pitch-out/scramble/etc., the offensive coach may switch power on again for up to 1 second, depending upon the size of the field and the speed of the motor. This is *The Read*, the phase in which the play develops. If a defensive player touches the quarterback's base with the front of his own base behind the line of scrimmage, the quarterback has been *sacked* (the play is over, and the ball is placed at the spot of the tackle, next down).

After power is switched off (and if the quarterback has not been sacked), all unblocked players on both teams may be pivoted (offense first, followed by defense) to run routes, or apply pressure and/or pursue receivers (any players on stationary bases may be switched back to regular bases at this time, regardless of whether they may pivot or not). The quarterback must now assess the situation on the field and decide whether to execute a hand-off for a run play, throw a forward pass or shovel pass, scramble (run with the ball himself and/or attempt to extend the play), toss a backwards pitch-out/lateral pass, spike

the ball, take a knee, or throw the ball away for a loss of down. Once he has decided how to proceed, the offense **MUST** declare the play type. Refer to each type of scrimmage play below to determine the procedure to resolve the play.

The Play

The Play may be executed immediately following the Snap, or delayed until after the Read (or delayed even further if the quarterback chooses to Scramble), depending upon predetermined conditions by the offense and/or the defense's own play calls and actions. The various options the offense may choose when attempting to execute a play are found below.

Run Plays

If a run play is called, the quarterback may “hand off” the ball to one of the running backs in the backfield (or he may run with the ball himself). Hand-offs may **ONLY** occur behind the line of scrimmage. In order to receive a hand-off, the runner must be within one vertical base length distance of the quarterback during a stoppage (any further distance requires a Pitch-out/Lateral instead, see *Pitch-Outs/Lateral Plays*). Hand-offs are automatic, but there is a chance of failure; when attempting a Hand-off, roll 2d6. On a roll of 3 to 12, the Hand-off is successful. However, on a roll of *snake eyes* (double 1s), the Hand-off is *muffed*, aka bobbled and fumbled (see *EFHL Fumble Procedures*).

Once the Hand-off is complete, the quarterback may be pivoted out of the way of the play, and should **NOT** serve as lead blocker for the ball carrier. If the Hand-off is successful, the offense switches on power until the ball carrier's base touches or crosses the line of scrimmage (if the runner is tackled, goes out of bounds, or ceases forward progress for more than ½ second prior to reaching the line of scrimmage, the play is over and the ball is spotted on the yard line the play ended). If the ball carrier touches or crosses the line of scrimmage, the offense may switch off power, and may pivot **ONLY** the ball carrier (this is his *juke move* or *cut back*, which may or may not be possible, depending upon the circumstances – if he is completely surrounded by his own teammates, he may be physically unable to pivot). **NO OTHER PLAYERS** on either team may be pivoted during this stoppage.

Once the ball carrier declares SET, power is switched on again, but this time by the defense, who may switch off the power one more time during the play (at any time, even a split second after switching the power on). The ball carrier may **NOT** pivot during this stoppage, but all other unblocked players may be pivoted (defense first, followed by the offense). Once both teams declare SET, power is switched on again by the defense until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the runner falls over, or a fumble. If the ball carrier's forward progress is impeded for longer than ½ second by the offensive/defensive line scrum, the play is whistled dead. However, if he manages to break free without being tackled, power must remain on until the play is resolved.

Upon resolution, the line of scrimmage is now where the ball is spotted, modified by any penalties that may have occurred during the play (the ball is placed on the nearest hash mark if the ball was downed out of bounds or outside the hash marks, or in the center of the field if the ball was downed between the hash marks). Both teams now prepare for the next play (see *The Huddle* above). Yard markers should be set to mark the line of scrimmage, as well as the line to gain.

Pass Plays

If a pass play is called, and the quarterback is still behind the line of scrimmage, he may attempt to throw the ball to an *eligible receiver* (these include wide receivers and running backs – a tight end may also be eligible when lined up on either end of the line of scrimmage, but only if the wide receiver beside him dropped back into a *flanker* position prior to the Snap. The center, offensive guards and offensive tackles may NEVER be eligible receivers). Receivers must remain on their feet and remain inbounds prior to the pass (if a receiver is forced out of bounds by the defense prior to the pass, he is eligible to receive the pass only if/when he has COMPLETELY re-established himself inbounds – the player's entire base must be inbounds prior to the pass). The quarterback may also attempt a *shovel pass*, which is essentially a “forward Pitch-out” (the intended receiver must be within 2 vertical base lengths distance from the quarterback – any further distance requires the use of passing sticks). Shovel passes require a dice roll check; on a roll of 3 to 12, the shovel pass is complete, but if snake eyes (double 1s) are rolled, the pass is incomplete (NOT a fumble, because it's a forward pass).

The quarterback may only throw a forward pass if he is behind the line of scrimmage; if he throws a forward pass after crossing the line, he will be flagged for an *illegal forward pass* penalty; 5 yards from the spot of the foul, loss of down (however, the quarterback may throw a backwards or lateral pass regardless of whether he has crossed the line of scrimmage). If there are no open eligible receivers (or if he simply changes his mind), the quarterback must either Hand-off to a running back or throw a Pitch-out/Lateral, throw the ball away for a loss of down, Scramble with the ball in a bid to extend the play, or attempt to run with the ball and advance it himself. The offensive coach must identify the intended receiver when he/she declares a pass play.

Passing Sticks

To attempt a pass, use the red/white measuring stick to determine which passing stick to use for the pass attempt; the red end of the measuring stick is placed just above the quarterback's helmet, and the white end is pointed towards the intended receiver, just above his helmet. If the distance between them falls within the red half of the measuring stick, use the red passing stick (short yardage). If the distance falls within the white half of the measuring stick, use the white passing stick (medium yardage). If the distance exceeds the total length of the measuring stick, use the blue passing stick (long yardage).

If also using defensive pressure sticks, use the orange stick to measure if any defenders are close enough to the quarterback to apply *defensive pressure*. If it is determined that defensive pressure is being applied, use the longer red/white/blue passing sticks with the yellow tips in place of the regular passing sticks. This simulates the increased difficulty in throwing accurate passes while under pressure. Please note: if a quarterback attempts a pass from inside the *red zone* (20 yards or less from the defense's goal line), defensive pressure sticks are automatically used in place of the regular passing sticks (this simulates the increased difficulty of passing inside the red zone).

Once the correct passing stick has been determined, the offensive coach places it on the field with one end touching the front of the intended receiver's base at any forward angle, and the other end extending to the spot where the quarterback will throw the ball (this spot can be anywhere within the intended receiver's forward “line-of-sight,” so long as the far end of the passing stick remains inbounds. This will usually be relatively straight ahead of the intended receiver, unless his base's directional control – if any – was manipulated during the previous pivot, or the base has a natural tendency to drift to the left

or right). Next, the offensive coach places the ball (preferably a magnetic marker, although a felt football may be used as well) at the spot indicated by the other end of the passing stick, and then removes the stick from the field. This marks the spot where the quarterback is about to throw the ball. At this point, NO PLAYERS on either team may be pivoted (because all pivots – even the one for the intended receiver - already occurred at the end of the previous stoppage).

Once the offense has declared SET, the offensive coach switches on power until either 1). the pass is completed (caught) by the intended receiver, 2). the pass is incomplete, 3). the pass is intercepted by a player on the defense. See below for rules regarding each outcome.

Pass Completion: After the offensive coach switches on power, if the front of any eligible receiver's base touches the ball (and if the receiver is still inbounds), the pass is completed. If the front of a defender's base is touching the receiver's base at the moment the pass is completed, the receiver is tackled at the spot of the catch. If the receiver's base is not touching a defender's base, the receiver ONLY may now pivot and attempt to gain additional yardage. NO OTHER PLAYERS may be pivoted at this time. Once the receiver declares SET, power is switched on again, but this time by the defense, who may switch off the power one more time during the play (at any time, even a split second after switching power on). The ball carrier may NOT pivot during this stoppage, but all other unblocked players may be pivoted (defense first, followed by the offense). Once both teams declare SET, power is switched on again by the defense until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the runner falls over, or a fumble.

Once the play is resolved, the line of scrimmage is now where the ball is spotted, modified by any penalties that may have occurred during the play (the ball is placed on the nearest hash mark if the ball was downed out of bounds or outside the hash marks, or in the center of the field if the ball was downed between the hash marks). Yard markers should be set to mark the line of scrimmage, as well as the line to gain. Both teams should now prepare for the next play (see *The Huddle* above).

If a pass is caught behind the line of scrimmage by way of passing sticks, the ball carrier does NOT receive a juke move stoppage if he subsequently crosses the line, since he already pivoted upon receiving the pass. Instead, the defense gains control of the switch immediately after the completion, and may turn it off at any time, even after a split second, and all unblocked players EXCEPT the ball carrier may pivot, per normal scrimmage play procedures (remember, this only applies if a pass requiring passing sticks is caught behind the line of scrimmage).

If an ineligible receiver on the offense touches/catches a pass, accidentally or not, this results in an *illegal touching* penalty; 5 yards, loss of down (ALL players on the defense are considered eligible receivers, so this stipulation applies ONLY to the offense).

If a defender prevents a receiver from catching the ball by running into him and diverting his route DURING THE PASS (aka while the players are in motion after the passing stick measurement, at which point the ball has been thrown and is airborne), this results in a *defensive pass interference* penalty; automatic 1st down at the spot of the foul. By the same token, the receiver himself may be subject to an *offensive pass interference penalty* if he prevents a defender from intercepting a catchable pass (see *Pass Interceptions*) during the pass attempt; 10 yards, replay down. **Please note; any contact within 1 vertical base length of the ball is NOT a penalty.**

Finally, offensive linemen may NOT purposefully run downfield on pass plays. Doing so will result in an *ineligible receiver downfield* penalty; 5 yards, replay down (this does not apply if an offensive lineman is pushed downfield while blocking a defender, or breaks free from a block and wanders downfield while power is switched on. It also does not apply if a forward pass is not attempted).

Incomplete Passes: After the power is switched on, if the intended receiver runs past the ball without touching it, or if any part of the receiver's base other than the front touches the ball, the pass is incomplete (unless it is intercepted, see below). Power must be switched off when the intended receiver moves one base length beyond the ball (at this point, the ball has struck the ground or traveled out of bounds, and the play is dead – it can no longer be caught or intercepted). If the ball is touched simultaneously by the front of a receiver's base and the front of a defender's base, or if for any reason the ball comes into contact with a blocked defender, the ball has been “batted down,” and the pass is incomplete (please note: when using optional rules in *Part 2: EFHL Supplemental Rules*, if a receiver and a defender both touch the pass marker at the same time, each of them may roll their appropriate Ability Check to try to wrestle away and/or reel in the ball for a spectacular reception/interception).

In the event of an incomplete pass, play resumes at the previous spot (the line of scrimmage remains the same), next down. Please note; if an intended receiver runs past the ball without touching it on a BACKWARDS pass, it is NOT incomplete, but treated instead as a fumble (see *EFHL Fumble Procedures*), and the ball may be recovered by either team, as long as it remains inbounds.

Pass Interceptions: During a pass play, if an inbounds defender touches the ball with the front of his base prior to the receiver, the defense has intercepted or *picked off* the pass. Power is immediately switched off, and the defender who intercepted the ball ONLY may be pivoted to attempt to advance the ball towards the opposite goal line. After the interceptor declares SET, power is switched on again, but this time by the offense, who may switch off power one more time (at any time, even a split second after switching power on), at which point all unblocked players on both teams EXCEPT the ball carrier who intercepted the pass may be pivoted (offense first, followed by defense) to block or tackle.

Once both teams declare SET, power is switched on again by the offense until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the ball carrier falls over, or a fumble. Once the play is resolved, the team who intercepted the ball gains possession (in other words, the defense now becomes the offense), 1st down; the line of scrimmage is now where the ball is spotted, modified by any penalties that may have occurred during the play (the ball is placed on the nearest hash mark if the ball was downed out of bounds or outside the hash marks, or in the center of the field if the ball was downed between the hash marks). Yard markers should be set to mark the line of scrimmage, as well as the line to gain. Both teams now prepare for the next play (see *The Huddle*).

An optional alternative passing method using a 20-sided dice (1d20) is introduced in Part 2: EFHL Supplemental Rules. This method is available for coaches who prefer using a tactical RPG (roleplaying game) method with modifiers, or who simply do not possess passing sticks. Coaches also have the option of using a passing action figure – see A Note Regarding Passing/Kicking Action Figures on page 9 for guidelines on how to adapt EFHL Core Rules for their use.

Pitch-Outs/Lateral Plays

A Pitch-out/Lateral is a backwards or sideways pass. ANY PLAYER may legally catch a Pitch-out/Lateral pass, as long as the ball is not passed forward in any measure. The quarterback may pitch to any unblocked player who is behind or lateral to him, and within 2 vertical base lengths distance (any further distance requires the use of passing sticks, see *Pass Plays* above). There must be a clear path between the passer and the receiver (attempting a Pitch-out/Lateral when opponents' bases/bodies/arms are within the projected path of the toss results in a batted ball, and because it was a backwards pass, it is ruled a fumble – see *EFHL Fumble Procedures*). If the Pitch-out/Lateral is successful, the receiver becomes the new ball carrier, and the rest of the play is executed as if it were a run play (see *Run Plays* above). Pitch-outs/Lateral passes are automatic and instant, but there is a chance of failure (see below). ALL incomplete Pitch-outs/Laterals remaining inbounds are considered fumbles, and may be recovered by either team.

In order to attempt a Pitch-out/Lateral, the offensive coach identifies the intended receiver, and rolls 2d6; On a roll of 3 to 12, the Pitch-out/Lateral is complete. However, on a roll of *snake-eyes* (double 1s), the Pitch-out/Lateral is fumbled (see *EFHL Fumble Procedures*). If the Pitch-out/Lateral is successfully completed, the offensive coach switches on power until the ball carrier's base touches or crosses the line of scrimmage (if the ball carrier is tackled, goes out of bounds, or ceases forward progress prior to reaching the line of scrimmage, the play is over and the ball is spotted on the yard line the play ended). If the ball carrier touches or crosses the line of scrimmage, the offense may switch off power, and may pivot ONLY the ball carrier. NO OTHER PLAYERS on either team may be pivoted during this stoppage.

Once the ball carrier declares SET, power is switched on again, but this time by the defensive coach, who may switch off the power one more time during the play (at any time, even a split second after switching power on). The ball carrier may NOT pivot during this stoppage, but all other unblocked players may be pivoted (defense first, followed by the offense). Once both teams declare SET, power is switched on again by the defensive coach until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the runner falls over, or a fumble. Once the play is resolved, the line of scrimmage is now where the ball is spotted, modified by any penalties that may have occurred during the play (the ball is placed on the nearest hash mark if the ball was downed out of bounds or outside the hash marks, or in the center of the field if the ball was downed between the hash marks). Yard markers should be set to mark the line of scrimmage, as well as the line to gain. Both teams now prepare for the next play (see *The Huddle* above).

Quarterback Scrambles

If all receivers are covered, or if the quarterback is under pressure from the defense, he may opt to keep the ball himself and *Scramble* in an attempt to avoid a sack for a loss, gain yardage and/or extend the play. This impromptu (and potentially risky) maneuver gives the offense one extra stoppage before committing to the choice of play. Scrambles should not be confused with the *Quarterback Keeper*, which is a designed play (see page 100 under *EFHL Offensive Strategies*).

During a Scramble, the quarterback runs away from linemen or linebackers who have penetrated the line of scrimmage, and at the same time “directs traffic” downfield in order to attempt to find an open receiver. He is free to move towards the line of scrimmage if necessary, but if he crosses the line, he

may no longer attempt a forward pass. If all else fails, the quarterback may run with the ball himself, or toss a Pitch-out/Lateral if there are still any eligible receivers behind him. The advantage of extending a play with a Scramble is offset by the risk of more defenders penetrating the backfield, thereby increasing the chances the quarterback will be swarmed by defenders and sacked for a loss of yardage (a *coverage sack*). A quarterback may NOT remain stationary during a Scramble; if stationary during the Read, the quarterback's stationary base must be switched out to a mobile base prior to the Scramble.

If a Scramble is called, the offensive coach switches on power for up to ½ second, depending upon the size of the field and the speed of the motor. After power is switched off (and if the quarterback has not been sacked), all unblocked players on both teams may be pivoted (offense first, followed by the defense). Once both teams declare SET, the offense must declare the play type (he may NOT call for another Scramble). If the quarterback commits to running with the ball, follow all procedures (except for the hand-off) outlined in *Run Plays* above. If he has not crossed the line of scrimmage and wishes to attempt a forward pass or shovel pass, follow all procedures outlined in *Pass Plays* above. If he decides to toss a Pitch-out or Lateral pass, follow all procedures outlined in *Pitch-Out/Lateral Plays* above. Finally, if there is simply no play to be made (all the receivers are still covered, there are no open lanes for a run opportunity, and/or the quarterback is in imminent danger of being sacked), the quarterback may elect to throw the ball away for a loss of down (see *Throwing the Ball Away* below).

Throwing the Ball Away

Sometimes plays simply break down, and the quarterback is left with no other option than to get rid of the ball by purposefully throwing an incomplete pass out of bounds for a loss of down. In order to do this without incurring an *intentional grounding* penalty (10 yards, or the spot of the foul, whichever is further from the line of scrimmage – if this penalty occurs in the end zone, it is a safety), the quarterback must be behind the line of scrimmage and outside the *tackle box* (aka *the pocket*, which is the entire backfield area 20 yards behind the line of scrimmage, between the two offensive tackles), and the ball must travel beyond the line of scrimmage. Technically, the ball MAY be thrown inbounds towards an area where are no players, but this could be quite risky, for a defensive player could appear out of nowhere and intercept the pass. If the ball is thrown away and a penalty is not incurred, the line of scrimmage remains the same as the previous play, next down.

Spiking

Although there is no game clock in EFHL Core Rules, if players choose to modify the rules to include such a mechanic, the quarterback has the option to spike the ball after it has been snapped. This ends the play and stops the clock (after a 1 second runoff), at the cost of a loss of down. Spiking the ball is NOT considered intentional grounding.

Kneeling

There are certain scenarios in which the offense may wish to end a play immediately without risking a loss of yardage or a turnover (for example, if the offense is winning and has possession of the ball, and there are 4 or less scrimmage plays remaining in the game). As such, the quarterback has the option to kneel immediately after the ball is snapped for a loss of down. If using a game clock, kneeling does NOT stop the clock. If the quarterback intends to kneel, the offense will often line up in *Victory Formation* (see *Offensive Strategies* in *Part 2: Supplemental Rules*).

EFHL Punting Procedures

On 4th down, the offense has 3 choices. 1). Attempt to kick a field goal, but only if within *field goal range* (see *EFHL Field Goal Attempt Procedures*). 2). Attempt one more scrimmage play in an effort to get a 1st down (this can be risky, for if the offense fails to convert, the defense takes over on downs at the spot of the dead ball, which usually gives them advantageous field position), 3). Punt the ball away from their own goal line to the defense, who catches and/or attempts to return the ball. Punting on 4th down is the most common choice, and usually the wisest. In the EFHL, a punt does not count as one of the 15 plays per quarter, even though it is technically a scrimmage play.

Prior to Setup

Prior to every punt, each team's coach gathers his/her players to their own side of the line of scrimmage. Special teams substitutions may also be made at this time. Once each player's teams are gathered together, setup may begin.

Punting Team Setup

The punting team lines up in an offensive scrimmage formation, with the following exceptions. The *punter* lines up 15 yards behind the line of scrimmage on a stationary base (if the line of scrimmage is 5 yards or less from the punting team's goal line, the punter may line up closer than 15 yards in order to remain inbounds). There may be no more than 5 players on either side of the long snapper. One player lines up 5 to 10 yards behind the line of scrimmage, to the left or right of the center (so as to avoid interference with the Snap). This player is known as an *upback* or *personal protector*, who attempts to block defenders until the punter makes the kick (the upback should either reverse his base and set the dial for tight circle coverage, or be placed upon a stationary base). The upback can also make audibles, including the decision to fake the punt in an attempt to gain yardage for a 1st down, and he may also receive a direct snap on fake punts (see *Fake Punts* below). No more than two offensive players (the punter and one upback) may employ stationary bases during punts, both of which must switch to mobile bases after the kick.

Two offensive players each line up on the ends, usually outside the numerals. These are *gunners*, fast players who run downfield as quickly as possible and attempt to tackle the returner or cover a live ball if it is not caught. ONLY the gunners may purposefully move beyond the line of scrimmage prior to the punt; all other players on the punting team must focus upon blocking and protecting the punter (this includes the long snapper, who should be angled in such a manner as to prevent him from running downfield after the snap, since the return team is not allowed to place any linemen directly in front of him (see below). Finally, there MUST be 4 players (including the punter and upback) behind the offensive line. Beyond these parameters, there are several different punting formations available to teams. Please note; during the Setup, players may be angled as the coach sees fit, although this may give away the play call to the other team. Once lined up, the punting team's coach declares SET.

Punting and return team setups occur at the same time. Substitutions may continue to be made during the punting team's setup until the return team's coach declares SET. Any further substitutions made by the punting team will result in an *illegal substitution* penalty; 5 yards, replay down (disregard this rule if playing solitaire).

Return Team Setup

The return team lines up in a defensive scrimmage formation, with the following exceptions. No one on the return team may line up directly in front of the *long snapper*. 1 or 2 punt returners usually line up on stationary bases approximately 45 to 50 yards behind the line of scrimmage (although they may line up closer or further away at the return team coach's discretion). Please note; during the Setup, players may be angled as the coach sees fit, although this may give away the play call to the other team. Beyond these parameters, there are several different return formations available to teams. Once lined up, the return team's coach declares SET.

Punting and return team setups occur at the same time. Substitutions may continue to be made during the return team's setup until the punting team's coach declares SET. Any further substitutions made by the return team will result in an *illegal substitution* penalty; 5 yards, replay down (disregard this rule if playing solitaire).

Punting Team Audibles

Once both teams have declared SET, the punting team has the option to call audibles. Follow the procedures outlined within *Offensive Audibles* under *EFHL Scrimmage Play Procedures*, with one notable exception; the punter may not pivot or motion - he MUST remain 15 yards behind the line of scrimmage. After all pivots and motions have been made, the offensive line must still be a legal 7-man formation, or face an *illegal formation* penalty; 5 yards, replay down. Remember, audibles are entirely optional, and the punting team may choose to make two, only one, or none at all.

After the punting team's audibles are complete, the coach declares SET, after which point he/she may make no more pivots/motions until after the Snap (see below).

Return Team Shifts

After the punting team has made their audibles and declared SET, the return team may perform any number of legal shifts (as outlined within *Defensive Shifts* under *EFHL Scrimmage Play Procedures*). Remember, shifts are entirely optional, and the defense may choose to make several, a few, or none at all.

After the return team's shifts are complete, the coach declares SET, after which point he/she may make no more shifts until after the snap (see below).

The Snap

Once both teams have declared SET, the punting team switches power on for up to ¼ second, depending upon the size of the field and the speed of the motor. This simulates the ball being snapped from the long snapper to the punter. Ideally, this action should be short enough that the offensive and defensive lines are not quite touching, allowing both teams to conceal their play/scheme until the ball has been snapped. Once power is switched off, the punting team coach rolls 2d6 for a *Snap Check*. On a roll of 3 to 12, the punter has successfully caught the ball; proceed to *The Rush* below.

However, on a roll of snake eyes (double 1s), the Snap is high and the ball sails over the punter's head (a snap is technically a backwards pass, so this is treated as a fumble). A felt football is dropped from a height of six inches above the field, 15 yards behind the punter; if it remains inbounds, it is a live ball and may be recovered by either team. All unblocked players may pivot towards the ball (the punting team first, followed by the return team). Once both teams declare SET, the punting team switches on power for up to 1 second (repeating this step until the ball is recovered). The team who recovers the ball may attempt to run a play; all unblocked players (including the ball carrier) may be pivoted (recovering team first, followed by the other team), and once both teams declare SET, the coach of the team who recovered the ball switches on power until the play is resolved (there are no additional stoppages or pivots allowed in this scenario – the play is entirely off the rails at this point). If the punting team recovers the bad snap, and manages to advance the ball to or beyond the line to gain, they retain possession of the ball, 1st down. Otherwise, the return team takes over on offense at the spot the play ended, regardless of who gained possession of the bad snap.

If a high snap travels into the punting team's end zone, the following scenarios may occur; 1). If the ball sails or bounces out the back of the punting team's end zone, a safety has been scored *against* the punting team (see *Safeties* within *EFHL Scoring Procedures*). 2). If a player on the punting team recovers the ball but is tackled while still in his own end zone, a safety has been scored against the punting team. 3). If a player on the return team recovers the ball on the punting team's goal line or within the punting team's end zone, the return team is awarded a touchdown.

The Rush

If the Snap is good and the punter catches the ball, all unblocked players may be pivoted (punting team first, followed by the return team). After both teams declare SET, the punting team (offense) switches the power on again for $\frac{1}{2}$ to $\frac{3}{4}$ second, depending upon the size of the field and the speed of the motor. This simulates the time between the punter receiving the snap and the physical act of kicking the ball, while the return team (defense) attempts to rush the punter and block his kick. If the punter's base is touched by the front of an opponent's base prior to the dice roll for the kick (see below), the punter is NOT tackled, but instead the kick has been blocked (this is treated as a fumble; the ball is live and may be recovered and fielded by either team (see *EFHL Fumble Procedures* for details). If the punting team recovers the fumble on their side of the neutral zone and manages to advance the ball to or beyond the line to gain, they retain possession of the ball, 1st down. Otherwise, the return team takes over on offense at the spot the play ended, regardless of who gained possession of the blocked punt.

If the punt is not blocked, it must now be determined how far the ball travels. NO further pivots may be made until after the dice roll (see *The Punt* below).

The Punt

After the Snap occurs, and if the defense does not block the punt during the Rush, the punter has successfully kicked the ball into the air. The punting team coach rolls 2d6 and refers to the table below to determine the distance of the kick. Please note, the distance is measured from the line of scrimmage, NOT from the spot of the kick (however, a shank penalty, if applicable, IS measured from the spot of the kick). ALL players on both teams – blocked or otherwise – should be pivoted to face the return team's end zone (returners may be placed on stationary bases at this time, while the punter and holder may switch back to their normal bases, if desired). The punting team makes their pivots first, followed

by the receiving team. No other adjustments may be made while the ball is “in the air.” If the punt travels at least 10 yards, lands in the field of play, and is not a touchback, it is a live ball and must be recovered (see below). If the dice roll indicates the ball lands on a yard line upon which a returner's base is touching (or in the end zone if a returner is in the end zone), this is considered an *automatic catch*: the ball lands wherever that returner is positioned, but he must remain stationary while the ball is “in the air” (see below). If the returner is not on the yard line when power is switched off, it is no longer an automatic catch. A player on the punting team CAN catch the ball, but only if his base is touching the yard line/area indicated by the dice roll AFTER the ball lands (however, if a player on the return team is ALSO touching that yard line, he makes the catch instead). If a player on the punting team catches the ball, his team does NOT maintain possession, but rather the ball is dead at the spot of the catch, and the return team gains possession (please note; this is different from kickoffs).

Roll	Distance of the Punt (measured from the line of scrimmage, unless otherwise noted)
2 *	10 yards from the spot of the kick (live ball, placed anywhere between numerals, may be recovered by either team)
3	25 yards
4	30 yards
5	35 yards
6	40 yards
7-9	45 yards
10	50 yards
11	55 yards
12	Shank (out of bounds, receiving team gains possession 20 yards from spot of the kick)

*On a roll of snake-eyes (double ones), the ball travels only 10 yards from the spot of the kick (5 yards behind the line of scrimmage). It is a live ball that may be recovered by EITHER team (the kicking team places the ball marker anywhere between the numerals, and ALL players may pivot to recover). If the kicking team recovers but is unable to advance to or beyond the line to gain, the return team gains possession of the ball at the spot of the down.

The Hang Time of the Punt

Once the distance of the punt has been determined, the punting team coach switches on power again for 1 to 1 ½ seconds, depending upon the speed of the motor and the size of the field. The ball is now “in the air,” and the duration of power being activated is the “hang time” of the punt, allowing both the punting team and the return team to run downfield, and returners to either remain stationary or run towards the yard line upon which the ball will land. After the power is switched off, if a player on the return team (stationary or otherwise) is touching the yard line upon which the table above indicates the ball lands, that player has caught the ball (an automatic catch).

Fair Catches

At any point during the “hang time” of the punt, the return team coach may call for a *fair catch* by waving his/her hand in the air and identifying the returner who is making the call. If a fair catch is called on an automatic catch, the play is over after the punting team coach switches off the power. The punting team may not block or tackle the returner if/when he calls for a fair catch – doing so will result in a 15 yard penalty from the spot of the foul. The return team gains possession of the ball at the spot of the catch (unless it is a touchback, see below). The returner who called for the fair catch must remain

stationary (or at least must still be on the goal line or area determined by the dice roll, when power is switched off), otherwise the catch is *muffed*, resulting in a live ball that can be recovered by either team (see below). If the ball is caught by a player on the return team other than the returner who called the fair catch, it is a dead ball, and the return team gains possession at the spot of the catch.

Touchbacks

If the dice roll indicates the punted ball lands on the goal line or in the end zone, and there is a returner standing on the goal line or in the end zone, he may call for a fair catch while the kick is “in the air” (see above), resulting in a *touchback* - the return team gains possession of the ball at their own 20 yard line (NOT the 25, as is the case with kickoff touchbacks), 1st down. The returner must remain stationary on the goal line/end zone (or at least must still be on the goal line/end zone when the ball “lands”) for the catch to be made, otherwise the catch is muffed (see above).

If the ball lands out of bounds behind the return team's end zone, it is nonreturnable and results in an automatic touchback – as above, the return team gains possession of the ball at their own 20 yard line (NOT the 25, as is the case with kickoff touchbacks). If the ball lands on the goal line or in the end zone and there is no returner standing on the goal line or in the end zone, it's an automatic touchback.

Recovering the Punt

If an automatic catch or a touchback has NOT been ruled (or in the event of a muffed fair catch), the punting team coach places the ball marker anywhere between the numerals on the yard line or area specified by the dice roll. The ball is now considered a *live ball*. Returners ONLY may be pivoted towards the ball (stationary bases should be swapped out, if they have not been already). At this stage, neither team should purposefully attempt to block players of the opposing team from recovering the ball (doing so will result in a holding penalty – 10 yards if against the punting team, 5 yards if against the return team; however, incidental (random) contact is allowed). Once the return team declares SET, the return team coach switches on power for up to 1 full second. This is the *1st recovery opportunity* (note: although the punting team is not allowed to pivot any players on the first recovery opportunity, they are not penalized if they touch and recover the ball).

If neither team touches the ball on the 1st recovery opportunity, all unblocked players on both teams may now be pivoted towards the ball (return team first, followed by the punting team), and once both teams declare SET, the return team switches on the power again for up to 1 additional second, repeating this step as necessary until the ball is recovered. If the punting team touches the ball, it is a dead ball, and the return team takes possession of the ball at the spot of recovery (the punting team does NOT regain possession UNLESS the live ball was the result of a muffed fair catch, in which case they regain possession at the spot of the recovery). If the return team recovers a muffed fair catch on the goal line or in the end zone, it is a touchback. If the punting team recovers a muffed fair catch on the goal line or in the end zone, a touchdown is awarded to the punting team. However, if the punting team recovers a live ball that was NOT a muffed fair catch on the goal line or in the end zone, it is a touchback (the return team gains possession of the ball at their own 20 yard line).

Please note: Unlike kickoffs, if a muffed punt is recovered by the return team, they may NOT advance the ball. Instead, the ball is downed at the spot of the recovery.

The Punt Return

If the return team touches the ball (or if an automatic catch has been ruled), and a fair catch has NOT been called, the ball carrier may be pivoted and attempt to return the ball. Both teams may then pivot any unblocked players (return team first, followed by the punting team) to either block or tackle. Once both teams declare SET, power is switched on by the return team coach. If/when the ball carrier reaches the line of scrimmage, the return team may turn off power, and pivot the ball carrier. NO OTHER PLAYERS on either team may be pivoted during this stop.

Once the ball carrier declares SET, power is switched on again, but this time by the punting team, who may switch off the power one more time during the play (at any time, even a split second after switching power on), and pivot any unblocked players to tackle. The ball carrier may NOT pivot during this stop, but any other unblocked players on the return team may be pivoted (after the punting team has made their pivots) to block or open lanes. Once both teams declare SET, power is switched on again by the punting team until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the ball carrier falls over, or a fumble.

If the return team maintains possession at the end of the play, it is now 1st down at the yard line upon which the ball is spotted (the ball is placed on the nearest hash mark if the ball was downed out of bounds or outside the hash marks, or in the center of the field if the ball was downed between the hash marks). Yard markers should be set to mark the line of scrimmage, as well as the line to gain.

Fake Punts

Because a punt is technically still considered a scrimmage play, the punting team CAN elect to attempt to advance the ball downfield instead of kicking it to the return team. This is referred to as a *fake punt*. Although risky, this trick play can lead to the punting team maintaining possession of the ball with a fresh set of downs (or potentially, a touchdown). On the other hand, it can also lead to the return team gaining possession of the ball with excellent field position.

If the punting team coach commits to a fake punt attempt, he/she must declare FAKE immediately following the Snap Check (assuming the snap isn't high, in which case a fake punt is no longer possible), and also identify whether the ball is snapped to the punter or to the upback. All unblocked players may pivot (punting team first, followed by the return team), and the play is resolved in the same manner as a Quarterback Scramble (see *Quarterback Scrambles* within *EFHL Scrimmage Play Procedures*).

If the ball carrier commits to running with the ball, follow all procedures (except for the Hand-off) outlined in *Run Plays*. If he has not crossed the line of scrimmage and wishes to attempt a forward pass or shovel pass, follow all procedures outlined in *Pass Plays*, with the following exception; if using defensive pressure sticks, fake punts ALWAYS mandate their use, regardless if there is any actual defensive pressure on the passer (the punter/upback is simply not as accurate a passer as a quarterback). If he decides to toss a Pitch-out or Lateral pass, follow all procedures outlined in *Pitch-Out/Lateral Plays*. Please note, the punter/upback may NOT attempt a hand-off, nor may he throw the ball away. If the punting team gains a first down, they maintain possession of the ball. Otherwise, the return team gains possession of the ball at the spot the play ended, 1st down.

EFHL Field Goal Attempt Procedures

During scrimmage play, if the line of scrimmage is 47 yards or less from the defense's goal line, the offense may attempt to kick the ball through the uprights of the defense's goal posts for 3 points. This typically occurs on 4th down, although a field goal attempt may be made on ANY down, and certain factors can make it desirable to do so (for example, if time is about to expire prior to the end of a half). The distance of a field goal kick is determined by adding 17 yards to the distance between the line of scrimmage and the goal line; this accounts for the extra 10 yards between the goal line and the goal posts, as well as the position of the holder and kicker 7 yards behind the line of scrimmage. Thus, a kick made from the 47 yard line (the maximum distance allowed) would be a 64 yard field goal attempt – a very difficult kick to execute successfully (in fact, at the time of this writing, only one field goal attempt from 64 yards has ever been successful in professional football). Most teams actually consider the defense's 35 yard line (a 52 yard kick) the minimum realistic range for success. In the EFHL, a field goal attempt does not count as one of the 15 plays per quarter (unless the attempt occurs on what would normally be the final play of the 2nd or 4th quarter, in which case it does count as a scrimmage play).

Prior to Setup

Prior to every field goal attempt, each team's coach gathers his/her players to their own side of the line of scrimmage. Special teams substitutions may also be made at this time. Once each player's teams are gathered together, setup may begin.

Kicking Team Setup

The kicking team lines up in a offensive scrimmage formation, with the following exceptions. There may be no more than 5 players on either side of the long snapper. The *placekicker* lines up 7 yards behind the line of scrimmage on a stationary base. One player lines up directly to the left or right of the kicker (depending upon whether the kicker uses his left or right foot to kick), on a stationary base. This player is known as the *holder*, who receives the direct snap from the long snapper, and props the ball upright with one finger (laces out!) in preparation for the kick. The ONLY players on the kicking team who may employ stationary bases during field goal attempts are the kicker and holder. There MUST be 4 players (including the kicker and holder) behind the offensive line. Please note; during the Setup, players may be angled as the coach sees fit, although this may give away the play call to the other team. Beyond these parameters, there are several different field goal formations the offense may employ. Once lined up, the kicking team's coach calls SET.

Offensive and defensive setups occur at the same time. Substitutions may continue to be made during the kicking team's setup until the defensive coach declares SET. Any further substitutions made by the kicking team will result in an *illegal substitution* penalty; 5 yards, replay down (disregard this rule if playing solitaire).

Defensive Setup

The defense lines up in a scrimmage formation, with the following exceptions. No one on the defense may line up directly in front of the *long snapper*. On field goal attempts of 45 yards or more, one defensive player may stand in his own end zone, on a stationary base; in the event of a missed field

goal that remains inbounds (double 1s on the 2d6 roll for the kick, see below), this player may recover and advance the ball (as seen at the conclusion of the 2013 Iron Bowl between Auburn and Alabama). Please note; during the Setup, players may be angled as the coach sees fit, although this may give away the play call to the other team. Beyond these parameters, there are several different legal formations the defense may employ. Once lined up, the defensive coach calls SET.

Offensive and defensive setups occur at the same time. Substitutions may continue to be made during the defense's setup until the kicking team's coach declares SET. Any further substitutions made by the defense will result in an *illegal substitution* penalty; 5 yards, replay down (disregard this rule if playing solitaire).

Kicking Team Audibles

Once both teams have declared SET, the kicking team has the option to call audibles. Follow the procedures outlined in *Offensive Audibles* under *EFHL Scrimmage Play Procedures*, with one notable exception; the kicker may not pivot, and MUST remain 7 yards behind the line of scrimmage. After all pivots and/or motions have been made, the offensive line must still be a legal 7-man formation, or face an *illegal formation* penalty; 5 yards, replay down. Remember, audibles are entirely optional, and the kicking team may choose to make two, only one, or none at all. Also, keep in mind that motions are somewhat rare in a field goal formation – the offensive line's primary goal is to protect the kicker.

After the kicking team's audibles are complete, the coach declares SET, after which point he/she may make no more pivots/motions until after the Snap (see below).

Defensive Shifts

After the kicking team has made their audibles and declared SET, the defense may perform any number of shifts (as outlined within *Defensive Shifts* under *EFHL Scrimmage Play Procedures*). Remember, shifts are entirely optional, and the defense may choose to make several, a few, or none at all.

After the defense's shifts are complete, the defensive coach declares SET, after which point he/she may make no more shifts until after the Snap (see below).

The Snap

Once both teams have declared SET, the kicking team switches power on for up to ¼ second, depending upon the size of the field and the speed of the motor. This simulates the ball being snapped from the long snapper to the holder. Ideally, this action should be short enough that the offensive and defensive lines are not quite touching, allowing both teams to conceal their play calls until the ball has been snapped. Once the power is switched off, the kicking team coach rolls 2d6 for a *Snap Check*. On a roll of 3 to 12, the holder has successfully caught the snap; proceed to *The Rush* below.

However, on a roll of snake eyes (double 1s), the Snap is high and the ball sails over the holder's head (a snap is technically a backwards pass, so this is treated as a fumble). A felt football is dropped from a height of six inches above the field, 15 yards behind the holder (NOT the kicker); it is a live ball and may be recovered by either team. All unblocked players may pivot towards the ball (the kicking team first, followed by the defense). Once both teams declare SET, the kicking team switches on power for

up to 1 second (repeating this step until the ball is recovered). The team who recovers the ball may attempt to run a play; all unblocked players (including the ball carrier) may be pivoted (recovering team first, followed by the other team), and once both teams declare SET, the coach of the team who recovered the ball switches on power until the play is resolved (there are no additional stoppages or pivots allowed in this scenario – the play is entirely off the rails at this point). If the kicking team recovers the bad snap, and manages to advance the ball to or beyond the line to gain, they retain possession of the ball, 1st down. Otherwise, the return team takes over on offense at the spot the play ended, regardless of who gained possession of the bad snap.

The Rush

If the Snap is good and the holder catches the ball, all unblocked players may be pivoted. Once both teams declare SET, the kicking team coach switches the power on again for up to $\frac{1}{2}$ to $\frac{3}{4}$ second, depending upon the size of the field and the speed of the motor. This simulates the time between the holder receiving the Snap and the physical act of kicking the ball, while the defense attempts to rush the kicker and block his kick. If the kicker's base is touched by the front of an opponent's base prior to the dice roll for the kick (see below), the kicker is NOT tackled, but instead the kick has been blocked (this is treated as a fumble; the ball is live and may be recovered and fielded by either team (see *EFHL Fumble Procedures* for details). If the kicking team recovers the fumble on their side of the neutral zone and manages to advance the ball to or beyond the line to gain, they retain possession of the ball, 1st down. Otherwise, the defense takes over on offense at the spot the play ended, regardless of who gained possession of the blocked kick. If the kick is not blocked, it must now be determined whether the field goal is successful. No more pivots may be made until after the dice roll (see *The Kick* below).

The Kick

After the Snap occurs, and if the defense does not block the kick, the placekicker has successfully kicked the ball, but now it must be determined if it sails through the goal posts. The kicking team coach rolls 2d6 and refers to the table below to determine whether the kick is *good* or *no good*.

Distance Required	Must Roll
up to 19 yards	3 or higher
20 to 24 yards	4 or higher
25 to 29 yards	5 or higher
30 to 34 yards	6 or higher
35 to 39 yards	7 or higher
40 to 44 yards	8 or higher
45 to 49 yards	9 or higher
50 to 54 yards	10 or higher
55 to 59 yards	11 or higher
60+ yards	12

In order for the kick to be good, the number rolled must be equal to or higher than the listed number for each yardage threshold. Remember to add 17 yards to the distance between the line of scrimmage and the goal line to calculate the number of yards the ball must travel in order for the kick to be good. If the number rolled indicates the field goal attempt was successful, 3 points are awarded to the offense, who then kicks off to the defense (see *EFHL Kickoff Procedures*). If the kicking team's roll is less than the

target value, the field goal is no good (wide left, wide right, bounced out of bounds, off the uprights or the posts, etc), and the defense gains possession of the ball at a location depending upon from where the ball was kicked; if the kick was made on or within the defense's 20 yard line (the red zone), the defense gains possession at the 20 yard line. However, if the kick was made outside the 20 yard line, the defense gains possession at the spot of the kick.

Live Ball Recovery Following Missed Field Goals (45+ yards)

On field goal attempts of 45 yards or more, if the kicking team rolls snake eyes (double 1s), the kick is short, and the ball lands inbounds in the end zone; it is a live ball (on failed attempts of 44 yards or less, the ball bounces out of bounds instead, and the play is over). If a defensive player is in the end zone (see *Defensive Setup* above), he automatically catches the ball. All unblocked players (including the ball carrier) may pivot, and power is switched on by the defense until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the runner falls over, or a fumble (there are NO additional stoppages or pivots – the play has gone completely off the rails). Returning the ball in this manner can be risky for the defense, who might be tackled behind the 20 yard line for worse field position than they might have had otherwise on their ensuing drive.

If the kick is short and the ball lands inbounds but there is no player standing in the end zone, the ball ultimately bounces out of bounds, the play is over, and the defense gains possession of the ball at a location depending upon from where the ball was kicked; if the kick was made on or within the defense's 20 yard line (the red zone), the defense gains possession at the 20 yard line. However, if the kick was made outside the 20 yard line, the defense gains possession at the spot of the kick.

Fake Field Goals

Because a field goal attempt is technically still considered a scrimmage play, the kicking team CAN elect to attempt to advance the ball downfield instead of kicking a field goal try. This is referred to as a *fake field goal*. Although risky, this trick play can lead to the kicking team maintaining possession of the ball with a fresh set of downs (or potentially, a touchdown). On the other hand, it can also lead to the defense gaining possession of the ball with excellent field position.

If the kicking team coach commits to a fake field goal, he/she must declare FAKE immediately following the Snap Check (assuming the Snap isn't high, in which case a fake field goal is no longer possible). All unblocked players may pivot (kicking team first, followed by the defense), and the play is resolved in the same manner as a Quarterback Scramble (see *Quarterback Scrambles* within *EFHL Scrimmage Play Procedures*). If the ball carrier (in this case, the holder) commits to running with the ball, follow all procedures (except for the Hand-off) outlined in *Run Plays*. If he has not crossed the line of scrimmage and wishes to attempt a forward pass or shovel pass, follow all procedures outlined in *Pass Plays*, with the following exception; if using defensive pressure sticks, fake field goals ALWAYS mandate their use, regardless if there is any defensive pressure on the holder (exception; if the holder is a starter or backup quarterback, this does not apply unless there is actual defensive pressure, or if the pass is attempted within in the red zone). If he decides to toss a Pitch-out or Lateral pass, follow all procedures outlined in *Pitch-Out/Lateral Plays*. Please note, the ball carrier may NOT attempt a Hand-off, nor may he throw the ball away. If the kicking team gains a first down, they maintain possession of the ball. Otherwise, the return team gains possession of the ball at the spot the play ended, 1st down.

EFHL Conversion Play Procedures

When a team scores a touchdown (6 points), they are awarded the opportunity to attempt to score 1 or 2 additional points by running another play. This is known as a *conversion try*, or simply a *try*. The scoring team has two options; 1). A *Point-after Try* or *PAT* (aka an *extra point attempt*), in which the scoring team attempts to kick the ball through the uprights of the goal posts in the end zone for one additional point. 2). A *Two-Point Conversion Try* (more commonly known as *going for two*), in which the scoring team runs an additional scrimmage play from the 2 yard line in an attempt to advance the ball to or across the defense's goal line for 2 points. Neither extra point attempts nor two-point conversion tries count as one of the 15 plays per quarter (even though a two-point conversion try is technically a scrimmage play).

Historically, point-after tries tended to have a much higher success rate than two-point conversion tries. However, the success rate of extra point attempts has dropped since a recent rule change in which the line of scrimmage was moved back to the 15 yard line on PATs. This has resulted in an increase in the number of two-point conversion try attempts (along with the number of successes). Nevertheless, most coaches usually opt to kick a PAT rather than go for two, although certain mitigating factors (the game score, time remaining, and perceived chance of success) can make two-point conversion attempts a more desirable (or essential) option.

Please note; if a team scores enough points on the final scrimmage play of the 4th quarter to win the game, there is NO conversion try attempt.

Point-after Tries (Extra Point Attempts)

Barring penalties, the line of scrimmage on an extra point attempt is always the 15 yard line. The ball is placed at any point between the hash marks (this is up to the kicker). An extra point attempt follows the same procedures and uses the same table as field goal attempts (see *EFHL Field Goal Attempt Procedures*), with one exception; a roll of snake eyes on the kick check does NOT result in a live ball (the kick is simply no good – wide left or right, or deflected off the uprights), so the defense has no reason to place a player beneath the goal posts in the end zone. A PAT is always a 32 yard attempt (again, barring any penalties that might move the line of scrimmage), so if a 6 or higher is rolled on the kick check, the kick is good, the try is successful, and the offense is awarded 1 point. If the try is unsuccessful, no additional points are scored.

Should the defense manage to gain possession of the ball during the try via a high snap or blocked kick, it is a live ball, and the defense may advance the ball towards the offense's end zone – but should they happen to score, they are awarded a *One-Point Safety* rather than a touchdown (however, such a scenario is EXTREMELY rare). Regardless of the outcome, the offense (kicking team) subsequently sets up in a kickoff formation to kick the ball to the defense (receiving team), who then take over on offense (please note; if the kicking team manages to recover a blocked kick behind the line of scrimmage, they may advance the ball and attempt an impromptu two-point conversion try. If this fails, however, they do not maintain possession, and must kick off).

Fake Extra Point Attempts

The kicking team (offense) also has the option of performing a *fake extra point attempt*, in which the holder attempts to execute a two-point conversion try instead of a point-after kick. If the offense chooses to attempt this risky maneuver, the offensive coach must declare FAKE after the ball is snapped to the holder, who may then attempt a pass or Scramble with the ball (follow all procedures for *Quarterback Scrambles* in *EFHL Scrimmage Plays*). Remember, if the holder wishes to attempt a forward pass or shovel pass, he **MUST** be behind the line of scrimmage. Additionally, unless the holder is a quarterback or backup quarterback, any pass attempts mandate the use of defensive pressure sticks, regardless of whether the passer is under actual defensive pressure.

Coaches also have the option of using a kicking action figure instead of rolling 2d6 for point-after tries (and also for field goal attempts and kickoffs) – see A Note Regarding Passing/Kicking Action Figures on page 9 for guidelines on how to modify EFHL Core Rules for their use.

Two-Point Conversion Tries

Barring any penalties, the line of scrimmage on two-point conversion tries is always the 2 yard line. The ball is placed at any point between the hash marks (this is up to the offense). The try is technically a scrimmage play (refer to *EFHL Scrimmage Play Procedures*), with the following exceptions. The offensive coach controls the field power switch throughout the entire play, and does NOT receive an extra stoppage if the ball carrier crosses the line of scrimmage (nor does the defense receive an extra stoppage). If using defensive pressure passing sticks, all passes use the extended length sticks, due to the pass being made in the red zone. The quarterback **MAY** move forward after the Snap (during The Read) if he elects to keep the ball for a *Quarterback Sneak* play (this qualifies as a 2-yards-or-less exception).

If the ball carrier advances to or beyond the goal line, the try is successful, and the offense is awarded 2 additional points. If unsuccessful, no additional points are scored. Should the defense manage to gain possession of the ball during the try via a fumble or interception, it is a live ball, and the defense may advance the ball towards the offense's end zone – but should they happen to score, they are only awarded 2 points. This is known as a *defensive two-point conversion* (however, such a scenario is **EXTREMELY** rare). Regardless of the outcome, the offense (kicking team) subsequently sets up in a kickoff formation to kick the ball to the defense (receiving team), who then takes over on offense.

Coaches also have the option of using a passing action figure instead of passing sticks for two-point conversion tries – see A Note Regarding Passing/Kicking Action Figures on page 9 for guidelines on how to modify EFHL Core Rules for their use.

EFHL Fumble Procedures

If for any reason a ball carrier loses possession of the ball prior to being tackled or going out of bounds, a *fumble* has occurred. In the EFHL, there are several scenarios that might cause a fumble, as follows;

Scenario #1). If a ball carrier is tackled from behind (the front of a defender's base touches the back of the ball carrier's base), the ball has been “popped out” by the defender prior to the tackle, and it is ruled a fumble.

Scenario #2). If a Hand-off during a run play is muffed (the result of rolling double 1s on the Hand-off check), it is ruled a fumble.

Scenario #3). If a backwards pass falls incomplete (or if double 1s are rolled on a Pitch-out/Lateral check), or if a Pitch-out/Lateral is attempted when there is not a clear path between the passer and the receiver, resulting in the ball being batted down, it is ruled a fumble (please note, this does NOT apply to forward shovel passes).

Scenario #4). If the ball carrier is physically knocked over by another player (friend or foe), he has lost possession of the ball prior to being down, and it is ruled a fumble.

Scenario #5). If a snap is high and sails over the receiver's head during a punt, field goal attempt, or extra point attempt (the result of rolling double 1s on a Snap Check), it is ruled a fumble.

Scenario #6). If the defense manages to block a punt, field goal kick, or extra point kick, it is ruled a fumble.

Scenario #7). If a ball carrier falls over without being tackled, roll 2d6. On a roll of 3 to 12, he maintains possession of the ball, which is immediately whistled dead at the spot he fell. However, on a roll of snake eyes (double 1s), he loses possession of the ball as he falls, and it is ruled a fumble.

Scenario #8). If a Shotgun Snap is botched or bobbled by the quarterback (which occurs upon rolling double 1s on a Shotgun Snap Check), it is ruled a fumble.

In each of the above scenarios, if the fumbled ball remains inbounds, it is a live ball and may be recovered by either team (Please note, if using entry-level bases – which are prone to cause some types of figures to fall over on almost every play – feel free to ignore scenarios 4 and 7 above).

When a fumble occurs during a play, field power is IMMEDIATELY switched off. The coach of the fumbling team holds a felt football between his/her thumb and forefinger, approximately three inches above the head of the fumbling ball carrier, and then drops the ball onto the field (in the event of a high snap fumble, however, the ball is dropped from a height of SIX inches, 15 yards behind the punter/holder). If the ball remains inbounds and touches a figure and/or any part of its base AFTER it comes to rest – even if the figure has fallen over, that player has recovered the ball (see *Advancing a Recovered Fumble* below). However, if the ball remains inbounds and is not touching a figure and/or any part of its base after it comes to rest, proceed to *Fumble Recovery* below.

If the ball remains inbounds and is simultaneously touching two opposing figures and/or any part of their bases after it comes to rest, repeat the ball drop process described above, as often as necessary, until either the ball goes out of bounds, or possession is clearly and indisputably secured. Finally, if the ball remains inbounds and is touching two players on the same team, that team gains possession, but neither player may advance the ball; the play is over and the ball is placed at the spot of the recovery.

If the ball bounces out of bounds without being recovered, the team who last had possession of the ball prior to the fumble maintains possession (unless it goes out of bounds in the defense's end zone, in which case the defense gains possession on a touchback, or if it goes out of bounds in the offense's end zone, in which case the defense is awarded a safety). The ball is spotted depending upon the following factors; 1). If the ball was moving forwards (towards the end zone of the ball carrier's opponent) when it went out of bounds, it is spotted on the yard line where the fumble occurred (a ball cannot gain positive yardage without a carrier). 2). If the ball was moving backwards (away from the end zone of the ball carrier's opponent) or sideways, it is spotted on the yard line where it went out of bounds.

Fumble Recovery

After a fumble has been ruled, and after the felt football has been dropped onto the field, and if the ball remains inbounds, and if neither team has secured possession of the ball, both teams may pivot all unblocked players (fumbling team first, followed by the other team) in a bid to recover the loose ball. Once both coaches declare SET, the coach whose team fumbled the ball switches on power for up to 1 second. If neither team touches (recovers) the ball, repeat this process until the ball either “bounces” out of bounds (felt balls tend to move around when the field is vibrating) or is recovered.

Advancing a Recovered Fumble

Regardless of which team recovers the fumble, the ball may be advanced towards the opponent's goal line, with the following exceptions; 1). If the offense fumbles on 4th down, OR within 2 minutes of the end of the 1st or 2nd half (the *Two Minute Drill*, or in EFHL terms, the final 2 plays of the 2nd or 4th quarter), and anyone on the offense other than the fumbler recovers the ball, it may not be advanced – The ball is downed at the spot of the recovery, and if this occurs short of the line to gain on 4th down, the defense takes over on downs. 2). If the offense fumbles and the defense recovers, but THEN the defense fumbles and the offense recovers, the ball is whistled dead and the offense is awarded a 1st down at the spot of the recovery, regardless of where the line to gain was positioned at the beginning of the play (in this scenario, the ball formally changed possession twice).

If the ball is recovered, and neither of the above exceptions apply, the player who recovered the ball may be pivoted, then both teams may pivot any unblocked players (the team who recovered the fumble first, followed by the other team). Once both teams declare SET, the coach of the team that recovered the fumble switches the power on until the play is resolved by either a tackle, loss of forward progress, running out of bounds, a touchdown, the ball carrier falls over, or another fumble (there are no additional stoppages after crossing the line of scrimmage – the play has gone completely off the rails).

If using EFHL Supplemental Rules, certain weather conditions may increase the chances of fumbling the ball (for example, rainy weather makes the ball wet and slippery). See Part 2: EFHL Supplemental Rules for more information.

EFHL Scoring Procedures

The ultimate goal of gridiron football is to score more points than the other team before the allotted time expires. There are 5 different ways to score points in football; touchdowns, field goals, safeties, point-after tries, and two-point conversions. Each scoring method is explained below.

Touchdowns (6 points): Touchdowns are awarded to the offense when any part of the ball carrier's base crosses the plane of the defense's goal line. This may be accomplished by either running across the defense's goal line with the ball, catching a pass while on the defense's goal line or in the end zone, or recovering a fumble on the defense's goal line or in the end zone. The defense may also score a touchdown if they intercept a pass or recover a fumble and run the ball into the offense's end zone. Whenever a team scores a touchdown, they are awarded 6 points, and immediately attempt to either kick an extra point or run a two-point conversion play (see *EFHL Conversion Play Procedures*).

Field Goals (3 points): Field goals are awarded to the offense when a placekicker successfully executes a field goal kick (see *EFHL Field Goal Attempt Procedures*). Whenever a team scores a field goal, they are awarded 3 points, and subsequently kick off the ball to the defense (if the field goal attempt is no good, the defense immediately takes possession of the ball, without a kickoff).

Safeties (2 points): Safeties are awarded when a ball carrier is tackled on his own goal line or in his own end zone. Safeties may also occur if a player fumbles the ball and it travels out of bounds through his team's own end zone. In both cases, THE OPPOSING TEAM is awarded 2 points. If a safety is somehow scored during an extra point attempt, it is worth only 1 point (however, this is EXTREMELY rare). The most common scenarios resulting in safeties are when quarterbacks are sacked in their own end zone, when the snap for a punt is high and travels through the offense's end zone, or when a punt is blocked and bounces through the punter's end zone. Sometimes, a team may voluntarily elect to have a *deliberate safety* scored against them to avoid running a play and risk a costly fumble and/or change of possession (for example, on the final scrimmage play of a game, if the current offense is winning by 3 or more points, and the quarterback is backed up in his own end zone on 4th down, he may scramble to extend the play and “shave seconds off the clock,” then step out of bounds through the back of the end zone as “time expires.” The defense is awarded a safety, but because it was the 15th scrimmage play of the 4th quarter, the game is over and the offense wins). Finally, if the offense is flagged for holding while in their own end zone, or if intentional grounding is flagged while the quarterback is in his own end zone, the defense is awarded a safety.

In the event of a safety, the offense must then kick off to the defense, despite the defense having scored the points (see *EFHL Kickoff Procedures*). Use the Punting table on page 30 instead of the kickoff table. The reason for this is because the ball is NOT placed on a tee, and either the punter will punt the ball, or the placekicker will perform a line drive kick known as a *squib kick*.

Point-After Tries (1 point) and Two-Point Conversions (2 points): When a team scores a touchdown, they may choose to either attempt to kick the ball through the goal posts for 1 extra point, or run an additional scrimmage play for 2 extra points (see *EFHL Conversion Play Procedures* for details). Regardless of whether the try is successful, the offense then kicks off the ball to the defense (see *EFHL Kickoff Procedures*).

EFHL Overtime Procedures

In professional gridiron football, if the score is tied at the end of 4 quarters (aka *regulation play*), one additional quarter known as *Overtime* is played, the goal of which is to decisively determine a victor. Overtime allows both teams an opportunity to gain at least one possession and score points (unless the team who receives the 1st Overtime kickoff scores a touchdown on their opening drive, in which case that team wins). Unlike regulation quarters, preseason and regular season Overtime is limited to 10 total scrimmage plays (simulating 10 minutes of game time). However, postseason Overtime (playoff games) consists of 15 scrimmage plays (simulating 15 minutes of game time). During preseason and regular season play, each team is awarded two timeouts in Overtime, but in postseason Overtime, they are awarded 3 timeouts each. In either case, coach's challenges are NOT allowed in Overtime play.

Prior to the beginning of Overtime, a coin is tossed to determine who will receive the ball first. This procedure is identical to that outlined in *The Coin Toss* under *EFHL Pregame Procedures*, although the winner of the toss almost ALWAYS chooses to receive rather than kick – for if the receiving team scores a touchdown on their opening drive, the game is immediately over and they win (which is, statistically, what usually occurs). However, if the receiving team scores a field goal instead of a touchdown on their opening drive, the game is NOT over; the ball is kicked off to the opposing team, who then have the opportunity to score (if they score a touchdown, they win, but if they score a field goal and the score remains tied, they must kick off, and from that point on, whomever scores next is the winner of the game).

In preseason and regular season play, if the score is still tied at the end of Overtime, the game ends in a tie. However, in post-season play, a game may NOT end in a tie; additional Overtime periods are played until there is a clear victor. In *Double Overtime*, the loser of the coin toss during the initial Overtime chooses whether to kick or receive (again, almost ALWAYS choosing to receive). If a *Triple Overtime* is necessary, the winner of the initial coin toss chooses whether to kick or receive, and if a *Quadruple Overtime* is necessary, the loser of the initial coin toss chooses whether to kick or receive. In the unlikely event of a *Quintuple Overtime*, a new coin toss is performed.

Modern professional football Overtime procedures are HIGHLY controversial, due to the inherent perception that even in a match-up of equally skilled competitors, whomever wins the Overtime coin toss is most likely going to win the game. Many coaches, players, commentators, analysts, and fans are critical of these procedures, and are vocally chagrined by the prospect of games being decided by luck rather than by skill. However, others argue that even if a team loses the Overtime coin toss, they have the opportunity to shut down their opponent's offense, and secure the win with their own offense. In any case, the reader may expect professional Overtime rules to change in the near future. In such an event, coaches should adjust EFHL Overtime Procedures accordingly.

EFHL Penalty Procedures

Like any other competitive sport, gridiron football has rules, and when those rules are broken, the offending team is penalized. Such penalties may result in the loss of yardage, the loss of a down, or in severe cases, the ejection of a person or persons from the game. In actual gridiron football, penalties are frequent, and there is little to no distinction between intentional and accidental fouls. Officials will sometimes issue warnings to players without penalizing them (more so for unsportsmanlike conduct than for procedural fouls), but if the offending action or behavior continues, an official will not hesitate to throw a flag.

In electric football, because the miniature figures have no minds of their own, fouls are committed by random chance on almost every play (especially *holding* and *blocking in the back* along the line of scrimmage). Furthermore, because EFHL rules are designed for solitaire play, it is inconceivable that every single foul committed on the field will be spotted or flagged (in real football, there are SEVEN different officials on the field watching for specific kinds of fouls throughout the game, and even they don't always catch every foul). For this reason, only the most visible and identifiable penalties are flagged in the EFHL, and only when they are the direct result of a coach's actions when figures are manipulated during setups, audibles/shifts and stoppages.

For example, if a coach pivots a player in such a manner that he commits a holding or pass interference foul when power is switched back on, this would qualify as a penalty. However, if a blocked lineman in the middle of a cluster of players at the line of scrimmage commits a holding foul through no fault of the coach, but rather through the inherent randomness of the vibrating field when power is switched on, this would not constitute a foul – otherwise, EVERY play would most likely result in a penalty. That said, an official's rulings are final (unless overturned by further review, see *Coaches' Challenges* in *EFHL Terminology*), and coaches MUST respect those rulings. However, when two coaches are playing each other in head-to-head action, and no additional players are available to serve as officials, each coach must mutually agree upon sportsmanship and fairness of play, and should refrain from denying the occurrence of a foul just because he/she did not witness it. **If all else fails, accept that blown calls or non-calls are a part of gridiron football, and move on.**

Penalty Flags

Whenever a foul is observed, place a yellow magnetic map marker on the yard line where the foul occurred (preferably along the sideline, so as to avoid interfering with a developing play). This simulates an official throwing a yellow flag onto the field. Flags may be thrown before, during, or after the Snap, as well as anytime during the play (including stoppages), and even after the play has ended, depending upon the nature of the foul. If a penalty occurs prior to the Snap, the play is usually whistled dead. However, if a foul occurs after the Snap, the play typically continues even after a flag is thrown, and the penalty is identified after the play has concluded.

Declining a Penalty

The penalized team's opponent always has the option to *decline* a penalty and proceed as if it had not occurred, if the result of the play itself would be more beneficial than that of enforcing the penalty. For example, whenever a player on the offense is flagged for *holding* on a 3rd down scrimmage play (short

of a 1st down), if the penalty is accepted, the ball is moved back 5 yards, and the down is replayed, giving the offense an additional chance to get a 1st down. However, if the penalty is declined by the defense, it is now 4th down instead, and the offense would normally choose to punt the ball to the defense. So in this scenario, the defense would usually decline the penalty.

Multiple Fouls

If multiple fouls are committed by the same team during a play, the opposing team usually has a choice of which penalty to decline and which to enforce (nearly always choosing the one that's more beneficial to them). If BOTH teams commit penalties on the same play, they typically offset each other, and the down is simply replayed (as long as the fouls occurred during the same phase of play – a foul committed *during* the play cannot offset a foul committed *after* the play, for example).

List of Fouls and Penalties

Listed below are fouls that may result in penalties during EFHL game play, along with their consequences. Please note; not all penalties in gridiron football are possible to commit in electric football, due to the fact that miniature football figurines are not sentient and can not think for themselves, nor can they physically grab face masks or purposefully make helmet-to-helmet contact (however, optional content in *Part 2: EFHL Supplemental Rules* introduces *Penalty Checks* after every play, which not only simulates the high number of penalties in professional football, but also allows for additional types of immersive penalties to be called). Some of the penalties listed below involve actions that occur “off the board” by the coaches themselves in the real world, although they mirror infractions that routinely occur in actual football (*taunting* and *excessive celebration*, for example). Such penalties should be issued ONLY if the behavior is disruptive or abusive in the eyes of other participants. Otherwise, officials should exercise caution in penalizing coaches for “trash talk” or “end zone dances” if everyone is having a good time. Remember, it's just a game, and although the goal of competitive football is to win championships, the goal of electric football in the EFHL is to have fun!

Please note; MOST penalties against the defense result in an automatic 1st down for the offense. Exceptions include *Offside/Encroachment*, *Delay of Game*, *Illegal Substitution*, and *Running into the Kicker* (these penalties could still result in a 1st down, but only if the yardage gained from the penalty is enough to reach or cross the line to gain). Meanwhile, MOST penalties against the offense result in a replay of the current down. Exceptions include *Intentional Grounding* and *Illegal Forward Pass*, both of which result in a loss of down.

Block in the Back; This foul occurs when a player is intentionally angled or pivoted to block an opposing player from behind; the front of the penalized player's base makes contact with the rear of an opposing player's base (remember, a ball carrier MAY be tackled from behind, which results in a fumble). *The penalty for this foul is 10 yards (if called against the defense, it is an automatic 1st down).*

Delay of Game; This foul occurs when a coach takes too long to declare SET during either the Setup or Audible/Shift phases prior to the Snap. In the EFHL, there is no specified amount of time required for these actions, so this penalty should only be flagged if the delay is excessive and/or habitual (coaches new to electric football and/or EFHL rules should NEVER be penalized for *delay of game* until they're comfortable with procedures and have had ample opportunity to practice them). *The penalty for this foul is 5 yards.*

Encroachment; This is a defensive foul that occurs when a player on defense is moved across the line of scrimmage during the Setup and/or Shift phase for ANY reason, accidental or intentional, and touches an opposing player prior to the Snap. *The penalty for this foul is 5 yards.*

False Start; This is an offensive foul that occurs when a coach moves a player on offense for ANY reason, accidental or otherwise, after declaring SET following the Audible phase, prior to the Snap. *The penalty for this foul is 5 yards.* In supplemental EFHL rules, this foul may also be caused by *Crowd Noise* when invoked to disrupt a visiting team's snap count (see *Home Field Advantage* on p. 62).

Failure to Report; This foul occurs when a player who is normally an ineligible receiver (due to his jersey number) fails to report his intention of serving as an eligible receiver (in EFHL game terms, this simply means a coach fails to announce the player's intention to serve as an eligible receiver on the play). *The penalty for this foul is 5 yards.* Ignore this foul if there are only 11 total players on a team.

Holding; This foul occurs when a player is angled or pivoted to 1). prevent an eligible receiver from crossing the line of scrimmage, 2). prevent a lineman or linebacker who has penetrated the line of scrimmage from tackling a quarterback or running backs still behind the line. This does NOT apply to the ball carrier. Holding is further defined as PROLOGNED front-to-front base contact (contact from the side is simply a good block). An initial front-to-front bump that deflects players is perfectly acceptable, and only draws a foul if the contact results in a total loss of forward progress. Because of the nature of electric football, most holding penalties that occur between guards/tackles/ends on the line of scrimmage is ignored by EFHL standards (otherwise, every single scrimmage play would result in a flag). *The penalty for this foul is as follows; if committed by the offense, 10 yards. If committed by the defense, 5 yards, automatic 1st down.* Please note; if the offense is called for holding while in their own end zone, the defense is awarded a safety.

Illegal Contact; This is a defensive foul that occurs when a defensive player is pivoted in order to prevent a receiver from running downfield (or push him out of bounds) after the receiver has advanced 5 yards beyond the line of scrimmage. In order for this foul to be called, the quarterback must still be in the pocket and the ball must still be in his hands. Deflecting a receiver's route is NOT considered illegal contact unless it forces him out of bounds. *The penalty for this foul is 5 yards, automatic 1st down.*

Illegal Formation; This offensive foul occurs when fewer than 7 players are lined up on the line of scrimmage when the ball is snapped, or when eligible receivers fail to line up as the left-most or right-most players on the line. *The penalty for this foul is 5 yards.*

Illegal Forward Pass; This offensive foul occurs when a forward pass is thrown after crossing the line of scrimmage, or when a 2nd forward pass is thrown on the same play. *The penalty for this foul is 5 yards from the spot of the foul, and a loss of down.*

Illegal Motion; This offensive foul occurs when an offensive coach motions a player in a non-legal manner during the Audible phase. *The penalty for this foul is 5 yards.*

Illegal Shift; This defensive foul occurs when a defensive coach shifts a player in a non-legal manner during the Shift phase. It is the counterpart to an illegal motion penalty (please note, this EFHL penalty is DIFFERENT than an illegal shift penalty in professional football, which is actually an offensive penalty). *The penalty for this foul is 5 yards.*

Illegal Substitution; This foul occurs when a team has more than 11 players on the field when the ball is snapped. It may also occur when a coach continues to make substitutions after the opposing coach has declared SET during the Setup phase. This foul is more restrictive for the offense, who may not have more than 11 players on the field at any point during the Huddle and beyond. *The penalty for this foul is 5 yards.*

Illegal Touching; This offensive foul occurs if an ineligible receiver touches a forward pass. In the EFHL, this foul rarely occurs unless players are using passing action figures instead of passing sticks. *The penalty for this foul is 5 yards, and a loss of down.*

Ineligible Receiver Downfield; This offensive foul occurs only when an ineligible receiver PURPOSEFULLY crosses the line of scrimmage prior to a forward pass. This does not apply to ineligible receivers blocking on the line who have disengaged and wandered downfield as the result of board vibration, or who have been deflected by opponents. *The penalty for this foul is 5 yards.*

Intentional Grounding; This offensive foul occurs when a quarterback throws the ball away while still inside the pocket (between the tackles). However, if he is outside the pocket and throws the ball beyond the line of scrimmage, there is no foul. *The penalty for this foul is 10 yards or the spot of the foul, whichever is farther from the line of scrimmage, and a loss of down. If committed in the offense's end zone, it is ruled a safety.*

Offside; This foul occurs when a player is on the wrong side of the line of scrimmage (or lined up in the neutral zone) when the ball is snapped. *The penalty for this foul is 5 yards.* This penalty may also result from a successful *Hard Count* by the offense (see *Home Field Advantage* on page 62).

Pass Interference; This foul occurs when a player prevents an opponent from catching a pass AFTER the ball is thrown (in EFHL terms, this means after the measuring sticks have been employed and the ball is marked on the field) by bumping his base, knocking him over, or any other action that diverts the receiver's path while the ball is in the air. **Contact within 1 vertical base length of the ball is NOT a foul.** Pass interference can be called on either team. *If called on the offense, the penalty for this foul is 10 yards from the previous spot; if called on the defense, the ball is placed at the spot of the foul (unless the foul occurred in the end zone, in which case the ball is placed on the 1 yard line), automatic 1st down.*

Personal Foul; In the EFHL, this foul occurs when a coach forgets he/she is playing a game and/or commits any act that threatens the safety or well-being of another coach or participant, including (but not limited to) violent physical contact and/or threats. *If committed by the offense, the penalty for this foul is 15 yards; if committed by the defense, the penalty for this foul is 15 yards, automatic 1st down.* Please note; if the nature of this foul is ruled to be particularly flagrant, the offender may be ejected from the game, resulting in a forfeit (the other team automatically wins). **It is the author's sincere hope and wish that this penalty never need be enforced, but it has been included if needed.**

Optional rules presented in *Part 2: EFHL Supplemental Rules* introduce game mechanics that allow personal fouls to be called against individual players. Depending upon the nature of the penalty, some personal fouls could result in players being ejected from the game or, in extreme cases, suspended for multiple games (which results in a loss of Player Rating Points). See *EFHL Optional Penalty Checks* for more information.

Roughing the Passer; This defensive foul occurs when an unblocked defender fails to pivot in order to avoid making physical contact with the quarterback AFTER the ball has been thrown. If for any reason the defender is unable to avoid touching the quarterback through no fault of his own (for example, if the quarterback runs into the defender, or if another player bumps the defender and alters his trajectory, resulting in contact with the quarterback, or if the defender is blocked and unable to pivot), there is no foul. *The penalty for this foul is 15 yards, automatic 1st down.*

Roughing the Kicker; This defensive foul occurs when an unblocked defender fails to pivot in order to avoid making physical contact with the punter AFTER the ball has been kicked. If for any reason the defender is unable to avoid touching the punter through no fault of his own (for example, if the punter runs into the defender, or if another player bumps the defender and alters his trajectory, resulting in contact with the punter, or if the defender is blocked and unable to pivot), he is subject instead to a running into the kicker penalty (see below). This penalty also extends to the holder during field goal attempts and PATs. *The penalty for this foul is 15 yards, and an automatic 1st down.*

Running into the Kicker; This defensive foul occurs when an unblocked defender UNINTENTIONALLY touches the punter AFTER the ball has been kicked. If the foul is ruled intentional (that is, if the defender failed to pivot to avoid the punter after the kick), use instead the *roughing the kicker* penalty above. *The penalty for this foul is 5 yards.*

Unfair Act; This foul occurs when a coach is found to be violating EFHL rules, or misinterpreting them in such a manner as to give himself/herself an unfair advantage (in plainer English, when he/she is found to be *cheating*). Examples include (but are not limited to) placing figures in a different location after pivots, altering a score sheet during breaks in action when no one is looking, damaging or tampering with an opponent's equipment, and purposefully misinterpreting rules in one's own favor (which should not be confused with failing to understand rules – however, once informed of his/her misinterpretation of the rule(s), if the coach stubbornly persists, this penalty would apply). *The penalty for this foul is 15 yards; if committed by the defense, it also results in an automatic 1st down.* Further unfair act penalties could result in the disqualification of the coach, resulting in a forfeit (the other team automatically wins). **It is the author's hope and wish that this penalty never need be enforced, but it is included if needed.**

Unsportsmanlike Conduct; This foul occurs when a coach exhibits behavior deemed to be intentionally hostile and/or non-sporting in nature (if physical contact or violent threats are involved, it becomes a *personal foul* penalty instead). Unsportsmanlike conduct includes (but is not limited to) the verbal abuse of coaches, officials, or spectators, taunting opponents, and excessive celebration. *The penalty for this foul is 15 yards; if committed by the defense, automatic 1st down.* If the foul is ruled to be flagrant, the coach may be ejected from the game, resulting in a forfeit (the other team wins). Please note; in the EFHL, unsportsmanlike conduct should ONLY be labeled as such if other participants are made to feel duly uncomfortable by a coach's behavior. In real gridiron football, players trash-talk each other on every single down of every single drive, and it is only when things get out of hand that officials intervene. If ALL coaches and participants in attendance are comfortable with strong language, taunting, and excessive celebration, and if everyone is having a good time, there is no due cause to penalize such behavior. However, it is incumbent upon EVERY participant to remember that it's just a game, that the goal is to have fun, and that no participant should ever be made to feel uncomfortable or threatened by the behavior of another. **It is the author's hope and wish that this penalty never need be enforced, but it is included if needed.**

EFHL 3rd Edition Core Rules: Special Teams Tables Reference Sheet

Kickoffs

Roll	Distance of Kick
2	less than 10 yards (receiving team gains possession 5 yards from spot of the kick)
3	45 yards
4	50 yards
5	55 yards
6	60 yards
7-9	65 yards
10	70 yards
11	75 yards
12	Shank (out of bounds, receiving team gains possession 25 yards from spot of the kick)

Onside Kicks

Roll	Outcome of the Kick
2	Ball does not travel 10 yards, receiving team gains possession at the restraining line
3	Ball placed on the left numerals 5 yards beyond the restraining line
4	Ball placed between the left numerals and the left hash mark of the restraining line
5	Ball placed on the left hash mark 5 yards beyond the restraining line
6	Ball placed on the left hash mark of the restraining line
7	Ball placed between the left hash mark and midfield 5 yards beyond the restraining line
8	Ball placed between the right hash mark and midfield 5 yards beyond the restraining line
9	Ball placed on the right hash mark of the restraining line
10	Ball placed on the right hash mark 5 yards beyond the restraining line
11	Ball placed between the right numerals and the right hash mark of the restraining line
12	Ball placed on the right numerals 5 yards beyond the restraining line

Punts

Roll	Distance of the Punt (measured from the line of scrimmage, unless otherwise noted)
2	10 yards from the spot of the kick (live ball, placed anywhere between numerals, may be recovered by either team)
3	25 yards
4	30 yards
5	35 yards
6	40 yards
7-9	45 yards
10	50 yards
11	55 yards
12	Shank (out of bounds, receiving team gains possession 20 yards from spot of the kick)

Field Goal/Extra Point Attempts

Distance Required	Must Roll
up to 19 yards	3 or higher
20 to 24 yards	4 or higher
25 to 29 yards	5 or higher
30 to 34 yards	6 or higher
35 to 39 yards	7 or higher
40 to 44 yards	8 or higher
45 to 49 yards	9 or higher
50 to 54 yards	10 or higher
55 to 59 yards	11 or higher
60+ yards	12

EFHL 3rd Edition Core Rules: Score Sheet Template

The printout on the following page represents a single quarter of EFHL play using Core Rules. At the top of the page are fields to enter the teams' names, the number of time-outs they have remaining per half, the number of coach's challenges available to each team (C/C), the coaches' names, and the running score tally. Place a check mark or **X** in the proper box next to *Quarter* beneath the score tally. Below this you will find fields to enter the results of every play. The fields are defined as follows;

Play #; In the EFHL, there are 15 scrimmage plays per quarter. Kickoffs, punts, field goal attempts and conversion tries (as well as plays whistled dead prior to the snap) do not count as one of the 15 plays – simply place an **X** beneath *Play #* for such plays; otherwise, write the proper number in the field.

Possess; Use this field to identify the team who has possession of the ball on the play.

Down; This is the down number (1st, 2nd, 3rd, 4th) at the BEGINNING of the play, prior to the Snap.

Yard Line; This is the yard line upon which the ball is spotted at the BEGINNING of the play, prior to the Snap.

Run; Use this field to record the number of yards gained if the play was a run play (if it was negative yardage, use a minus sign (-). If there was no run play, leave this field blank.

Pitch; Use this field to record the number of yards gained on a Pitch-out/Lateral play (if it was negative yardage, use a minus sign (-). If there was no Pitch-out/Lateral play, leave this field blank.

Pass; Use this field to record the number of yards gained if the play was a pass play (if it was negative yardage, use a minus sign (-). If there was no pass play, leave this field blank.

Kick; Use this field to record the number of yards a ball was kicked on a kickoff or field goal attempt/extra point attempt. If there was no kick on the play, leave this field blank.

Punt; Use this field to record the number of yards a ball was punted on a punt play. If there was no punt on the play, leave this field blank.

Return; Use this field to record the number of yards a ball was returned on a kickoff or punt play (including negative yardage). If there was no kick or punt to return, leave this field blank.

Penalty; Use this field to record the number of yards gained or lost due to a penalty on the play (use a plus sign (+) if the penalty was against the defense, or a negative sign (-) if the penalty was against the offense. If there was no penalty on the play, leave this field blank.

Turn O; Use this field to indicate if a turnover occurred on the play. Place the number of yards gained by the opposing team in this field, even if 0. If there was no turnover on the play, leave this field blank.

Points; Use this field to record the number of points scored on the play. If no points were scored on the play, leave this field blank.

Part 2:

EFHL

Supplemental Rules

EFHL Bonus Stoppages

In EFHL Core Rules, coaches are permitted a finite number of opportunities to turn off the power switch and pivot unblocked players in order to fine tune their strategies and attempt to gain (or prevent) additional yardage. For example, on a typical scrimmage play, there are up to five stoppages (the Snap, the optional Read, the optional Scramble, the ball carrier's juke move (if applicable), and the defense's opportunity to react to the ball carrier's juke move). With only a few restrictions, unblocked players on both teams may pivot during stoppages per Core Rules. This allows a dynamic system of actions and reactions during game play that simulates split-second decisions made by professional football players.

In an effort to create a deeper level of immersion and realism in electric football, EFHL Supplemental Rules introduce *Bonus Offensive Stoppages* and *Bonus Defensive Stoppages*, which allow additional opportunities for teams to execute (or prevent) big plays, and also to create more elaborate on-field maneuvers (such as trick plays) that sometimes “break” EFHL Core Rules - but NOT the rules of professional football. A Bonus Stoppage may only be spent by a coach if he/she currently has control of the power switch, and only if his/her team has any Bonus Stoppages available/remaining to spend in the game.

Generally, when spending a Bonus Stoppage, ONLY unblocked players on the team of the coach in possession of the power switch may pivot. This differs from conventional EFHL stoppages, in which all unblocked players on both teams are usually allowed to pivot, unless otherwise specified. This can put the opposition's players at a huge disadvantage, since they are unable to react until the next opportunity for unblocked pivots. Any number of Bonus Stoppages can be used on a single play by both the offense and defense. However, because teams possess a limited number of Bonus Stoppages per game, these should be used prudently and judiciously. It is far wiser to spend a single Bonus Stoppage at a critical moment in a game than it is to spend them all at once in an effort to string together an unnecessarily elaborate trick play during a non-crucial drive. Some coaches may even elect to reserve the use of Bonus Stoppages for emergency situations only. For example, on the final play of a game, a coach whose team is down by 6 or less points might use ALL of his/her remaining Bonus Offensive Stoppages to attempt a string of desperate lateral passes behind the line of scrimmage in order to keep the play alive (a maneuver which HAS resulted in snatching victory from the jaws of defeat in the past – see Cal vs. Stanford, 1982). Please note; Bonus Stoppages may NOT be used during fumble/live ball recoveries.

A team's total number of available Bonus Offensive/Defensive stoppages varies from game to game, and depends upon a wide range of variables, including weather conditions (if applicable), the team's Offensive/Defensive ratings compared to those of their opponents, and much more. However, every team is awarded a baseline of FIVE Bonus Offensive Stoppages and FIVE Bonus Defensive Stoppages per game, which is granted for simply showing up to play (or, more specifically, for being a highly competitive team of professional football players). This number may be increased or decreased depending upon varying conditions, all of which are outlined in the following chapters.

Bonus Stoppages apply ONLY to the game at hand; unspent Bonus Stoppages may NOT be banked for use in future games. Instead, the number of Bonus Offensive/Defensive Stoppages a team receives is recalculated prior to every game, using the guidelines introduced throughout these supplemental rules.

Bonus Offensive Stoppages

When spending a Bonus Offensive Stoppage, the offensive coach simply turns off the power switch and declares his/her intent. All unblocked players on the offense ONLY may pivot, and play resumes. A Bonus Offensive Stoppage may only be spent under the following conditions; 1). The offensive coach has control of the power switch, 2). The ball is still located behind the line of scrimmage, 3). The offensive coach's team has a Bonus Offensive Stoppage to spend. Bonus Offensive Stoppages have special rules on special teams (see the following page). Bonus Offensive Stoppages may NOT be spent by either team if the ball is fumbled or intercepted, and cannot be spent again until the next play.

Under normal circumstances in EFHL Core Rules, once the ball has been handed off, pitched/lateraled, or passed by a quarterback to an eligible receiver, the play has commenced and the ball carrier must hold on to the ball for the remainder of the play. However, if the offensive coach elects to spend a Bonus Offensive Stoppage, an offensive player other than the quarterback may himself hand-off/pitch/lateral/pass the ball to another eligible receiver, using all of the same guidelines and restrictions as outlined in EFHL Scrimmage Plays, with the following exceptions;

ALL pass attempts requiring passing sticks are treated as if the passer were under defensive pressure, regardless of whether a defender is actually within two vertical base length distance from the passer (this reflects the simple fact that running backs, wide receivers, and tight ends are not as skilled or accurate at passing the ball as a quarterback). Alternatively, if using the optional passing method included in these supplemental rules instead of passing sticks, all passes attempted by a player other than a quarterback receive a +1 penalty to the target number required to complete the pass (this is cumulative with other modifiers). See *EFHL Alternative Passing Method* for more information.

Additionally, ALL 2d6 dice roll checks for Hand-offs, Pitch-outs/Laterals, and shovel passes are more susceptible to failure when attempted by non-quarterbacks during Bonus Offensive Stoppages. To reflect this, a roll of 2 (double ones) OR 3 results in a fumbled ball (except shovel passes, which results instead in an incomplete pass). This is cumulative with other conditions that may increase the chances of 2d6 dice roll failures; if two such conditions apply, failure occurs on a roll of 2, 3, or 4, and so on.

Regardless of the passing method used, if the primary or secondary assignment of an eligible receiver attempting the Hand-off/Pitch-out/Lateral/shovel pass/forward pass on a Bonus Offensive Stoppage is identified on the *EFHL Team Roster Chart* (see p. 129) as a quarterback, the above ball transfer penalties do NOT apply (for example, a team's #3 wide receiver is typically also a 3rd or 4th string quarterback, and so would not be subject to the above restrictions).

Bonus Offensive Stoppages may be used to fake hand-offs or create *trick plays* in order to deceive the defense (see *EFHL Offensive Strategies* for more information). Conversely, they may also be used to simply pivot unblocked offensive players in order to perform a key block and prevent a sack or tackle behind the line of scrimmage, or to realign a ball carrier's trajectory prior to attempting to penetrate a gap in the line of scrimmage, or to allow a wide receiver or eligible tight end to “get open” by pivoting, thereby breaking free from defensive coverage (remember, NO defensive players may pivot during a Bonus Offensive Stoppage). Once a Bonus Offensive Stoppage is spent, execution of the play must then commence (unless an *additional* Bonus Offensive Stoppage is spent to further extend the play).

Bonus Defensive Stoppages

When spending a Bonus Defensive Stoppage, the defensive coach simply turns off the power switch and declares his/her intent. All unblocked players on the defense ONLY may pivot, and play resumes. A Bonus Defensive Stoppage may only be spent under the following conditions; 1). The defensive coach has control of the power switch, 2). The ball has advanced across the line of scrimmage, 3). the defensive coach's team has a Bonus Defensive Stoppage to spend. Bonus Defensive Stoppages have special rules on special teams (see below). Bonus Defensive Stoppages may NOT be spent by either team if the ball is fumbled or intercepted, and cannot be spent again until the next play.

Bonus Defensive Stoppages are reactionary in nature, and are usually spent to prevent or mitigate big offensive plays. For example, if a running back threads through a gap in the line and gains an open field, but then remains untackled after the defense's standard stoppage following the ball carrier's juke move stoppage (see *EFHL Scrimmage Plays*), the defensive coach may elect to spend a Bonus Defensive Stoppage in order to pivot unblocked defenders and take another crack at making the tackle. Bonus Defensive Stoppages are often spent in response to the offense's use of Bonus Offensive Stoppages, allowing defensive players who were “deceived” by fake Hand-offs or misdirection to recover and react (remember, when a team uses a Bonus Stoppage, only that team's unblocked players may pivot; unblocked players on the opposing team may NOT pivot).

Bonus Stoppages on Special Teams

Bonus Stoppages may be spent during special teams plays, using the following guidelines. Remember, Bonus Stoppages may ONLY be spent by a team if they control the power switch. As with scrimmage plays, Bonus Stoppages may NOT be spent by either team in the event of a fumble or interception during special teams plays.

Kickoffs; The kicking team may ONLY spend Bonus Defensive Stoppages if a returner crosses the return team's own 20 yard line. Meanwhile, the return team may ONLY spend Bonus Offensive Stoppages prior to the returner crossing their own 20 yard line.

Punts; The punting team may spend Bonus Offensive Stoppages during the Rush in order to protect the punter and avoid a blocked punt, or Bonus Defensive Stoppages if a returner crosses the line of scrimmage. Meanwhile, the return team may ONLY spend Bonus Offensive Stoppages prior to the returner crossing the line of scrimmage.

Field goal attempts and extra point attempts; the kicking team may spend Bonus Offensive Stoppages during the Rush in order to protect the kicker and avoid a blocked kick. Meanwhile, the defense may NOT spend Bonus Stoppages of any kind, since they never gain control of the power switch (exception; if a field goal attempt of 45+ yards is short, and a player on the defense is in the end zone and eligible to attempt a return, the defense MAY spend Bonus Offensive Stoppages prior to crossing the line of scrimmage).

Two-point conversion attempts; the offense may spend Bonus Offensive Stoppages as with any scrimmage play. Meanwhile, the defense may NOT spend Bonus Defensive Stoppages, since the defense never gains control of the power switch.

Home Field Advantage

When football teams play games inside their home stadiums, they gain a significant psychological advantage over visiting teams. This has been attributed to a wide range of reasons, including the crowd noise generated by supporting fans (who almost always outnumber the fans of visiting teams), familiarity with the stadium's facilities (as well as the field turf upon which the game is played), the elevation and/or climate of the stadium, or even bias against visiting teams by referees and officials. Whatever the reason(s), statistics have shown that around 55 to 60% of all professional football games are won by the home team. In the EFHL, *Home Field Advantage* is represented by special perks rewarded to home teams, as follows.

Home Team Bonus Stoppages; A team ALWAYS receives one additional Bonus Offensive Stoppage and one additional Bonus Defensive Stoppage per game when playing at home. These Bonus Stoppages are in addition to any other Bonus Stoppages that may be awarded, and may NOT be negated by adverse weather conditions (this means the home team will ALWAYS receive at least one Bonus Offensive Stoppage and one Bonus Defensive Stoppage per game, regardless of any negative modifiers they might otherwise receive).

Crowd Noise; A home team's fans can be a valuable asset when they're "fired up." Once per quarter, while playing on defense, the home team's coach may invoke Crowd Noise before a play in an attempt to cause an offensive player to jump early, drawing a false start penalty. Prior to the Snap, the offensive coach must roll 1d6; on a roll of 2 through 6, there is no foul, and the play proceeds as normal. However, on a roll of 1, the offense commits a false start penalty – 5 yards, *replay down* (see *EFHL Penalty Checks* for guidelines on how to assign the penalty to a specific player). Additionally, when crowd noise is invoked, the offense may NOT perform audibles (pivots or motions after the Setup and prior to the Snap) on that play - the noise at field level is too loud, and the offense cannot hear their quarterback's audibles. Once Crowd Noise has been invoked by the home team in a given quarter, it may not be invoked again until the following quarter. Crowd Noise may also be invoked once per each Overtime period.

Hard Counts; Although a stadium crowd can assist the home team with increased noise levels while playing on defense, they may do so as well with *less* noise when the home team has possession of the ball. Once per quarter, while playing on offense, a home team's quarterback may attempt a hard count to draw a defensive player offside (the quarterback changes up the manner in which he signals for the center to snap the ball, purposefully trying to trick defensive players). Prior to the snap, the defensive coach rolls 1d6; on a roll of 2 through 6, there is no foul, and the play proceeds as normal. However, on a roll of 1, the defense commits an offside penalty – 5 yards (see *EFHL Penalty Checks* for guidelines on how to assign the penalty to a specific player). Once a hard count has been attempted by the home team in a given quarter, it may not be attempted again until the following quarter. Hard Counts may also be attempted once per each Overtime period.

Neutral Ground; If a game is played inside a neutral stadium (one that is not the home stadium of either team), there is no home field advantage (although teams will still be designated *home* and *away* in regard to the color of jerseys they wear), which means NEITHER team receives any of the benefits listed above. In professional football, this usually only applies to exhibition games, games played in other countries, or championship games.

EFHL Team Creation - Introduction

In standard electric football, plastic figurines attached to pronged bases are used to represent football players on the game board. These figurines are set up in various formations by their coaches in order to simulate the execution of plays as the vibrating electric motor moves them up and down the field. They can range in visual quality from unpainted stock figurines that come with electric football games to highly detailed works of art that have been painted and accessorized with decals, face masks, chin straps, and more by talented enthusiasts. Particularly imaginative coaches might give each of their figurines a name and a back story based upon real professional football players from the past or present, or perhaps even fictional players. But at the end of the day, they're still little more than plastic figurines on a vibrating game board.

However, EFHL Supplemental Rules introduce guidelines that can transform your players from tiny, mindless statuettes into **Electric Football Heroes**, whose talent, health and game day performance can make an impact on your team's successes and failures on the electric gridiron.

Before adopting these guidelines, coaches should first take stock of your own equipment and consider the following questions. Do you have more than 11 players on your squad(s) to fill your team roster(s)? Does each of your players have his own unique base? Do you have multiple (at least 2) teams? Do they all play against each other in your own solitaire or head-to-head league? Are your figures' jersey numbers compliant with those of professional football? (see page 9 in *Required Materials* for a complete overview of the *current* professional numbering system) Do you plan to play an entire season of electric football with your team(s)? If you answered *yes* to ANY of these questions, you will find team creation to be worthwhile, even if you are unable to take full advantage of all its features.

Team creation is a multi-step process comprised of several different game mechanics, allowing coaches to develop squads of living, breathing electric football players. Please note; there is a large amount of dice rolling and bookkeeping involved in team creation, which may not appeal to all coaches. As with all supplemental EFHL rules, team creation is purely optional - but highly recommended. All the record sheets and charts required for team creation may be found in the *Appendix*; coaches may print these out and photocopy them as often as needed. You will also need pencils (and erasers) along with some scrap paper, as well as several six-sided dice (up to 7d6, depending upon the dice-rolling method used to generate team stats – see *EFHL Team Stats* for more information).

Team creation consists of the following six elements; 1). Rolling *Team Stats* using one of several different dice-rolling methods, 2). Choosing the team's *Offensive Philosophy* and *Defensive Philosophy*, each of which modifies Team Stats, allowing coaches to tailor his/her team's strengths and weaknesses, 3). Calculating a Team's *Offensive Rating* and *Defensive Rating*, both of which are used primarily to determine the number of Bonus Offensive Stoppages and Bonus Defensive Stoppages a team receives per game, 4). Listing the names, jersey numbers, and base numbers of all your team's players on the *EFHL Player Roster Chart*, 5). Determining players' *Primary and Secondary Assignments* on the team roster, which is vital when making substitutions for special teams plays (and also in the event of injuries), 6). Rolling initial *Player Rating Points* for each player, thereby determining your team's *Depth* (starters, backups, and auxiliary players). Each of these new concepts will be fully explained in the following chapters.

EFHL Team Stats

The first step in EFHL Team Creation is to generate your squad's 6 *Team Stats*. These are numerical values ranging from 3 to 18, representing your team's ability levels on both sides of the ball (offense and defense), as observed by coaches, coordinators, statisticians, sports analysts and commentators during the off-season, leading up to preseason and/or regular season play. Team Stats do NOT necessarily reflect a team's performance level on the electric football field, but rather their strengths and weaknesses ON PAPER, and it is incumbent upon teams and their coaches to either defy or live up to such expectations. A Team Stat may NEVER be higher than 18, nor lower than 3 (9 is the average).

Each Team Stat score reflects the overall ability of ALL players on a squad representing that stat. For example, a Team's Linebacker (LB) score encompasses the performance level of all the linebackers on the team, not just the starters. Thus, a team with a low LB score may have 1 or 2 outstanding linebackers with high individual *Player Rating* (PR) scores, but the remaining pool of backup linebackers might have low PR scores. Conversely, if the majority of the linebackers on the team have high PR scores but a low LB score, this may reflect some internal conflict; perhaps they don't get along with each other, or perhaps they were collegiate stand-outs who are now struggling in the professional arena. Or perhaps they're selfish divas. Coaches are encouraged to identify such disparities, and to come up with imaginative explanations for them, thereby providing your teams with an additional layer of personality and drama (which in turn gives sports media something to talk about!).

Team Stats are used to determine a squad's *Offensive Rating and Defensive Rating*, each of which in turn is used to calculate the number of additional Bonus Offensive/Defensive Stoppages awarded to your team for any given game (if any). Team Stats are also used for *Ability Checks* to determine success or failure on 1d20 dice rolls. Ability Checks are called upon to resolve game play scenarios on the electric gridiron that are “too close to call” without instant replay (a few examples include whether a ball carrier was tackled before getting a 1st down, or whether a receiver managed to stay inbounds while catching a pass in the back corner of the end zone, or whether a defender managed to intercept a pass when he and the intended receiver touched the ball marker at the exact same moment); Such Ability Checks are useful for making sound, impartial calls, since success or failure is influenced by the Team Stat scores of the players themselves (see *EFHL Ability Checks* for more information).

A team's stat scores may be modified throughout the season by the health of its players. A team plagued by injuries is at a disadvantage to healthy teams, and as a result, on-field injuries can lower a squad's individual Team Stats, which can only be restored if/when injured players heal up and are cleared by doctors and coaches to play again. For more information, refer to *EFHL Hit Points and Injuries*.

Team Stats are divided into two groups; *Offensive Team Stats* and *Defensive Team Stats*, each of which are categorized and described below.

Offensive Team Stats

Offensive Line (OL); This stat represents the skills and talents of a team's pool of guards and tackles who play on the offensive line. Tight ends also use this stat if they're playing as linemen (but NOT if they're playing as eligible receivers). On the electric gridiron, this stat is typically used as a Target Number for Ability Checks due to unclear results such as if a lineman committed a holding penalty.

Running Backs (RB); This stat represents the skills and talents of a team's pool of running backs (fullbacks and halfbacks). On the electric gridiron, this stat is used as a Target Number for Ability Checks due to unclear results such as if a running back has actually broken a near-tackle, or achieved a 1st down, or advanced the ball to/across the goal line to score a touchdown, or remained inbounds while running down the sideline (these are just a few examples).

Wide Receivers (WR); This stat represents the skills and talents of a team's pool of wide receivers (including slot receivers). Tight ends also use this stat if playing as eligible receivers (but NOT if they're playing as linemen). On the electric gridiron, this stat is used as a Target Number for Ability Checks due to unclear results such as if a wide receiver actually maintains possession on a glancing pass completion, or manages to catch a pass when he and a defender touched the ball marker at the same time, or whether he managed to stay inbounds while catching a pass, or whether he has managed to break a near-tackle (these are just a few examples).

Defensive Team Stats

Defensive Line (DL); This stat represents the skills and talents of a team's pool of defensive tackles and defensive ends. On the electric gridiron, this stat is typically used as a Target Number for Ability Checks due to unclear results such as if a lineman actually tackled the quarterback or ball carrier.

Linebackers (LB); This stat represents the skills and talents of a team's pool of linebackers. On the electric gridiron, this stat is used as a Target Number for Ability Checks due to unclear results such as if a linebacker actually made a tackle, or intercepted a pass when he and an eligible receiver touched the ball marker at the same time, or sacked the quarterback (these are just a few examples).

Defensive Backs (DB); This stat represents the skills and talents of a team's pool of cornerbacks and safeties (this also includes nickelbacks and dimebacks). On the electric gridiron, this stat is used as a Target Number for Ability Checks due to unclear results such as if a defensive back actually intercepted a pass when he and an eligible receiver touched the ball marker at the same time, or whether contact while running downfield is egregious enough to draw a defensive holding/pass interference penalty, or whether he manages to break up a pass (these are just a few examples).

Team Stats; Special Teams and Quarterbacks

Some players' roles on a team (particularly special teams) do not fall under any of the above Team Stat descriptions. In situations when Ability Checks are invoked to determine unclear results on the field, if a player's primary assignment *at the moment of the play* is not represented by any of the above Team Stats, use instead the Team Stat tied to his secondary assignment as a Target Number. If the player has no secondary assignment, or if his secondary assignment is equally inapplicable, assign the Ability Check a default Target Number of 10 (modified by any conditions that would modify a normal Ability Check). See *EFHL Ability Checks* for details.

Finally, quarterbacks' successes and failures on the electric gridiron are not tied to Team Stats, but rather to the skill, awareness and mobility of the quarterbacks themselves (or more specifically, the electric football coaches controlling them). As a result, quarterbacks do not normally roll Ability Checks for “too close to call” scenarios, although if ever called upon to do so, they too should use a Target Number of 10 (subject to all applicable modifiers). See *EFHL Ability Checks* for details.

Randomly Generating Team Stats

In order to generate EFHL Team Stats, prior to the beginning of each season of league play, a team's coach must use one of several pre-determined dice-rolling methods to randomly generate values ranging from 3 to 18 for each stat, and record the results on the *EFHL Team Record Sheet* (found on page 128). Some of these dice-rolling methods have the potential to generate higher values, which translates into better teams “on paper.” ALL teams in a league should use the same dice-rolling method to generate Team Stats. This helps to ensure a level playing field, although there could still be disparities among Team Stat scores across the league (not every team can be the best team, after all). Team Stats are rerolled every season to reflect the countless variables affecting franchises during the off-season (incoming rookies and free agents, retiring veterans and star players, off-season trades, changes in coaching staff, etc). Each of the different dice-rolling methods is described below.

Method #1; Roll 3d6 six times, and record the totals (in order) for **OL, RB, WR, DL, LB, and DB** on the *EFHL Team Record Sheet*. This is the default method for generating Team Stat scores. With this method, most teams won't have incredibly high scores, and scores below 9 are rather common.

Method #2; Roll 3d6 twice, and choose the higher value of the two rolls. Repeat this for all 6 Team Stat scores, and record the totals (in order) on the *EFHL Team Record Sheet*. With this method, there is less chance of rolling very low scores (although it is still possible).

Method #3; Roll 3d6 six times, assigning the scores to each Team Stat as desired, and record the totals on the *EFHL Team Record Sheet*. This method gives coaches more control over tailoring their teams' strengths and weaknesses (although they are still at the mercy of random dice rolls).

Method #4; Roll 3d6 twelve times, and write down the results on scrap paper. Assign each of the six HIGHEST scores to each Team Stat as desired, and record the totals on the *EFHL Team Record Sheet*. This method increases the chances of having higher-than-average stat scores.

Method #5; Roll 4d6 six times, ignoring the lowest dice value on each roll (for example, if a 4, a 2, a 1, and a 6 is rolled, ignore the 1, and add together the 4, 2, and 6 for a total of 12). Assign the scores to each Team Stat as desired, and record the totals on the *EFHL Team Record Sheet*. This method provides a greater chance of creating a highly talented and competitive team.

Method #6; With this method, all Team Stat scores automatically begin with a base value of 8. Roll 7d6, and assign the scores to the six Team Stats as desired, using the following guidelines; 1). Dice may not be split up between Stat scores (for example, if one of the numbers rolled is 5, all 5 points must be assigned to a single stat – they cannot be divided up between different Stat scores). 2). More than one dice result may be added to a single stat, so long as the total does not exceed 18 (for example, a 6 and a 4 may be added to a single stat; $8 \text{ (the base value)} + 6 + 4 = 18$). Once determined, record each of your Team Stat scores on the *EFHL Team Record Sheet*. This method ensures that no Team Stat score is lower than 8, and it also gives coaches a high degree of control over tailoring their teams' strengths and weaknesses, all while providing a much greater chance of creating a highly talented and competitive team.

After your squad's Team Stat Scores have been assigned, proceed to *EFHL Offensive and Defensive Philosophies* in order to further customize your Team Stats (see the following page).

EFHL Offensive and Defensive Philosophies

In professional gridiron football, teams often have a noted reputation for developing a specific style of play to compliment their strengths (and also to compensate for their weaknesses). For example, in the 1970s, the Pittsburgh Steelers were famous for their strong defensive line, which was dubbed “*The Steel Curtain*” by sports media, due to the staggeringly low number of points scored against them (which was a MAJOR factor in the Steelers' four championships during the mid-to-late 70s). Ever since that time, “*Steel Curtain*” has continued to be used by sports media to describe the Steelers' defense (regardless of the number of points they have allowed from year to year).

In another example, throughout the 2000s, the Indianapolis Colts relied heavily upon a no-huddle offense that featured an elaborate system of audibles performed by quarterback Peyton Manning prior to the snap. This system devastated many teams' defensive ability to anticipate and/or adjust, and it has been credited for the Colts' success throughout that decade (including a championship). When Manning was signed by the Denver Broncos in 2012, he brought his pre-snap improvisational skills with him, which ultimately contributed to their own championship in 2016. Since that time, elaborate audible packages have evolved into what sports writers now refer to as *The Omaha Offense*, effectively becoming a new football *philosophy*.

Once Team Stats have been determined and recorded on the *EFHL Team Record Sheet*, coaches have the option of adopting one *Offensive Philosophy* and one *Defensive Philosophy* for their team. In the EFHL, philosophies are defined as particular offensive/defensive styles of play that teams often exhibit (at least often enough to be recognized by talking heads throughout sports media, and frequently used to define a team's typical strategies by other teams' coaches in the film room). In electric football terms, adopting a philosophy slightly modifies Team Stat scores, allowing coaches to increase one or more stats by +1 or +2, while subsequently decreasing one or more stats by -1 or -2. Please note; adopting a philosophy does NOT require a team to play electric football in such a manner 100% of the time, or even at all (consider the thousands of football games played throughout the years in which a team noted for its passing skills has achieved victory on the ground, and vice versa).

As with Team Stats themselves, a squad's Offensive and Defensive Philosophies are selected prior to the beginning of every season, and may change from year to year at the discretion of the team's coach (this could be the result of a change in coaching personnel, or perhaps off-season adjustments in an effort to be more competitive in the upcoming season). Adopting specific philosophies can be used strategically to boost a team's Offensive/Defensive ratings by raising certain stat scores to a higher modifier tier, while potentially *lowering* other stat scores to a lower modifier tier (this requires careful thought and consideration). See *EFHL Offensive and Defensive Ratings* for more information.

Each of the available Offensive and Defensive Philosophies are listed on the following page. Please note; these do NOT represent all known philosophies in gridiron football (such as the two examples described above). After choosing, coaches should increase or decrease the appropriate stat scores as directed by the philosophy's stat modifiers, and record the changes on the *EFHL Team Record Sheet*. A stat score may NOT be modified to a value higher than 18 or lower than 3 (if a philosophy's stat modifiers would raise a stat score higher than 18 or lower than 3, that philosophy may not be adopted by the team). Coaches may only adopt ONE offensive philosophy and ONE defensive philosophy per season. These philosophies can NOT be changed until the following preseason.

Offensive Philosophies

Pro-Style Offense; This is the most common offensive philosophy in modern professional football, equally balanced between the pass and the run. It is the “default” offensive philosophy if coaches decline to adopt one (**No Modifiers**).

Option Offense; This offensive philosophy places a higher emphasis on running than passing, and relies upon a mobile quarterback (**+2 RB, -1 WR, -1 OL**).

Run and Shoot Offense; This offensive philosophy places a much greater emphasis on passing than running (**+2 WR, -2 RB**).

Smashmouth Offense; This offensive philosophy places a much greater emphasis on running than passing (**+2 RB, -2 WR**).

West Coast Offense; This offensive philosophy places a higher emphasis on passing than running, and relies upon a mobile quarterback (**+2 WR, -1 OL, -1 RB**).

Defensive Philosophies

Tampa 2 Defense; This is the most common defensive philosophy in modern professional football, equally effective against pass or run plays. This is the “default” defensive philosophy if coaches decline to adopt one (**No Modifiers**).

Eagle Defense; This defensive philosophy is very effective against deep passes, but susceptible to short passes and the run game (**+2 DB, -1 DL, -1 LB**).

Zone Defense; This defensive philosophy is effective against pass plays, but quite susceptible to run plays (**+1 LB, +1 DB, -2 DL**).

46 Defense; This defensive philosophy is very effective against run plays, but quite susceptible to pass plays (**+2 DL, -2 DB**).

Two-Level Defense; This defensive philosophy is effective against the run and short passes, but quite susceptible to deep passes (**+1 DL, +1 LB, -2 DB**).

After coaches have chosen their teams' Offensive Philosophy and Defensive Philosophy, and have modified their Team Stat scores accordingly on the *EFHL Team Record Sheet*, they must now calculate their Offensive and Defensive Ratings (OR/DR). For more information, see *EFHL Offensive and Defensive Ratings* on the following page.

EFHL Offensive and Defensive Ratings

Once a franchise's Team Stats have been generated (and modified by Offensive/Defensive Philosophies), the next step in EFHL Team Creation is to calculate the team's *Offensive Rating* and *Defensive Rating*. Offensive Ratings and Defensive Ratings are used primarily to determine the number of additional Bonus Offensive/Defensive Stoppages teams receive for individual games. Each of these ratings is calculated by combining the modifier values derived from Team Stat scores (as outlined below). Like Team Stats, a squad's Offensive and Defensive Ratings are NOT indicative of a coach's success or failure on the electric football field, but rather the summation of a team's strengths and shortcomings “on paper,” as observed by statisticians, the sports media, and other teams in the league.

In order to calculate a team's Offensive and Defensive Ratings, refer to the chart below, and assign each of the six Team Stats a modifier based upon its numerical value. Add together the modifier values for OL/RB/WR to determine your team's Offensive Rating (OR). Then add together the modifier values for DL/LB/DB to determine your team's Defensive Rating (DR). Then record both results in the designated fields on the *EFHL Team Record Sheet*. As with Team Stat Scores, Offensive/Defensive Ratings may never be higher than 18, nor may they ever be lower than 3.

Stat Score	Modifier
3	+0
4-5	+1
6-8	+2
9-12	+3
13-15	+4
16-17	+5
18	+6

Prior to the beginning of every EFHL game, compare your team's Offensive Rating with the opposing team's Defensive Rating. If your OR is higher than the opponent's DR, your team is awarded a number of additional Bonus Offensive Stoppages equal to the difference in ratings (for example, if your OR is 12, but your opponent's DR is 9, your team receives 3 additional Bonus Offensive Stoppages for THAT GAME). These Bonus Offensive Stoppages are in addition to the five awarded to every team, and are cumulative with any others your team may be awarded. However, if your team's OR is equal to or less than the opposing team's DR, you receive no additional Bonus Offensive Stoppages (however, you may still qualify for others, as noted above). The opposing team follows the same procedure to determine their additional Bonus Offensive Stoppages (if any) for the game at hand.

Next, compare your team's Defensive Rating with the opposing team's Offensive Rating. If your DR is higher than the opponent's OR, your team is awarded a number of additional Bonus Defensive Stoppages equal to the difference in ratings (for example, if your DR is 14, but your opponent's OR is 12, your team receives 2 additional Bonus Defensive Stoppages for THAT GAME). These Bonus Defensive Stoppages are in addition to the five awarded to every team, and are cumulative with any others your team may be awarded. However, if your team's DR is equal to or less than the opposing team's OR, you receive no additional Bonus Defensive Stoppages (however, you may still qualify for others, as noted above). The opposing team follows the same procedure to determine their additional Bonus Defensive Stoppages (if any) for the game at hand.

EFHL Team Rosters

After your franchise's Team Stats, Philosophies, and OR/DR have been recorded, it is time to generate and record information about the individual football players on your team. This is accomplished by filling out the *EFHL Team Roster Chart*, which can be found in the *Appendix* on page 129. Along with the Team Record Sheet, the Team Roster Chart will be referred to extensively when using supplemental rules during EFHL game play. Coaches are encouraged to print out as many copies of the chart as needed to provide information on your team's players (depending upon the number of miniature football figurines on your squad). Remember, teams in the EFHL can have as few as 11 players, or as many as 60 (however, teams with a larger pool of players will benefit more from supplemental rules than smaller “Iron-Man” teams). Each column on the *EFHL Team Roster Chart* is described below.

#; This column indicates each player's jersey number designation, which is used by coaches, officials, statisticians, and commentators to identify players on the field. See *Guidelines for Figures, Bases and Rosters* on pages 8 and 9 for details on the jersey numbering system in professional football.

PRI; This column indicates the player's *Primary Position* on the field of play (this is the position in which the player will normally compete).

SEC; This column indicates the player's *Secondary Position* on the field of play. The player is eligible to fulfill this secondary position if/when he is called upon to do so. This might include playing on special teams, or substituting for an injured player. Players may have more than one SEC position.

Base ID#; This column indicates the ID number for the base (see the *EFHL Base Chart*) upon which the player stands (or, in cases when players must share bases, the preferred base for that figure).

Player Name; This column indicates the names of your squad's players. Unless you are emulating real players on current or historical team rosters, coaches are encouraged to be (tastefully) inventive and have fun with naming players.

Depth; This column is used to indicate the numerical placement of each player upon his primary position's *Depth Chart* (represented by ordinal numbers; 1, 2, 3, 4, and so on), as determined by his Player Rating score (see *EFHL Player Rating* for more information). This defines whether a player is considered a *starter* or a *backup* (or a member of the practice squad).

Status; This column is used to indicate whether a player is an active member of the team (A), on Injured Reserve (IR), or a member of the practice squad (P). See *EFHL Hit Points and Injuries* for more information.

HP; This column is used to keep track of your players' *current* number of hit points (HP). When creating teams, ALL players begin the season with 10 HP (this is the maximum amount, representing a completely healthy athlete), but this value can be lowered by injuries. However, hit points may be gradually restored by healing/rehabilitation (see *EFHL Hit Points and Injuries* for more information).

PR; This column is used to keep track of individual Player Rating (PR) scores for each member of your team. See *EFHL Player Rating* for more information.

Guidelines for Assigning Primary/Secondary Assignments to Players

Most professional football teams recruit a pool of around 53 active players (plus a small number of additional players to serve on the team's practice squad), which allows for all positions to have backups in reserve (in case of injuries, ejections or suspensions). However, sometimes players are called upon to play other positions, for various reasons. For example, if a team's tight ends are all injured, a backup running back may be called upon to report into the game as a tight end. Similarly, if a team's entire pool of quarterbacks are unable to play, a backup wide receiver may be called upon to play QB (unless the team's coach opts instead to have a running back take direct snaps in Wildcat Formation). Finally, teams plagued by several injuries may need to activate members of their practice squad to suit up and play until their injured teammates are healthy enough to return.

Here follow suggestions upon how to allocate your pool of players to various primary and secondary positions. Please note, the quantities of players suggested here depend largely upon the size of your team, as well as your own preferred style of play. These guidelines adhere to the tendencies of professional football squads, but the number of players you assign to each position is ultimately YOUR decision (and also a key strategical component of the game). Remember, EFHL teams can have as few as 11 players, or as many as 60 (up to 53 ACTIVE players, with remaining players on reserve as members of the team's practice squad). Players on smaller teams will obviously be required to cover more secondary positions, and perhaps also to play on both offense and defense, as well as special teams (this strategy may be used with larger rosters as well; consider Chicago Bears defensive lineman William “The Refrigerator” Perry, who was frequently called upon to substitute as a fullback for goal line stands). Per professional football rules, ANY player in the EFHL may play at ANY position, so long as he reports in as playing out of position prior to setup (however, there may be penalties to dice rolls for playing out of position; a highly skilled cornerback might not be a highly skilled linebacker).

Offensive Roster

Quarterbacks (QB); Most professional teams have at least 2 quarterbacks on their roster (a starter and a backup). However, in the event that BOTH quarterbacks are incapacitated, the #2 or #3 wide receiver may be called upon to play as a QB (or as stated above, a running back may instead take direct snaps from the center). A quarterback's secondary position is usually that of a Holder for field goal attempts and extra point attempts.

Kicker (K); Most teams employ 2 kickers (a starter and a backup, or in some cases, a place kicker and a kickoff specialist), whose secondary positions are usually that of Punter (or rarely, quarterback). Conversely, if neither kicker is able to play, the Punter may be called upon to pull double duty as a placekicker and/or kickoff specialist.

Punter (P); Most teams typically only have only 1 or 2 punters (starter and backup), who may also serve as kickers if necessary. Punters may also serve as holders on field goal/extra point attempts. If a team's punters are all injured, a kicker is usually called upon to punt.

Wide Receivers (WR); Most teams recruit anywhere from 4 to 6 wide receivers, depending largely upon whether the coach favors passing over running. Backup wide-outs are often called upon to line up as slot receivers (in addition to the 2 starter wide-outs on each end), as well as Gunners, Jammers, or Returners on special teams. If necessary, the #2 wide-out may be called upon to serve as a quarterback.

Running Backs (RB); Most teams recruit anywhere from 4 to 6 running backs, depending largely upon whether the coach favors running over passing. Backup running backs are often called upon to serve as Gunners, Jammers or Returners on special teams, and may even be called upon to serve as tight ends if necessary. In rare cases when a team's quarterbacks are all out of commission, a running back may be called upon to take direct snaps from the center in Wildcat Formation. Running backs may specialize as either halfbacks or fullbacks, although they may serve in either capacity as needed.

Tight Ends (TE); Most teams have no more than 2 or 3 tight ends (1 or 2 starters, depending upon the formation being used), each of whom may also serve as running backs if necessary. They may also serve as offensive guards or tackles, although this is rare, and they must report in as playing out of position since their jersey numbers (40-49 or 80-89) are not usually worn by offensive linemen.

Centers (C); Most teams have no more than 2 centers (a starter and a backup), each of whom may also play as offensive guards or tackles. The backup center is usually called upon to serve as the Long Snapper on special teams. Should both centers be unable to play, an offensive guard or tackle may fill in as a substitute center or long snapper (with a -1 penalty to all Snap Checks; a roll of 2 OR 3 results in a high snap - this penalty is cumulative with all other appropriate modifiers).

Offensive Guards (OG); Most teams recruit 3 to 4 offensive guards (2 starters), all of whom may also serve as offensive tackles if necessary (or in rare cases, defensive tackles or ends).

Offensive Tackles (OT); Most teams recruit 3 to 4 offensive tackles (2 starters), all of whom may also serve as offensive guards if necessary (or in rare cases, defensive tackles or ends).

Defensive Roster

Cornerbacks (CB); Most teams recruit anywhere from 4 to 6 cornerbacks (2 starters), all of whom can also serve as Gunners, Jammers or Returners on special teams. Backup cornerbacks may also be called upon to serve as Nickelbacks and/or Dimebacks in certain defensive packages.

Safeties (S); Most teams employ anywhere from 4 to 6 safeties (2 starters), all of whom can serve as Gunners, Jammers, or (rarely) Returners on special teams. Backup safeties may also be called upon to serve as Nickelbacks and/or Dimebacks in certain defensive packages. Safeties may specialize as either strong safeties or free safeties, although they may serve in either capacity as needed.

Linebackers (L); Most teams have anywhere from 4 to 7 linebackers (up to 3 or 4 (or rarely 5) starters, depending upon the formation being used), all of whom can serve as Upbacks on special teams, as well as defensive tackles and defensive ends, if necessary.

Defensive Ends (DE); Most teams recruit 4 to 5 defensive ends (2 starters), all of whom may also serve as defensive tackles, centers, or long snappers if necessary (or rarely, offensive linemen).

Defensive Tackles (DT); Most teams employ 5 to 7 defensive tackles (up to 4 (or rarely 5) starters, depending on the formation being used), all of whom may also serve as defensive ends, centers, or long snappers if necessary (or rarely, offensive linemen).

EFHL Player Rating

After you have created your EFHL Team Roster and assigned primary/secondary positions, the next step in Team Creation is to generate each of your team members' *Player Rating* (PR) scores. Player Rating is used to create your team's Depth Chart by ranking players at each position. The Depth Chart determines which of your players are *starters* and which are *backups*; the player (or players) with the highest PR rating at each position is considered a starter. Each time a player makes a “big play” on the field (a run for big yardage, an impressive catch in traffic, a key block, tackle or sack, etc.), he receives +1 to his PR score. Conversely, a player's PR score may be lowered by -1 each time he “botches” a play and fails to perform to his team's standards (blown coverage, fumbling the ball, missed blocks or tackles, excessive penalties, etc.). *Big Plays* and *Botched Plays* are explained in detail below. As with all EFHL supplemental rules, Player Rating management is purely optional, but highly recommended for an immersive experience that gives your plastic figurines their own individual personalities.

All players begin every EFHL season with a base PR score of 10. For every player on your team, roll 5 six-sided dice, and add the total to his base score (5d6 + 10). The result is the player's starting PR score, which can range anywhere from 15 to 40, depending upon the dice roll. Each player's PR score should be recorded in the appropriate column on the *EFHL Team Roster Chart*. After PR scores have been determined for all team members, an additional 5 Player Rating points may be added to one player's PR score, as long as that player's PR does NOT exceed 40 points during team creation as a result. For example, if an unlucky 5d6 roll results in a very low PR score for a particular player, these 5 discretionary points could be used to raise that player's PR to a slightly higher total. Alternatively, they could be spent on a player with a PR of 35 in order to provide him with the maximum number of PR points (40) at the beginning of the season. Furthermore, if 2 players each have the highest number of total PR points on your team (see *Franchise Players* below), these could be used to break that tie.

Once the season is underway, there is no limit to the number of PR points a player may earn (or lose). However, as is the case with Team Stats, Player Rating points are “reset” for ALL players at the end of each season, and rerolled at the beginning of the following season, using the above guidelines. This keeps all players on a somewhat equal footing from year to year, giving rookie draftees and free agents an opportunity to compete with veteran teammates for play time. It also simulates the countless variables that can affect a franchise's players during their off-season (such as injuries, trades to/from other teams, the retirement of key players, the acquisition of top round draft picks etc.).

Starters and Backups

As stated above, team members with the highest PR scores playing at each position are considered *starters*, who will usually play throughout a game unless they are shaken up or injured, disqualified due to unsportsmanlike conduct, or *benched* by their coach for any number of reasons (see below). Positions utilizing multiple players on the field during plays (such as offensive and defensive linemen, defensive backs, wide receivers, etc.) require multiple starters. All other players assigned to each position are considered *backups*, who may be sent into the game to relieve the starter(s) for various reasons (including poor performance by the starters, injuries, or to simply allow starters to rest and catch their breath for a play or two). Backups are frequently called upon to play on special teams, as well. A backup's ranking on the Depth Chart determines how much play time he sees from week to week (although this is ultimately up to the team's coach).

During game play, if a starter's PR score drops below that of his backup, the starter is typically benched the following week (becoming the backup himself), and the backup becomes the starter. This can also apply to numbers 3 and 4+ on the Depth Chart. In this manner, there is always a level of “competition” for play time among your miniature football figures, depending upon their PR scores from week to week. Serious injuries also affect a player's PR score; for every game in which a player is declared ineligible due to injury (his status is listed as IR on the *EFHL Team Roster Chart*), his Player Rating is automatically lowered by 1 PR point (see *EFHL Hit Points and Injuries* for more information). Additionally, if for any reason a player is disqualified from a game, he automatically loses 1 PR point.

If two or more teammates playing at the same position each have the highest PR score, they are said to be “battling for the starting position” (a historical example of this was Chicago Bears teammates Brian Piccolo and Gayle Sayers). It is entirely up to the team's coach to determine which of these two teammates will play in the following game, and the subsequent starter may secure the starting position for himself if he gains PR points during that game. On the other hand, he might forfeit his starting position if he loses PR points during the game (although he may gain it back in the weeks to come). Coaches are not necessarily obligated to adhere to these guidelines, although in a team's quest for a championship, it makes sense to play the more productive players, just like in professional football.

Player Rating scores need not be closely monitored during actual game play, but coaches should ALWAYS make a note on the *EFHL 3rd Edition Supplemental Rules Score Sheet* whenever players gain or lose PR points (or are sidelined due to serious injury), so that their PR scores can be adjusted on the Team Roster Chart after the game. There is no limit to the number of PR points a player may earn or lose in a single game. However, a player may only receive or lose 1 PR point per play (please note; multiple players on the field may qualify for (or lose) a PR point on the same play). A healthy player (one who has not been sidelined due to serious injury) with few or no PR points at the end of a season may stand at risk to lose his spot on a team (or at least the coach should seriously consider putting that figure on a different base the following season), and may be relegated to the team's practice squad.

Franchise Players

The player with the highest overall PR score on a team is considered to be the team's Franchise Player. This player is usually (but not always) the most talented, popular and marketable player on the team, although he may also be a selfish and controversial diva whose shenanigans are only tolerated due to his productivity on the field. As long as a franchise player's status is Active (A) on game day, his team gains 2 additional Bonus Stoppages during that game (1 Offensive Stoppage, and 1 Defensive Stoppage, respectively). These additional Bonus Stoppages are cumulative with any other additional Bonus Stoppages awarded to the team. However, if the franchise player is sidelined due to serious injury and cannot participate in a game, the team no longer receives these additional Bonus Stoppages, and if he is sidelined due to serious injury *during* a game, the team must immediately subtract 1 Bonus Offensive Stoppage and 1 Bonus Defensive Stoppage from their total pool of Bonus Stoppages for that game. In the event of a seriously injured franchise player, the player with the next highest PR does NOT automatically become the new franchise player; instead, his total number of PR points must EXCEED the injured franchise player's PR score in order to become the new franchise player (at which point the additional Bonus Offensive/Defensive Stoppages per game are restored, unless the new franchise player is subsequently sidelined due to serious injury). As PR scores fluctuate, teams may have many different franchise players throughout a season. A team's Franchise Player also receives a +2 bonus to ALL his own Ability Checks (if applicable), which is cumulative with other bonuses.

Defining Big Plays

As stated above, PR points are rewarded to players who make Big Plays on the electric gridiron. A Big Play is defined as any extraordinary action performed by an individual miniature football figurine that makes a POSITIVE impact on the success of his electric football team. This does not include normal runs, passes, blocks, tackles, or any other actions that routinely occur throughout a football game. Instead, Big Plays are reserved for truly spectacular displays of athleticism, usually at key moments in a game (the sort of actions that would typically be featured on the game's highlight reel in sports media). Some examples of actions that meet the criteria for Big Plays are listed below, but recognizing Big Plays and rewarding PR points is ultimately up to a team's coach, who is the final arbiter in determining whether players are meeting, exceeding, or performing below expectations.

Examples of Offensive “Big Plays”

- *On pass plays, if a quarterback throws and completes a 40+ yard pass to an eligible receiver, both he and the receiver qualify to receive a PR point (this is not cumulative with the following scenario).
- *On pass plays, if a ball carrier break 2 or more tackles during the same play after catching a pass (and gains positive yardage), he qualifies to receive a PR point (this is not cumulative with the above scenario).
- *On pass plays, if an eligible receiver makes a spectacular catch in heavy traffic (surrounded by multiple defenders), he qualifies to receive a PR point (regardless of the distance of the pass).
- *On run plays, if a ball carrier runs for 30+ yards beyond the line of scrimmage, he qualifies to receive a PR point (this is not cumulative with the following scenario).
- *On run plays, if a ball carrier breaks 2 or more tackles during the same play (and gains positive yardage), he qualifies to receive a PR point (this is not cumulative with the above scenario).
- *The successful execution of a trick play which leads to either a 1st down or a touchdown qualifies everyone who touched the ball during the play (even the Center) to receive a PR point.
- *If a ball carrier manages to gain big yardage (20+) or score a touchdown thanks to a key block from a teammate, the player who executed the key block qualifies to receive a PR point (this could apply to multiple blockers during a single play).
- *Achieving a crucial 1st down or touchdown on 3rd down, regardless of the yardage, qualifies the ball carrier to receive a PR point if it is a run play, or the quarterback/receiver to each receive a PR point if it is a pass play.
- *Scoring a game-winning touchdown qualifies each of the 11 offensive players currently on the field to receive a PR point (this usually occurs on the final scrimmage play of the game, but not always).
- *If a team is down by 17 or more points at the beginning of the 4th quarter, and manages to stage a spectacular come-from-behind victory, the quarterback qualifies to receive a PR point.

Examples of Defensive “Big Plays”

*If a quarterback is sacked behind the line of scrimmage, the defensive player who made the tackle qualifies to receive a PR point.

*If a ball carrier is tackled 10 or more yards behind the line of scrimmage, the defensive player who made the tackle qualifies to receive a PR point.

*If a ball carrier fumbles the ball as a result of a front-of-base to back-of-base tackle (see *EFHL Fumble Procedures*), the defensive player who forced the fumble qualifies to receive a PR point.

*On an offensive fumble, if a defensive player recovers the fumble and advances the ball 20+ yards, he is eligible to receive a PR point.

*Preventing the offense from scoring a touchdown on 4th and goal (usually from 2 yards or less) qualifies each of the 11 defensive players currently on the field to receive a PR point.

*On pass plays, if a defender successfully intercepts the pass (resulting in a change of possession), he is eligible to receive a PR point, regardless of yardage gained.

*Preventing what would have been a game-winning touchdown qualifies each of the 11 defensive players currently on the field to receive a PR point (this usually occurs on the final scrimmage play of the game, but not always).

Examples of Special Teams “Big Plays”

*If a ball carrier returns a kickoff or punt for 40+ yards (from the spot of the catch), he qualifies to receive a PR point (this is not cumulative with the following scenario).

*On kickoffs and punts, if a returner breaks 2 or more tackles during the same play after catching a punt/kick (and gains positive yardage), he qualifies to receive a PR point (this is not cumulative with the above scenario).

*If a returner fumbles the ball as a result of a front-of-base to back-of-base tackle (see *EFHL Fumble Procedures*), the defensive player who forced the fumble qualifies to receive a PR point.

*On punts, field goal attempts, or extra points attempts, if a defender manages to block a kick (thereby causing a fumble), that defender qualifies to receive a PR point.

*If a returner manages to gain big yardage (20+) or score a touchdown thanks to a key block from a teammate, the player who executed the key block qualifies to receive a PR point (this could apply to multiple blockers during a single kickoff/punt play).

*For every 3 field goals successfully kicked in a row by a placekicker, he qualifies to receive a PR point (see *Miscellaneous EFHL Supplemental Rules* on page 91 for guidelines on awarding bonus modifiers to dice rolls for field goals and PATs when kicked by placekickers with a PR score of 50 or more).

*Kicking a game winning field goal qualifies the kicker to receive a PR point (which may coincide with receiving a PR point as a result of the above scenario).

*Any kickoff or punt resulting in a touchback qualifies the kicker/punter to receive a PR point.

*On a special teams fumble caused by a high snap or a blocked kick, if a defensive player recovers the fumble and advances the ball 20+ yards (or scores a touchdown), he is eligible to receive a PR point.

Defining Botched Plays

While players may be awarded PR points for successfully executing Big Plays, they may also LOSE PR points when they make costly mental or physical errors. A Botched Play is defined as any action performed by an individual miniature football figurine that makes a NEGATIVE impact on the success of his electric football team. These are usually reserved for notable errors that reflect poorly upon a player's mental and/or physical ability. Botched plays often coincide with Big Plays made by opposing team members, but this is not always the case (not every Botched Play results in a Big Play, and vice versa). Some examples of blunders that meet the criteria for Botched Plays are listed below, but recognizing Botched Plays and subtracting PR points is ultimately up to a team's coach, who (as is the case with Big Plays) is the final arbiter in determining whether players are meeting, exceeding, or performing below expectations.

Examples of Offensive “Botched Plays”

*On a failed dice roll check for a Hand-off, Pitch-out/lateral pass, or shovel pass, either the quarterback or the intended receiver qualifies to lose a PR point (this is determined by comparing their PR scores; the player with the lower PR is deemed “responsible” for the botch, and thus loses a PR point).

*On a failed dice roll check for a Shotgun Snap, either the quarterback or the center qualifies to lose a PR point (this is determined by comparing their PR scores; the player with the lower PR is deemed “responsible” for the botch, and thus loses a PR point).

*If a quarterback throws 2 interceptions in the same half of a game, he qualifies to lose a PR point. Furthermore, if he throws additional interceptions during that half, he loses 1 PR point per interception.

*If an offensive player commits 3 penalties in the same quarter of play, he qualifies to lose a PR point. Furthermore, if he commits additional penalties during that quarter, he loses 1 PR point per penalty.

*If a quarterback is forced to go *Three-and-Out* (defined as throwing the ball away 3 times on 1st, 2nd, and 3rd down) on a single drive, he qualifies to lose a PR point.

*If an offensive player is disqualified from a game for any reason, he immediately loses 1 PR point.

*If an offensive player misses a key block, resulting in a big loss of yardage behind the line of scrimmage, he qualifies to lose a PR point.

*If an offensive player is flagged for a penalty that results in the loss of a game, that player qualifies to lose a PR point.

*If a ball carrier fumbles the ball for any reason other than a front-of-base to back-of-base tackle, he qualifies to lose a PR point.

Examples of Defensive “Botched Plays”

*If a defensive player is disqualified from a game for any reason, he immediately loses a PR point.

*If a defensive player commits 3 penalties in the same quarter of play, he qualifies to lose a PR point. Furthermore, if he commits additional penalties during that quarter, he loses 1 PR point per penalty.

*If a defensive player misses a key tackle, resulting in a Big Play for the offense, the defensive player qualifies to lose a PR point.

*If a defensive player blows a coverage assignment, resulting in a Big Play for the offense, the defensive player qualifies to lose a PR point (this does not apply if the player is in *Zone Coverage*).

*If a defensive player commits a penalty that results in the loss of a game, that player qualifies to lose a PR point.

*If the defense is unable to prevent a game-winning touchdown by the offense, each of the 11 defensive players currently on the field qualifies to lose a PR point.

Examples of Special Teams “Botched Plays”

*On a failed special teams Snap Check dice roll, resulting in a high snap (fumble), the long snapper qualifies to lose a PR point.

*On kickoffs and punts, if a returner muffs a catch, and the result is disastrous field position or a turnover, the returner qualifies to lose a PR point.

*On kickoffs or punts, if a 2 or 12 (a penalty or a shank) is rolled on the Kickoff/Punt Dice Table, the kicker/punter qualifies to lose a PR point.

*On kickoffs or punts, if a return team member fails to perform a key block on what might have otherwise been a Big Play, that player qualifies to lose a PR point.

*On kickoffs or punts, if a kicking/punting team member misses a key tackle, resulting in a Big Play for the return team, the kicking/punting team member qualifies to lose a PR point.

*For every 3 missed field goal attempts in a row by a placekicker, he qualifies to lose a PR point, and 1 additional point for every missed field goal kick afterwards (this is reset upon a successful kick).

*On field goal/extra point attempts, if a kicker fails to make a game-winning field goal/PAT, he qualifies to lose a PR point (this is not cumulative with the above scenario, if applicable).

*On special teams, if a kick or punt is blocked (resulting in a fumble), the kicker/punter qualifies to lose a PR point.

EFHL Ability Checks

In electric football, there are many different things happening simultaneously on the field of play. Furthermore, those many things tend to happen very quickly, sometimes faster than can be observed by the naked eye. For example, it is not always 100% clear if a ball carrier has achieved a 1st down (or touchdown) prior to being tackled by a defender or running out of bounds, nor is it always clear if an eligible receiver has completed a catch (touched the ball marker with the front of his base; a glancing blow from the side of a receiver's base is often indistinguishable). When such examples occur while playing solitaire, they are usually arbitrated by an unsystematic split-second decision. However, should they occur while playing head-to-head against another coach, unless there is a 3rd party available to confirm the result, there may be disagreement and/or contention (which is perfectly normal in the game of gridiron football, but this tends to disrupt the flow of game play, and could possibly escalate to unsportsmanlike conduct between coaches). In such situations, instant replay is invaluable to make firm judgment calls. However, instant replay is NOT full proof, nor does video replay always show the proper angle(s) for an indisputable ruling. For all of these reasons, coaches in the EFHL have the option to call for *Ability Checks* to determine the result of any “too close to call” scenario.

Ability Checks are called upon whenever there is doubt or contention about the result of an action (or actions) during a play. This covers a wide range of scenarios and eventualities (far too many to list in this rule book), but guidelines for how to handle any such scenario (along with several examples) are described below. Ability Checks are dependent upon Team Stat scores (see *EFHL Team Stats* for guidelines on how to randomly generate Team Stats during team creation), and require the use of a twenty-sided dice (1d20), which is rolled to determine success or failure. All Ability Checks occur during stoppages, and may only be used to adjudicate an action that has transpired during or after the most recent activation of the power switch; a coach may NOT call for an Ability Check involving an action that happened on any stoppages prior to the most recent one.

If playing head-to-head, EITHER coach may call for an Ability Check at any time during a stoppage. However, there must be a clear and meaningful reason to do so (a “too close to call” scenario has transpired). A coach who abuses Ability Checks to disrupt game play and/or stall his/her opponent may be subject to an *unfair act* or *unsportsmanlike conduct* penalty (see *EFHL Penalty Procedures*). Remember, Ability Checks are a tool, not a crutch, and should be used only if applicable and necessary (for example, a missed field goal would NOT mandate a call for an Ability Check to “make sure” the kick was no good, since this was already determined by the dice roll for the kick). Please note; Ability Check results may be overruled by successful Coaches' Challenges (see *EFHL Terminology*).

The fundamental guideline for any Ability Check is as follows. If the result of the 1d20 dice roll is less than or equal to the modified Target Number, the Ability Check succeeds; whereas if the result of the dice roll is greater than the modified Target Number, the check fails. A natural roll of 1 is ALWAYS a success, regardless of the modified Target Number value. Conversely, a natural roll of 20 is ALWAYS a failure, regardless of the modified Target Number value. *Contested Ability Checks* are defined as when two players each roll their own Ability Check simultaneously; if one check succeeds and the other fails, there is a clear victor. But if both checks succeed or fail, further steps must be taken to determine a victor (see *Contested Ability Checks* below for full details). When performing Ability Checks, rolling low is generally better than rolling high. This is contrary to the 1d20 dice roll for passes (if using the optional rules found in *EFHL Alternative Passing Method*), which uses a different system.

The Target Number

When a coach (or both coaches) calls for an Ability Check, the first step is to determine the appropriate Team Stat that will be used to calculate the *Target Number* for success. The base Target Number is usually the relevant player's Team Stat score, which can then be modified by several factors (including weather conditions, a player's current Hit Point total, a player's overall PR score, and more). Ability Check modifiers are described as *bonuses* (which INCREASE the target number, thereby increasing the chance of success on the dice roll), and *penalties* (which DECREASE the target number, reducing the chance of success). A player with 50 or more PR points gains a +1 bonus to each of his own Ability Checks, which means 1 is added to the Target Number, thereby increasing his chance for success. However, if a player's PR score drops below 50, he no longer qualifies for the bonus (until his PR score reaches at least 50 again). This bonus is cumulative with all other Ability Check modifiers.

For example, if it is uncertain whether a running back went out of bounds before or after reaching the line to gain, a coach may call for an Ability Check in which the base (unmodified) Target Number equals the offensive team's (RB) stat score. However, adverse weather conditions such as freezing rain or sleet (see *EFHL Weather Conditions*) result in a -2 penalty to the Target Number. But if the running back happens to be the team's Franchise Player, he receives a +2 bonus to the Target Number. Additionally, if he currently has 50 or more PR points, he gains another +1 bonus to the Target Number. But if he currently has 8 Hit Points, he suffers a -1 penalty to the Target Number. ALL of these modifiers are cumulative; they may cancel each other out (as would be the case in this example), or they may make the Ability Check more or less difficult, depending upon the bonuses/penalties.

After the modified Target Number has been established, the coach who called for the Ability Check rolls 1d20. As stated above, if the result is less than or equal to the modified Target Number, the ruling on the field is in favor of that coach's team. If the result is greater than the modified Target Number, the ruling on the field is in favor of the opposing team. Please note; coaches MAY contest the results of an Ability Check by throwing a red flag and using one of their Coaches' Challenge, if available (see *EFHL Terminology* for guidelines on using Coaches' Challenges).

Contested Ability Checks

There are times when it is appropriate for BOTH teams to perform simultaneous Ability Checks during “too close to call” scenarios, whenever contested actions are involved. For example, if a wide receiver and a cornerback appear to catch a pass (touch the ball marker) at the same time, both the receiver (WR) and the defender (DB) may each roll individual Ability Checks to determine whether the pass was caught by the WR, intercepted by the DB, or falls incomplete. Generally, whomever has the higher Stat score will stand a better statistical chance of success than his opponent. However, each player's Target Number may be subject to any of the same modifiers as normal Ability Checks, and as above, a natural roll of 1 is ALWAYS a success, while a natural roll of 20 is ALWAYS a failure.

Contested Ability Checks are easy to resolve if one player succeeds his check but the other player fails (the player who succeeds is the clear victor in the scenario). However, if both players fail their checks, *neither* player is the victor (this has different meanings in different contexts; in the above example, if both players fail their check, the pass is incomplete). Furthermore, if BOTH players' Ability Checks succeed, additional steps must be taken to determine the victor (this could also apply when both Ability Checks fail IF there is no “third choice” and there must be a clear victor).

First, compare the current PR scores of each of the players involved in the Contested Ability Check; whomever has the higher PR score wins (this is reflective of players' individual abilities and athleticism determining success or failure at crucial moments). If their PR scores are the same, however, both players should roll another Ability Check, this time with a -1 penalty to each of their Target Numbers (cumulative with all other appropriate modifiers), repeating this as often as necessary (with a further -1 penalty to the Target Numbers each time) until there is a clear victor.

Examples of When to Call for Ability Checks, and Guidelines on how Perform Them

Who Gets The Inside Route? During any stoppage, if an eligible receiver and a defender are engaged front-of-base to front-of-base, or are within 1 vertical base length distance while facing each other head-on, Core EFHL Rules state that whichever player's helmet is closer to midfield gains the *inside route*, which determines whether the defender pivots inside or outside the receiver. Sometimes, however, their helmets may be aligned so closely that sight alone cannot determine which player has achieved the inside route. In such a case, each player should roll a Contested Ability Check, using his appropriate Team Stat score as the Target Number (subject to modifiers). The victor wins the inside route (if both their checks succeed OR fail, the player with the higher PR score wins the inside route).

Was the Quarterback Sacked? During any scrimmage play, if it is unclear for any reason whether a defender executed a front-of-base tackle on the quarterback behind the line of scrimmage, a coach may call for an Ability Check, in which the defender's relevant Team Stat score is the Target Number (all appropriate modifiers apply). If the defender's Ability Check is a success, the ruling on the field is that the quarterback was sacked. If the check fails, however, the quarterback has broken the tackle, and the play may proceed (please note; this procedure can also be used to determine whether a kicker or punter's kick has been blocked if it is unclear whether a defender executed a front-of-base touch during The Rush).

Was the Ball Carrier Tackled in the Open Field? During any stoppage, if it is unclear for any reason whether a defender executed a front-of-base tackle on a ball carrier in the open field, a coach may call for an Ability Check, in which the defender's relevant Team Stat score is the Target Number (all appropriate modifiers apply). If the defender's Ability Check is a success, the ball carrier has been tackled. If the check fails, however, the ball carrier has broken the tackle, and the play may proceed.

Was the Ball Carrier Tackled While Penetrating the Line of Scrimmage? During any stoppage, if it is unclear for any reason whether a ball carrier has been front-of-base tackled while attempting to run with the ball through the line of scrimmage, a coach may call for an Ability Check, in which the ball carrier's relevant Team Stat score is the Target Number (all appropriate modifiers apply). If the ball carrier's Ability Check is a success, he has broken any potential tackles and the play may proceed. If the check fails, however, the ball carrier has been tackled by the nearest defender.

Did the Eligible Receiver Catch the Pass? During any pass play, if it is unclear for any reason whether an eligible receiver touched a ball marker with the front of his base, a coach may call for an Ability Check, in which the ball carrier's relevant Team Stat score is the Target Number (all appropriate modifiers apply; if there is a defender located within 1 vertical base length distance from the receiver, he suffers a -1 penalty (cumulative with any other modifiers) to his Target Number. If the receiver's Ability Check is a success, he has caught the pass, and the play may proceed. If the check fails, however, the pass is incomplete.

Did the Receiver or the Defender Catch the Pass? During any pass play, if an eligible receiver AND a defender touch the ball marker at the same time, or if it is unclear for any reason which player touched the ball marker first, a coach may call for a Contested Ability Check, in which each player rolls a separate Ability Check using his relevant Team Stat score as the Target Number (all appropriate modifiers apply; because both players are within 1 vertical base length distance of each other, each suffers a -1 penalty to their Target Numbers, cumulative with any other modifiers). If one player succeeds and the other player fails, the winner has caught the pass. If both players succeed at their Ability Checks, whomever has the higher PR rating catches the pass (if their PR scores are the same, each should roll another Ability Check with a -1 penalty to the Target Number (cumulative with all other modifiers), and keep rolling until there is a clear victor). If both players fail their Ability Checks, the ball is batted down and the pass is incomplete.

Did the Ball Carrier Reach the Line to Gain or Goal Line Prior to Running Out of Bounds?

During any stoppage, if it is unclear for any reason whether a ball carrier achieved a 1st down or scored a touchdown prior to running out of bounds, a coach may call for an Ability Check, in which the ball carrier's relevant Team Stat score is the Target Number (all appropriate modifiers apply). If the ball carrier's Ability Check is a success, the ruling on the field is that he reached the line to gain or goal line prior to stepping out of bounds. If the check fails, however, the ball carrier stepped out of bounds prior to crossing the line to gain or goal line, and the ball is spotted 1 yard back.

Was the Ball Carrier Tackled by a Defender Prior to Reaching the Line to Gain or Goal Line?

During any stoppage, if it is unclear for any reason whether a ball carrier was tackled by a specific defender prior to achieving a 1st down or touchdown, a coach may call for a Contested Ability Check, in which the ball carrier AND the defender roll Ability Checks, each using his own relevant Team Stat as the Target Number (all appropriate modifiers apply). If the ball carrier succeeds and the defender fails, the ball carrier has reached the line to gain or goal line. If the defender succeeds and the ball carrier fails, the ball carrier was tackled just behind the line to gain or goal line. If both Ability Checks pass OR fail, the ruling on the field is in favor of whomever has the higher PR score (if the ball carrier and defender's PR scores are the same, each should roll another Ability Check with a -1 penalty to the Target Number (cumulative with all other modifiers), and keep rolling until there is a clear victor).

Was There a Penalty? If for any reason it is suspected (but unclear) whether a player has committed one of the specific penalties listed in *EFHL Penalty Procedures*, a coach may call for an Ability Check, in which the player in question uses his relevant Team Stat as the Target Number. If the player's check succeeds, he has not committed a penalty. If his check fails, however, he is flagged for the suspected penalty. Please note, Ability Checks may NOT be called upon when players are flagged per the result of Penalty Checks following each play (see *EFHL Penalty Checks*).

The preceding were just a small number of scenarios in which Ability Checks may be used to adjudicate unclear situations on the electric football field during EFHL game play. Ability Checks could be applied to numerous other scenarios (perhaps an infinite number), limited only by coaches' imaginations. As stated above, Ability Checks should only be called for when/if absolutely necessary. If coaches are using instant replay, or if there are players serving as officials, calls for Ability Checks may only be rarely needed. That said, don't be afraid to use them to clear up contentious disagreements or play calls, and remember, the results of Ability Checks MAY be challenged, as long as Coaches' Challenges are available. Otherwise, consider the outcomes of Ability Checks as "the final word" on uncertain or contentious situations, and move on to the next play!

EFHL Hit Points and Injuries

Like any other full-contact sport, gridiron football players frequently suffer injuries. From bruises and sprains to concussions and torn muscles/ligaments to dislocated or broken bones...players may be subject to any manner of physical trauma throughout their careers, and although modern technology and safety measures have mitigated the severity of injuries in the 21st century, the human body can only take so much punishment before it must be allowed to heal and recover. Meanwhile, miniature football figurines cannot be injured, per se. They may be broken, of course – arms and legs may snap off, and their bases may malfunction, but broken plastic can be glued back together in minutes, and a base can easily be replaced by another on the spot. Simply put, electric football figurines feel no pain, nor can they be injured during game play.

Until now.

This chapter introduces optional rules for tracking individual players' overall physical health by way of *Hit Points* (abbreviated as *HP*), featuring guidelines to determine when and how players' HP are affected by injuries during game play. These rules work best if employing a large squad of players on your team(s), but alternative optional rules for smaller “Iron-Man” squads are included as well. Furthermore, if using entry-level bases that tend to fall over on most or all plays, coaches may opt to ignore the rules presented in this chapter altogether, or otherwise refer to the alternative “slow-to-get-up” rules included at the end of this chapter.

Hit Points

In the EFHL, each and every player has a pool of Hit Points (HP) representing his own individual health. A completely healthy player with no injuries possesses 10 HP (this is the maximum number of HP any player may possess). Each player's current Hit Point total should be listed under the *HP* column on the *EFHL Player Roster Chart*. Hit Points may be lowered throughout game play by injuries, some of which are minor, and others that are more severe, depending upon the amount of HP lost (the specific nature of injuries are left to the imaginations of coaches themselves). If a player loses too many HP, he becomes too injured to play, and must heal a specific amount of Hit Points before he is able to play again (see *Injuries* below for guidelines). The *EFHL 3rd Edition Supplemental Rules Score Sheet* includes a column for tracking any injuries that might occur during game play (for example, if #42 on the offense is injured on a play and loses 3 Hit Points, coaches might indicate this as *O42 -3* on the Score Sheet).

All injured players heal 1 Hit Point per week, regardless of the severity of their injuries This represents not only the medical attention and physical therapy players receive throughout the week, but also the human body's natural inclination to repair itself over time. If a player's HP is ever reduced to 0 or a negative value, his injuries are so severe that he is ruled to be *out for the remainder of the season* (thereby lowering his team's corresponding Stat score and/or Offensive/Defensive Rating for the rest of the season as well – see *Injuries* below), and placed on the team's *Injured Reserve List*, denoted as **IR** beneath the *Status* column on the *EFHL Team Roster Chart* (the status of a healthy player who is an active participant in the game - or at least suited up on the sidelines, and ready to play if called upon - is listed as *Active* or **A**, and any player relegated to a team's practice squad is listed as **P**).

Injuries

Using these optional rules, if during the course of game play a player falls over for ANY reason while the power is switched on (or immediately afterwards), including vibrations from the game board itself, or being knocked over by an opponent or teammate, that player is subject to an *Injury Check* (see below). The fallen player may NOT be moved by his coach until the play has ended and the *Injury Check* has been rolled (Exception; if a player is accidentally knocked over while pivoting figures during a stoppage, the fallen player may be restored upright upon his base, facing the same direction as before. Furthermore, because this occurred while time was “frozen” during a stoppage, there is no call for an *Injury Check*).

To perform an *Injury Check*, the fallen player's coach rolls 2d6. If the result of the dice roll is less than or equal to the player's current Hit Point total, he is simply “shaken up on the play.” However, if the result of the dice roll is greater than the player's current HP total, he has suffered an injury (see below). Finally, if the result of the dice roll is snake-eyes (double 1s), the player has suffered an unfortunate season-ending injury (his hit points are automatically reduced to 0, and he is out for the remainder of the season). In any case, once the *Injury Check* has been rolled, the fallen player may be removed from the field, and his backup (the next player at his position indicated under the *Depth* column on the *EFHL Player Roster Chart*) reports into the game (please note; if coaches do not possess enough bases for each their figures, the fallen player's base may be removed and placed upon the backup player).

If the dice roll indicates the fallen player was merely shaken up on the play, he must sit out for the remainder of the current possession (during which time the player is being evaluated by medical personnel), and his current Hit Point total remains unchanged. For example, if an offensive player is shaken up, although he lost no Hit Points, he must remain on the sideline for the remainder of the current offensive drive, and continues to rest while his team's defense is on the field. However, once the offense takes possession of the ball again, he is cleared to report back into the game (at which time his backup returns to the sideline bench). Similarly, if a defensive or special teams player is shaken up, he may return to the field the next time his squad's defense or special team is sent onto the field.

If the result of the *Injury Check* dice roll indicates the fallen player has been injured, his coach rolls 1d6, and subtracts the result from the injured player's current HP total. Depending upon the severity of the injury (namely, the number of HP lost), there is a chance the player may be able to report back into the game (after all, professional football players play injured all the time). If an injured player possesses at least ½ his maximum Hit Point total (5 to 9 HP), he may return to the game after sitting out for the remainder of the current possession. However, this is extremely risky, because if that player is subject to another *Injury Check* during game play, the odds of being injured further are much higher (as a player's current HP value lowers, the chances of rolling higher than that value increase), possibly resulting in a catastrophic season-ending injury if he is reduced to 0 HP or less.

Regardless, if a player's current HP total falls below 50% of his maximum amount (1 to 4 HP), he must leave the game, and he is no longer eligible to play again until he has healed up to at least 50% of his maximum health (5 HP). Remember, ALL players heal 1 HP per week, so if a player is reduced to 2 HP, for example, he is placed on IR for the next 2 games, but he may then return the following week with 5 HP. It is up to a team's coach to decide whether he/she feels it is worth the risk of allowing injured players to report in before they have fully healed, but sometimes the modifiers they confer to Ability Checks and Bonus Stoppages may warrant such risks, especially when championships are on the line.

When using EFHL Supplemental Rules, injuries can have a profoundly adverse effect on teams as a season progresses (just like in real football). They not only reduce injured players' chances of success when performing Ability Checks, but they may also lower Team Stat scores - sometimes for the remainder of the season, depending on the quantity and severity of injuries suffered – which can in turn affect the number of Bonus Offensive and Defensive Stoppages available to teams from week to week. The possible effects of injuries upon players and teams are outlined below.

An injured player with 7 or 8 current HP suffers a -1 penalty to ALL his own Ability Checks. Subsequently, this penalty is increased to -2 if a player currently has only 5 or 6 HP. This reflects diminished ability and an increased chance of failure when players choose to “play through the pain,” so to speak. This penalty is cumulative with any other modifiers to Ability Checks. If a player manages to heal back up to 9+ HP, he no longer suffers an Action Check penalty (provided he does not suffer any subsequent injuries later on).

As stated above, if a player falls below 50% of his maximum hit points (4 or less HP), he is no longer eligible to play (until he has healed up to at least 5 hp, which may take 1 to 4 weeks), and his status is changed to IR. Consequently, this lowers his squad's relevant Team Stat by -1 until he is taken off the IR list and declared Active, and eligible to play again (this doesn't necessarily mean he MUST play, but he must be dressed and available to play if needed). For example, if an offensive tackle is placed on IR due to injury, his backup is sent in as a substitution, and his team's OL score is reduced by -1 until he is healthy enough to play again. However, if his HP is reduced to 0 or less, he is out for the rest of the season, and his team's OL score is reduced by 1 for the rest of the season as well – or at least until the backup tackle's PR points exceed those of the injured player (see below). Some positions have no relevant team stat (such as quarterbacks), so no Stat points are deducted if they are placed on IR.

Either of the above scenarios may have a negative impact on a team's Offensive/Defensive Ratings, as follows. If a Team Stat is reduced per an IR injury, refer to the Stat Score Modifier Table under *EFHL Offensive and Defensive Ratings* on page 69. If a reduction in the relevant Team Stat's value places it in a lower modifier threshold, the team's Offensive or Defensive Rating (whichever is applicable) is lowered by 1. This reduction is cumulative with all other Team Stat reductions per injury, and may be either temporary or persistent until the end of the current season, depending upon whether it was the result of a serious injury or a season-ending injury. Such reductions in Offensive or Defensive Ratings directly impact the number of additional Bonus Offensive or Defensive Stoppages per game a team gains throughout the remainder of the season (see *EFHL Bonus Stoppages* for details). Remember, neither Team Stats nor Offensive/Defensive Ratings may be reduced to values lower than 3; any further injuries are still tracked on the *EFHL Player Roster Chart* and *EFHL Team Record Sheet*, but they cannot reduce scores lower than 3.

Finally, if during the course of game play a backup player's PR score exceeds that of the injured player for which he is substituting, the backup effectively becomes the new starter, thereby immediately restoring the lost Team Stat score value (as well as the OR/DR value, if applicable). Remember, all players on IR lose 1 PR point per week (the result of being unable to participate in games and/or team practices). Meanwhile, their backups may gain PR points of their own during game play. In any event, if an injured player recovers enough HP to return to the game, it is a coach's prerogative to allow him to play despite now possessing a lower PR than his substitute (this happens all the time in professional football). Just keep in mind that playing with injuries increases the risks of suffering further (and possibly more devastating) injuries.

Alternative “Iron-Man” Team Injury Rules

Electric football figurines can be rather expensive in great quantities. As a result, not every coach will have 50+ players on his/her team(s). In such a case, here are alternative rules that allow coaches with smaller “Iron-Man” squads of 11 or 22 players to take advantage of the EFHL Hit Points and Injuries system. The procedures for Injury Checks and Injury Rolls remain unchanged from those described above. However, instead of removing shaken up or injured players from the game (which might be impossible when using a small roster), coaches should assign additional negative modifiers to Ability Checks, as follows;

Current HP	Ability Check Modifier
9-10	0
7-8	-1
5-6	-2
3-4	-3
1-2	-4
0 or less	-5

All applicable rules for lowering Stat Scores and/or Offensive or Defensive Ratings remain unchanged, and lost points may be restored in the same manner as described on page 83. However, if using these optional “Iron-Man” Team Injury Rules, ALL players heal **3 points** per week, rather than 1. This allows the EFHL Hit Point/Injury system to be used without crippling a small team that lacks a pool of substitute players (after all, players on a small team are FAR more likely to be injured multiple times throughout a season of play).

Alternative “Slow-to-get-up” Injury Check Rules

As is the case with large quantities of miniature football figurines, not all coaches can afford high-quality, competitive bases. Entry-level bases (those that come with electric football games) are FAR more susceptible to falling over during normal game play than advanced bases, resulting in a much higher number of Injury Checks when using the rules presented in this chapter. Obviously, more Injury Checks result in more injuries, which can effectively cripple a team's chances of qualifying for the postseason long before they even get to their BYE week. For this reason, alternative Injury Check rules have been included, as follows.

If using entry-level bases (or if your figures/bases are prone to falling over), the 1st and 2nd time a player falls over during a game (as defined on page 84), he is declared to be “Slow-to-get-up,” and no Injury Checks are required. However, if that player falls over a 3rd time during a game, an Injury Check must be rolled. If the result indicates he is simply shaken up on the play, this process is “reset,” and the player is not subject to another injury check unless he falls over 3 more times during game play (repeating this process throughout the game). However, if an injury check determines the player to be injured, roll 1d6 and deduct that number of points from the player's current HP total, as normal. If the injured player still qualifies to remain in the game, he is not subject to another injury check unless he falls over 3 more times during game play (repeating this process throughout the game, or until the player is incapacitated, or has been substituted by another player).

EFHL Weather Conditions

The majority of gridiron football games are played in outdoor stadiums. As a result, football players may be exposed to a wide range of inclement weather conditions that may affect their ability to play at peak performance from week to week. In the EFHL, this is simulated by the following optional *Weather Conditions* guidelines. Please note; EFHL games are ONLY affected by weather conditions if the venue is an outdoor stadium – if a venue possesses a dome or retractable roof, the game is unaffected by inclement weather (the conditions inside the stadium are considered to be as *Clear and Calm*, regardless of the weather outside).

Prior to every EFHL game played in an outdoor stadium, either the referee or the home team coach rolls a 2d6 *Weather Check*, and refers to the following table to determine the local weather conditions for the upcoming game. These conditions persist throughout the ENTIRE game, and they apply to that game only (any subsequent games each require a new 2d6 dice roll). If the resulting weather condition is inappropriate for the geographical location of the stadium, and/or the time of year the game is being played, move one spot down the list on this chart, and use that result instead (repeating this process as necessary, until the resulting weather condition makes logical sense).

For example, prior to a game in the month of August, if the 2d6 Weather Check roll results in a 4 (*Freezing Cold Temperatures*), move down one spot on the list to *Heavy Rain*, a weather condition that makes far more sense in August than subzero temperatures. Similarly, if a game is being played in a hot and arid location such as Arizona, and the 2d6 Weather Check roll results in a 2 (*Heavy Snow*), coaches should keep moving down the list until an appropriately logical weather condition is reached (in this case, Arizona almost never experiences precipitation or freezing temperatures, and so the first logical weather condition met while moving down the chart is *Strong Wind*). Please note; *Strong Wind* is possible anytime and anywhere, regardless of the time of year and/or geographical location).

2d6 Roll	Weather Condition
2	Heavy Snow
3	Freezing Rain/Sleet
4	Freezing Cold Temperatures
5	Heavy Rain
6	Strong Wind
7-12	Clear and Calm

Effects of Weather Conditions

Listed below are descriptions of all the weather conditions possible during EFHL games, along with guidelines on how each condition affects game play.

Clear and Calm; This is the “baseline” weather condition, in which game play is not adversely affected at all; the weather has no bearing on dice rolls or passing stick measurements. Temperatures may range from very hot to quite chilly (but not freezing), there is little-to-no precipitation (light rain at most), and no strong wind gusts. Field conditions are ideal. This is the most common condition under which outdoor professional football games are normally played.

Strong Wind; This weather condition represents frequent, strong wind gusts that occur throughout the game. In the EFHL, wind always blows towards the direction of one of the end zones. In order to determine the direction of the wind gusts, coaches may either flip a coin (*heads = left end zone, tails = right end zone*), or roll 1d6 (*evens = left end zone, tails = right end zone*). Left/right orientation is determined by the home team's perspective on the field (see *EFHL Pregame Procedures*). During kickoffs, punts, field goal attempts and PATs, when kicking in the same direction as the wind, add a +1 bonus to all 2d6 dice rolls for kicks. However, when kicking *against* the direction of the wind, apply a -1 penalty to all 2d6 dice rolls for kicks (please note; rolling a 12 on kickoffs or punts is STILL considered a shank, regardless of modifiers). Additionally, if using defensive pressure sticks, ALL medium or long-yardage passes (the white and blue sticks) mandate their use throughout the game (short-yardage passes using the red stick are unaffected), regardless of whether quarterbacks are actually under defensive pressure (wind gusts affect medium and long passes just as they affect kicks).

Heavy Rain; This represents extremely wet field conditions that result in slippery turf, along with slippery footballs. In games affected by heavy rain, EACH team loses one of their Bonus Offensive Stoppages and one of their Bonus Defensive Stoppages. Additionally, ALL dice rolls for Snap Checks, Hand-offs, Pitch-outs/Lateral passes, and shovel passes suffer a +1 penalty (this means a roll of 2 OR 3 equals a failed check, the result of slippery footballs). Finally, ALL Ability Checks made in these conditions suffer a -1 penalty. Please note; each of these modifiers is cumulative with all other relevant modifiers.

Freezing Cold Temperatures; Although somewhat mitigated by modern technology (sideline heaters, hand warmers, etc.), these rather miserable conditions - which may also include light snow - adversely effect both teams as follows. EACH team loses 2 of their Bonus Offensive Stoppages and 2 of their Bonus Defensive Stoppages. Additionally, ALL dice rolls for Snap Checks, Hand-offs, Pitch-outs/Lateral passes, and shovel passes suffer a +1 penalty (this means a roll of 2 OR 3 results in a failed check, due to numbness in players' hands). Finally, ALL Ability Checks made in these conditions suffer a -1 penalty. Please note; each of these modifiers is cumulative with all other relevant modifiers.

Freezing Rain/Sleet; This adverse weather combines the drawbacks of wet conditions with those of freezing temperatures, as follows. EACH team loses 3 of their Bonus Offensive Stoppages and 3 of their Bonus Defensive Stoppages. Additionally, ALL dice rolls for Snap Checks, Hand-offs, Pitch-outs/Lateral passes, and shovel passes suffer a +2 penalty (this means a roll of 2, 3 OR 4 equals a failed check, the cumulative result of slippery footballs and numb hands). Finally, ALL Ability Checks made in these conditions suffer a -2 penalty. Please note; each of these modifiers is cumulative with all other relevant modifiers.

Heavy Snow; This incredibly adverse weather combines the drawbacks of low visibility and slippery conditions with those of freezing temperatures, as follows. EACH team loses 4 of their Bonus Offensive Stoppages and 4 of their Bonus Defensive Stoppages. Additionally, ALL dice rolls for Snap Checks, Hand-offs, Pitch-outs/Lateral passes, and shovel passes suffer a +2 penalty (this means a roll of 2, 3 OR 4 equals a failed check, the cumulative result of low visibility, slippery footballs, and numb hands). Also, ALL 2d6 dice rolls for field goal attempts and PATs suffer a -1 penalty (due to low visibility), and ALL medium or long-range passes require the use of defensive pressure sticks, regardless if quarterbacks are actually under defensive pressure (again, due to low visibility). Finally, ALL Ability Checks made in these conditions suffer a -3 penalty. Please note; each of these modifiers is cumulative with all other relevant modifiers.

EFHL Penalty Checks

The chapter entitled *EFHL Penalty Procedures* (located on page 50) describes several fouls that may be penalized throughout game play on the electric gridiron. However, that list of penalties is not exhaustive, nor does it include certain types of fouls your inanimate plastic figurines are incapable of committing (such as grabbing face masks, horse collar tackles, or removing one's helmet to use as a weapon against an opposing team's quarterback). Furthermore, when playing solitaire or head-to-head with another coach, many (if not most) fouls go unnoticed, for all eyes are usually focused on the ball carriers, and any fouls that might occur elsewhere on the field are typically not penalized (in fact, the only likely penalty to be spotted on a regularly consistent basis during solitaire play is pass interference). If coaches are lucky enough to play with a large group of friends, some may serve as “on-field officials” and watch for fouls throughout games. Otherwise, coaches may use the optional rules for *Penalty Checks* presented in this chapter to add more realism and immersion to their game play.

After every scrimmage and special teams play, roll 1d6. On a roll of 2 through 6, no fouls have been spotted by officials (this doesn't necessarily mean no fouls were committed on the play, but only that none were observed). However, on a roll of 1, a foul has been spotted by an official, who throws a flag (represented by a yellow magnetic map marker). Roll 2d6 and refer to the *EFHL Random Penalty Chart* below to determine the type of foul committed, which team committed it, and the penalty for that foul. The penalties listed on this chart can occur almost ANYWHERE by ANYONE on ANY play (with exceptions; see below), regardless of whether it's a pass or run play, or a special teams play. If a 7 is rolled on the chart below, a flag was thrown during or after the play, but after a short deliberation the officials subsequently rule that there was no foul on the play (this occurs frequently in real football).

EFHL Random Penalty Chart

Roll	Result
2*	Personal Foul (Offense); 15 yards (assessed after the result of the play)
3	Face Mask (Offense); 15 yards
4	Illegal Use of Hands (Offense); 10 yards
5	Tripping (Offense); 10 yards
6	Holding (Offense); 10 yards
7	There is no foul on the play
8	Holding (Defense); 5 yards, automatic 1 st down
9	Tripping (Defense); 10 yards, automatic 1 st down
10	Illegal Use of Hands (Defense); 5 yards, automatic 1 st down
11	Face Mask (Defense); 15 yards, automatic 1 st down
12*	Personal Foul (Defense); 15 yards (assessed after the result of the play), automatic 1 st down

*If the result of the dice roll is 2 or 12, a *Personal Foul* has been committed by either the offense (2) or the defense (12). Roll 2d6; if the result is 3 through 12, the foul was not flagrant, and the player who committed the foul is not disqualified. However, on a roll of snake-eyes (double 1s), the foul is ruled to be flagrant (defined as an excessively violent action, such as helmet-to-helmet contact or fisticuffs), the on-field penalty is applied as normal, but then the player is ejected from the game, and immediately loses 1 PR point. Repeat offenders may face suspension for multiple games. The specifics of any Personal Fouls committed are left to the imagination of the coach or coaches playing the game.

Once the penalty for the foul (and against which team) has been determined, roll 2d6 again and refer to the appropriate *Offensive/Defensive Player Penalty Chart* below to determine which player was responsible for the penalty (if the penalty was called against a player on the offense/kicking or punting team, consult the *Offensive Player Penalty Chart*; if the penalty was called against a player on the defense/return team, consult the *Defensive Player Penalty Chart*). Please note, ordinal designations on these charts (RB1, DT3, LB4, etc.) refer to players' positions prior to the snap, read from left to right (or front to back, if applicable) from the perspective of that team. For example, if WR2 is flagged, this would refer to the wide receiver on the right side of the field from the offense's perspective.

Offensive Player Penalty Chart

Roll	Player Penalized
2	QB/K/P
3	HB/RB1/Slot1
4	FB/RB2/TE2/Slot2
5	WR1/G1
6	WR2/G2
7	LT
8	RT
9	LG
10	RG
11	TE1/Slot3/RB3/H/U
12	C/LS

Defensive Player Penalty Chart

Roll	Player Penalized
2	S1/LB5
3	S2/DT3
4	LB1/DB7
5	LB2/Dime
6	LB3/Nickel
7	DT1
8	DT2/LB4
9	DE1
10	DE2
11	CB1/J1
12	CB2/J2

Please note; these charts were designed to accommodate a wide range of player combinations on the field, but it would be impossible to account for every single combination. As such, if a dice roll on the Offensive/Defensive Penalty Chart results in a player position that did NOT participate in the play, reroll 2d6 until a logical result is reached. Furthermore, if coaches feel that a player has been penalized for a foul that he could not have possibly committed (this usually applies to quarterbacks, kickers or punters, but there are instances in which this might also apply to other positions), the dice may be rerolled (for example, if a quarterback hands off the ball to a running back and then continues to move backfield to get out of the way, but the 2d6 dice roll indicates the QB has been flagged for a face mask penalty, it would be appropriate to reroll, since he was nowhere near a defensive player to commit a foul). Finally, if 2 or more players under the same listing on the chart(s) happen to be on the field at the same time, flip a coin to determine who was fouled (please note; RB1 may sometimes also be the HB (halfback), and RB2 might also be the FB (fullback) - in any case, that player has committed the foul).

After the offending player has been identified, announce the foul, the player's jersey number, whether he is on offense or defense, and the penalty for the foul committed (just like referees do in professional football). For example, if the dice rolls in this chapter determine that #84 on the offense (a Tight End) is flagged for a holding penalty, an official or a coach should announce, "*Holding, #84 on the offense, 10 yards, replay down.*" This information should then be recorded on the *EFHL Supplemental Rules Score Sheet* under the penalty column (*O84 -10*). Obviously, a player can only be flagged for a penalty if he was on the field during the play. Remember, if a player is penalized too many times during a single game, he may lose 1 or more PR points (see *EFHL Player Rating* for details). Also remember that a penalty may be challenged per normal Coaches' Challenge Rules.

Miscellaneous EFHL Supplemental Rules

This page contains additional supplemental rules that coaches may choose to implement for 3rd Edition EFHL game play. As with all supplemental rules, these are purely optional, but highly recommended.

The “Hail Mary” Stick; Under normal EFHL rules, if the distance between a passer and his intended receiver exceeds the total length of the red and white measuring stick, it is ruled a long-yardage pass, which mandates the use of the blue passing stick (regardless of whether the distance of the pass is 40 yards or 110+ yards). However, when using this optional supplemental rule, if the distance between a passer and his intended receiver prior to the pass attempt is 70 or more yards, it is ruled a “Hail-Mary” pass, in which the red and white measuring stick itself is employed as an extra-long passing stick. This is an extremely difficult pass to complete, and there is a very limited window of opportunity to succeed, for if the intended receiver advances too far downfield, it may be impossible to complete the pass inbounds (for more information on Hail Mary passes, refer to *EFHL Offensive Strategies*).

Player Rating and Placekickers; On field goal attempts and point-after tries, if the placekicker has 50 or more PR points, he gains a +1 bonus to the 2d6 dice roll for the kick, thereby increasing his accuracy, along with the chances of the kick being good (this modifier is cumulative with all other positive or negative modifiers). Please note; this does NOT apply to dice rolls for kickoffs or punts.

Snapping the Ball to a Non-Quarterback; Under 3rd Edition EFHL Core Rules, only a quarterback may take direct snaps from the center. However, as in professional football, this supplemental rule allows ANY eligible offensive receiver to take direct snaps, with the following restrictions; 1). All Hand-off/Pitch-out/Lateral pass/shovel pass dice checks suffer a +1 penalty (meaning a roll of 2 OR 3 results in a botched attempt), 2). Any passes made by a player other than the quarterback must use defensive pressure sticks, regardless if there is any actual defensive pressure (unless the player is a backup quarterback himself). Otherwise, all Core Rules apply, and any subsequent stoppages beyond the Snap, the Read, the Scramble and The Play require the use of Bonus Offensive Stoppages.

Passing to a Stationary Receiver; This optional rule facilitates the ability to pass the ball to a receiver on a stationary base. This technique may only be used if the intended receiver is behind the line of scrimmage (unless a Bonus Offensive Stoppage is spent, in which case a stationary receiver downfield may attempt to catch a pass). When attempting to pass the ball to a stationary receiver, the offensive coach must switch power on for up to ½ second (proportionate to the distance of the pass), and then roll 1d20. If the result of the dice roll is less than or equal to the Target Number (the receiver's relevant Team Stat score, subject to modifiers), the pass is complete. If a defender touches the intended receiver with the front of his base while power is switched on during the pass attempt, the Target Number is modified by the difference between the receiver's relevant Team Stat score and the defender's relevant Team Stat Score (furthermore, even if the pass is complete, the receiver has been tackled by the defender and is down at the spot of the catch), and on a roll of 20, the pass has been intercepted. All stationary players receive a +2 bonus modifier to stationary pass dice checks. Furthermore, the target number is modified by distance; for short yardage passes, the receiver gets a +1 modifier (in addition to the the +2 stationary modifier). Medium yardage passes receive NO modifier for distance. For long yardage passes, the receiver suffers a -1 modifier (all in addition to the +2 stationary modifier). *Please note; the alternative passing method outlined in the next chapter could be adapted to stationary passes as well; if a stationary player is the intended receiver, SUBTRACT 2 from the Target Number.*

EFHL Alternative Passing Method

This chapter introduces guidelines for using a new method to attempt passes in the EFHL. Instead of passing sticks or a passing action figure, this alternative method employs the use of a twenty-sided dice (1d20) to determine whether pass attempts succeed or fail. This method incorporates and compliments several supplemental EFHL game mechanics presented in the previous chapters, many of which may modify the Target Number on *Passing Checks* in various ways (see below). As with all other supplemental rules, this alternative passing method is purely optional.

In EFHL Core Rules, the use of passing sticks requires an extra “bump of the board” during pass attempts to allow the intended receiver to travel towards the ball. However, the alternative passing method presented here does NOT mandate an activation of the power switch during pass attempts (unless passing to a stationary receiver – see the previous page). In this regard, the alternative passing method presented here shares a common characteristic with traditional electric football pass attempts using an action figure (time stands still during the pass attempt).

If using this method, pass plays follow the same procedures as EFHL Core Rules up until the moment of the pass. Roll 1d20, and refer to the *EFHL Alternative Passing Chart* below to determine the Target Number for the pass. If the result is greater than or equal to the MODIFIED Target Number, the pass has been caught by the intended receiver (a completion). If the result is less than the Target Number, the pass is incomplete (however, if it was a backwards pass, the result is a fumble; refer to *EFHL Fumble Procedures*).

On Passing Checks, a roll of 1 or 2 is ALWAYS a critical failure (regardless of modifiers), as follows; if there is a defender within 1 vertical base length distance of the intended receiver at the moment of the pass, OR there is a defender standing within the linear path between the passer and the intended receiver, the defender has intercepted the ball. Otherwise, the intended receiver drops or fails to catch the ball and the pass is incomplete. Conversely, a roll of 20 is always a success, regardless of modifiers.

EFHL Alternative Passing Chart

# of Yards	Target #
10	3
11-15	4
15-20	5
21-25	6
26-30	8
31-35	10
36-40	12
41-45	14
46-50	15
51-55	16
56-60	17
61-65	18
66-70	19
71+	20

Please note, dice rolls for EFHL Passing Checks function differently than those for Ability Checks, as follows. Ability Checks favor low numbers (roll less than or equal to the Target Number), whereas Passing Checks favor high numbers (roll greater than or equal to the Target Number). Furthermore, although positive modifiers to Ability Checks are denoted as +1, +2, and so on, positive modifiers to Passing Checks are actually denoted as a negative number (-1, -2, and so on, which lowers the Target Number). By the same token, negative modifiers to Passing Checks are actually notated as a positive number (+1, +2, and so on, increasing the Target Number). This can be somewhat confusing while learning these optional systems, so keep these differences in mind, and when in doubt, ask yourself, “*Is this modifier making the attempt easier or harder, and should it increase or decrease the Target Number?*”

In EFHL Core Rules, Pitch-out/Lateral passes and shovel passes range in distance from 1 to 2 vertical base lengths between the passer and the intended receiver. However, if using these optional passing rules, the maximum distance for a pitch-out/lateral pass or shovel pass extends to 10 yards (the exact measurement depends upon the size of your field). Thus, if the distance between the passer and intended receiver exceeds 10 yards, roll 1d20 and refer to the *EFHL Alternative Passing Chart*.

Modifiers to Passing Checks

The above chart accounts ONLY for vertical distance down the field. However, passes are often attempted not only downfield, but from one side of the field's horizontal width to the other (sideline to sideline). For example, a 40 yard pass may actually be MUCH longer than 40 yards if the intended receiver is clear across the width of the field. In order to account for this extra distance, use the following guidelines to modify the Passing Check Target Number. The electric football field is divided into 5 horizontal zones; 1). The area between the left sideline and the numerals, 2). the area between the left numerals and the left hash marks, 3). the area midfield between the hash marks, 4). the area between the right hash marks and the numerals, 5). the area between the right numerals and the right sideline (left and right designations are from the perspective of the offense). During pass attempts, if the passer is in a different horizontal zone than the receiver, add a +2 penalty to the Target Number for each horizontal zone separating them (up to a +8 penalty if passing across the entire width of the field).

If a quarterback has a PR score of 50 or higher, subtract 1 from the Target Number for ALL pass attempts (receivers with 50+ PR also get this -1 bonus). If a defender within 1 vertical base length distance from an intended receiver has a PR score of 50 or higher, his chance to intercept the pass is increased to a roll of 1, 2, or 3 on the Passing Check. This also applies to defenders located within the linear path between the passer and the intended receiver during the moment of a pass attempt.

When using this optional passing method, any conditions which would normally require the use of defensive pressure sticks mandate a +1 penalty to the Target Number for a passing check. Some examples include defensive pressure, specific weather conditions, passing inside the red zone, and a non-quarterback player attempting a pass (with this method, EACH of these penalties are cumulative with others, so if a running back under defensive pressure is attempting a pass from the 12 yard line during a game affected by strong wind, the Passing Check is made with a +4 penalty, which may also be cumulative with any other relevant modifiers, such as horizontal distance, as well as the PR score of the intended receiver (see above). If the intended receiver's base is touching that of a defender, AND the Passing Check rules the pass is complete, refer to *Did the Receiver or the Defender Catch the Pass?* (page 82) under *EFHL Ability Checks* (applying all appropriate modifiers).

EFHL Offensive Strategies

Now that you have familiarized yourself with EFHL 3rd Edition Core Rules and Supplemental Rules, it's time to put it all together and play football on the electric gridiron! However, knowing the rules is only part of the game; you must also familiarize yourself with offensive and defensive strategies. Please note; a comprehensive gridiron football strategy guide would be a massive undertaking, and well beyond the scope of this rule book. As such, the information and concepts described in the following pages are intended to cover the basics, and to provide a solid foundation for coaches to enhance their electric football game play. Only the most common and recognizable plays, routes, shells and formations are listed and described in these chapters, and coaches are encouraged to develop their own strategies, packages and custom play books to supplement these examples.

The secondary goal of these final chapters is to introduce a method to quickly build *Offensive and Defensive Packages* (or *Play Calls*) for every play, using random dice-rolling tables (see pages 110 and 122). These tables are particularly useful when playing solitaire, but they may also be utilized by opposing coaches playing head-to-head games. As with all other supplemental rules, randomly selecting packages is purely optional, and coaches may create their own Offensive and Defensive Packages, if they so choose. Regardless, the EFHL Random Offensive/Defensive Package Tables may be used as often or as little as desired, and coaches should feel free to make any changes to various components of a randomly-generated play call as needed.

There may be instances in which a particular randomly-generated package makes no sense for the play at hand (a long-bomb pass on 1st and goal, for example). In such cases, coaches may reroll as many times as necessary until satisfied with the package. However, keep in mind that if playing against another coach, while you're rolling dice to determine your team's course of action, your opponent may have already completed his/her setup and called SET; just like in real football, taking too long to randomly select your play calls could result in a *delay of game* penalty.

Offensive Packages (Play Calls)

In this chapter, coaches will find information and guidelines covering the key components of building *Offensive Packages* for use in EFHL game play. An Offensive Package is defined as a combination of 3 separate aspects of offensive strategy; The Offensive Formation, the Offensive Play, and the Receiver Routes. Individually, these aspects are rather superfluous, and they must be combined together to form an Offensive Package to achieve success on the electric gridiron.

Offensive Formations; This describes how the offense lines up during the Setup phase, prior to the Audible phase and the Snap. Specifically, it defines how the 6 backs and receivers on the field line up, since the center, guards and tackles will almost always line up in the same manner (TGCGT). Formations are also defined by the number of different player positions on the field; some formations call for an additional tight end, while others call for 3 running backs in the backfield, and still others call for multiple slot receivers. There are hundreds of different offensive formations, most of which have several different variants (too many to list or describe in this rule book). Some offensive formations favor pass plays, while others are more suited for run plays, and still others provide flexibility in performing either. Some teams prefer to use a particular formation throughout most of a game, while others will maintain the same formation throughout each offensive drive (perhaps

switching to a different formation on the next drive), while still others prefer to keep their opponents guessing by constantly switching formations on nearly every play (if using the Random Offensive Package Tables at the end of this chapter, nearly every play will call for a different formation).

Offensive Plays; In the simplest terms, an *Offensive Play* describes the offense's intended course of action on any given down. This could include whether a quarterback intends to throw a pass to a wide receiver or hand-off to a running back, whether transfer of the ball incorporates attempted misdirection, and whether the play is designed to afford a range of choices and contingencies on how to proceed as it develops. Offensive plays are classified as either *Run Plays* or *Pass Plays*, both of which are listed and described on the following pages.

Receiver Routes; This defines the *routes* (or running lanes) that one or more intended receivers are directed to perform for each play (receivers include not only wide-outs and slot receivers, but also running backs, and sometimes tight ends). Coordinating these routes allows everyone on the offense to know where the quarterback intends to throw the ball (provided intended receivers get open), and also aides blockers in knowing where to create lanes for ball carriers, and where to focus protective efforts. Please note, some Receiver Routes rely upon bases with dials (or otherwise bases that have been tweaked to consistently behave in specific ways).

Offensive Formations

Listed below are several different Offensive Formations that can be incorporated into Offensive Packages. As stated above, many formations possess multiple variants, but only the most basic version of each formation is included here (with some exceptions). Unless instructed otherwise, the center, offensive guards and offensive tackles ALWAYS line up in the same manner in Offensive Formations (TGGT), leaving only the quarterback, running backs, wide receivers and tight end(s) to define each formation. Please note; there are no visual representations of these formations included in these descriptions, for it is the author's intent that the descriptions themselves should adequately illustrate the proper setup for the formations.

Pro Set Formation; Also known as *Split Backs Formation*, this is one of the most widely-used offensive formations in modern professional gridiron football, and is equally suited for run plays and pass plays. Two running backs line up behind and on either side of the quarterback, who himself lines up either under center or in shotgun. Two wide receivers line up on either end of the line of scrimmage (usually on or outside the numerals, depending upon the spot of the ball), and a tight end usually lines up outside one of the tackles (alternately, a slot receiver may line up between one of the tackles and a flanker). Due to this formation's flexibility, it is well-suited for beginner coaches.

T Formation; Sometimes referred to as a *Full House*, this formation is equally suited for run plays and pass plays, and it is often difficult for the defense to predict which is about to occur based upon the formation alone. The quarterback usually lines up directly under center. A fullback flanked by 2 additional running backs line up approx. 5 yards behind the quarterback. There are two variations of this formation; the **Power T**, in which 2 tight ends line up outside the tackles, and the **Pro-T**, in which one tight end lines up outside a tackle on one side of the line, while a wide receiver (split end) lines up on the other side, usually on or outside the numerals, depending upon the spot of the ball. Please note, if one of the running backs goes into motion prior to the snap, he can effectively become another receiver for pass plays.

I Formation; This formation is most commonly employed for run plays, but it may also be used for pass plays. The quarterback lines up under center, while two running backs (a fullback followed by a tailback) both line up behind the quarterback (this requires *stacking* on smaller electric football fields, which is normally against EFHL Core Rules, but allowed in this case per Supplemental Rules; coaches may wish to angle these running backs during the Setup phase in such a manner as to allow the quarterback some room to drop back or roll out following the Snap). A tight end lines up outside one of the tackles, and two wide receivers line up on each end of the line of scrimmage, usually on or outside the numerals, depending upon the ball spot. An alternative setup is the **Big I Formation**, which employs 2 tight ends and only 1 wide receiver). One of the running backs may be offset to the left or right, defined as *strong* or *weak*, depending on where the tight end is located.

The **Maryland I Formation** uses 3 running backs lined up vertically behind the quarterback (again, this requires *stacking* on smaller electric football fields, and also possibly extending the backfield more than 20 yards behind the line of scrimmage, both of which are against EFHL Core Rules, but allowed in this case per Supplemental Rules; coaches may wish to angle these running backs during the Setup phase in such a manner as to allow the quarterback some room to drop back or roll out following the Snap). Meanwhile, 2 tight ends line up outside the tackles. The **Power I Formation** uses 2 tight ends lined up outside the tackles, with 2 running backs lined up behind the quarterback, while the 3rd running back lines up beside the fullback. Each of these variants are typically used for run plays.

Single Set Back Formation; Also known as *Ace Formation*, this is used primarily for pass plays, although it supports run plays as well. The quarterback lines up directly under center, while one running back lines up at least 1 vertical base length distance behind the quarterback (hence the *Single Set Back*). 2 wide receivers line up on the ends of either side of the line of scrimmage, usually on or outside the numerals, depending upon the ball spot. A tight end and a slot receiver usually line up outside one of the tackles (see *Flood Plays* below), although sometimes the slot receiver will line up between the tackle and wide receiver on the side opposite from the tight end.

An alternate version of this formation is called the **Spread Offense**, in which the tight end is replaced by an additional slot receiver. Meanwhile, the **H-Back** variant uses 2 tight ends, one of whom is set back off the line. Each of these variants are most commonly employed for pass plays.

Shotgun Formation; This formation should not be confused with a quarterback in *Shotgun Position*, which can be used in virtually any formation. In order to create the Shotgun Formation, the quarterback lines up at least 1 vertical base length from the center (the actual yardage varies, depending upon the size of the field) and receives the direct snap (which requires a standard Snap Check), while one running back lines up beside the quarterback. Meanwhile, a tight end lines up outside one of the tackles, and 3 wide receivers (usually a split end, a flanker, and a slot receiver) round out the offensive players. This formation is often used in 3rd-and-long situations, because it defends well against the Pass Rush. Shotgun Formation is used primarily for pass plays, but it can support run plays as well.

Pistol Formation; Similar in design to the Shotgun Formation, Pistol supports run plays, and also makes great use of Option plays. The quarterback lines up approx. ½ vertical base length distance behind the center, and takes the direct snap (this requires a standard Snap Check), while one running back lines up behind the quarterback. This allows for multiple combinations of wide receivers and tight ends (see *Shotgun Formation* above for one such example).

Single-Wing Formation; This formation is seldom-used in modern professional gridiron football, but it is sometimes employed for trick plays (see Super Bowl LIV, in which the Kansas City Chiefs successfully used this formation alongside a Knute Rockne audible). The quarterback does NOT line up under center, but instead behind one of the tackles. 2 tight ends line up outside the tackles, and 2 running backs line up in the backfield. A 3rd running back (referred to as a *wingback*) lines up outside and behind one of the tight ends (this is contrary to EFHL Core Rules, in which running backs must line up inside the tackle box, but it is permitted for this formation per Supplemental Rules). Rather than snapping to the quarterback, the center chucks the ball to one of the running backs in the backfield. This requires a Snap Check with a -1 penalty to the 2d6 roll, meaning a roll of 2 or 3 results in a high snap. This formation is chiefly designed for run plays, relying heavily upon the Off Tackle run.

Wildcat Formation; This formation may be used in the unfortunate event of a team's complement of quarterbacks all being injured (although it may also be employed as a part of any offensive scheme). As with the Single Wing, the quarterback (if present at all) does not receive the snap. Instead, a running back lines up in shotgun behind the center and receives the snap. This requires a Snap Check with a -1 penalty to the 2d6 roll, meaning a roll of 2 or 3 results in a fumble. The running back may either run with the ball, or Hand-off/Pitch-out/Lateral to another running back, or attempt a pass (which requires the use of defensive pressure sticks regardless of whether there is actual defensive pressure). If the quarterback is part of the play, he usually lines up as a flanker. Beyond these parameters, this formation is rather flexible in its setup and compliment of positions. Its greatest strength lies in the potential for the receiver of the direct snap to be protected by up to 10 blockers.

Wishbone Formation; Often used for run plays, this formation is designed to take advantage of the Option when necessary. The quarterback lines up directly under center, while 3 running backs line up in the backfield (1 behind the quarterback, with the other 2 on either side further back). Finally, 2 tight ends line up outside the tackles (each of these tight ends are eligible pass receivers).

Flexbone Formation; As with the Wishbone, this formation is designed for run plays, although it supports pass plays as well (especially the Option). The quarterback lines up directly under center, while 1 running back lines up behind him. 2 wide receivers line up on each end of the line of scrimmage, usually on or outside the numerals, depending upon the spot of the ball. Finally, 2 *wingbacks* (running backs) line up behind the line of scrimmage and just outside the tackles. One of these running backs will usually go in motion prior to the Snap.

Empty Backfield Formation; Also known as *Five-Wide*, this formation is used almost exclusively for pass plays (although the quarterback may run with the ball if desired or necessary). The quarterback lines up either under center or in shotgun to receive the snap, while 5 wide receivers line up along the line of scrimmage (2 flankers and 3 slot receivers). Hail Mary passes usually employ this formation.

Trips Formation; This is a very common formation, and is used almost exclusively for pass plays. The quarterback lines up either under center or in shotgun to receive the snap, while 2 wide receivers line up on the ends of the line of scrimmage in flanker position (usually on or outside the numerals, depending upon the spot of the ball). Meanwhile, a tight end (eligible to receive) lines up on one side of the line of scrimmage, while 2 slot receivers line up on the other side of the line, between the tackle and the flanker (the slot receiver beside the flanker ALSO lines up in flanker in order to allow the other slot receiver to be eligible to receive). The side upon which these extra slot receivers line up is designated by calling either *Trips Left* or *Trips Right*.

Goal Line Formation; Sometimes referred to as *Jumbo*, this formation is used almost exclusively for run plays in short yardage situations. The quarterback usually lines up under center, while either 3 running backs and 2 tight ends or 2 running backs and 3 tight ends round out the rest of the formation.

Victory Formation; This specialty formation is used for the final few plays of a half or a game by an offense who does not want to risk losing the ball by running a play, particularly if they are ahead in points and/or poised to win the game (hence the name *Victory Formation*). The quarterback lines up directly under center, while 2 tight ends line up outside the tackles. Meanwhile, 2 running backs line up behind the quarterback on either side, and a 3rd running back lines up directly behind him further back (at least 1 ½ vertical base length distance). Following the snap, the quarterback simply kneels, and the play is over (the ball is spotted at the back of the quarterback's base). Please note; because of the highly situational nature of this formation, it is not included in the EFHL Random Offensive Package Tables at the end of this chapter.

Offensive Plays

Listed below are several different types of *Run Plays* and *Pass Plays* that can be incorporated into Offensive Packages. Please note, several of these plays are identified as *Trick Plays* that mandate special rules, along with the use of Bonus Offensive Stoppages, since they require multiple transfers of the ball from behind the line of scrimmage (it should also be noted that due to their complex nature, Trick Plays require lots of practice to execute successfully on a consistent basis). Some of these plays may be even be combined, although coaches should be advised that the complexity of a play can often increase the chances that something may go wrong. This list is by no means exhaustive, and coaches are encouraged to develop their own plays in addition to these. Furthermore, there are obviously times when plays break down, and quarterbacks are forced to Scramble and either run with the ball or attempt to throw a pass to any open eligible receiver he can find, so coaches should not feel constrained to stick with a scheme if it would be wiser to take a different course of action as the play develops.

Run Plays

Dive; Also known as *Running Up the Middle*, Dive plays are most often utilized in short-yardage situations, and do not usually result in big gains. Following the Snap or the Read, the quarterback performs a Hand-off or Pitch-out/Lateral to a running back (usually a halfback on a fast base), who then attempts to carry the ball through a pre-determined gap between the center and either the left or right guard on the offensive line. Another running back (usually a fullback on a strength base) will often serve as lead blocker through the pre-determined gap, followed by the ball carrier.

Off-Tackle; This is often regarded as the most common type of run play. Following the Snap or the Read, the quarterback performs a Hand-off or Pitch-out/Lateral to a running back (usually a halfback on a fast base), who then aims for a gap between a guard and a tackle (or sometimes between a tackle and a tight end) on the offensive line. Another running back (usually a fullback on a strength base) will often serve as lead blocker through the pre-determined gap, followed by the ball carrier. This can lead to a moderate yardage gain, particularly if linebackers and/or defensive backs are slow to pick up coverage beyond the line. It should be noted that the *Single-Wing Formation* relies heavily upon this run play.

End Run; This run play is designed to carry the ball *around* the offensive and defensive linemen, rather than through them. Following the Snap or the Read, the quarterback performs a Hand-off or Pitch-out/Lateral to a running back (usually a halfback on a fast base), who aims for a spot outside an offensive tackle (or tight end, if applicable) on either side of the field, in which there is generally more open space beyond the line of scrimmage. In order for this play to be effective, the opposing outside cornerback and/or linebacker must be blocked by either a running back (usually a fullback on a strong base), a tight end, or an offensive tackle. Should this occur, there's usually a better chance for positive yardage than attempting a run through gaps in the line.

Toss Sweep; This run play is contingent upon a running back with a base dial (or otherwise a base that loops in the appropriate direction for the play). Following the Snap or the Read, the quarterback tosses a Pitch-out to a running back (usually a halfback on a fast base), whose dial is turned slightly so that he executes a *Swing Route*, in which he initially runs parallel to the line of scrimmage toward the sideline, but then curves downfield prior to running out of bounds (the goal being to reach the line of scrimmage so that his base dial can be readjusted during his juke move pivot). This play is similar to End Run plays, but the ball carrier's route often extends further out (nearly all the way to a sideline, if necessary). Please note, a Toss Sweep can also be combined with a Dive play or Off-Tackle play, in which case an offensive guard will usually pull from their normal position to establish a lane for the ball carrier, although this typically only results in short yardage.

Counter; Also referred to as *Misdirection*, this run play relies upon fooling the defense into thinking the ball is going to be carried in one direction, when in fact it will be carried in the opposite direction. Following the Snap, the quarterback drops back or rolls out while the halfback (usually on a fast base) runs parallel to the line of scrimmage towards a sideline, on an intercept course with the quarterback during the Read, at which point the quarterback either Hands-off or Pitches the ball to the halfback. At the same time, the offensive line all block in a direction opposite to that of the halfback's initial route. However, just prior to receiving the ball (during the stoppage after the Read), the halfback pivots towards the opposite direction, now facing the same direction the offense is blocking, in a bid to confuse the defense. From here, the play could develop into a Dive, an Off-Tackle, an End Run, or a Toss Sweep.

Trap Run; This risky (yet potentially rewarding) run play requires one or more members of the offensive line to focus their efforts on blocking linebackers rather than defensive linemen, while at the same time hoping to lure any unblocked linemen into a false sense of security as they are unexpectedly blocked by a fullback. Immediately following the Snap, the quarterback Hands-off or Pitches the ball to a running back (usually a halfback on a fast base), who aims for a pre-determined gap. At the same time, an offensive guard outside the target gap will have angled in such a way as to allow an opposing defensive lineman to break through the line as the offensive guard instead attempts to block a linebacker. However, as the defensive lineman breaks through, another running back (usually a fullback on a strong base) will block him and attempt to secure the gap through which the ball carrier may run. Since one or more linebackers have been blocked, this could potentially result in substantial positive yardage...but only if all goes according to plan.

Quarterback Sneak; This specialized run play is usually only employed in short-yardage situations (2-yards-or-less, to be precise). The quarterback lines up under center, and following the Snap, he attempts to break through either gap to the left or right of the center (this is one of the very few situations in which a quarterback may move towards the line of scrimmage during The Read).

Fullbacks on strong bases may attempt to push the quarterback through the line, but this can often backfire if they cause him to turn around and reverse course. It should be noted that the offense is sometimes just as surprised by this play as the defense (except for the center). Please note; because of the situational nature of this play, it does not appear in the EFHL Random Offensive Package Tables.

Draw; Also known as a *Delay Run*, this is a run play disguised as a pass play, often used in long-yardage situations. During the Snap, one or more offensive linemen allow one or more defensive linemen to break through the line, while the quarterback drops back during the Read as if he is going to pass, but instead Hands-off or Pitches the ball to a running back (or keeps it himself, see below). The ball carrier then attempts to run past any rushing defenders, toward the area which they have just vacated, if possible (this could result in a Dive, an Off-Tackle, an End Run, or a Toss Sweep – see above). Meanwhile, eligible receivers run routes in an attempt to lure defensive backs downfield. If linebackers are also fooled into staying deep, the ball carrier will often have more room to run. Please note; if the quarterback holds on to the ball and makes the run himself, this is referred to as a *Quarterback Draw Play*.

Quarterback Keeper; This is a designed run play in which after receiving the Snap, the quarterback maintains possession of the ball himself, and runs with it in an effort to gain positive yardage. If he receives the Snap directly under center, he must drop back or roll out during the Read prior to moving forward. However, if he receives the Snap while standing in shotgun position (and if he passes the 2d6 *Shotgun Snap Check*), he may advance forward immediately after the Snap (this is one of the very few instances in which this may occur). From here, he may attempt a Dive, an Off-Tackle, an End Run, or a variation of a Sweep without the Toss. This play is typically only called upon during short-yardage situations, for a myriad of reasons (not the least of which being the risk of injury to the quarterback).

Option; If executed correctly, this rather straightforward run play gives the quarterback a choice between running with the ball himself, pitching to a running back, or attempting a forward pass. The quarterback either receives a direct snap under center, or stands in shotgun. Following the Snap, the quarterback rolls out to one side of the offensive line during the Read, while one or more running backs (usually at least 1 halfback on a fast base) follow him (eligible receivers run their routes as normal). The quarterback may also elect to Scramble in order to further extend the play, if necessary. Then he decides whether to 1). hold on to the ball and attempt a run himself, 2). pitch the ball to his accompanying running back (as long as he remains within pitch-out/lateral range), who then may attempt a Dive, Off-Tackle, End Run, or Sweep, 3). attempt a forward pass (as long as he is behind the line of scrimmage), 4). throw the ball away as a last resort (so long as the quarterback is outside the pocket and behind the line of scrimmage). The choice often depends upon whether the defense chooses to pursue the quarterback or focus instead upon the running back(s) or eligible receivers. Please note; this can be a risky play if the defense calls a Blitz.

Bootleg (Trick Play: Costs 1 to 2 Bonus Offensive Stoppages); This variation of the *Quarterback Keeper* (see above) involves trickery designed to fool the defense into thinking a running back has received the ball, when in fact the quarterback has faked the hand-off and kept the ball himself. The quarterback either takes a direct snap from the center, or stands in shotgun. Following the Snap or the Read, the quarterback declares his intent to hand-off the ball to a running back (usually a halfback on a fast base), and rolls a standard 2d6 hand-off check. If the result is double 1s, the quarterback has mishandled and fumbled the ball, and the trick play is no longer possible. Otherwise, the play may proceed.

At this point, the running back is facing one direction, while the quarterback is facing another (usually opposite) direction. One or more fullbacks (usually on strong bases) may serve as blockers for either the quarterback (aka a *Naked Bootleg*) or the decoy halfback (which is more convincing to the defense). After all unblocked pivots have been made, the offensive coach turns on the power switch for up to ½ second, but then turns off the power switch and declares *BOOTLEG*, informing the defensive coach that the quarterback actually still has the ball. This costs 1 Bonus Offensive Stoppage. All unblocked offensive players may pivot (but NOT defensive players), and the play proceeds as a Quarterback Scramble. From here, the quarterback may run with the ball and attempt to gain yardage (via either a Dive, an Off-Tackle, an End Run, or a variation of a Sweep without the Toss). If he is outside the pocket and has not crossed the line of scrimmage, he may also throw the ball away, if necessary. Please note, the quarterback may also technically throw a forward pass following the Scramble, as long as he is still behind the line of scrimmage (however, this would require the use of 1 additional Bonus Offensive Stoppage).

End Around (Trick Play: Costs 0 to 2 Bonus Offensive Stoppages); This is a “hybrid” trick play that relies upon one or more levels of deception to execute. In its most basic form (which does NOT require the use of any Bonus Offensive Stoppages), following the Snap, a wide receiver (flanker) or tight end will suddenly run backfield, towards the other end of the line of scrimmage during the Read (a base with a dial is helpful to pull this off). The quarterback will then either Hand-off or Pitch-out/Lateral the ball to the wide receiver/tight end, who may either 1). run with the ball and attempt a Dive, Off-Tackle, End Run, or Sweep (this costs no additional Bonus Offensive Stoppages), or 2). call for a Scramble, then attempt a forward pass if he is still behind the line of scrimmage (this requires the use of 1 Bonus Offensive Stoppage, and the pass requires the use of defensive pressure sticks, regardless of whether there is actual defensive pressure on the ball carrier. Remember, the defense may NOT pivot unblocked players during the pass, since it is the result of the expenditure of a Bonus Offensive Stoppage).

A variant of this play is the *Fake End Around*, which is executed as follows. The quarterback either takes a direct snap from the center, or stands in shotgun. Following the Snap or the Read, the quarterback declares his intent to Hand-off the ball to a running back (usually a halfback on a fast base), and rolls the standard 2d6 hand-off check. If the result is double 1s, the quarterback has fumbled the ball, and the trick play is no longer possible. Otherwise, the play may proceed. At this point, the running back is facing one direction, while the quarterback is facing another (usually opposite) direction. At the same time, a flanker or tight end located in the direction faced by the quarterback drops back and pivots to run towards the opposite end of the line of scrimmage (as above).

After all unblocked pivots have been made, the offensive coach turns on the power switch for up to ½ second, but then turns off the power switch and declares *FAKE*, informing the defensive coach that the quarterback actually still has the ball. All unblocked offensive players may pivot (but NOT defensive players), the quarterback either Hands-off or Pitches/Laterals the ball to the flanker/tight end, and the play proceeds in the same manner as a Quarterback Scramble (this requires the use of 1 Bonus Offensive Stoppage). From here, the ball carrier may run with the ball and attempt to gain yardage (via either a Dive, an Off-Tackle, an End Run, or a variation of a Sweep without the Toss). Alternatively, if the ball carrier is still behind the line of scrimmage, he may attempt a forward pass (this requires the use of 1 additional Bonus Offensive Stoppage, and the pass requires the use of defensive pressure sticks, regardless of whether there is actual defensive pressure on the ball carrier. Remember, the defense may NOT pivot unblocked players during such a pass, since it is the result of the expenditure of a Bonus Offensive Stoppage).

Reverse (Trick Play: Costs 1 to 2 or more Bonus Offensive Stoppages); This play combines elements of an End Run play with additional deception, as follows. The quarterback either takes the direct snap under center, or stands in shotgun. Following the Snap or the Read, the quarterback Hands-off or Pitches the ball to a running back, who runs to one side of the offensive line. At the same time, a flanker (or tight end) drops back and runs in the opposite direction, behind the ball carrier. So long as the ball carrier has not crossed the line of scrimmage, the offensive coach may then turn off the power switch and declare *REVERSE*, at which point the ball carrier Hands-off or Pitches/Laterals the ball to the flanker/tight end running in the opposite direction (the 2d6 hand-off/pitch-out check receives a -1 penalty, which is cumulative with all other modifiers, meaning a roll of 2 (double 1s) OR 3 results in a fumble). This action costs 1 Bonus Offensive Stoppage. If the defense was drawn to the side of the field the initial ball carrier was running, the new ball carrier can often outrun them to the other side of the offensive line.

The new ball carrier pivots (as does all unblocked players on the offense), but the defense's unblocked players may NOT pivot, and the play resumes as if it were a Scramble. The ball carrier may choose to run with the ball and attempt a Dive, Off-Tackle, End Run, or Sweep, or if he is still behind the line of scrimmage, he may attempt a forward pass (this is known as a *Reverse Option Pass*, which costs an additional Bonus Offensive Stoppage, and requires the use of defensive pressure sticks, regardless of whether there is actually any defensive pressure), or if at the end of the Scramble he is still behind the line of scrimmage, he may Hand-off or Pitch the ball to ANOTHER eligible receiver running the opposite direction, executing a *Double Reverse* (using the same procedures as above, with an additional -1 penalty to the 2d6 check (cumulative with all other modifiers), meaning a roll of 2 (double 1s) OR 3 results in a fumble (this maneuver costs an additional Bonus Offensive Stoppage). The new eligible receiver has the same options as above.

Statue of Liberty (Trick Play: Costs 1 Bonus Offensive Stoppage); This is the most famous and often-used trick run play in gridiron football (see the 2007 Fiesta Bowl for one such example), and it can lead to huge yardage if the defense is fooled by it. The quarterback either takes the direct snap under center, or stands in shotgun, and then rolls out towards a sideline for what appears to be a pass play during the Read (a base with a dial is helpful for this maneuver). At the same time, a running back or tight end runs behind the quarterback (alternately, the running back may be stationary), facing the opposite direction. All unblocked players pivot, and then the offensive coach declares a pass play, using passing sticks (or defensive pressure sticks, if warranted) to measure the pass to the intended receiver (regardless of whether he is particularly open or not – this is part of the trickery of the play), placing a ball marker on the field.

The offensive coach then turns on the power switch, but immediately turns it off, declaring *FAKE* (thus using 1 Bonus Offensive Stoppage). The quarterback then either Hands-off or Pitches/Laterals the ball to the target running back or tight end (this requires a Hand-off or Pitch-out/Lateral check, as usual), and the ball marker is removed from the field. Unblocked offensive players may pivot (NO defensive players may pivot, per the use of a Bonus Offensive Stoppage), and the play proceeds as a normal run play; the ball carrier may either attempt a Dive, Off-Tackle, End Run, or Sweep. If the defense shifted to the side of the field in which the quarterback dropped back to pass, they will likely be out of position to make a tackle on the ball carrier, who is now headed towards the other side of the field.

Fumblerooski (Trick Play: Costs 1 Bonus Offensive Stoppage); This unusual trick play is performed by way of an intentional fumble, as follows. The quarterback takes the direct snap while in shotgun position (in actual gridiron football, this play is more commonly executed while the quarterback is directly under center, but there must be space between the quarterback and the center for this to be practical on the electric gridiron). The offensive coach discreetly places a brown ball marker (instead of a green position marker) in front of the quarterback figure, and then picks him up to “turn his dial” (thereby purposefully fumbling the ball, which costs 1 Bonus Offensive Stoppage – however, in this circumstance, ALL unblocked players on both teams may pivot). The quarterback then drops back or rolls out during the Read, as if he were going to attempt a pass. At the same time, a running back runs toward the fumbled ball marker and touches it, thereby picking it up (unless a defensive player touches it first, in which case the defense gains possession of the ball). The ball marker is removed from the field by the offensive coach, and the running back may now attempt a Dive, Off-Tackle, End Run, or Sweep, as if it were a typical run play.

In head-to-head games between two coaches, this trick play depends entirely upon whether the defensive coach notices the placement of the brown ball marker on the field (if he/she does not notice, then chances are the defense will be lured into defending against a pass play rather than a run play). However, if playing solitaire, in order to determine whether the defense is fooled by the Fumblerooski, the defense has the option of rolling 1d20 following the Snap; if the result is less than or equal to the team's Defensive Rating, they've spotted the fumbled ball, and may pivot accordingly during the stoppage after the Snap. Otherwise, the defense thinks the quarterback is still in possession of the ball.

Pass Plays

Downfield Pass; This is the most common pass play in the EFHL, defined simply as a pass to an open eligible receiver beyond the line of scrimmage (usually a wide receiver, tight end or slot receiver, although running backs may also catch downfield passes). The intended receiver attempts to outmaneuver the defensive player(s) assigned to cover him by means of any number of Routes (see *Receiver Routes* below). Downfield pass attempts are usually medium to long-yardage (a pass attempt of 45 to 69 yards is generally referred to as a *Long Bomb*, whereas a pass attempt of 70 or more yards is considered a *Hail Mary*), most of which occur after the Read or the Scramble. To execute a typical downfield pass play, refer to *Pass Plays* in *EFHL Scrimmage Play Procedures*.

Screen; This play is defined as a short, quick pass to a receiver who is defended by a screen of blockers behind the line of scrimmage. It is designed to fool defenders into anticipating either a long pass (in part by allowing defenders to rush the quarterback), or a run play. However, this can be risky if an unblocked defender manages to get between the quarterback and the intended receiver, particularly if using a passing action figure or the alternative passing method introduced on page 92.

In order to execute this play, the quarterback lines up either under center or in shotgun. After the Snap and during the Read, he drops back as if he were going to attempt a pass, but instead throws a short or medium-yardage forward or lateral pass to an eligible receiver behind the line of scrimmage (usually a running back, but sometimes a wide receiver, slot receiver or tight end who drops back during the Read), allowing the offensive linemen to establish their blocks. One or more running backs (usually fullbacks on strength bases) position themselves to block for the intended receiver, who may attempt a Dive, Off-Tackle, End Run, or Sweep. The defensive coach then gains control of the power switch.

A *Bubble Screen Pass* is a type of screen play in which 3 eligible receivers are close together on one side of the field, and after the Snap the ball is immediately thrown to the receiver furthest behind the line of scrimmage (the other 2 receivers serve as blockers).

Throw Back; This is a backwards pass play in which a wide receiver drops back to flanker position during the Offensive Audible phase, and attempts to run back downfield upon pass completion. To execute this play, the quarterback lines up under center or, more commonly, in shotgun. During the Snap, the intended wide receiver either drops back further, or remains stationary (refer to page 91 if attempting a pass to a stationary receiver). After the Snap, the quarterback throws a short or medium-yardage pass to the intended receiver, and a tight end or running back will attempt to block the receiver's assigned cornerback and/or linebacker. If the pass is complete, the receiver **ONLY** may pivot, and the defensive coach gains control of the power switch.

Flood; This is a fairly common pass play in which most or all eligible offensive receivers (usually wide receivers and/or slot receivers, as well as 1 or more tight ends) line up on one side of the field, and then run various routes in anticipation of a Downfield Pass. This forces the defense to concentrate most or all of their efforts on that side of the field in order to cover each eligible receiver, while at the same time the flood of receivers provides more blocking protection for the ball carrier. Flood plays may also be used as a ruse to mask another type of pass play (or even a run play) if one or more eligible receivers drop back after the Snap and run to the other side of the field (which may be sparsely or completely undefended). *Flood Left* and *Flood Right* are designations from the offense's on-field perspective. Flood plays are most commonly called when the offense is in *Trips Formation*, *Spread Offense Formation*, or *Single Set Back Formation* (see *Offensive Formations* above).

Hail Mary; This is a desperation pass play, usually attempted on the final play of a game if the offense is 6 or less points down (or sometimes at the end of the 1st half in a last-ditch effort to score points prior to heading to the locker rooms). It is an immensely deep pass (70 or more yards) with an exceptionally low completion chance. If successful, however, ALL offensive players receive 1 PR point, and ALL defensive players lose 1 PR point (this is in addition to any other PR points awarded or taken away on the play). Hail Mary passes are not included in the EFHL Random Offensive Package Tables.

In order to attempt a Hail Mary pass, there must be an eligible receiver 70 or more yards from the quarterback prior to the pass attempt (this yardage should be measured from base to base rather than from helmet to helmet). The red and white measuring stick itself serves as a passing stick for this play. However, there is a VERY small window of opportunity to make such a deep pass, for if the intended receiver runs too far downfield, it will be impossible to find the proper angle with the measuring stick to complete an inbounds pass in the end zone (and also remember, the intended receiver must pivot PRIOR to measuring the pass, making the likelihood of a completion even less probable). This is all further complicated by defensive coverage; if a Hail Mary is anticipated, the defense will almost certainly overload the end zone with several defensive backs (see *Defensive Formations* and *Defensive Coverage Shells* for more information), making the chances of an interception exceedingly high.

Play Action (Trick Play: Costs 1 Bonus Offensive Stoppage); One of the most widely-used trick plays in professional football (although not as common in EFHL game play, per the required expenditure of a Bonus Offensive Stoppage), Play Action is a pass play disguised as a run play. It relies upon fooling the defense into thinking the ball has been handed off to a running back, when in fact it is kept by the quarterback, who then attempts a forward pass.

In order to execute this trick play, the quarterback receives the Snap under center or in shotgun, and then declares a Hand-off to a running back within 1 vertical base length distance behind him (at the same time, eligible receivers prepare to run their designated routes downfield). The quarterback then rolls 2d6; on a roll of snake-eyes (double 1s) the ball is fumbled, and the Play Action pass play is no longer possible. Otherwise, all unblocked players may pivot, and the running back proceeds downfield as if he possesses the ball (this forces defensive backs to decide whether to stick with their assigned receivers or assist with run coverage instead) while the quarterback maneuvers behind him.

The offensive coach turns on the power switch for up to ½ second, but then turns off the switch and declares *PLAY ACTION*, notifying the defensive coach that the quarterback still has the ball. This costs 1 Bonus Offensive Stoppage. Unblocked players on the offense ONLY may pivot (unblocked defensive players may NOT pivot), and the quarterback may choose whether to attempt a forward pass or run with the ball himself. In either case, the defensive coach gains control of the power switch after the pass is thrown or after the quarterback crosses the line of scrimmage with the ball (remember, if the pass attempt is complete, the receiver ONLY may pivot prior to the defensive coach gaining possession of the power switch).

Half Back Pass aka “Razzle Dazzle” (Trick Play: Costs 1 Bonus Offensive Stoppage); This is a pass play cunningly disguised as a run play. In order to execute this play, the quarterback lines up under center or in shotgun. After the Snap or the Read, the quarterback hands off or Pitches/Laterals the ball to a running back (either a halfback or fullback), eligible receivers run their routes downfield, and the play proceeds as if it were a typical run play. However, once the offensive coach turns the power switch on, he/she may turn it off at any time prior to the ball carrier crossing the line of scrimmage, and declare *RAZZLE DAZZLE*. This costs 1 Bonus Offensive Stoppage. All unblocked offensive players may pivot (however, NO defensive players may pivot), and the offensive coach uses passing sticks to measure and mark the pass to the intended eligible receiver (please note; this play requires the use of defensive pressure sticks, regardless of whether the running back is actually under defensive pressure – he is not a quarterback, and thus not as accurate in passing situations). If the pass is complete, the receiver ONLY may pivot, and the defensive coach gains control of the power switch (at this point the play proceeds as a normal pass play).

Flea Flicker (Trick Play: Costs 2 Bonus Offensive Stoppages); Another well-known trick play, this 2-part pass play is initially disguised as a run play. In order to execute a Flea Flicker, the quarterback lines up under center or in shotgun. After the Snap, the quarterback Hands off or Pitches the ball to a running back behind him, while pivoting to move backfield. Meanwhile, eligible receivers run their routes downfield. The play proceeds as a typical run play, and the offensive coach turns on the power switch, but then switches off power prior to the ball carrier reaching the line of scrimmage and declares *FLEA FLICKER*. This costs 1 Bonus Offensive Stoppage, and the quarterback must now be behind and within 2 vertical base lengths distance of the ball carrier. All unblocked offensive players may pivot (NO defensive players may pivot), and the ball carrier attempts to Pitch the ball back to the quarterback, with a -1 penalty to the Pitch-out check, meaning a roll of snake-eyes (double 1s) OR 3 results in a fumble.

If the Pitch-out is successful, the offensive coach switches power on again for up to ½ second, after which point the quarterback may attempt a pass to an eligible receiver (but only if the quarterback is behind the line of scrimmage). This costs 1 additional Bonus Offensive Stoppage, and as before, all unblocked offensive players may pivot (NO defensive players may pivot). After the pass is measured,

the offensive coach switches on power until either 1). the pass is completed (caught) by the intended receiver, 2). the pass is incomplete, 3). the pass is intercepted by a player on the defense (see *Pass Plays* in *EFHL Scrimmage Play Procedures*). If the pass is complete, the receiver ONLY may pivot, and the defense gains control of the power switch (at this point the play proceeds as a normal pass play).

Hook and Ladder (Trick Play; Costs 1 Bonus Offensive Stoppage); Also referred to as a *Hook and Lateral*, this EFHL trick play is notable in that the offensive trickery occurs while the defense has control of the power switch. In order to execute a Hook and Ladder, the quarterback lines up under center or in shotgun. Following the Snap, he drops back or rolls out during the Read, and Scrambles if necessary. Meanwhile, the intended receiver runs a *Curl aka Hook Route* (see *Receiver Routes* below), and another eligible receiver attempts to maintain a distance of no less than 2 vertical base lengths from the intended receiver. If the pass attempt is complete, the receiver ONLY may pivot, and the defensive coach gains control of the power switch (per EFHL Core Rules). However, after the ensuing defensive stoppage (in which all unblocked players EXCEPT for the ball carrier may pivot), the offensive coach declares *LATERAL* (but only if another eligible receiver is behind and within 2 vertical base lengths distance from the ball carrier). This costs 1 Bonus Offensive Stoppage.

The ball carrier rolls a 2d6 Pitch-out/Lateral check with a -1 penalty, meaning that on a roll of snake-eyes (double 1s) OR 3, the ball is fumbled. Otherwise, the new ball carrier ONLY may pivot (defensive players may NOT pivot, and it should be noted that all other offensive players were already given the opportunity to pivot during this stoppage, prior to the LATERAL declaration). The defensive coach switches on power, and the play continues until it is resolved.

Blitz Beater (Trick Play; Costs 2 Bonus Offensive Stoppages); Also known as a *QB Throwback Screen*, this cunning pass play involves multiple ball transfers behind the line of scrimmage, and as its name suggests, it is designed to thwart the defense's attempts to Blitz the quarterback. It shares many characteristics with a Flea Flicker, but instead of Hand-offs it relies upon Lateral or backwards passes. This is a rather difficult trick play to pull off, but it can lead to huge yardage if successful.

In order to execute a Blitz Beater, the quarterback lines up under center or (more commonly) in shotgun. Following the Snap, he declares a backwards pass to a wide receiver who has dropped back, and then the QB heads backfield (remember, per EFHL Core Rules, the receiver of a backwards pass ONLY may pivot, and the defensive coach then gains control of the power switch). After the ensuing defensive stoppage (in which all unblocked players EXCEPT for the ball carrier may pivot), the offensive coach declares *THROWBACK*, informing the defensive coach that the ball carrier is about to attempt a backwards or Lateral pass to the quarterback, who must be behind the ball carrier (if it is a backwards pass, this mandates the use of defensive pressure sticks regardless of whether there is actually any defensive pressure, unless the ball carrier is a backup quarterback). This costs 1 Bonus Offensive Stoppage. The defensive coach then turns on the power switch.

If the pass is complete, all unblocked offensive players may pivot (NO defensive players may pivot), and the ball carrier (quarterback) immediately attempts a forward pass to an eligible receiver downfield (as long as the quarterback is still behind the line of scrimmage; if not, he must run with the ball himself). This costs 1 additional Bonus Offensive Stoppage. If the pass is complete, the play proceeds like a normal pass play (see *Pass Plays* within *EFHL Scrimmage Play Procedures*).

Receiver Routes

Listed below are several of the most common types of routes that intended receivers may run in order to attempt to catch passes and/or carry the ball. In most cases, a receiver's route depends upon the type of formation employed by the offense, as well as the specific play being attempted. For example, if attempting a Hail Mary play, most eligible receivers will almost certainly execute a Go Route. Meanwhile, a Swing Route is used extensively for Toss Sweep and Screen Pass plays. It should also be noted that when things go wrong (as they habitually do in gridiron football), receivers may need to deviate from their assigned routes in order to get open and attempt to catch a pass.

Go Route; This is a deep route, used primarily if the receiver has a speed advantage over the defensive back assigned to him. In its simplest form, the receiver simply runs in a straight line downfield in order to attempt to catch a pass. However, he may also attempt to outrun and outmaneuver defensive backs by pivoting slightly during the Read and/or Scramble (this is called a ***Fly Route***). He may also attempt to run downfield while “hugging” the sideline, which is referred to as a ***Fade Route*** (this is a rather risky maneuver on the electric gridiron, since even a professionally tweaked base will often deviate from its course, and the player may unintentionally drift out of bounds).

Post Route; This is a deep route that is quite effective against defensive schemes in which there are no safeties covering midfield. To execute this route, the receiver runs straight downfield during the Read, then pivots at an angle towards the center of the end zone during the Scramble, preparing to attempt to catch a pass. If the Scramble is short ($\frac{1}{4}$ second or less), the route is referred to as a ***Skinny Post***. However, if the Scramble is long (up to $\frac{1}{2}$ second), it is referred to as a ***Deep Post*** (which may cover 30 – 40 yards, after factoring in the distance of the passing sticks).

Corner Route; Also referred to as a ***Flag Route***, this is a deep route in which the receiver runs straight downfield during the Read and/or Scramble, then pivots towards the corner of the end zone in an attempt to catch a pass. This route is most effective if the intended receiver's assigned defender achieves the inside route, for it allows the receiver to break away from coverage and establish a “new” inside route.

Out Route; This route is usually employed by tight ends or slot receivers (or otherwise wide receivers who line up inside the numerals). To execute this route, the receiver runs downfield during the Read and/or Scramble, then pivots 90 degrees towards the sideline to attempt to catch a pass. If the pass attempt uses the red passing stick (short yardage), this is referred to as a ***Quick Out***. This route is effective if the receiver's assigned defender has gained the inside route.

In Route; Also known as a ***Drag Route***, this route is suitable for any eligible receiver. To execute an In Route, the receiver runs downfield during the Read and/or Scramble, then pivots 90 degrees towards the center of the field. This route works best if the intended receiver possesses the inside route against his assigned defender.

Slant Route; This route can be highly effective against a Cover 2 defensive shell (see *Coverage Shells* in *EFHL Defensive Strategies*). To execute a Slant Route, the receiver moves forward during the Snap and possibly during a short Read, then pivots diagonally across the field between the linebackers and safeties, and attempts to catch a pass (so long as there are no cornerbacks or safeties within range to break up the pass).

Curl Route; Also referred to as a *Hook Route* or *Hitch Route*, a Curl Route requires the receiver to run downfield during the Read and/or Scramble, but then pivot around and run back towards the line of scrimmage in order to stay ahead of the defensive coverage. This pivot is typically NOT 180 degrees (hence the curl or hook designation).

Flat Route; Also known as an *Arrow Route*, this requires the use of stationary passing rules (see page 91). In order to execute this route, the receiver lines up near an offensive tackle, and runs at an angle directly towards *The Flat* (an area between the hash marks and the sideline approximately 5 yards beyond the line of scrimmage) during the Read, then becomes stationary and waits for the pass. If the pass is complete, the receiver may then pivot and attempt to advance the ball.

Swing Route; Also known as a *Flare Route*, this is used primarily by running backs behind the line of scrimmage, and tends to favor the Toss Sweep (see *Run Plays* above) and the Screen Pass (see *Pass Plays* above). To execute this route, the receiver runs towards the sideline and takes a curved path towards the line of scrimmage during the Read (this requires the use of a base with a dial, or otherwise a base that loops appropriately).

Wheel Route; This route is usually employed by inside receivers (tight ends or slot receivers), and sometimes by running backs. For inside receivers to execute this route, the receiver runs towards the sideline during the Snap or the Read, then runs back upfield in a curved pattern (this requires the use of a base with a dial, or otherwise a base that loops appropriately). For running backs to execute this route, the receiver runs towards the sideline during the Read, then pivots 90 degrees and runs downfield during the Scramble, and attempts to catch the pass.

Seam Route; This route is quite effective against Zone Defense. To execute a Seam Route, the receiver pivots to run between the linebacker(s) and safety (or safeties) during the Read and/or Scramble, and attempts to catch the pass. Obviously, the exact path of this route is contingent upon the location of the defensive players.

Angle Route; This route is usually employed by running backs or tight ends, and works best if the receiver gains the inside route. To execute an Angle Route, the receiver runs towards the sideline at a 45 degree angle during a short Read, then pivots 90 degrees back inside towards the center of the field.

Option Route; This route serves as a supplementary addendum to other routes described here. During the huddle, the quarterback may call for this predetermined change of route if the initial route is covered by one or more defenders. Please note, not all offensive packages are flexible enough to be considered suitable for Option Routes (which is why they're not used on every single play call).

It should be noted that Receiver Routes may be disrupted by the defense on any given play, in which case receivers are forced to deviate from their assigned routes in an effort to either get open or lure defenders away from other receivers. Due to this inescapable truth, the Receiver Routes described in each entry on the EFHL Random Offensive Package Tables (see the following pages) should be treated as guidelines rather than unbending rules, and coaches must be flexible in order to be successful.

Running backs' routes (or lanes) are typically identified by the assigned gaps they attempt to penetrate (Dive, Off Tackle, End Run – these should NOT be confused with Offensive Plays of the same names). One exception is the Swing Route, which is used by running backs to attempt a Sweep play.

EFHL Random Offensive Package Tables

The following pages include 2 separate tables for randomly generating EFHL Offensive Packages. The 1st table lists 100 different run plays, while the 2nd table lists 100 different pass plays. Each table balances the frequency of formations and plays with the commonality or rarity of their real-world counterparts (for example, formations such as Pro Set, Power T, and Trips appear more frequently on the tables than obscure formations such as Single-Wing, and trick plays – which are only possible if a team has Bonus Offensive Stoppages - appear far less frequently than standard run/pass plays).

In order to use these tables to determine random play calls, roll two 10-sided dice (2d10), each of which should be a different color. One of these dice represents the tens digit (10, 20, 30, 40, etc.), while the other represents the ones digit (1, 2, 3, 4, 5, etc.). As an example, if a 3 is rolled on the tens digit (30), and a 4 is rolled on the ones digit, the total is 34; find entry number 34 on the proper EFHL Random Offensive Package Table to select your Play Call. A 0 (10) on both dice represents a roll of 100. Alternatively, coaches may use a 100-sided dice (1d100), although these are much more expensive than 10-sided dice, and somewhat harder to read.

The purpose of these tables is to provide coaches with a method to quickly select an Offensive Package for each play. The only choice that must be made by a coach is whether the offense intends to execute a run play or a pass play, and this too can be quickly determined by simply flipping a coin. Keep in mind, however, that many instances may arise during game play in which certain elements of an Offensive Package are implied by the situation at hand. For example, most coaches will opt to attempt a pass play on 3rd and long, while a 1st and Goal on the 1 yard line would (almost) never warrant a Downfield Pass. Furthermore, a simple Dive play on 2nd and inches is usually wiser than an elaborate trick play. Regardless of the outcome of the dice roll, coaches have the option to disregard the Package entirely and reroll, or make any changes he/she deems fit for the play at hand. Common sense and logic may overrule any Offensive Package randomly determined by the dice, if necessary. Ultimately, the longer coaches play electric football and become familiar with all the different formations, plays and receiver routes available for use in EFHL game play, the less he/she will need to rely on these EFHL Random Offensive Package Tables, which are no substitute for practical experience. Meanwhile, coaches who already possess a deep understanding of gridiron football strategy may find their own instincts to be superior to these tables (your mileage may vary).

Each entry in these tables follows a specific formula, as follows; 1). The Formation, 2). The Play, 3). Receiver Routes and running lanes. Formation and Play listings include any relevant special instructions unique to the particular Offensive Package. Receiver Route listings are abbreviated out of necessity, and should be interpreted as follows; ordinal numbering of receivers is read from left to right (or front to back, depending upon the context) from the perspective of the offense. So for example, WR1(F) refers to the wide receiver on the left side of the field (set back as a flanker), whereas WR2(S) refers to the wide receiver on the right side of the field (set as a split end). In another example, RB1 in a Maryland-I Formation refers to the running back directly behind the quarterback, while RB2 refers to the running back behind RB1, and RB3 refers to the running back behind RB2. Any Receiver Routes or running lanes not listed on the EFHL Random Offensive Package Table entries should be determined by the offensive coach as the play develops. Finally, any pre-snap audibles and whether the quarterback receives the Snap under center or in shotgun are all largely up to the offensive coach, unless the decision is mandated by the play itself (for example, Shotgun Formation, by its very nature, requires the quarterback to line up in shotgun position).

EFHL Random Offensive Package Table – Run Plays

2d10	Offensive Run Play Package
1	Power I; Draw; RB1 Dive, RB2 has ball (Off Tackle), RB3 Off Tackle, TE1 Angle, TE2 Corner
2	Big I; Off Tackle; RB1 Lead Block, RB2 has ball, TE1 blocks, TE2 blocks, WR(F) Post
3	Pro Set; Toss Sweep; RB1 Lead Block, RB2 has ball (Swing), TE Out, WR1(F) Go, WR2(S) Post
4	Maryland-I; Off Tackle; RB1 Lead Block, RB2 Dive, RB3 has ball, TE1 Slant, TE2 Angle
5	Pro T; End Run; RB1 has ball, RB2 Lead Block, RB3 Swing, TE blocks, WR(S) Corner
6	I Form; QB Keeper; RB1 Lead Block, RB2 Swing, QB Off Tackle, TE Out, WR1(S) Go, WR2(F)
7	Power I; Counter; RB1 Off Tackle, RB2 has ball, RB3 End Run, TE1 Post, TE2 blocks
8	Single Set Back; End Run; RB has ball, TE blocks, WR1(F) Go, WR2(S) Go, Slot Slant
9	Power T; End Run; RB1 has ball, RB2 Dive, RB3 Wheel, TE1 Corner, TE2 Out
10	Shotgun; Off Tackle; RB has ball, TE blocks, Slot In, WR1(S) Go, WR2(F) Slant
11	I Form; Toss Sweep; RB1 Dive, RB2 has ball, TE blocks, WR1(F) Slant, WR2(S) Go
12	Wildcat; Dive; RB1 has ball, RB2 blocks, TE1 In, TE2 Corner, WR1(S) Curl, WR2(F) Wheel
13	Pro Set; Dive; RB1 Lead Block, RB2 has ball, TE Curl, WR1(S) Go, WR2(F) Post
14	Power I; Off Tackle; RB1 Lead Block, RB2 has ball, RB3 Swing, TE1 Post, TE2 Out
15	Maryland-I; Toss Sweep; RB1 Off Tackle, RB2 Off Tackle, RB3 has ball, TE1 Go, TE2 blocks
16	Pro T; Trap Run; RB1 has ball (Dive), RB2 blocks, RB3 blocks, TE Wheel, WR(S) Post
17	Big I; Draw; RB1 Lead Block, RB2 has ball (End Run), TE1 Go, TE2 Go, WR(F) Go
18	Wishbone; Dive; RB1 End Run, RB2 has ball, RB3 End Run, TE1 Corner, TE2 Curl
19	Flexbone; Off Tackle; RB1(WB) blocks, RB2 has ball, RB3(WB) blocks, WR1(S) Slant, WR2(S) In
20	Power T; Toss Sweep; RB1 End Run, RB2 Off Tackle, RB3 has ball (Swing), TE1 Out, TE2 blocks
21	I Form; Draw; RB1 Lead Block, RB2 has ball (Swing), TE blocks, WR1(F) Go, WR2(S) Flat
22	Flexbone; End Run; RB1(WB) blocks, RB2 Dive, RB3(WB) has ball, WR1(S) Wheel, WR2(S) Wheel
23	Maryland-I; Trap Run; RB1 Lead Block, RB2 blocks, RB3 has ball (Dive), TE1 Angle, TE2 Flat
24	Pro Set; Trap Run; RB1 has ball (Off Tack), RB2 Lead Block, TE blocks or S, WR1(S) Curl, WR2(F) In
25	Wishbone; Off Tackle; RB1 Lead Block, RB2 has ball, RB3 Swing, TE1 blocks, TE2 Go
26	Big I; Trap Run; RB1 Lead Block, RB2 has ball (Off Tackle), TE1 Out, TE2 Out, WR(F) Go
27	Flexbone; Option; RB1(WB) follows QB, RB2 Dive, RB3(WB) blocks, WR1(S) Go, WR2(S) Slant
28	Power T; Counter; RB1 has ball (End Run), RB2 Dive, RB3 Off Tackle, TE1 In, TE2 Slant
29	Power I; Trap Run; RB1 blocks, RB2 blocks, RB3 has ball (End Run), TE1 blocks, TE2 Seam
30	Flexbone; Dive; RB1(WB) has ball, RB2 Lead Block, RB3(WB) blocks, WR1(S) In, WR2(F) Post
31	I Form; Counter; RB1 Off Tackle, RB2 has ball (End Run), TE blocks, WR1(S) Wheel, WR2(F) Go
32	Trips Left/Right; QB Keeper; QB End Run, TE Go, Slot1 Go, Slot2 Go, WR1(F) Go, WR2(F) Go
33	Pro T; Off Tackle; RB1 End Run, RB2 Lead Block, RB3 has ball, TE Seam, WR(S) Curl
34	Wishbone; Trap Run; RB1 has ball (Off Tackle), RB2 blocks, RB3 blocks, TE1 Seam, TE2 In
35	Big I; End Run; RB1 Dive, RB2 has ball, TE1 Out, TE2 Curl, WR(F) Slant
36	Pro Set; QB Keeper; RB1 Swing, RB2 Swing, TE Seam, WR1(S) Slant, WR2(F) Slant, QB has ball
37	Maryland-I; Counter; RB1 Dive, RB2 Off Tackle, RB3 has ball (End Run), TE1 Wheel, TE2 Out
38	Power I; Option; RB1 Dive, RB2 Dive, RB3 follows QB, TE1 Angle, TE2 Curl
39	Shotgun; End Run; RB has ball, TE blocks, Slot Post, WR1(S) In, WR2(F) Go
40	Pro T; Draw; RB1 End Run, RB2 Lead Block, RB3 has ball (Sweep), TE Slant, WR(S) Go
41	I Form; Off Tackle; RB1 Lead Block, RB2 has ball, TE Seam, WR1(S) Curl, WR2(F) In
42	Wildcat; End Run; RB1 has ball, RB2 blocks, TE1 blocks, TE2 blocks, WR1(F) Go, WR2(S) Slant
43	Wishbone; Counter; RB1 Dive, RB2 Off Tackle, RB3 has ball (End Run), TE1 blocks, TE2 Wheel
44	Power T; Off Tackle; RB1 End Run, RB2 Lead Block, RB3 has ball, TE1 blocks, TE2 Go
45	Big I; Dive; RB1 Lead Block, RB1 has ball, TE1 Seam, TE2 Corner, WR(F) In
46	Pistol; Option; RB follows QB, TE Wheel, Slot Post, WR1(F) Curl, WR2(S) In
47	I Form; End Run; RB1 Lead Block, RB2 has ball, TE blocks, WR1(S) Slant, WR2(F) In
48	Power I; QB Keeper; RB1 Swing, RB1 Dive, RB2 Swing, RB3 blocks, QB Off Tackle, TE1 In, TE2 In
49	Maryland-I; Dive; RB1 Lead Block, RB2 has ball, RB3 blocks, TE1 In, TE2 Out
50	Pro Set; Off Tackle; RB1 has ball, RB2 Lead Block, TE Wheel, WR1(F) Post, WR2(S) In

2d10 Roll

Offensive Run Play Package

- 51 **Power T; Option;** RB1 follows QB, RB2 End Run, RB3 Swing, TE1 In, TE2 Go
- 52 **Big I; QB Keeper;** RB1 Lead Block, RB2 Off Tackle, QB Dive, TE1 Angle, TE2 Out, WR(F) Post
- 53 **Single Set Back; Draw;** RB has ball (Swing), TE blocks, WR1(F) Curl, WR2(S) Go, Slot Slant
- 54 **Pro T; QB Keeper;** RB1 Swing, RB2 Dive, RB3 End Run, QB has ball (Off Tackle), TE Go, WR(S) Go
- 55 **I Form; Option;** RB1 Off Tackle, RB2 follows QB, TE Out, WR1(S) In, WR2(F) Post
- 56 **Pro Set; Draw;** RB1 has ball (End Run), RB2 Lead Block, TE Corner, WR1(F) Go, WR2(S) In
- 57 **Maryland-I; Option;** RB1 Dive, RB2 Dive, RB3 follows QB, TE1 Post, TE2 Corner
- 58 **Big I; Toss Sweep;** RB1 Off Tackle, RB2 has ball (Swing), TE1 In, TE2 Out, WR(F) Go
- 59 **Shotgun; QB Draw;** RB blocks, TE blocks, Slot Corner, WR1(S) In, WR2(F) Go
- 60 **Power T; Trap Run;** RB1 Dive, RB2 Lead Block, RB3 has ball (Off Tackle), TE1 Flat, TE2 blocks
- 61 **Pistol; Toss Sweep;** RB has ball (Swing), TE blocks, Slot Wheel, WR1(F) Go, WR2(S) Slant
- 62 **Maryland-I; Draw;** RB1 Off Tackle, RB2 Off Tackle, RB3 has ball (Swing), TE1 blocks, TE2 blocks
- 63 **Pro T; Counter;** RB1 has ball, RB2 Off Tackle, RB3 Swing, TE Out, WR(S) Curl
- 64 **Single-Wing; Off Tackle;** RB1(WB) blocks, RB2 has ball, RB3 Lead Block, TE1 blocks, TE2 Curl
- 65 **Power T; Draw;** RB1 has ball (Dive), RB2 Lead Block, RB3 Wheel, TE1 Go, TE2 Go
- 66 **Big I; Option;** RB1 Swing, RB2 follows QB, TE1 Seam, TE2 Out, WR(F) Go
- 67 **Single Set Back;** Toss Sweep; RB has ball (Swing), TE In, WR1(F) Go, WR2(F) Post, Slot Seam
- 68 **Pro Set; Option;** RB1 Swing, RB2 follows QB, TE Seam, WR1(S) Post, WR2(F) Go
- 69 **Pistol; End Run;** RB has ball, TE Angle, Slot Seam, WR1(F) Go, WR2(S) Curl
- 70 **Wildcat; Off Tackle;** RB1 has ball, RB2 blocks, TE1 blocks, TE2 blocks, WR1(S) Fade, WR2(S)
- 71 **I Form; Dive;** RB1 Lead Block, RB2 has ball, TE In, WR1(F) Curl, WR2(S) Slant
- 72 **Pro Set; End Run;** RB1 Swing, RB2 has Ball, TE blocks, WR1(S) Post, WR2(S) Post
- 73 **Pro T; Option;** RB1 follows QB, RB2 Off Tackle, RB3 Swing, TE Curl, WR(S) Curl
- 74 **Wishbone; Toss Sweep;** RB1 Dive, RB2 has ball (Swing), RB3 Lead Block, TE1 Angle, TE2 Post
- 75 **Power I; Dive;** RB1 Lead Block, RB2 has ball, RB3 End Run, TE1 In, TE2 Corner
- 76 **Power T; QB Keeper;** RB1 End Run, RB2 behind QB, RB3 End Run, TE1 Out, TE2 Out, QB Dive
- 77 **Maryland-I; End Run;** RB1 Dive, RB2 Off Tackle, RB3 has ball, TE1 blocks, TE2 Corner
- 78 **Spread;** QB Keeper; RB blocks, QB Off Tackle, Slot1 Go, Slot2 Curl, WR1(F) Go, WR2(F) Go
- 79 **Big I; Counter;** RB1 Swing, RB2 has ball (Off Tackle), TE1 Angle, TE2 Corner, WR(F) Slant
- 80 **Single Set Back; Option;** RB follows QB, TE Curl, WR1(S) Post, WR2(F) Go
- 81 **Power T; Dive;** RB1 has ball, RB2 Lead Block, RB3 Off Tackle, TE1 Angle, TE2 Angle
- 82 **Wishbone; Draw;** RB1 Lead Block, RB2 has ball (End Run), RB3 Swing, TE1 Post, TE2 Go
- 83 **Power I; End Run;** RB1 Dive, RB2 has ball, RB3 Off Tackle, TE1 Seam, TE2 Go
- 84 **Shotgun; Draw;** RB has ball (Off Tackle), TE blocks, Slot Angle, WR1(S) Post, WR2(F) Slant
- 85 **Pro T; Toss Sweep;** RB1 Swing, RB2 Dive, RB3 has ball (Swing), TE Seam, WR(S) Go
- 86 **Maryland-I; QB Keeper;** RB1 Off Tackle, RB2 End Run, RB3 Swing, TE1 Out, TE2 Out
- 87 **Wishbone; End Run;** RB1 Swing, RB2 has ball, RB3 Swing, TE1 In, TE2 Wheel
- 88 **I Form; Trap Run;** RB1 Off Tackle, RB2 has ball (End Run), TE blocks, WR1(S) Post, WR2(F) In
- 89 **Pro Set; Counter;** RB1 has ball (Sweep), RB2 Lead Block, TE blocks, WR1(S) Go, WR2(F) C Post
- 90 **Power I; Toss Sweep;** RB1 Dive, RB2 has ball (Swing), RB3 End Run; TE1 blocks, TE2 Angle
- 91 **Pro T; Dive;** RB1 End Run, RB2 Lead Block, RB3 has ball, TE Slant, WR(S) Post
- 92 **Wishbone; Option;** RB1 Swing, RB2 Dive, RB3 follows QB, TE1 Go, TE2 Curl
- 93 **Flexbone; Counter;** RB1(WB) blocks, RB2 Swing, RB3(WB) has ball, WR1(S) Go, WR2(S) Curl
- 94 **Power I; Bootleg;** RB1 blocks QB, RB2 decoy, RB3 blocks QB or has ball, TE1 Out, TE2 Post
- 95 **Flexbone; Toss Sweep;** RB1(WB) has ball, RB2 Off Tackle, RB3(WB) blocks, WR1(S) Fly, WR2(S) Fly
- 96 **Pistol; End Around;** RB Swing, TE blocks, Slot Slant, WR1(F) has ball (Swing), WR2(S) Go
- 97 **Maryland-I; Fumblerooski;** RB1 has ball, RB2 & RB3 Push, TE1 Slant, TE2 Seam
- 98 **Pro T; Reverse;** RB1 Off Tackle, RB2 Dive, RB3 has ball 1st, TE drops back & has ball 2nd, WR(S) Go
- 99 **Pro Set; End Around;** RB1 Off Tackle, RB2 End Run, TE blocks, WR1(F) has ball, WR2(S) Slant
- 100 **Pro Set; Statue of Liberty;** RB1 has ball (Sweep), RB2 Lead Block, TE Angle, WR1(S) Go, WR2(F) Seam

EFHL Random Offensive Package Table – Pass Plays

2d10	Offensive Pass Play Package
1	Empty Backfield; Downfield Pass; Slot1 Curl, Slot2 Go, Slot3 Out, WR1(F) Post, WR2(F) Go
2	Trips Left; Flood; TE Slant, Slot1 Go, Slot2 Go, WR1(F) Go, WR2(F) Post
3	I Form; Downfield Pass; RB1 blocks, RB2 blocks, TE Post, WR1(S) In, WR2(F) Wheel
4	Spread; Downfield Pass; RB blocks, Slot1 Out, Slot2 Out, WR1(F) Slant, WR2(F) Slant
5	Empty Backfield; Throwback; Slot1 Curl, Slot2 Go, Slot3 Corner, WR1(F) Go, WR2(F) drops back
6	Power I; Downfield Pass; RB1 blocks, RB2 blocks, RB3 blocks, TE1 Angle, TE2 Curl
7	Pistol; Flood; RB Swing, TE Wheel, Slot Wheel, WR1(F) Wheel, WR2(F) In
8	Trips Right; Downfield Pass; TE blocks, Slot1 Go, Slot1 Go, WR1(F) In, WR2(F) Wheel
9	Power T; Downfield Pass; RB1 blocks, RB2 blocks, RB3 blocks, TE1 Corner, TE2 Corner
10	Single Set Back; Downfield Pass; RB blocks, TE Wheel, Slot Go, WR1(F) Post, WR2(S) Go
11	Shotgun; Downfield Pass; RB blocks, TE Wheel, Slot Corner, WR1(S) Post, WR2(F) In
12	Maryland-I; Throwback; RB1 blocks, RB2 blocks, RB3 blocks, TE1 Out, TE2 drops back to receive
13	Pro T; Downfield Pass; RB1 blocks, RB2 blocks, RB3 blocks, TE Curl, WR(S) Post
14	Pro Set; Downfield Pass; RB1 blocks, RB3 blocks, TE Curl, WR1(F) Go, WR2(S) Post
15	Spread; Screen; RB has ball (Swing), Slot1 Angle, Slot2 Slant, WR1(F) Go, WR2(F) Slant
16	Trips Left; Downfield Pass; TE Wheel, Slot1 Curl, Slot2 Go, WR1(F) Go, WR2(F) Post
17	Empty Backfield; Downfield Pass; Slot1 Curl, Slot2 Curl, Slot3 Go, WR1(F) In, WR2(F) Post
18	Spread; Downfield Pass; RB blocks, Slot1 Go, Slot2 In, WR1(F) Post, WR2(F) Go
19	Trips Right; Downfield Pass; TE blocks, Slot1 In, Slot2 Go, WR1(F) Post, WR2(F) Go
20	Spread; Downfield Pass; RB blocks, Slot1 Slant, Slot2 Angle, WR1(F) Go, WR2(F) Go
21	Pro T; Downfield Pass; RB1 blocks, RB2 blocks, RB3 blocks, TE Curl, WR(S) Post
22	Trips Left; Throwback; TE Corner, Slot1 drops back to receive, Slot2 Go, WR1(F) Go, WR2(F) Go
23	Power I; Screen; RB1 blocks, RB2 blocks, RB3 has ball (Swing), TE1 blocks, TE2 blocks
24	Pro Set; Downfield Pass; RB1 blocks, RB2 blocks, TE Slant; WR1(F) Go, WR2(S) Curl
25	Spread; Downfield Pass; RB blocks, Slot1 Curl, Slot2 Corner, WR1(F) Curl, WR2(F) Go
26	Single Set Back; Downfield Pass; RB blocks, TE blocks, Slot Wheel, WR1(S) Post, WR2(F) Go
27	Trips Right; Flood; TE Post, Slot1 Corner, Slot2 Corner, WR1(F) Post, WR2(F) Go
28	Pro T; Downfield Pass; RB1 blocks, RB2 blocks, RB3 blocks, TE Corner, WR(S) Go
29	Empty Backfield; Downfield Pass; Slot1 Go, Slot2 Go, Slot3 Slant, WR1(F) Go, WR2(F) Wheel
30	Trips Right; Downfield Pass; TE Out, Slot1 Wheel, Slot2 Curl, WR1(F) Slant, WR1(F) Go
31	Pistol; Screen; RB has ball (Swing), TE blocks, Slot Corner, WR1(F) Curl, WR2(S) Go
32	Trips Left; Downfield Pass; TE Curl, Slot1 Go, Slot2 In, WR1(F) Slant, WR2(F) Go
33	Flexbone; Throwback; RB1(WB) blocks, RB2(WB) blocks, RB3 blocks, WR1(S) drops back, WR2(S) Go
34	Empty Backfield; Downfield Pass; Slot 1 Go, Slot 2 Go, Slot3 Wheel, WR1(F) Curl, WR2(F) Go
35	I Form; Throwback; RB1 blocks, RB2 blocks, TE Corner, WR1(F) drops back to receive, WR2(S) Slant
36	Trips Left; Downfield Pass; TE Wheel, Slot1 Go, Slot2 Curl, WR1(F) Post, WR2(F) Wheel
37	Single Set Back; Screen; RB has ball (Swing), TE blocks, Slot Curl, WR1(S) Slant, WR2(F) Go
38	Shotgun; Downfield Pass; RB blocks, TE In, Slot, Curl, WR1(F) Wheel, WR2(S) In
39	Wishbone; Downfield Pass; RB1 blocks, RB2 blocks, RB3 blocks, TE1 Out, TE2 Out
40	Pro Set; Screen; RB1 has ball (End Run), RB2 blocks, TE blocks, WR1(S) Wheel, WR2(F) Curl
41	Trips Left; Downfield Pass; TE Curl, Slot1 Wheel, Slot2 In, WR1(F) Post, WR2(F) Curl
42	Maryland-I; Downfield Pass; RB1 blocks, RB2 blocks, RB3 blocks, TE1 Out, TE2 Post
43	Trips Right; Downfield Pass; TE Angle, Slot1 Curl, Slot2 Out, WR1(F) Go, WR2(F) Go
44	Big I; Throwback; RB1 blocks, RB2 blocks, TE1 blocks, TE2 Wheel, WR(F) drops back to receive
45	Trips Right; Downfield Pass; TE Go, Slot Go, WR1(F) Go, WR2(F) Go
46	Pro Set; Downfield Pass; RB1 blocks, RB2 blocks, TE blocks, WR1(F) Post, WR2(S) Go
47	Spread; Downfield Pass; RB blocks, Slot1 In, Slot2 Go, WR1(F) Curl, WR2(F) Post
48	Single Set Back; Downfield Pass; RB blocks, TE In, Slot Wheel, WR1(F) Go, WR2(S) Go
49	Spread; Downfield Pass; RB blocks, Slot1 Go, Slot2 In, WR1(F) Post, WR2(F) Post
50	Trips Right; Throwback; TE blocks, Slot1 Curl, Slot2 In, WR1(F) drops back to receive, WR2(F) Go

2d10 Roll**Offensive Pass Play Package**

- 51 **Trips Left; Downfield Pass;** TE Wheel, Slot1 In, Slot2 Go, WR1(F) Post, WR2(F) Slant
- 52 **Wishbone; Throwback;** RB1 blocks, RB2 blocks, RB3 blocks, TE1 Corner, TE2 drops back to receive
- 53 **Pro Set; Downfield Pass;** RB1 blocks, RB2 blocks, TE Seam, WR1(S) Slant, WR2(F) Post
- 54 **Single Set Back; Flood;** RB Swing, TE Go, Slot Corner, WR1(F) Go, WR2(S) Post
- 55 **Trips Right; Downfield Pass;** TE Out, Slot1 Go, Slot2 Go, WR1(S) Go, WR2(F) Wheel
- 56 **Pistol; Throwback;** RB blocks, TE blocks, Slot In, WR1(S) Slant, WR2(F) drops back to receive
- 57 **Flexbone; Downfield Pass;** RB1(WB) blocks, RB2 blocks, RB3(WB) blocks, WR1(S) In, WR2(S) Slant
- 58 **Spread; Flood;** RB blocks, Slot1 Corner, Slot2 Slant, WR1(F) Post, WR2(F) Post
- 59 **Big I; Downfield Pass;** RB1 blocks, RB2 blocks, TE1 Angle, TE2 Slant, WR(F) Go
- 60 **Power T; Screen;** RB1 blocks, RB2 blocks, RB3 has ball (Swing), TE1 Angle, TE2 Out
- 61 **Shotgun; Flood;** RB blocks, TE Corner, Slot In, WR1(S) Post, WR2(F) Go
- 62 **Trips Right; Downfield Pass;** TE Out, Slot1 In, Slot2 Curl, WR1(F) Slant, WR2(F) Wheel
- 63 **Shotgun; Downfield Pass;** RB blocks, TE blocks, Slot Wheel, WR1(F) Post, WR2(S) Slant
- 64 **Empty Backfield; Downfield Pass;** Slot1 Go, Slot2 Seam, Slot3 Angle, WR1(F) Curl, WR2(F) Slant
- 65 **Pro Set; Throwback;** RB1 blocks, RB2 blocks, TE Corner, WR1(S) Go, WR2(F) drops back to receive
- 66 **Maryland-I; Screen;** RB1 blocks, RB2 blocks, RB3 has ball (End Run), TE1 blocks, TE2 Corner
- 67 **Trips Left; Downfield Pass;** TE Go, Slot1 In, Slot2 Angle, WR1(F) Post, WR2(F) Go
- 68 **Wishbone; Screen;** RB1 blocks, RB2 blocks, RB3 has ball (End Run), TE1 blocks, TE2 Go
- 69 **Single Set Back; Downfield Pass;** RB blocks, TE blocks, Slot Curl, WR1(F) Slant, WR2(S) Curl
- 70 **Pro T; Screen;** RB1 has ball (End Run), RB2 blocks, RB3 blocks, TE blocks, WR(S) Slant
- 71 **Trips Left; Downfield Pass;** TE blocks, Slot1 Curl, Slot2 In, WR1(F) Go, WR2(F) Slant
- 72 **Power I; Throwback;** RB1 blocks, RB2 blocks, RB3 blocks, TE1 Out, TE2 drops back to receive
- 73 **Shotgun; Screen;** RB has ball (Swing), TE blocks, Slot Go, WR1(F) Slant, WR2(S) Curl
- 74 **Single Set Back; Downfield Pass;** RB blocks, TE Wheel, Slot Curl, WR1(S) Post, WR2(F) Go
- 75 **Trips Right; Downfield Pass;** TE blocks, Slot1 Slant, Slot2 In, WR1(F) Post, WR2(F) Slant
- 76 **Pro Set; Downfield Pass;** RB1 blocks, RB2 blocks, TE Go, WR1(F) Go, WR2(S) Slant
- 77 **Power T; Throwback;** RB1 blocks, RB2 blocks, RB3 blocks, TE1 drops back to receive, TE2 In
- 78 **Trips Right; Downfield Pass;** TE Slant, Slot1 In, Slot2 Curl, WR1(S) In, WR2(F) Post
- 79 **Big I; Screen;** RB1 blocks, RB2 has ball (End Run), TE1 Out, TE2 Curl, WR1(F) Post
- 80 **Trips Left; Downfield Pass;** TE blocks, Slot1 Go, Slot2 In, WR1(F) Go, WR2(F) Go
- 81 **Pistol; Downfield Pass;** RB blocks, TE Angle, Slot Wheel, WR1(F) Go, WR2(F) Slant
- 82 **Empty Backfield; Flood;** Slot1 Go, Slot2 Go, Slot3 Slant, WR1(F) Go, WR2(F) Post
- 83 **I Form; Screen;** RB1 blocks, RB2 has ball (End Run), TE blocks, WR1(F) Go, WR2(S) Slant
- 84 **Trips Right; Downfield Pass;** TE blocks, Slot1 Curl, Slot2 Angle, WR1(F) Wheel, WR2(F) Go
- 85 **Spread; Throwback;** RB blocks, Slot1 Wheel, Slot2 Seam, WR1(F) In, WR2(F) drops back to receive
- 86 **Trips Left; Downfield Pass;** TE Angle, Slot1 Curl, Slot2 Slant, WR1(F) In, WR2(F) Post
- 87 **Shotgun; Downfield Pass;** RB blocks, TE Slant, Slot Go, WR1(F) Go, WR2(S) Curl
- 88 **Spread; Downfield Pass;** RB blocks, Slot1 Wheel, Slot2 Angle, WR1(F) Go, WR2(F) Slant
- 89 **Pro Set; Downfield Pass;** RB1 blocks, RB2 blocks, TE Angle, WR1(S) Wheel, WR2(F) Post
- 90 **Flexbone; Screen;** RB1(WB) blocks, RB2 has ball (Swing), RB3(WB) blocks, WR1(S) Go, WR2(S) Go
- 91 **Pro T; Throwback;** RB1 blocks, RB2 blocks, RB3 blocks, TE drops back to receive, WR(S) Wheel
- 92 **Trips Left; Downfield Pass;** TE Angle, Slot1 Go, Slot2 Post, WR1(F) Curl, WR2(F) Go
- 93 **Shotgun; Throwback;** RB blocks, TE blocks, Slot Go, WR1(F) drops back to receive, WR2(S) Go
- 94 **Empty Backfield; Downfield Pass;** Slot1 Corner, Slot2 Slant, Slot3 Corner, WR1(F) Go, WR2(F) Go
- 95 **Single Set Back; Throwback;** RB blocks, TE blocks, Slot Corner, WR1(S) In, WR2(F) Post
- 96 **Pro Set; Flea Flicker;** RB1 pitch to QB, RB2 blocks, TE Angle, WR1(F) Wheel, WR2(S) Go
- 97 **Flexbone; Blitz Beater;** RB1(WB) blocks, RB2 blocks, RB3(WB) blocks, WR1(S) drops back, WR2(S) Curl
- 98 **Shotgun; Hook and Ladder;** RB blocks, TE blocks, Slot Curl (near WR1), WR1(F) Curl, WR2(S) Go
- 99 **Pro T; Halfback Pass;** RB1 blocks, RB2 blocks, RB3 takes hand-off/pitch and passes, TE In, WR(S) Go
- 100 **Pro Set; Play Action;** RB1 blocks, RB2 decoy, TE Curl, WR1(F) Slant, WR2(S) Go

EFHL Defensive Strategies

The previous chapter identified and described each of the components of EFHL Offensive Packages (Formations, Plays, and Receiver Routes). In this chapter, each of the elements of *Defensive Packages* will be outlined in a similar (but not identical) manner, and random dice-rolling tables for determining Defensive Packages vs Run Plays or Pass Plays are included (see page 122). Coaches should keep in mind that Defensive Strategy on the electric gridiron is largely reactionary in nature; flexibility and adaptability are both essential in the defense's ultimate goal of preventing the ball from moving downfield. For example, if a defense selects a package to defend against a run play, but then reads a pass play during the Audible/Shift phase and adjusts accordingly, but then the quarterback unexpectedly hands off to a running back after The Read or the Scramble, the defense must be prepared to abandon the pre-determined package in order to stop a big offensive play.

Defensive Packages (Play Calls)

A Defensive Package is defined as a combination of 3 separate aspects of defensive strategy; The Defensive Formation, the Defensive Play, and the Defensive Coverage Shell. Individually, these aspects will not prevent the offense from advancing the ball, but when combined together, a defensive unit can coordinate efforts to shut down their opponents' pass/run game. Each of these three aspects is briefly described below, followed later by several different examples.

Defensive Formations; This describes how the defense lines up during the Setup phase, prior to Defensive Shifts and the Snap. Defensive Formations are also defined by the number of different player positions on the field; some formations call for more defensive tackles on the line of scrimmage, with fewer linebackers and/or defensive backs, while others call for fewer linemen and more linebackers and/or defensive backs, and still others call for a minimum number of linemen and linebackers, but a large number of defensive backs. There are several different defensive formations, most of which have multiple variants (far too many to list or describe in this rule book). Some formations are designed to defend against pass plays, while others are more suited to defend against run plays, and still others provide flexibility in defending against either. Some teams prefer to use a particular formation throughout most of a game, while others will maintain the same formation throughout each drive (perhaps switching to a different formation on the next drive), while still others prefer to keep their opponents guessing by constantly switching formations on nearly every play (if using the EFHL Random Defensive Package Tables at the end of this chapter, nearly every play will call for a different formation, which may be necessary to adjust during the Shift phase in reaction to the opposing Offensive Formation).

Defensive Plays; A Defensive Play describes the defense's intended course of action on any given down. This could include whether to rush the offensive line and try to apply pressure to the quarterback or pursue running backs in anticipation of a run play, whether to drop back and cover eligible receivers in anticipation of a pass play, and whether the play is designed to afford a range of choices on how to proceed as it develops. Defensive plays are designed to thwart development of Offensive Packages during the Read and/or the Scramble. Unlike Offensive Plays, there are only a handful of Defensive Plays to choose from, all of which fall within the basic parameters of “*attempt to prevent the offense from advancing the ball.*” Some Defensive Plays are highly contingent upon the Formation and Coverage Shell selected for the Defensive Package, and vice versa.

Defensive Coverage Shells; The counterpart to Offensive Receiver Routes, *Coverage Shells* define the intended actions of defensive backs in the *secondary* (these includes cornerbacks, safeties, nickelbacks, dimebacks, etc.). Each defensive back is assigned to either cover an eligible receiver by running towards/alongside him and mirroring his route (this is referred to as ***Man-to-man Coverage*** or ***Man Coverage***), or to instead drop back and/or guard an area of the field defined by both the Formation and the Play, and pursue any eligible receivers who penetrate that zone (this is known as ***Zone Coverage***). In electric football, Zone Coverage is facilitated by either placing a defensive back on a stationary base, or by using a base with a dial turned hard to the left or right so that the figure spins in a tight circle. Coverage shells are often (but not always) determined by the Defensive Formation and/or Defensive Play (for example, in the EFHL, Cover 5/6/7/8 Shells are contingent upon setting up in Nickel/Dime/Quarter/Dollar formations in order to have the appropriate number of defensive backs to execute the shells). Some Coverage Shells are not possible when using certain formations/plays (and vice versa). It should also be noted that the actions of linebackers are usually not defined by Coverage Shells (for example, a linebacker might be assigned to either provide Man Coverage on a tight end or running back, or drop back in Zone Coverage behind the line of scrimmage, or rush the quarterback in order to apply defensive pressure); this is usually guided instead by the Formation and the Play.

A Note on Bump and Run: This term is used to define the act of a cornerback making base-to-base contact with a wide receiver during the Snap, then pivoting inside or outside the WR (in order to avoid a holding penalty), and matching the receiver's pivots during stoppages (if possible). In order to facilitate this, the cornerbacks line up on the line of scrimmage (technically 1 yard behind the line, per the neutral zone) during the Setup/Shift phase prior to the Snap. However, if a cornerback lines up 3 to 5 yards behind the line, there is usually no contact during the Snap, and he simply pivots approx. 180 degrees to run ahead of the wide receiver. Bump and Run almost always indicates Man Coverage.

Defensive Formations

4-3 Defensive Formation; This formation is equally effective against run plays and pass plays in a two-receiver Offensive Package. Because it is often called on 1st or 2nd down, it is referred to as a “base defense.” The 4-3 formation employs 4 defensive linemen (2 defensive tackles and 2 defensive ends) on the line of scrimmage, 3 linebackers behind the line, 2 cornerbacks assigned to cover each wide receiver, and 2 safeties in the secondary. The tackles and ends usually don't line up directly in front of the offensive linemen, but rather at an oblique angle between the gaps. The weak-side linebacker (WLB) often rushes the quarterback, while the strong-side linebacker (SLB) covers the tight end, and the middle linebacker covers any running backs that breach the line of scrimmage. Each of the cornerbacks either line up 3 to 5 yards off the line, or Bump and Run. The free safety (FS) lines up near midfield behind the linebackers, while the strong safety (SS) lines up closer to the line. If the linebackers detect a pass play, they may drop back to provide pass coverage (aka *Tampa-2*).

3-4 Defensive Formation; This is another popular base defensive formation, often utilizing a Zone Blitz Play. However, because of the lower number of linemen, it is slightly weak against run plays that utilize running back blocking schemes. The 3-4 Formation employs 3 defensive linemen on the line of scrimmage (a defensive tackle aka *Nose Guard* lines up directly across from the center, flanked by 2 defensive ends who often spread out beyond a base width distance from the nose guard), 4 linebackers behind the line, 2 cornerbacks assigned to cover each wide receiver, and 2 safeties in the secondary. The linebackers may either “shoot the gaps” made by the linemen in order to prevent running backs from penetrating the line, or attempt to rush the passer, or drop back for pass coverage. Each of the

cornerbacks either line up 3 to 5 yards off the line, or Bump and Run. The free safety (FS) lines up near midfield behind the linebackers, while the strong safety (SS) lines up closer to the line.

2-5 Defensive Formation; A variation of the 3-4, this defensive formation grants more flexibility in using Man Coverage and Zone Blitzes. 2 defensive ends line up across from the defensive guards, but there is no Nose Guard. Instead, this formation employs 5 linebackers (one of whom lines up either on or behind the line, directly across from the center; the rest of the linebackers line up behind the line), 2 cornerbacks assigned to cover each wide receiver, and 2 safeties in the secondary. The weak-side linebacker (WLB) often rushes the quarterback, while the strong-side linebacker (SLB) covers the tight end, and the 3 middle linebackers cover any running backs that breach the line of scrimmage (alternatively, 1 or 2 of the middle linebackers may drop back for pass coverage). Each of the cornerbacks either line up 3 to 5 yards off the line, or Bump and Run. The free safety (FS) lines up near midfield behind the linebackers, while the strong safety (SS) lines up closer to the line.

4-4 Defensive Formation; Often used in conjunction with Blitzes, this formation is quite effective against run plays, but because it only uses one safety, it is weak against pass plays. A 4-4 Defense employs 4 defensive linemen (2 defensive tackles flanked by 2 defensive ends) on the line of scrimmage, 4 linebackers behind the line, 2 cornerbacks assigned to cover each wide receiver, and 1 safety in the secondary. The tackles and ends usually don't line up directly in front of the offensive linemen, but rather at an oblique angle between the gaps. The weak-side linebacker (WLB) often rushes the quarterback, while the strong-side linebacker (SLB) covers the tight end, and the 2 middle linebackers cover any running backs that breach the line of scrimmage (optionally, one of the middle linebackers may drop back for pass coverage). Each of the cornerbacks either line up 3 to 5 yards off the line, or Bump and Run. The safety lines up midfield behind the linebackers, and is the only line of defense against long-yardage pass plays.

5-3 Defensive Formation; This formation is very effective against run plays (especially against teams that do not often pass the ball), but shares the same weaknesses against pass plays as a 4-4 defense. 5-3 Formation consists of 5 linemen (3 defensive tackles and 2 defensive ends) on the line of scrimmage, 3 linebackers behind the line, 2 cornerbacks assigned to each wide receiver, and 1 safety in the secondary. The tackles and ends usually line up directly across from their counterparts on the offensive line. The weak-side linebacker (WLB) often rushes the quarterback, while the strong-side linebacker (SLB) covers the tight end, and the middle linebacker covers any running backs that breach the line of scrimmage. Each of the cornerbacks either line up 3 to 5 yards off the line, or Bump and Run. The safety lines up midfield behind the linebackers, and is the only line of defense against long-yardage pass plays (however, he may also function as a linebacker if a pass is not anticipated).

6-2 Defensive Formation; This formation is very effective against run plays (especially Dives and Off Tackles), but also very weak against pass plays. It favors rushing the quarterback, due to the overload of linemen on the line. A 6-2 Formation consists of 6 linemen (4 defensive tackles and 2 defensive ends), 2 linebackers, 2 cornerbacks assigned to each wide receiver, and 1 safety in the secondary. The tackles and ends usually don't line up directly in front of the offensive linemen, but rather at an oblique angle between the gaps (the defensive ends often pivot approx. 45 degrees after the Snap in order to attempt to rush the quarterback). The 2 linebackers may either "shoot the gaps" in the line, or drop back for pass coverage. Each of the cornerbacks either line up 3 to 5 yards off the line, or Bump and Run. The safety lines up midfield behind the linebackers, and he is the only line of defense against long-yardage pass plays (however, he may also function as a linebacker if a pass is not anticipated).

5-2 Defensive Formation; At first glance, this formation appears to be better suited for defending against run plays, but if one of the defensive ends drops back into pass coverage after the Snap, it effectively becomes a 3-4 hybrid formation, therefore equally suited to defend against run OR pass plays. 5-2 Defense employs 5 linemen (3 defensive tackles and 2 defensive ends), 2 linebackers, 2 cornerbacks assigned to each wide receiver, and 2 safeties in the secondary. The middle defensive tackle is a Nose Guard. The linemen line up directly across from their counterparts on the offensive line. The weak-side linebacker (WLB) often rushes the quarterback, while the strong-side linebacker (SLB) covers the tight end. Each of the cornerbacks either line up 3 to 5 yards off the line, or Bump and Run. The free safety (FS) lines up near midfield behind the linebackers, while the strong safety (SS) lines up closer to the line.

7-2 Defense; This formation is best suited for defending against run plays (particularly *goal line stands*), but it is obviously very weak against pass plays. A 7-2 Defensive Formation consists of 7 defensive linemen (5 defensive tackles and 2 defensive ends), 2 linebackers, and 2 safeties in the secondary. The middle defensive tackle is a Nose Guard. The linemen line up directly across from their counterparts on the offensive line. The weak-side linebacker (WLB) often rushes the quarterback, while the strong-side linebacker (SLB) covers the tight end. Because there are no cornerbacks in this formation, the safeties must attempt to cover a wide area downfield.

Nickel Formation; Strictly speaking, Nickel Formation is defined as ANY defensive formation that employs FIVE defensive backs, resulting in either one less linebacker, or one less defensive lineman. This extra defensive back is referred to as a *nickelback*, and is usually a cornerback (although an extra safety may be used instead). Nickel formation is highly effective against pass plays, but it is very weak against run plays. It is most often called when the offense is using one or more slot receivers. There are numerous variations of Nickel Formation, but in the EFHL it is defined as 4 linemen (2 defensive tackles and 2 defensive ends), 2 linebackers, 2 cornerbacks assigned to cover each wide receiver, 1 nickelback assigned to cover the slot receiver, and 2 safeties in the secondary. The tackles and ends usually don't line up directly in front of the offensive linemen, but rather at an oblique angle between the gaps. The weak-side linebacker (WLB) often rushes the quarterback, while the strong-side linebacker (SLB) covers the tight end. Each of the cornerbacks (along with the nickelback) either line up 3 to 5 yards off the line, or Bump and Run. The free safety (FS) lines up near midfield behind the linebackers, while the strong safety (SS) lines up closer to the line.

Dime Formation; This is technically defined as ANY defensive formation that employs SIX defensive backs, resulting in either 2 less linebackers, 2 less defensive linemen, or 1 less of each. The sixth defensive back is known as a *dimeback*, who is usually a cornerback (although an extra safety may be used instead). As is the case with Nickel Formation, Dime Formation is highly effective against pass plays (particularly *long bomb* passes of 45 yards or more), but conversely weak against run plays. This formation is usually called upon when the offense employs 2 slot receivers. There are several variations of Dime Formation, but in the EFHL it is defined as 3 linemen (a defensive tackle flanked by 2 defensive ends), 2 linebackers, 2 cornerbacks assigned to each wide receiver, 1 nickelback and 1 dimeback (both assigned to cover the slot receivers), and 2 safeties in the secondary. The linemen line up directly opposite the center and offensive guards (the defensive tackle is a Nose Guard). The weak-side linebacker (WLB) often rushes the quarterback, while the strong-side linebacker (SLB) covers the tight end. Each of the cornerbacks (along with the nickelback and dimeback) either line up 3 to 5 yards off the line, or Bump and Run. The free safety (FS) lines up near midfield behind the linebackers, while the strong safety (SS) lines up closer to the line.

Prevent Defense Formation; This is actually two separate formations; the *Quarter* and the *Dollar*, defined as formations that employ SEVEN or EIGHT defensive backs, respectively. These formations are typically only used to defend against deep passes or Hail Mary plays. The Quarter Formation uses either 3 linemen, 1 linebacker, and 7 defensive backs (3-1-7), or 4 linemen, NO linebackers, and 7 defensive backs (4-0-7). Meanwhile, the Dollar Formation (also referred to as *8 in the Box*) employs 3 defensive linemen, NO linebackers, and 8 defensive backs (3-0-8). In either formation, if the defense anticipates a Hail Mary pass, most of the defensive backs will line up inside their own end zone. Because of the specialized nature of Prevent Defense Formations, they are not represented in the EFHL Random Defensive Package Tables at the end of this chapter.

Defensive Plays

Blitz; This is the most well-known Defensive Play, which is highly effective against run plays, but quite vulnerable to pass plays. Unlike a Pass Rush (in which only offensive linemen attempt to rush the backfield), a Blitz calls for 5 or more defenders to rush the backfield following the Snap, hoping to sack the quarterback during the Read, or to at least apply defensive pressure and/or tackle a ball carrier behind the line of scrimmage. This can be risky, for it may leave eligible receivers unguarded downfield, but it can also make short work of a run play, resulting in negative yardage for the offense. A Blitz might call for anywhere from 1 linebacker to the entire defensive unit (which is typically referred to as “*bringing everyone*” by commentators) to join the Pass Rush, although a Blitz will usually employ at least a Cover 1 Shell, leaving one lone safety to guard the deep field.

Zone Blitz; This hybrid play is designed to be equally effective against run plays AND pass plays, provided the offense is fooled by the tactic. In order to execute this play, 5 or more defenders rush the quarterback following the Snap, per a normal Blitz. However, after the Snap, one or more rushers drop back into Zone Coverage. One common example is for a defensive end to pivot backfield (or reverse his base) following the Snap (provided he is unblocked), while an outside linebacker rushes.

Pass Rush; This play is designed to disrupt a quarterback's attempt at passing the ball, at the expense of run protection through the line of scrimmage (making it quite effective against pass plays, but very weak against run plays). In order to execute a Pass Rush, the defensive linemen concentrate all their efforts upon breaking through the line in order to attempt to sack the quarterback (or at least apply defensive pressure upon him). Meanwhile, linebackers and defensive backs concentrate their efforts upon covering eligible receivers via either Zone Coverage or Man Coverage. This play is contingent upon the ability to outmaneuver or out-muscle the opponent's offensive line – a tough prospect if the opponent's strength bases are equal or superior to those of your defensive line.

Man Coverage; This play may be used in conjunction with other plays (with the exception of Zone Coverage). In the EFHL, each linebacker and defensive back will usually have individual instructions whether to perform Man Coverage or Zone Coverage, by way of the Coverage Shell included in every Defensive Package. However, calling a Man Coverage Play is a catch-all instruction for ALL linebackers and defensive backs to pursue and attempt to follow (and match) the movements of their assigned eligible receivers (aka Man-to-man Coverage). By default, this mandates the use of a Cover 0 Shell, since no defenders will be dropping back into Zone Coverage (although circumstances during the Read or Scramble might prompt one or more defenders to do so). Man Coverage is frequently called on Blitz plays, because there usually aren't enough defenders available to execute adequate Zone Coverage.

Zone Coverage; Also known as *Zone Defense*, this play may also be used in conjunction with other plays (with the exception of Man Coverage). Calling a Zone Coverage Play is a catch-all instruction for ALL linebackers and defensive backs to drop back and/or guard a specific area of the field, and to subsequently pursue any eligible receivers who breach their assigned zone(s). Zone coverage is very effective against deep pass plays, increasing the chances of an interception. In the EFHL, linebackers and defensive backs are able to remain in Zone Coverage via 2 different methods; 1). If the player's base has a dial, it can be turned hard to the left or right, allowing the figure to turn in either a tight or wide circle. The dial may be adjusted during any stoppage. 2). A player can be placed upon a stationary base, which can be swapped out to a regular base during any stoppage (however, in EFHL 3rd Edition Rules, only 4 players per team may be placed upon stationary bases on any given play). Coaches may combine these methods allow all linebackers and defensive backs to execute Zone Coverage.

Stunt; This is an advanced defensive play that requires practice, finesse, and bases with dials to execute properly. It can be combined with virtually any other defensive play, but it is most effective against run plays. To perform a Stunt play, following the Snap, a defensive linemen will angle approx. 45 degrees to block an adjacent offensive lineman, hoping to 1). push the opposing lineman out of the way, and 2). lure an adjacent offensive lineman out of position. Meanwhile, one of the other defensive lineman's bases is reversed, and its dial is turned hard to the appropriate direction in order to loop backwards in a tight circle and push through the gap created by his fellow lineman, thereby either applying defensive pressure on the quarterback (or sacking him outright), or plugging a gap through which a ball carrier has chosen. Please note; both defensive linemen must be unblocked following the Snap in order to pivot and/or reverse their base. As with Pass Rushes, if the bases of the opponent's offensive linemen are equal or superior in strength, Stunt plays may be challenging to successfully execute (they can also backfire and create a gap through which the ball carrier may run).

Delayed Dog; This defensive play can be combined with almost any other play. It is simply the act of two neighboring defensive linemen pivoting approx. 45 degrees in opposite directions following the Snap (provided they are unblocked) in an attempt to clear a path for a linebacker or safety to run through the gap, allowing him to attempt to sack the quarterback (or at least apply defensive pressure on him), or make a play on the ball carrier before he can cross the line of scrimmage. Delayed Dog is particularly useful against run plays, but it can backfire if the linebacker or safety is late in shooting the gap, which is usually open both ways, and a lead blocker and/or ball carrier could easily squeeze through.

Defensive Coverage Shells

Cover 0; This Coverage Shell (or lack thereof) is essentially the same as a Man Coverage Play, in which all defensive backs perform man-to-man coverage of their assigned offensive players. This shell is highly effective against run plays, but immensely weak against pass plays (per no Zone Coverage). It works well with Blitz plays, but if a receiver breaks free from coverage, the defense is highly vulnerable to medium and long-yardage passes.

Cover 1; In this shell, the free safety drops back into Zone Coverage and reacts to the developing play by guarding the middle secondary. Unless otherwise instructed, all other defensive backs perform Man Coverage. Cover 1 is highly effective against run plays and short-yardage pass plays, but comparatively weak against most pass plays (although slightly stronger than Cover 0). It works well with Blitz plays, but if a receiver breaks free from coverage, the defense is vulnerable to medium-yardage passes.

Cover 2; In this Coverage Shell, 2 safeties drop back into Zone Coverage, each guarding $\frac{1}{2}$ the field in the deep zone. Unless otherwise instructed, all other defensive backs perform Man Coverage, although the cornerbacks have some freedom in choosing whether to stick with their assigned receivers or pursue ball carriers instead, since the safeties can pick up the wide receivers if necessary. Cover 2 is effective against run plays, but weak against pass plays (especially in the middle of the field between the safeties). It is not well suited for Blitz plays, because the linebackers are responsible for pursuing receivers, leaving only the defensive linemen to pressure the quarterback.

Cover 3; In this Coverage Shell, the 2 cornerbacks and the free safety drop back into Zone Coverage, while the strong safety acts as an additional linebacker, usually in Man Coverage. Cover 3 is effective against run plays (especially Dive and Off Tackle plays) as well as long-yardage pass plays. However, it is vulnerable against short pass plays to the outside, since most of the coverage is deep.

Cover 4; In this Coverage Shell, 2 cornerbacks and 2 safeties drop back deep into Zone Coverage. This shell is used almost exclusively to defend against pass plays, for it is exceptionally vulnerable against run plays (since nearly all coverage is deep).

Cover 5; In the EFHL, this Coverage Shell may only be employed if there are 5 or more defensive backs on the field (Nickel/Dime/Quarter/Dollar Formations). 2 cornerbacks, 2 safeties, and the nickelback all drop back into Zone Coverage (any additional defensive backs are free to perform Man or Zone Coverage at their discretion). This shell is highly effective against pass plays, but weak against run plays (especially if in Nickel Formation; however, additional defensive backs in Man Coverage mitigate this weakness).

Cover 6; In the EFHL, this Coverage Shell may only be employed if there are 6 or more defensive backs on the field (Dime/Quarter/Dollar Formations). 2 cornerbacks, 2 safeties, the nickelback, and the dimeback all drop back into Zone Coverage (any additional defensive backs are free to perform Man or Zone Coverage at their discretion). This shell is extremely effective against long-yardage pass plays, but weak against run plays (especially if in Dime Formation; however, additional defensive backs in Man Coverage mitigate this weakness).

Cover 7; In the EFHL, this Coverage Shell may only be employed if there are 7 or 8 defensive backs on the field (Quarter/Dollar Formations). 2 cornerbacks, 2 safeties, the nickelback, the dimeback, and the 7th defensive back all drop back deep into Zone Coverage (if in Dollar Formation, the dollarback may perform Man or Zone Coverage at his discretion). This shell is extremely effective against long-yardage pass plays (especially Hail Mary passes, for which the defensive backs will typically line up in or near their own end zone), but very weak against run plays and short/medium-yardage pass plays (particularly in Quarter Formation; however, the dollarback in Man Coverage helps mitigate this weakness, but only slightly).

Cover 8; In the EFHL, this Coverage Shell may only be employed in Dollar Formation (there must be 8 defensive backs on the field). ALL defensive backs drop back deep into Zone Coverage. Cover 8 is extremely effective against long-yardage pass plays (especially Hail Mary passes, for which the defensive backs will typically line up in or near their own end zone), but it is also extremely weak against run plays and short/medium-yardage pass plays. Please note; Cover 7 and Cover 8 shells do not appear on the EFHL Random Defensive Package Tables, since each is only called in highly specialized situations.

EFHL Random Defensive Package Tables

The following pages include 2 separate tables for randomly generating EFHL Defensive Packages. The 1st table lists 100 different run defense plays, while the 2nd table lists 100 different pass defense plays. As in the previous chapter, each table balances the frequency of formations and plays with the commonality or rarity of their real-world counterparts. Please note; *Quarter* and *Dollar* formations (aka *Prevent Defense*) are not included on these tables, because these are usually only called in highly specialized situations (Hail Mary pass plays).

In order to use these tables to determine random play calls, roll two 10-sided dice (2d10), each of which should be a different color. One of these dice represents the tens digit (10, 20, 30, 40, etc.), while the other represents the ones digit (1, 2, 3, 4, 5, etc.). As an example, if a 7 is rolled on the tens digit (70), and a 2 is rolled on the ones digit, the total is 72; find entry number 72 on the proper EFHL Random Defensive Package Table to select your Play Call. A 0 (10) on both dice represents a roll of 100. Alternatively, coaches may use a 100-sided dice (1d100), although these are much more expensive than 10-sided dice, and somewhat harder to read.

The purpose of these tables is to provide coaches with a method to quickly select a Defensive Package for each play. The only choice that must be made by a coach is whether the defense intends to defend against a run play or a pass play, and this too can be quickly determined by simply flipping a coin. Keep in mind, however, that many instances may arise during game play in which certain elements of a Defensive Package are implied by the situation at hand. For example, on 3rd and goal at the 1 yard line, a defense would never choose a formation with few lineman and many defensive backs, since an offensive run play is MUCH more likely to be attempted than a pass play. Regardless of the outcome of the dice roll, coaches have the option to disregard the Package entirely and reroll, or make any changes he/she deems fit for the play at hand. Common sense and logic may overrule any Defensive Package randomly determined by the dice, if necessary. Ultimately, the longer coaches play electric football and become familiar with all the different formations, plays and coverage shells available for use in EFHL game play, the less he/she will need to rely on these EFHL Random Defensive Package Tables, which are no substitute for practical experience. Meanwhile, coaches who already possess a deep understanding of gridiron football strategy may find their own instincts to be superior to these tables (your mileage may vary). **Remember, these packages are simply guidelines.**

Each entry in these tables follows a specific formula, as follows; 1). The Formation, 2). The Play, 3). The Coverage Shell (followed by any other instructions). Formation and Play listings include any relevant special instructions unique to the particular Defensive Package. Linebacker coverage instructions are abbreviated out of necessity, and should be interpreted as follows; ordinal numbering of middle linebackers should be read from left to right from the perspective of the defense (LB2, MLB, LB4), whereas the positions of the Strong-Side Linebacker (SLB) and Weak-side Linebacker (WLB) is contingent upon the position of the opposing tight end. If there are 1, 3, or 5 linebackers in the formation, the Middle Linebacker is simply referred to as MLB. Any coverage instructions for individual players not listed on the EFHL Random Defensive Package Tables should be determined by the defensive coach as the play develops. Finally, coaches should keep in mind that the defense possesses the ability to completely change its formation during the Defensive Shift phase, following Offensive Audibles and prior to the Snap (there is no restriction on the number of defensive players who may be pivoted or motioned during this phase). Defensive coaches should use this to their advantage if the original formation appears to be unsuitable to defend against the offensive formation.

EFHL Random Defensive Package Table – Run Defense

2d10 Roll	Defensive Run Play Package
1	7-2 Formation; Zone Blitz (DE1, DT2, DT4, DE2); Cover 2 (WLB Man, SLB Zone)
2	2-5 Formation; Blitz (WLB, SLB); Zone Blitz (LB2, LB4); Cover 3 (MLB Man)
3	3-4 Formation; Man Coverage ; Cover 0
4	5-2 Formation; Blitz (Bring Everyone); Cover 0
5	4-3 Formation; Blitz (WLB); Stunt (DT1 Loops Left); Cover 2
6	7-2 Formation; Blitz (WLB); Cover 2 (SLB Zone)
7	4-3 Formation; Delayed Dog (DE1, DT1); Cover 1 (WLB Blitz, MLB Blitz, SLB Man)
8	5-3 Formation; Blitz (WLB, SLB); Cover 1 (MLB Man)
9	4-4 Formation; Blitz (WLB, LB2); Cover 1 (SLB Man, LB3 Man)
10	7-2 Formation; Blitz (WLB); Cover 1 (S1 Man, SLB Man)
11	6-2 Formation; Delayed Dog (DT3, DT4); Cover 0 (WLB Man, SLB Man)
12	5-2 Formation; Man Coverage ; Cover 0
13	2-5 Formation; Blitz (WLB); Cover 2 (SLB Man, LB2 Zone, MLB Man, LB4 Zone)
14	3-4 Formation; Zone Blitz (DE1, DE2); Cover 1 (SLB Man, LB2 Zone, LB3 Man, WLB Zone)
15	5-3 Formation; Stunt (DT2 Loops Left); Cover 1 (WLB Blitz, SLB Man, MLB Blitz)
16	6-2 Formation; Blitz (WLB); Cover 1 (SLB Zone)
17	4-3 Formation; Blitz (WLB, MLB, WLB); Man Coverage ; Cover 0
18	7-2 Formation; Blitz (WLB, SLB); Cover 1 (S1 Man)
19	4-4 Formation; Zone Blitz (DE2); Cover 1 (SLB Man, LB2 Man, LB3 Zone, WLB Man)
20	3-4 Formation; Blitz (SLB, WLB); Cover 2 (LB2 Zone, LB3 Zone)
21	5-2 Formation; Zone Blitz (DE1, DE2, DT2); Cover 1 (WLB Zone, SLB Man)
22	2-5 Formation; Stunt (MLB Loops Left); Blitz (WLB, LB2); Cover 2 (SLB Man, LB4 Zone)
23	4-3 Formation; Delayed Dog (DT1, DT2); Blitz (WLB, MLB, SLB); Cover 1
24	5-3 Formation; Stunt (DT1 Loops Right); Cover 1 (SLB Man, MLB Man, WLB Man)
25	6-2 Formation; Stunt (DT2 Loops Left); Cover 0 (WLB Blitz, SLB Man)
26	4-3 Formation; Blitz (Bring Everyone); Cover 0
27	3-4 Formation; Delayed Dog (DE1, DT); Cover 3 (SLB Man, LB2 Zone, LB3 Blitz, WLB Man)
28	7-2 Formation; Man Coverage ; Cover 0
29	2-5 Formation; Blitz (WLB, LB4); Delayed Dog (MLB, DE2); Cover 1 (SLB Man, LB3 Zone)
30	4-3 Formation; Stunt (DT1 Loops Right); Zone Blitz (DE2); Cover 0 (WLB Blitz, MLB Zone, SLB Man)
31	5-3 Formation; Blitz (WLB); Cover 1 (SLB Zone, MLB Zone)
32	4-4 Formation; Blitz (WLB); Cover 1 (SLB Man, LB2 Zone, LB3 Man)
33	5-2 Formation; Blitz (WLB); Zone Blitz (DT2, DE2); Cover 1 (SLB Man)
34	4-3 Formation; Zone Blitz (LSB, MLB, WLB); Cover 3
35	2-5 Formation; Blitz (WLB, SLB, LB2, LB4); Cover 3 (MLB Man)
36	6-2 Formation; Man Coverage ; Cover 0
37	3-4 Formation; Blitz (WLB); Cover 3 (SLB Man, LB2 Zone, LB3 Man)
38	5-3 Formation; Blitz (Bring Everyone); Cover 0
39	5-2 Formation; Blitz (WLB); Cover 2 (SLB Man)
40	2-5 Formation; Delayed Dog (DE1, MLB); Cover 3 (WLB Blitz, SLB Man, LB2 Blitz, LB4 Zone)
41	7-2 Formation; Blitz (WLB, SLB); Zone Blitz (DT3); Cover 0
42	4-4 Formation; Zone Blitz (DE1, DT1); Cover 0 (SLB Man, LB2 Zone, LB3 Zone, WLB Zone)
43	6-2 Formation; Blitz (WLB); Cover 1 (SLB Man)
44	4-3 Formation; Man Coverage ; Cover 0
45	3-4 Formation; Blitz (WLB, LB3); Delayed Dog (DT, DE2); Cover 2 (SLB Man, LB2 Zone)
46	5-3 Formation; Blitz (WLB); Zone Blitz (DE1, MLB); Cover 1 (SLB Man)
47	6-2 Formation; Blitz (WLB); Zone Blitz (DE1, DT2); Cover 1 (SLB Man)
48	2-5 Formation; Man Coverage ; Cover 0
49	5-2 Formation; Zone Blitz (DE1, DE2); Cover 1 (WLB Man, SLB Zone)
50	4-4 Formation; Blitz (Bring Everyone); Cover 0

2d10 Roll**Defensive Run Play Package**

- 51 5-3 Formation; **Zone Blitz** (WLB, SLB); **Cover 0** (MLB Blitz)
- 52 4-3 Formation; **Zone Blitz** (DE1, DE2, MLB), **Cover 1** (SLB Man, WLB Zone)
- 53 7-2 Formation; **Blitz** (SLB); **Cover 2** (WLB Zone)
- 54 4-4 Formation; **Stunt** (DT2 Loops Right); **Cover 0** (SLB Man, WLB Man, LB2 Zone, LB3 Blitz)
- 55 5-2 Formation; **Blitz** (WLB); **Zone Blitz** (DT2); **Cover 1**
- 56 6-2 Formation; **Blitz** (SLB); **Cover 1** (WLB Zone)
- 57 2-5 Formation; **Zone Blitz** (LB2, DE1); **Cover 3** (SLB Man, MLB Man, LB4 Zone, WLB Man)
- 58 4-4 Formation; **Blitz** (WLB, LB2); **Cover 1** (SLB Man, LB3 Zone)
- 59 6-2 Formation; **Zone Blitz** (DT1, DT2, DT3); **Cover 1** (WLB Blitz, SLB Man)
- 60 5-3 Formation; **Delayed Dog** (DT3 Loops Right); **Cover 0** (WLB Zone, SLB Man, MLB Blitz)
- 61 4-3 Formation; **Stunt** (DE2 Loops Left); **Cover 1** (WLB Man, SLB Zone, MLB Blitz)
- 62 3-4 Formation; **Blitz** (Bring Everyone); **Cover 0**
- 63 5-2 Formation; **Delayed Dog** (DT2, DT3); **Cover 1** (WLB Blitz, SLB Zone)
- 64 4-4 Formation; **Blitz** (WLB, LB2); **Cover 1** (SLB Zone, LB3 Zone)
- 65 5-3 Formation; **Blitz** (SLB); **Cover 1** (WLB Zone, MLB Zone)
- 66 4-3 Formation; **Delayed Dog** (DT2, DE2); **Cover 2** (SLB Man, MLB Blitz, WLB Man)
- 67 3-4 Formation; **Zone Blitz** (SLB, DE1); **Cover 1** (LB2 Man, LB3 Zone, WLB Blitz)
- 68 2-5 Formation; **Blitz** (Bring Everyone); **Cover 0**
- 69 7-2 Formation; **Blitz** (WLB); **Cover 1** (SLB Man, S1 Man)
- 70 4-4 Formation; **Man Coverage**; **Cover 0**
- 71 6-2 Formation; **Blitz** (WLB); **Delayed Dog** (DT2, DT3); **Cover 0** (SLB Zone)
- 72 5-2 Formation; **Stunt** (TE1 Loops Right), **Cover 0** (WLB Blitz, SLB Man)
- 73 4-3 Formation; **Blitz** (WLB, MLB); **Zone Blitz** (DE2, SLB); **Cover 1**
- 74 3-4 Formation; **Delayed Dog** (DT, DE2); **Cover 2** (SLB Man, LB2 Zone, LB3 Blitz, WLB Blitz)
- 75 5-3 Formation; **Zone Blitz** (DE2, MLB, WLB); **Cover 1** (SLB Man)
- 76 4-3 Formation; **Delayed Dog** (DT2, DE2); **Blitz** (WLB, MLB), **Cover 2** (SLB Man)
- 77 2-5 Formation; **Blitz** (WLB, LB4); **Cover 1** (SLB Zone, LB2 Man, MLB Man)
- 78 5-2 Formation; **Blitz** (WLB); **Cover 1** (SLB Man)
- 79 7-2 Formation; **Blitz** (SLB); **Cover 1** (WLB Man, S2 Man)
- 80 4-4 Formation; **Zone Blitz** (DE1, DE2); **Cover 0** (SLB Man, LB2 Man, LB3 Man, WLB Blitz)
- 81 6-2 Formation; **Blitz** (WLB, SLB); **Cover 0**
- 82 5-3 Formation; **Blitz** (WLB); **Cover 1** (SLB Man, MLB Man)
- 83 4-3 Formation; **Blitz** (WLB, MLB); **Delayed Dog** (DE1, DT1); **Cover 2** (SLB Man)
- 84 3-4 Formation; **Zone Blitz** (DT2); **Cover 1** (SLB Man, LB2 Blitz, LB3 Zone, WLB Blitz)
- 85 4-4 Formation; **Delayed Dog** (DT1, DT2); **Cover 1** (SLB Zone, WLB Blitz, LB2 Blitz, LB3 Zone)
- 86 6-2 Formation; **Blitz** (Bring Everyone); **Cover 0**
- 87 2-5 Formation; **Stunt** (DE2 Loops Left); **Cover 1** (SLB Man, LB2 Zone, MLB Man, LB4 Blitz, MLB Blitz)
- 88 5-2 Formation; **Blitz** (SLB); **Cover 1** (WLB Man)
- 89 7-2 Formation; **Zone Blitz** (DE1, DE2); **Cover 1** (S2 Man)
- 90 4-3 Formation; **Blitz**; (WLB, SLB); **Cover 2** (MLB Zone)
- 91 6-2 Formation; **Zone Blitz** (DE2, DT4); **Cover 1** (WLB Man, SLB Zone)
- 92 5-3 Formation; **Man Coverage**; **Cover 0**
- 93 2-5 Formation; **Zone Blitz** (SLB, WLB, LB2); **Cover 2** (LB3 Man)
- 94 3-4 Formation; **Blitz** (WLB, SLB); **Zone Blitz** (DE1, DE2); **Cover 3** (LB2 Zone, LB3 Zone)
- 95 7-2 Formation; **Zone Blitz** (DT1, DT5), **Cover 0** (WLB Blitz, SLB Blitz)
- 96 5-2 Formation; **Blitz** (SLB, WLB); **Cover 2**
- 97 4-3 Formation; **Delayed Dog** (DT2, DE2); **Cover 3** (SLB Man, WLB Zone, MLB Blitz)
- 98 3-4 Formation; **Stunt** (DE1 Loops Right); **Cover 2** (SLB Man, LB2 Blitz, LB3 Zone, WLB Man)
- 99 4-4 Formation; **Blitz** (WLB); **Zone Blitz** (SLB, LB2, LB3); **Cover 1**
- 100 7-2 Formation; **Blitz** (Bring Everyone); **Cover 0**

EFHL Random Defensive Package Table – Pass Defense

2d10 Roll	Defensive Pass Play Package
1	3-4 Formation; Blitz (WLB, SLB; LB2); Zone Blitz (DE1); Cover 2 (LB3 Zone)
2	4-3 Formation; Pass Rush; Cover 2 (WLB Blitz, MLB Zone, SLB Zone)
3	5-2 Formation; Zone Coverage; Cover 4
4	2-5 Formation; Zone Blitz (DE2); Cover 3 (WLB Blitz, SLB Man, MLB Blitz, LB2 Zone, LB4 Man)
5	3-4 Formation; Pass Rush; Zone Coverage; Cover 4
6	Nickel Formation; Pass Rush; Zone Blitz (DE1); Cover 4 (WLB Blitz, SLB Man, Nickel Blitz)
7	2-5 Formation; Zone Coverage; Cover 4
8	5-2 Formation; Pass Rush; Cover 3 (WLB Blitz, SLB Zone)
9	4-3 Formation; Zone Blitz (DE1, DE2); Cover 2 (WLB Blitz, MLB Blitz, SLB Man)
10	Dime Formation; Pass Rush; Zone Coverage; Cover 6
11	2-5 Formation; Zone Blitz (DE2); Cover 3 (WLB Blitz, SLB Zone, MLB Blitz, LB2 Zone, LB4 Man)
12	3-4 Formation; Zone Coverage; Cover 4
13	Nickel Formation; Pass Rush; Cover 4 (WLB Man, SLB Man, Nickel Blitz)
14	5-2 Formation; Zone Blitz (DT1, DT3); Cover 2 (WLB Blitz, SLB Man)
15	4-3 Formation; Pass Rush; Zone Blitz (DT2); Cover 2 (WLB Blitz, MLB Zone, SLB Man)
16	Dime Formation; Delayed Dog (DE1, DT); Cover 3 (WLB Blitz, SLB Man, Nickel Man, Dime Zone)
17	2-5 Formation; Zone Blitz (DE1, MLB); Cover 1 (WLB Man, SLB Man, LB2 Zone, LB4 Zone)
18	Nickel Formation; Zone Coverage; Cover 5
19	4-3 Formation; Zone Blitz (DT1, DT2); Zone Coverage; Cover 4
20	Dime Formation; Zone Blitz (DE1, DT); Cover 5 (WLB Blitz, SLB Zone, Dime Zone)
21	3-4 Formation; Pass Rush; Cover 3 (WLB Blitz, SLB Blitz, LB2 Zone, LB3 Zone)
22	5-2 Formation; Pass Rush; Zone Coverage; Cover 4
23	Dime Formation; Zone Blitz (DE2); Cover 5 (WLB Blitz, SLB Man, Dime Blitz)
24	2-5 Formation; Pass Rush; Cover 2 (WLB Blitz, SLB Zone, LB2 Man, LB4 Zone, MLB Blitz)
25	4-3 Formation; Zone Blitz (DE1, DT2); Cover 1 (WLB Blitz, MLB Zone, SLB Man)
26	Nickel Formation; Zone Blitz (DE2); Cover 3 (WLB Blitz, SLB Man, Nickel Man)
27	5-2 Formation; Blitz (WLB); Cover 1 (SLB Man)
28	3-4 Formation; Pass Rush; Zone Blitz (DE2); Cover 4 (WLB Blitz, SLB Man, LB2 Man, LB3 Zone)
29	Dime Formation; Pass Rush; Cover 3 (WLB Man, SLB Man, Nickel Zone, Dime Man)
30	5-2 Formation; Delayed Dog (DT3, DE2); Cover 2 (WLB Man, SLB Man, SS Blitz)
31	4-3 Formation; Zone Coverage; Cover 4
32	2-5 Formation; Pass Rush; Cover 1 (WLB Blitz, SLB Man, MLB Man, LB2 Zone, LB4 Zone)
33	Nickel Formation; Pass Rush; Zone Coverage; Cover 5
34	5-2 Formation; Zone Blitz (DE1, DE2); Cover 3 (WLB Blitz, SLB Zone)
35	Dime Formation; Blitz (WLB, Nickel, Dime); Pass Rush; Cover 3 (SLB Man)
36	3-4 Formation; Pass Rush; Blitz (WLB); Cover 2 (SLB Blitz, LB2 Zone, LB3 Zone)
37	2-5 Formation; Pass Rush; Zone Blitz (MLB); Cover 3 (WLB Blitz, SLB Zone, LB2 Zone, LB4 Zone)
38	Dime Formation; Zone Coverage; Cover 6
39	4-3 Formation; Delayed Dog (DT2, DE2); Zone Blitz (DT1); Cover 3 (WLB Blitz, MLB Blitz, SLB Man)
40	Nickel Formation; Pass Rush; Zone Blitz (DT1); Cover 5 (WLB Man, SLB Zone)
41	5-2 Formation; Zone Blitz (DE1, DT2); Pass Rush; Cover 2 (WLB Blitz, SLB Zone)
42	3-4 Formation; Zone Blitz (DT); Cover 1 (WLB Zone, SLB Zone, LB2 Blitz, LB3 Zone)
43	Nickel Formation; Zone Blitz (DT1, DE2); Cover 2 (WLB Blitz, SLB Man, Nickel Zone)
44	Dime Formation; Pass Rush; Cover 2 (WLB Man, SLB Man, Nickel Man, Dime Blitz)
45	2-5 Formation; Pass Rush; Zone Coverage; Cover 4
46	5-2 Formation; Pass Rush; Cover 2 (WLB Man, SLB Man)
47	4-3 Formation; Zone Blitz (DE1); Cover 3 (WLB Blitz, MLB Zone, SLB Zone)
48	Nickel Formation; Pass Rush; Cover 4 (WLB Blitz, SLB Man, Nickel Zone)
49	3-4 Formation; Pass Rush; Cover 2 (WLB Blitz, SLB Zone, LB2 Zone, LB3 Zone)
50	2-5 Formation; Pass Rush; Cover 3 (WLB Man, SLB Man, MLB Man, LB2 Man, LB4 Zone)

2d10 Roll**Defensive Pass Play Package**

- 51 Nickel Formation; Zone Coverage; Cover 5**
- 52 Dime Formation; Zone Blitz (DE1); Cover 4 (WLB Blitz, SLB Man, Nickel Man, Dime Man)**
- 53 5-2 Formation; Pass Rush; Cover 1 (WLB Zone, SLB Zone)**
- 54 4-3 Formation; Blitz (WLB); Pass Rush; Cover 3 (MLB Man, SLB Zone)**
- 55 3-4 Formation; Zone Blitz (DE1, DE2); Cover 1 (WLB Zone, SLB Man, LB2 Zone, LB3 Man)**
- 56 2-5 Formation; Zone Blitz (MLB); Cover 2 (WLB Blitz, SLB Man, LB2 Zone, LB4 Blitz)**
- 57 Nickel Formation; Pass Rush; Cover 5 (WLB Zone, SLB Blitz)**
- 58 3-4 Formation; Pass Rush; Cover 3 (WLB Man, SLB Man, LB2 Zone, LB3 Zone)**
- 59 5-2 Formation; Pass Rush; Zone Blitz (DT1, DT3); Cover 2 (WLB Blitz, SLB Zone)**
- 60 4-3 Formation; Pass Rush; Cover 3 (WLB Blitz, SLB Man, MLB Zone)**
- 61 Dime Formation; Pass Rush; Zone Coverage; Cover 6**
- 62 2-5 Formation; Blitz (WLB, SLB); Cover 2 (LB2 Man, MLB Zone, LB4 Man)**
- 63 5-2 Formation; Zone Blitz (DT2); Cover 1 (WLB Man, SLB Blitz)**
- 64 3-4 Formation; Zone Blitz (DE1); Cover 3 (WLB Man, SLB Man, LB2, Zone, LB3 Zone)**
- 65 Nickel Formation; Pass Rush; Cover 2 (WLB Blitz, SLB Blitz, Nickel Blitz)**
- 66 4-3 Formation; Pass Rush; Zone Coverage; Cover 4**
- 67 5-2 Formation; Pass Rush; Cover 3 (WLB Blitz, SLB Blitz)**
- 68 Dime Formation; Pass Rush; Cover 3 (WLB Blitz, SLB Man, Nickel Blitz, Dime Man)**
- 69 2-5 Formation; Zone Coverage; Cover 4**
- 70 4-3 Formation; Pass Rush; Cover 1 (WLB Man, MLB Zone, SLB Man)**
- 71 Nickel Formation; Pass Rush; Cover 3 (WLB Man, SLB Zone, Nickel Man)**
- 72 5-2 Formation; Zone Coverage; Cover 4**
- 73 Dime Formation; Blitz (WLB, Nickel); Cover 5 (SLB Man)**
- 74 3-4 Formation; Pass Rush; Zone Coverage; Cover 4**
- 75 4-3 Formation; Zone Blitz (DT1, DE2); Cover 1 (WLB Man, MLB Man, SLB Man)**
- 76 2-5 Formation; Delayed Dog (DE1, MLB); Cover 3 (WLB Man, SLB Zone, LB2 Blitz, LB4 Zone)**
- 77 Nickel Formation; Pass Rush; Zone Coverage; Cover 5**
- 78 5-2 Formation; Pass Rush; Cover 2 (WLB Blitz, SLB Man)**
- 79 3-4 Formation; Zone Coverage; Cover 4**
- 80 Dime Formation; Pass Rush; Zone Blitz (DT); Cover 3 (WLB Blitz, SLB Man, Nickel Blitz, Dime Zone)**
- 81 Nickel Formation; Zone Blitz (DT2, DE2); Cover 3 (WLB Man, SLB Man, Nickel Blitz)**
- 82 4-3 Formation; Pass Rush; Zone Blitz (DE2); Cover 3 (WLB Blitz, MLB Zone, SLB Zone)**
- 83 3-4 Formation; Zone Blitz (DE1, DT, DE2); Cover 2 (WLB Blitz, SLB Man, LB2 Zone, LB3 Zone)**
- 84 Dime Formation; Pass Rush; Cover 6 (WLB Blitz, SLB Man)**
- 85 2-5 Formation; Pass Rush; Cover 3 (WLB Zone, SLB Blitz, MLB Blitz, LB2 Man, LB4 Man)**
- 86 Nickel Formation; Delayed Dog (DT1, DT2); Cover 1 (WLB Blitz, SLB Man, Nickel Zone, SS Blitz)**
- 87 4-3 Formation; Zone Coverage; Cover 4**
- 88 Dime Formation; Pass Rush; Cover 4 (WLB Blitz, SLB Zone, Nickel Zone, Dime Man)**
- 89 3-4 Formation; Pass Rush; Cover 1 (WLB Blitz, LB2 Zone, LB3 Zone, SLB Zone)**
- 90 2-5 Formation; Zone Blitz (DE1); Pass Rush; Cover 2 (WLB/MLB Blitz, SLB Zone, LB2/LB4 Zone)**
- 91 5-2 Formation; Pass Rush; Zone Coverage; Cover 4**
- 92 Nickel Formation; Zone Blitz (DE2); Cover 3 (WLB Blitz, SLB Zone)**
- 93 4-3 Formation; Pass Rush; Zone Coverage; Cover 4**
- 94 Dime Formation; Zone Blitz (DE2); Cover 5 (WLB Blitz, SLB Man, Dime Blitz)**
- 95 2-5 Formation; Pass Rush; Zone Coverage; Cover 4**
- 96 Nickel Formation; Blitz (WLB, Nickel); Cover 4 (SLB Man)**
- 97 5-2 Formation; Zone Blitz (DE2); Cover 3 (WLB Blitz, SLB Man)**
- 98 3-4 Formation; Delayed Dog (DT, DE2); Cover 3 (WLB Blitz, SLB Man, LB2 Blitz, LB3 Zone)**
- 99 Dime Formation; Zone Coverage; Cover 6**
- 100 4-3 Formation; Pass Rush; Cover 2 (WLB Zone, MLB Zone, SLB Man)**

Appendix

The final pages of the EFHL 3rd Edition Rule Book consist of several forms that coaches may photocopy for their personal use, along with some fun cutouts that may be used to decorate your electric football fields. The contents of the *Appendix* are, as follows;

EFHL Base Chart; This chart may be used for coaches to record and reference important information about each of their electric football bases, including personalized identification numbers, name brands, whether a base's prongs are designed for strength or speed, whether a base possesses a dial, whether the front of a base is flat or curved, a base's speed and strength ratings, a base's behavior (defined as its natural tendencies to perform in a certain manner), the ideal player position(s) for a particular base, and a base's overall grade or performance rating.

EFHL Team Record Sheet; This form should be photocopied and used to record information about each participating EFHL team for quick reference during game play. The Team Record Sheet allows coaches to track their teams' individual Stats, Offensive/Defensive Ratings, seasonal win/loss records and rankings over multiple seasons of league play.

EFHL Team Roster Chart; This chart may be used for coaches to track a wide range of information about a team's roster of individual players, including their names and jersey numbers, primary/secondary positions, base ID numbers (see the *EFHL Base Chart*), rankings within a team's Depth Chart, health status (whether they are Active, on Injured Reserve, or a member of the Practice Squad), current Hit Point totals, and current Player Rating totals. Please note; this chart consists of two separate pages, in order to accommodate teams with a large roster of players.

EFHL 3rd Edition Supplemental Rules Score Sheet; This is an updated version of the EFHL Score Sheet, revised to accommodate important concepts within the 3rd Edition Supplemental Rules, such as Injuries, Player Rating, Weather Conditions, Bonus Offensive/Defensive Stoppages, and more. A standard EFHL game will require at least 4 of these handouts per game (if there is an Overtime, a 5th Score Sheet will be needed). Coaches may wish to make several copies of the Score Sheet.

EFHL Cutout Officials, Chain Crew, and Yard Markers; As an added bonus, coaches may print and cut out a set of full-color stand-up referees, chain crew members, and yard markers to decorate your electric football fields (use card-stock paper for optimal results). The figures and yard markers are designed to be to scale with standard electric football figures and game boards, but some printers may print them larger or smaller than intended (this can be remedied by scaling the print job up or down, as necessary). To assemble the figures and yard markers, simply fold along the solid black lines to form a standing triangle, then glue or tape one of the white flaps over the other one (any sort of craft glue designed for paper works fine), and affix adhesive magnetic tape to the bottom (magnetic tape is inexpensive, and can be found at any local super store that carries arts-and-crafts supplies). If your electric football field contains no space beyond the sidelines, you may still use the orange yard markers by simply cutting off the white flaps, and affixing individual numeral squares to the sides of your field, adjacent to the appropriate yard lines (poster putty works quite well for this). Also keep in mind that if your electric football field is made of plastic or fiberboard, the magnets will have no effect, and these figures may bounce up and down (and probably fall over) when the power switch is turned on.

EFHL Base Chart

[illegible]

EFHL Team Record Sheet

Team Name: _____ **Coach Name:** _____

Home Stadium:_____ **Stadium Type:**_____

Franchise Player: _____ **Conference/Division** _____

Offensive Philosophy:_____ **Defensive Philosophy**_____

Offensive Stats

OL: _____ **Injuries** () **Modifier** ()

RB: _____ () ()

WR:_____ () ()

Defensive Stats

DL: _____ **Injuries** () **Modifier** ()

LB: _____ () ()

DB: _____ () ()

Offensive Rating:_____

Defensive Rating:_____

Overall Record

Divisional Record

Rankings

[illegible]

[illegible]



