



# TOURNAMENT OF CHAMPIONS

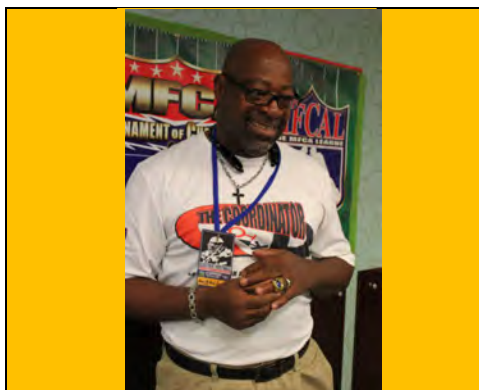
## 2015-2016

### RULE BOOK





# MFCA TOC Champions



2015 Champion  
Ken Allen  
Michigan



2014 Champion  
Will Chalmers  
Washington D.C



2013 Champion  
Jim Davis  
Michigan



2012 Champion  
Adrian Baxter  
Washington D.C

# Table of Contents

---

Section 1:	The Field
Section 2:	The Ball
Section 3:	Players and Equipment
Section 4:	Game Timing/Overtime rule
Section 5:	Plays from Scrimmage
Section 6:	Special Teams
Section 7:	Overtime
Section 8:	Penalties
Section 9:	Fumbles
Section 10:	Broken Tackles
Section 11:	Fallen Players
Section 12:	Duplicate Numbers
Section 13:	Forfeits
Section 14:	Championship Game Rules
Section 15	MFCA TOC Event Schedule 2015-16
Index:	2014-15 Coaches National Rankings
Appendix:	Figure and Base Size Standards

# 1 The Field

---

## **1.1 The Field**

1.1.1 Boards from all manufacturers past or present are allowed starting at model 620 and larger. All boards will be inspected and approved by tournament officials. Tourney organizers reserve the right to choose their Championship Board.

**Definition:** A "Monster Field" is any field with an inbounds (area inside the white boundary) playing surface equal to or above 60" x 26.5" (inches) with a scale of 1 yard = ½" or greater.

1.1.2 Fields must operate properly with a smooth consistent speed that does not cause the players to fall down excessively.

1.1.3 The field must be level and free from obstructions that protrude to cause a player to change direction.

1.1.4 It is the responsibility of the MFCA TOC organizer to insure all fields work properly and are consistent with the aforementioned specifications and free from hazard that would cause electric shock or electrocution to any coach using the board.

1.1.5 Any board with frayed wires or improper electrical connections will not be used. If any coach finds a game board in a condition that is unsafe or not within the MFCA TOC game board standards a tournament official should be alerted immediately so the board may be repaired or removed from the tournament playing area.

## **1.2 Goal Posts**

Official MFCA Specifications:

Spacing: 4" opening or foam core board that is 4" wide.

Crossbar: 1 7/8" from field to top of crossbar.

Uprights: Uprights must be at least 18" - 24" tall.

1.2.1 Homemade goal posts must be to scale. The home team must provide goal posts that correspond with their field and must be approved by tournament officials at check-in. The tournaments organizers shall be responsible for supplying the proper goalposts at their respective tournaments. The MFCA will provide the goalposts at the TOC Championships.

## **1.3 Yard Markers and 10 yard-chains**

1.3.1 If not provided by tournament organizers, the designated home team is responsible for providing the yard markers and 10-yard chain for their field. Before a game can commence, there must be a verbal agreement between the two coaches who will be responsible for moving both the yard markers and the 10-yard chain.

## **1.4 Board Speed**

1.4.1 The two coaches must mutually agree on the speed of the board. If 2 or more players fall down consistently throughout the game than a third party, mutually agreed upon, will determine whether the board speed selected by the two coaches is at an acceptable level.

1.4.2 Opposing coaches should agree on the board speed prior to the start of the game. If they cannot agree, the referee or tournament official will set the proper speed.

# **2 The Ball**

---

## **2.1 The Ball**

2.1.1 Miggle, Tudor or Buzzball foam and felt footballs and other balls of a similar size are allowed. Oversized ("Big Pill") footballs are not allowed, which includes the EFDW balls. Any questions regarding the eligibility of a ball should be brought to the tournament officials for review and approval.

2.1.2 Buzzball magnetic balls and pass placement sticks may be used.

2.1.3 The new "Ball on a String" equipment may be utilized, please reference pass simulation.

# **3 Players and Equipment**

---

## **3.1 Weight restriction: Player maximum is 4.0 grams (including base).**

Lead tape and putty are the only pre-approved materials for use in getting your men up to the 4.0 weight.

Lead tape may be used under the platform of the man. (Between the platform and base) or under the base.

Putty may also be used, but only under the base.

Make sure that all weights are secure. Any weight of any type that falls off from under the platform or base is eliminated and cannot be reapplied.

Metallic paint and metal pins may be used to paint or stabilize custom figures on their platforms. Under no circumstances shall metallic paint, metal devices, or magnets be applied on the base of a figure.

**NOTE:** The coach of the team under inspection must declare the metal element to the inspector and its location on the figure prior to detection.

If during team inspection a figure is picked up by the inspection magnet, it will be the tournament inspection official's determination as to whether the figure passes the magnetic inspection. For instance, if a figure is attracted to the inspection magnet and not the base, then the figure will be allowed. If the base is the main point of attraction to the inspection magnet then the figure has failed inspection and is disqualified. The coach may not utilize that player at any time during the tournament.

Weight can be added underneath, the base as long as it doesn't interfere with player mobility or cause any foreign substance or residue to be left on the field. Only non-stick putty may be used underneath the base. Any use of said substance that causes a player to stay immobile, become anchored, or interfere with another player's ability to move freely will be cause for immediate removal of said player for the duration of the game. Any subsequent issues thereafter, during the same game, will be cause for forfeiture of the game by the coach in question. Use extreme caution when choosing the type of material to weight your players. You may email the MFCA at [coach@miniaturefootball.org](mailto:coach@miniaturefootball.org) to pre-approve any substance in question.

## **3.2 Players**

3.2.1 Players from all manufacturers past or present are allowed. Any custom pose created from any of the above figures in accordance with the provisions listed in 3.1 and 3.2.2 is allowed. Any figure can be ruled ineligible if it is determined to interfere with fair game play.

3.2.2 The figures mentioned in 3.2.1 can be manipulated to create custom poses providing they are not disproportional to the figure. All questionable figures will have their eligibility decided by the commissioner. Furthermore, said questionable figures will not be allowed for game play until the ruling by the commissioner is rendered.

3.2.2.1 All Figures must comply with the "Figures and Base Size Standards" Appendix to this rulebook.

3.2.2.2 At check-in of any MFCA Tournament of Champions event, tournament officials may place any figure in the "Combine" device to determine if the figure is in compliance with the Figures and Base Size Standards Appendix to this rulebook.



### **3.2.3 Mobile and Stand Still Quarterbacks**

Standstill and mobile QB figures must be in normal QB pose, running, passing, under center, etc. Down lineman poses (3 or 4 point stance) may not be used for standstill or mobile QB's.

All current production PQB's are approved for TOC play including G-Force TDQ, Carl Coley "Superman Flutie" QB (SFQB), Footballfigure.net "Gamechanger" QB and all Tudor Games/Miggle TTQB's. However, if any mobile PQB starts off as a running QB, he must remain on the field until the completion of the play, including attempting the pass if that is the play. He may however, be replaced temporarily by a stationary QB, but then must make the pass attempt. The knob or trigger in the back of the player will be considered as part of the base for contact purposes since it protrudes away from the player. It cannot interfere with "base" contact.

### **3.2.4 Arms Extended Figures**

Extended figures are figures that have any portion of both arms that extend to the front edge of their base or beyond. Additionally, any figure with more than one appendage extending to or beyond a side or rear edge of

their base will be treated as an extended figure. Extended figures may not extend greater than 5/16<sup>th</sup> of an inch outside of the figures base.

The maximum distance a cover corner's hands can be extended beyond its base is 5/16th inches.

The maximum width a cover corner's hands can be a part from each other is 5/16th inches.

### **3.2.5 Guard Figures (Blockers)**

Guard figures are those figures which have both arms folded at the elbows with the forearms and hands connected to the upper arms. These figures cannot be interlocked at any time on the offensive line. There must be at a minimum ½ the length of a base spacing between each lineman.

### **3.2.6 Custom Figure Poses**

The players can come in any action pose, providing he has all of the following intact:

- (a) Two arms
- (b) Two legs
- (c) One head
- (d) One torso
- (e) at least one foot of the figure must be affixed to its platform.

**NOTE:** Custom Figure Poses can increase a figure's height from its original form as long as it meets the prescribed height standards in 3.2.7.

### **3.2.7 Height of players - See Figure and Base Size Standards Appendix.**

**3.2.8 Players numbers/Uniforms** - Players must be affixed with numbers on both sides of their jerseys to distinguish them. If numerals are not affixed to both sides of the jersey, that player(s) is ineligible for game play. The League Officials, on a case-by-case basis, may grant waivers. Reminder: NFL numbering systems will be used to determine player eligibility. Players recreated prior to initiation of NFL numbering system (pre 70's), will be honored.

Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field; this includes stationary figures. The "Passing QB" (PQB) or "Kicker" is the only exception to this rule.

3.2.8.1 Passing Quarterback (defined further in this rule set as a PQB) includes any manufactured quarterback such as the Tudor/Miggle TTQB, G Force TDQ, the FootballFigure.net Game Changer QB and the Carl Coley Superman QB, may be used for passing in lieu of Ball on the String (BOS) and or Pass Placement equipment ("sticks").

### **3.2.9 Roster Size and Uniform Color**

3.2.9.1 Maximum roster size for a coach's team is 60 players, including TTQBs, TDQs, PQBs and Kickers.

3.2.9.2 Dark Jersey's should be worn to represent the offensive team

3.2.9.3 White Jersey will be used for the defensive team.

3.2.9.4 For kick-offs, the kicking team will use white jerseys and the kick return team will use dark jerseys.

### **3.2.10 Referees**

Referees from any recognized manufacturer or custom, are allowed on the field during the game. The referees are to be placed on bases to keep them from falling over. The referees may be used to spot players when adjustments must be made during a play from scrimmage. The switch may be turned off and the referee can be moved out of the way in the event a player is going to run into the referee or does run into him.

## **3.3 Bases**

3.3.1 All bases, from all manufactures, are allowed with exception to any bases that prohibit proper spacing i.e.; Giant Tudor bases made prior to 1967 and any similarities produced by other manufacturers.

3.3.2 Prongs may be altered on bases, but the outside of the base may not be altered in any way. Subject to review by the commissioner

3.3.3 Bases may not be altered as to increase their height from the original form.

3.3.4 Bases must remain on the player during the game and cannot be changed.

3.3.5 Magnets, nuts or bolts cannot be added to a player's base at any time, which includes a non-moveable QB. Only lead tape or putty (per rules in section 3.1) may be used to help the player make weight.

3.3.6 Boat bases are allowed at any position except for the offensive and defensive lines.

3.3.7 No chemical alterations are allowed to any base.

3.3.8 No Frankenstein bases. Frankenstein bases are bases that have a portion of one base cut off and applied to another. For example: A section including the prongs cut from a speed type base and glued under a boat base platform.

3.3.9 All bases must comply with the "Figures and Base Size Standards" Appendix to this rulebook

## **3.4 Inspection**

3.4.1 Prior participating in a TOC Tournament, all coaches will have their teams inspected by the designated inspecting tournament official(s).

3.4.2 The tournament official shall ensure that all offensive and defensive players not exceed a weight of 4.0 grams with no magnetic material affixed to a base. The tournament official will utilize a magnet for inspection of the bases. If a base adheres to the magnet the player is disqualified from entry into the tournament. If the figure has metallic material, such as paint or metal pins for stabilizing said figure, then the figure shall be allowed if the head coach confirms that there are pins or metallic paint in the figure prior to inspection.



3.4.3 Any player that is deemed ineligible, for any reason, can be offered up for appeal to the tournament officials for a final ruling. The final determination will be made by the MFCA/TOC Officials and is binding throughout the tournament.

## 4 Timing / Pivots & Motions (Advanced Pivots)

---

### **4.1 Length of Game**

4.1.1 Each game will be played in a specific amount of time utilizing a running clock divided into two halves. For example, each half may be 30 minutes long. The clock will run continuously until the half is completed. Neither team will have any timeouts or any means to stop the clock. At the end of each half, should the offensive coach have his offensive line set, prior to the clock running out or having declared his intent to kick a Field Goal, then there shall be one more play.

4.1.2 The Tournament official(s) will determine the length of the game time for pool play and extend game time for the final 8 and championship game to facilitate the entire tournament period of play during the weekend's events.

4.1.3 It should be the objective of each TOC Organizer to have the tournament completed by 1:00PM on the last day to allow coaches sufficient time to safely arrive home.

#### **4.1.4 Set up clock**

4.1.4.1 A set-up clock will be used for both offense and defense. The offense is allowed 40 seconds once the teams are separated to complete their set-up and must say "Set" upon completion. The defense has 10 seconds once the offense says "Set" to complete their set-up and must also say "Set" upon completion.

As an example, if the offense only takes 20 seconds to set-up and call "Set" the defense would have only their additional 10 seconds for a total of 30 seconds to set up. NFL penalties (Delay of Game) apply for failure to set-up in a timely fashion.

### **4.2 Time for Change of Possession**

4.2.1 There will be a 1 minute change of possession clock following kick-offs, punts and missed field goals. After the 1 minute has elapsed the defense will be given 10 additional seconds to make adjustments, once this is completed the offense will then begin pivots and motions, if any.

4.2.2 Following a scoring play (TD, field goal or Safety) and prior to the kick-off there will be a total of 40 seconds for the offense and 50 seconds for the defense to get set. Once this is completed the offense will then begin pivots and motions, if any.

4.2.3 Within the last 3 minutes of each half either team has the option to run a kickoff in a "hurry up" fashion in the following manner:

1. The declaration for "hurry up" is made by the kicking/receiving team prior to setting any player.
2. Upon completing the setup of the players during the "hurry up" the coach who declared the hurry up says. "Set"!

3. The opposing coach then has 15 seconds to complete their setup and must say "Set"  
**NOTE:** The opposing coach can say set regardless to whether or not he/she has enough players on the field.
4. The play commences.
5. If the opposing coach does not say "Set" then one play is added after time has expired.  
**NOTE:** Not more than two plays can be added to the end of any half if the opposing coach (not running the hurry-up) refuses to set-up within the hurry-up offense in the last three minutes of a half.
  - a. At each refusal to abide by the hurry-up set-up times; one play shall be added to the game after time expires, not to exceed two plays.
  - b. Example: Coach A runs a hurry-up in the last three minutes after a change of possession, Coach A sets up inside of 25 seconds, coach B is not set 15 seconds after Coach A declares set, one play will be added after time expires for Coach A. The coaches will then resume set-up clock at the 35/45 second interval. If Coach A is still in the Hurry-up on this play and Coach B is not set up within his 10 seconds, another play shall be added after time expires for Coach A. Coach A cannot have more than 2 plays added after time expires.
  - c. Refer to the scenario in 5c above, if Coach A has received extra plays, if Coach A commits a turnover prior to expiration of the game clock the extra plays will be removed at the moment of the turnover and shall not be added.
  - d. Again, refer to the scenario in 5c above, if Coach A has two extra plays and on the commencement of his first added play after time expires, Coach A commits a turnover, then the second play is removed and shall not be played.

### **4.3 Pivots, Motions (Advanced Pivots), and Substitutions**

4.3.1 You are allowed two pivots, or one pivot and a motion on both offense and defense. The defense can match the offense but not exceed them when making their adjustments. For example, if the offense makes one pivot, then the defense can only make a pivot. If the offense makes no Pivots / Motions, then the play starts with no further adjustments

4.3.1.1 Double Motion of a Wide Receiver - If a receiver is put in motion and goes from the line of scrimmage to an off the line of scrimmage position, the offense may motion another receiver to the line of scrimmage. This "Double Motion of a Wide receiver" is considered as one motion. The Defense may counter each "Double Motion" as one move.

4.3.2 Each coach has 10 seconds to make any pivots or motions. Offense goes first, and then the defense counters.

#### **Definitions for 4.3:**

##### **Pivots:**

1. To turn the player on his axis from the rear of the base. You cannot lift the player.
2. If you have a TTC dial it can be turned blindly without lifting the player.

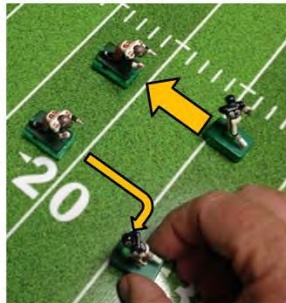
##### **Motions (Advanced Pivots):**

1. Moving the player from one place to another (slot to backfield etc.).
2. To lift the player up and adjust the TTC dial visually (player need not be moved from one place to another).
3. Turning the player from the front of the base (changes the angle as if you were actually moving the player).
4. Double Motion of a Wide Receiver - Moving one player from the LOS and having another player go to the LOS.

### **Double Motion Example**



Offense has declared "SET" and the Defense is "SET"



Offense declares a motion by pulling this WR off of the line of scrimmage and away from the corner back. The receiver to the right of the motioned WR must move forward only to the line of scrimmage.



The offense completes the "Double Motion" by moving the interior WR to the Line of Scrimmage straight and forward into the preset defensive player. The WR may not be turned from its original set position, only moved forward to be on the LOS



The Defensive coach is now reacting to the "motion" by aligning his cornerback to cover the WR.

### **QB Substitution**

A mobile QB can be replaced with an immobile QB under the following 2 circumstances:

- (1) Upon the initial set-up of the offense and defense and after the defense calls set, the offensive coach may simply substitute a mobile QB with an immobile QB during their pivot phase. This does not count as a pivot.
- (2) After all pivots have been made. The Defense may counter the mobile/immobile QB substitution by either bringing in a stationary or mobile safety. The incoming safety (mobile or immobile) may enter the field with the exact orientation as the safety that is exiting the field.

### **Stationary Safeties**

Up to two stationary safeties may be placed on the field. The equipment restrictions for a stationary safety are similar to that of immobile quarterbacks. The safeties must be placed down no less than 15 yards from the line of scrimmage. They shall be deployed in the following manner:

1. A maximum of 2 players can be set on stationary bases.
2. Magnets or any adhesives cannot be used to hold stationary safeties in place. Felt or another weightless material or a prong less base is allowed.
3. Stationary safeties must also meet with current TOC weight and dimension requirements. They count towards your total of 60 players maximum. They must also be painted in keeping with your team colors and numbered on the front and back of the jersey.

4. During a possession the stationery safeties cannot be used once the offense gets inside the defense's 15-yard line.
5. When using stationery safeties the mobile safeties that will replace the stationery safety/safeties must be on the board facing the back of the end zone they are defending. That way they do not disrupt the play. Make sure the safeties are on opposite sides of the end zone so it is easily identified which safety plays the left and the right side of the field.
6. The defensive team must have their stationary safety(s) on the field of play with the mobile safety(s) aligned as stipulated in item five prior to the expiration of the defensive setup clock. If the defensive clock expires without this requirement being met the following applies:
  - a. If the mobile safety(s) are on the field without the stationary safety(s) in place then the play is initiated with no further action
  - b. If the stationary safety(s) is placed on the field without the mobile safety(s) in their designated area the safety(s) shall remain stationary. They eligible to make tackles, intercept the ball etc. If a stationary player intercepts the ball without a mobile player declared the play is dead at that point of the intercept.
7. In the event that the offense brings in a stationary QB, the defense is allowed the last move to bring in a stationary safety to counter the offense's stationary QB.

## 5 Plays From Scrimmage

---

### 5.1 Start of Game/Coin Toss

5.1.1 All games are to begin with a coin toss. The visiting coach will call "Heads" or "Tails" while the coin is in the air. The winner of the coin toss has two options:

- (a) Elect to receive the opening kickoff
- (b) Elect to kick off

5.1.2 The team that lost the coin toss gets to select the end zone they wish to defend for the first half.

5.1.3 The team receiving the kickoff to open the game will kick off to begin the second half.

5.1.4 Before the snap of the ball the Offensive coach must declare "run, pass, or quarterback option". The call must be made within 10 seconds after the defense is set.

5.1.5 The ball carrier is considered tackled when any part of its base or platform touches an opposing player's base or platform. This is referred to as "Any Touch" tackling.

5.1.6 No player(s) on either the offense or the defense can stack ANYWHERE within the TACKLE BOX AREA (NFL defined as: The area on the field that extends laterally between the offensive tackles on either side of the offensive line).

5.1.7 OFFENSE Stacking – Running backs must be positioned behind the quarterback (front of running back's base must be behind the back of quarterback's base), a minimum of ONE Base Length behind the offensive linemen (remember that the QB can NEVER BE the Lead Blocker). If the quarterback is in a shotgun formation (at least ONE Base Length behind the back of the center), the running backs can be even with the quarterback. No portion of the running back base may be outside of the tackle box.

5.1.8 DEFENSE Stacking - If there is a defensive player on the line of scrimmage any player behind him must be separated by a minimum of ONE Base Length between the players. The only time a player can be closer than ONE Base Length is when there is no player fully or partially in front of him.

5.1.9 Stacking Exceptions: During the two yards or less play (see running plays section). \* Note \* The Defense is allowed to stack anywhere on the field in 2 yard or less situations. This includes two-point conversions.

## **5.2 Position of the Offense Players at the Snap**

5.2.1 The offensive team must have the following in their formation:

- (a) No more and no less than seven players on the line of scrimmage at the snap.
- (b) All players lined up outside of the tackles must be no farther than 5 yards from the line of scrimmage at the snap.
- (c) All guards, tackles and tight ends must be at least 1/2 yard behind the center and no more than 1 yard.

**CLARIFICATION:** The front of the base for the guards and tackles must be ½ yard from behind the front of the center's base.

- (d) Offensive linemen minimum spacing is ½ base length (width) between bases. No portion of the figure or base may touch. Maximum spacing for linemen is one base length of a Proline flat front base.

**Definition** of "base width and length" for simplicity throughout the rule set is defined in inches as being equal to 1 inch long x ¾ wide. i.e. a ½ base width is equal to 3/8 inch

- (e) The QB can be positioned under the center or up to a maximum of 15 yards from the line of scrimmage. Some portion of the Quarterback's base must be within 15 yards of the LOS at the start of the play. For Monster Boards this measure will be a maximum of 10 yards

**Definition** of "In Shotgun" means: The QB is at least a full base length from the back of the centers base.

- (f) Running Backs position - See Running Rules 5.4
- (g) See Offense Stacking rules 5.1.7

## **5.3 Position of the Defensive Players at the Snap**

5.3.1 The Defense is set up with a 1 yard neutral zone at the LOS. The defense can set up in any formation with the following exceptions.

- (a) The offense and defense may not stack any

**Definition** of "stacking": Any player with any portion of the front of its base directly lined up against the back of the base of the player in front of it.

- (b) Stationary safeties (refer to section 4.3 – Stationery Safeties)



(c) See Defense Stacking Rules 5.1.8 and 5.1.9

## **5.4 Running Plays**

5.4.1 A QB must remain at some point behind the center prior to the start of the play.

5.4.3 The quarterback may never be the lead blocker ahead of the ball carrier on any run play that goes into the offensive line. If the Quarterback acts a lead blocker for the ball carrier then it is illegal procedure and results in a 5 yard penalty and loss of down. The quarterback may only plunge into the offensive line as the third back in a short yardage situation (reference rule 5.4.9)

5.4.5 In order for a running back to carry the ball; if the QB is under center, the front of the designated runner's base must be behind the back of the quarterback's base. If the QB is in the shotgun, the runner can be even with the front of the QB's base.

5.4.6 Two backs can run in the same direction at any time as long as the third back is turned away from the play.

5.4.7 The QB can run into the LOS as a ball carrier but he cannot be pushed by another offensive player. If this occurs, it will be a 5-yard penalty with loss of down.

5.4.8 The QB may start the play facing forwards towards the line along with two other backs, so as to disguise the play call. Upon announcing a pass, the stationary QB may be substituted in, the defense will then be allowed to bring in a stationary safety in place of their mobile safety if the QB is swapped out on Offense. If a run is announced the stationary QB must be substituted in to allow for only two running backs to plow into the line. If the Offensive coach fails to do so, it is a 5 yard penalty on the Offense. The QB may also start the play running backward toward his own end zone or sideways but on his own turn up field and run (i.e. bootleg or roll out). If the QB runs and his base is completely twenty yards behind the LOS (15 yards on a Monster Field), the play is dead AND the offense takes the twenty-yard loss. If a pass is called and the coach chooses to run the mobile QB looking for a open receiver along with 2 other RB's plowing into the line, the QB may only pass, if he chooses to run the QB in this scenario, it has violated the 3 players into the line clause and the result would be a penalty if the switch is handed to the defense coach. It is incumbent upon the Offense coach to manage that scenario.

5.4.9 Only TWO players can plunge into the line on any given play unless there are 2 yards or less for a first down or touchdown, then three may plunge.

### **5.4.10 QB Options:**

**NOTE:** The QB has the option to **Pass** (see below), **Pitch**, or **Keep**. After both coaches have completed their formations and audibled the offensive coach will declare "quarterback option".

Should the QB opt to **Keep**, the rules regarding Running Plays will be fully enforced (see above). The following additional defensive options are available:

- A. The stationery safety/safeties can be replaced prior to the switch being turned on but they cannot be adjuster or pivoted towards the ball carrier. They must be in the same position/direction as the stationary safety was left when the field was turned off last.

Should the QB opt to **Pass**, the rules regarding Pass Plays will be fully enforced (see below in later section). The following additional defensive option is available:

- A. The stationary safety/safeties cannot be replaced with the mobile safety/safeties until the pass is completed. They may be pivoted toward the ball carrier.

Should the QB opt to **Pitch**, the following conditions **must** be met:

1. To pitch the ball there must be a clear path between the player who is pitching and the player who is to receive the pitch (the receiver).
2. No opponent's player(s) or team mate(s) base or appendages can be within the projected path between the pitchers and receivers bases.
3. Neither the QB nor receiver may have touched the LOS or ran out of bounds.
4. Neither the Pitcher nor Receiver can be engaged by an opponent's player(s).
5. The Receiver must be even with or slightly behind the QB's base (most down field portions).
6. The receiver must be within two base lengths (measured base to base) of the QB to receive the pitch.
7. If the intended receiver is more than two base lengths behind the quarterback, you cannot pitch the ball or throw the ball to that player (NO Laterals).
8. Safeties may be swapped per rule 5.4.10 (A).

**\*All pitches are automatic (you do not have to throw the ball for the pitch). \***

#### **5.4.11 Executing the quarterback Option Keeper**

- A. The play starts with the quarterback or wildcat with the ball. After the initial stoppage the offense has 5 seconds to declare **Pitch** or **Keep**, if the offense **keeps** the ball the switch is turned over to the defensive coach. The quarterback must keep the ball when the following occurs:
  1. If the quarterback comes into contact with an offensive lineman
  2. If the quarterback plunges directly into the line of scrimmage.
- B. If the offensive coach allows the quarterback to cross the line of scrimmage on a declared option without making a decision to PITCH or KEEP within 5 seconds of the initial stoppage the ball is dead at the line of scrimmage.
- C. If the quarterback's base COMPLETELY crosses the line of scrimmage the after the initial stoppage it is a 5 yard penalty from the previous spot (see Rule 5.5 .9)

**NOTE:** If the Quarterback 's base is touching any part of the line of scrimmage at the stoppage, if he has not CROSSED the line of scrimmage, therefore the pitch is still an option.

#### **5.4.12 Executing the Quarterback Option Pass:**

- A. The play starts with the quarterback or wildcat with the ball. Within five seconds after the field is turned OFF, the offensive coach declares pass.
- B. The pass clock starts and the pass is attempted.
- C. If the pass is completed all unengaged players are adjusted. Stationary players that are unengaged can be replaced; but not adjusted to pivot onto the ball carrier. They must be in the same position/direction as the stationary safety was left when the field was turned off last.

#### 5.4.13 Executing the Quarterback Option Pitch:

- A. Declares (by jersey number) the receiver of the pitch
- B. The defense may only “Replace” unengaged stationary safeties after the ball is pitched; facing the same orientation as were when the board was turned off. Engaged safeties may not be replaced.
- C. Offense then hands the switch to the defensive coach; then,
- D. The play runs to its conclusion.

**NOTE:** The ball will be marked at forward progress for the offense. You must turn off the switch to end the play. If you leave the switch on AFTER a tackle then forward progress continues, even if he scores! (Dragging the ball carrier).

### **5.5 Passing**

**A coach must choose Pass Simulations or Passing Quarterback (PQB) at the start of the game and must use the method chosen for the entire half.** The coach may elect to switch to the alternate method of passing at halftime. If the coach chooses to switch methods from the first half, he must notify a Tournament Official of his intent to do so. If this is not done, the same method as the first half must continue.

#### 5.5.1 Eligible Receivers

A forward pass is the forward movement of the ball to an eligible receiver. Eligible receivers are tight ends, wide receivers, running backs and quarterbacks who are either lateral with or downfield from the quarterback at the time the pass is to be executed.

5.5.2 Eligible receivers are those who are numbered 1 - 49 and 80 - 89. Those who are numbered 50 - 79 and 90 - 99 are considered ineligible receivers, but may become eligible by notifying the referee and opposing coach and then lining the player up in an eligible position.

5.5.3 All players that remain inbounds and unengaged at the time of a pass are declared eligible.

5.5.4 Out-of- bounds Receivers: Are ineligible once identified. It is very important to make the declaration prior to the player being identified as the “intended receiver”. This will avoid interfering with the timing of the pass. If there is a dispute, with no third party to confirm one way or the other, then a coin (offense heads/defense tails) will determine eligibility.

5.5.5 The offensive coach must identify his intended receiver by number or name; verbally calling out the number or pointing directly at the receiver prior to the pass attempt.

5.5.6 From the time the switch is turned off, the offense has 20 seconds to complete the pass. The referee or defense will run the 20-second clock. If the ball is not thrown to the intended receiver by the time the 20 seconds has elapsed, the pass is incomplete.

5.5.7 For pass attempts the PQB shall be placed in the same space occupied by on field quarterback. After completion of the pass (or interception) the PQB will be replaced at the same spot with the original QB.

5.5.8 During the running of the board on a pass play, if the QB falls over, he is still considered live and can attempt a pass. As soon as the QB falls over the board must be turned off. The QB can be sacked in this situation as well.

5.5.9 If a pass was declared prior to the start of the play and any part of the quarterback's base advances past the line of scrimmage prior to the initial stoppage, it is considered an illegal forward pass resulting in a 5 yard penalty & loss of down.

5.5.10 If a pass is declared prior to the start of the play and the quarterback does not go past the line of scrimmage then the quarterback can attempt a forward pass from the pocket, or run without being pivoted. In the case where the QB will then run with the ball; the defense is not allowed to make any adjustments and the defensive coach will then control the switch for the duration of the play.

5.5.11 Receivers behind the Line of Scrimmage: You may now utilize a modified **"Turn and Burn"** option if you throw to a receiver still behind the line of scrimmage. Upon successfully completing a pass to an eligible receiver behind your line of scrimmage, you may opt to angle him up field or any direction you choose. You have 10 seconds to do so. Afterwards, the defense gets their normal 20 seconds to adjust to the receiver.

## **5.6 Pass Completion**

**NOTE:** Passing is to be done without the interference of your hands with the players on the field. It is your responsibility to not interfere with the players, as they are, on the field. If the passing QB knocks down **any** player (offense or defense) on the field while passing the ball it is automatically incomplete. Incidental contact with players should be avoided, however if any players are touched by incidental contact the pass may still be completed providing no players have been knocked over.

5.6.1 A PQB pass is complete when the ball is thrown to an eligible receiver and hits the player or his base directly without hitting the playing field or another player first. It is up to the referee to determine if a pass is completed or not.

5.6.2 A receiver, who is eligible, may catch a ball if he is unengaged with a defender. If the pass is not completed to the intended receiver and hits another eligible receiver the ball will be down at that spot and further forward progress is not allowed.

5.6.3 After completion of the pass, the defense has 20 seconds to adjust all unengaged players. The offense can make no adjustments.

**NOTE:** In pass simulation all adjustments are made once the stick and ball are down. In this case the defense has 20 seconds to make adjustments.

### **5.6.4 Ineligible receivers**

5.6.4.1 In the event the pass hits an ineligible unengaged offensive player (OL) first, a 5-yard penalty will be assessed on the offense from the previous spot plus loss of down. Hitting an engaged OL first will be just be considered an incomplete pass. An engaged lineman (OL) is defined as base to bases or any body parts touching.

5.6.4.2 In the event the pass hits an engaged defensive player first, it is considered a knock down, not an interception. This includes safeties and cornerbacks downfield "engaged" with an offensive player, since an engaged WR is also considered ineligible.

## **5.7 Interceptions**

5.7.1 A PQB pass is intercepted whenever it hits any unengaged defensive player first while in the air. In the event the ball is intercepted, the defense is allowed to run the ball from the point the interception occurred. The Defense will then have 20 seconds to adjust all unengaged players to block. The defense will then pivot the player who made the interception in any direction they choose within 10 seconds. The team who threw the interception will have 20 seconds to adjust all unengaged players to tackle. And the offense, which is now playing defense, will control the switch.

Summary of events upon an interception:

- a) **Defense** has 20 seconds to adjust all unengaged players
- b) **Defense** has 10 seconds to adjust the intercepting player
- c) **Offense** has 20 seconds to adjust all unengaged players
- d) **Offensive** coach runs the switch until the play ends

**NOTE:** If a player intercepts the ball while on the ground (off his reeds/brushes) the player is down at this point.

## **5.8 Sacks**

There are three situations in which a sack can occur:

5.8.1 A sack occurs when any part of a defensive player's base touches any part of the quarterback's base behind the line of scrimmage.

**NOTE:** If the QB has fallen, any part of the QB base and figure that is touched by a defender's base is also considered a sack. If not, then the QB can pass to any eligible receiver.

5.8.2 A coverage sack occurs when the switch is turned off and the quarterback is still inside the tackles (tackle box) and does not have an eligible receiver (unengaged) to throw to. Also, an unengaged receiver who is behind the QB when the board is turned off; is **not** an eligible receiver. The ball is down at that point. If the quarterback is outside the tackle box then he may throw the ball away.

5.8.3 The quarterback may drop back no farther than 20 yards behind the line of scrimmage (15 yards on a monster board). If his base completely exceeds the 20-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point beyond 20 yards. The sack yardage cannot exceed 20 yards under these circumstances.

### ***Further Clarification:***

- a) *If a defensive player's base makes contact with a stationary QB and then falls over, it is still considered a sack. A broken tackle rule cannot apply since the QB is stationary.*
- b) *If the QB was rolling out and makes contact with a defender and that defender falls over due to the impact, then it is considered a broken tackle and the QB may pass or run. If they both fall over after that contact, it is only a sack. The defender must remain standing for a fumble determination.*



## **5.8.2 Safety**

A safety is worth 2 points. The following actions will result in a safety:

- a) When a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone.
- b) When any portion of an offensive ball carrier's base crosses the back of the end zone or out-of-bound lines in the end zone.
- c) When a QB exceeds the 20 yards drop-back barrier while in his own end zone. (15 on Monster Boards)
- d) When the QB's base is completely in end zone, within the pocket on a mobile base and no receivers are eligible for a pass. The results in a coverage sack in the end zone which is also a safety.
- e) After a safety, the team surrendering the safety will then free kick from their 20 using the same rules as if they were performing a regular kick-off. Both the kicking team and receiving team will follow the **SAFETY** kick-off procedures as outlined in **section 6.6**.

## **5.9 Drop Back Zone**

5.9.1 The quarterback may drop back no farther than 20 yards behind the line of scrimmage. (15 on a Monster Board) If his base completely exceeds the 20-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point beyond 20 yards. The sack yardage cannot exceed 20 yards under these circumstances, 15 on a Monster Board.

5.9.2 If the offense's line of scrimmage is on their own 20 yard line (15 on a monster board) and the QB drops back to the endzone, inside the tackle box with no open receivers, it is a safety.

## **5.10 Quarterback Set-up**

5.10.1 The QB can't set up any deeper than within 15 yards from the line of scrimmage. (10 on a Monster Board)

## **5.11 Pass Simulation**

**NOTE:** If you use pass simulation you are responsible for supplying the equipment necessary for the process. The equipment can be purchased through the MFCA or other vendors.

**5.11.1 Ball on a String (BOS)** may be used as an alternative to the magnet ball as a target for Pass Simulation. You also must provide your own equipment which must be checked by officials at check in. All set-up and eligibility rules apply prior to the start of play.

5.11.2 Once the switch is turned off, the offensive coach will then point to and /or state the player's number to which the pass will be attempted within 10 seconds.

5.11.3 The coach will then measure the distance (center of helmet to center of helmet) from the quarterback to the intended receiver. This must be done within 20 seconds.

5.11.4 Original Buzzball measuring rules apply. Helmet to helmet measuring stick is 11 ¼" long overall with one half red (5 5/8") and the other half white (5 5/8") . Ball placement sticks: The shortest distance is RED (1 11/16"), intermediate is WHITE (3 3/8") and long distance is BLUE (5 1/8").

5.11.5 Once the distance has been determined the offensive coach may pivot the intended receiver only. The offensive coach now places the appropriate passing stick on the field with one end making base contact with the

intended receiver's front portion of the base and between the front corners. The passing stick may be angled in any desired direction from that point so long as the passing stick remains in contact with intended receiver's base as previously described and does not cause the eventual placed ball to make contact with any player. If the sticks cannot be placed flat on the field, a tourney official will handle the entire stick and ball placement procedures.

5.11.6 The referee or offensive coach will next place the PS or BOS ball on the field so it contacts the opposite end of the passing stick. The closest point of the ball is centered on the end of the stick, and closest point of the ball is facing the quarterback to simulate a spiral pass from his direction. The offensive coach will have 20 seconds to complete these steps. The defensive coach will now have 20 seconds to pivot all unengaged players.

5.11.7 The defensive coach may now pivot any unengaged players to either make an interception attempt or to make a tackle on the receiver after the catch. From this point on no players may be pivoted to resolve the play unless the pass is intercepted (see Interception). The referee or offensive coach takes control of the switch and turns the board on until the pass is determined to be caught or incomplete.

**NOTE:** See Pass Interference Section Below. Eligible Receiver: Pass Simulation – The identified receiver.

5.11.8 Catch: After the ball has been placed and the board turned back on, any player who makes (any) unengaged base contact with the ball (any base contact), before the play is over has caught the ball. If using the BOS, any part of the figure making contact with the BOS is a reception. This does not include engaged players. Ineligible receivers, Offensive linemen and the quarterback cannot catch the ball.

5.11.9 Completion: Pass Simulation any base contact with the ball constitutes a catch for all eligible players.

5.11.10 For BOS any figure contact with the ball constitutes a catch for all eligible players. Situations where it is not a clear completion will be treated the same as an unclear passes with the PQB (incomplete) and treated the same as an unclear tackle with respect to base contact (not a tackle). Additionally, and just as a PQB pass, the first player to make base contact with the ball has made the catch.

5.11.11 Once a pass is completed to the intended receiver the referee will make the call and remove the placed ball. The ball can be advanced after the catch if that receiver is still unengaged. In such a case the referee will turn the board back on to resolve the play. A pass is complete if an unintended receiver makes contact with the ball as described above before any other player but the ball cannot be advanced and is down at that spot. Simultaneous touching of the ball between offensive and defensive players is awarded to the offense as a completion but the ball cannot be advanced even if no base contact between those 2 players is made (ball sometimes keeps bases from making contact on simultaneous contact). Simultaneous touching of the ball between offensive players will result in having the catch awarded to one of the involved offensive players chosen by the offensive coach, with priority in favor of the intended receiver over all others. Simultaneous touching of the ball between defensive players will be awarded to one of the involved defensive players chosen by the defensive coach. Simultaneous contact between players from the offensive team can be advanced so long as the player awarded the catch is the intended receiver.

5.11.12 Incompletion: Pass Simulation – When the intended receiver goes past the ball, falls down or turns completely away from the ball then it is considered incomplete. If the intended receiver goes past the ball switch can be turned off immediately after the back of the base has gone past the ball. If the receiver turns away from the ball then the rear of the player's base must also be 5 yards away from the ball before the switch can be

turned off. Once cleared the play is stopped. The offensive coach maintains control of the switch throughout this process. If the switch is kept running too long then the offensive coach is responsible for any result that should arise from such action.

**NOTE:** Any receiver other than the intended receiver must catch the ball before, not after, the intended receiver to be counted as a reception. Therefore, if you leave the switch on after the intended receiver has cleared and the ball is intercepted it shall be considered a turnover.

5.11.13 Interception: Pass Simulation - A pass is intercepted if any player on defense makes contact with the ball as described above before any other player on offense. After an interception the defense will then have 20 seconds to adjust all unengaged players to block. The defense will then pivot the player who made the interception in any direction they choose within 10 seconds. The team who threw the interception will have 20 seconds to adjust all unengaged players to tackle. And the offense, which is now playing defense, will control the switch. Pass Interference: Pass Simulation - No unengaged player from either team may be pivoted to obstruct an unengaged opponent player's path to the ball without risking a penalty. Obstructing an unengaged opponent player's path to the ball constitutes pass interference if contact is made during play resolution unless it happens within one base length radius (incidental/free contact area) around the placed ball.

5.11.14 Running into the back of an opponent player's base does not constitute interference under any circumstances.

5.11.15 On offense, only the intended receiver can cause offensive pass interference. On defense, any unengaged defensive player can cause pass interference. Any base contact within a base length or less is considered to be incidental contact and is not a penalty.

5.11.16 The ball will be spotted at the point of the interference, automatic first down.

## 6 Special Teams

---

### **6.1 Kickoffs**

6.1.1 The kicking team lines up at their own 30-yard line (considered their line of scrimmage). The receiving team begins their formation at the kicking team's 50 yard line.

6.1.1.1 For Monster boards, the kicking team will line up at the 50 yard line and the receiving team will line up at their 40 yard line with their second wave no closer than their 20 yard line. Hang-time for the kickoff will be no more than 3 seconds on monster boards. This is the only exception to the kick-off rules in this section all other rules apply where applicable.

6.1.1.2 Set-up time for kick-offs on all size gameboards is 40 seconds.

6.1.2 The kicking team can align all 11 defenders on the line of scrimmage if they so choose. The receiving team may only have 5 players on the line of scrimmage. The receiving team's second wave of blockers can be lined up no closer than 20 yards behind their first line of blockers, (at their 30 yard line). The receiving team must tell the kicking team which player will be used to return the kickoff.

6.1.3 Prior to turning on the board the kicking dictates where the receiver will “catch” the ball in the endzone prior to the kick (4 seconds for monster boards reference 6.1.1.1.). The receiver will be located next to the goal line, but in the endzone.

6.1.4 The receiving team may opt to forgo the kickoff process and take the ball on their 20, but must announce this prior to setup of the kickoff play.

## **6.2. Hang time**

6.2.1 Hang time: There will be a 3 second hang time on kickoffs for all size gameboards. Once the hang time period is over, prior to ANY adjustments, the kick return coach has 5 seconds to declare, i.e. LOCK IN his decision to either run the ball out or take it on the 20. Once this decision is made the coach must follow through with either running or taking the ball on the 20. - If the coach does not reach a decision within 5 seconds it is an automatic touchback. This decision may not be reversed once declared.

6.2.1.2 If the kick return team chooses to run they then have 20 seconds to first set their kick returner and angle him for the return, then pivot all his unengaged blockers.

6.2.1.3 The defense then has 20 seconds to adjust all unengaged players.

## **6.3 Onside kicks**

**NOTE:** Your team must be trailing in the game to attempt an onside kick. Onside kicks must also be declared prior to setup. Once the kicking team starts to setup they shall not be allowed to call onside kick.

6.3.1 Ball On the String will be used for all onside Kicks and both coaches will have 40 seconds to be set for the onside kick attempt.

6.3.2 The Kicking team lines 11 players on their own 30 yard line.

6.3.3. The receiving team lines up 11 players on their 50 yard line.

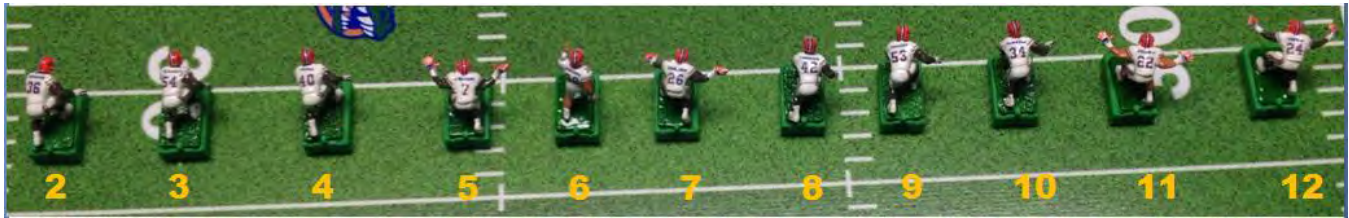
6.3.4 Two soft six-sided dice will be rolled by the kicking team to determine ball placement.

EXAMPLE: The dice show "10"



6.3.5 The kicking team will number their players 2-12 going left to right along their own 30 yard line.

EXAMPLE: Kicking Team Numbering



SCENARIO: Based on the dice roll of "10" and the numbering of the kicking team 2-12, the ball on the string will be placed on the kicking teams' 41-yard line with the ball in front of the figure identified as number "10" in the picture above.

6.3.6 The kicking team will then have 5 seconds to aim **3 figures** on the ball.

6.3.7 The receiving team in-turn aim **3 figures** in 5 seconds after the kicking team completes their adjustments identified in 6.3.6.

6.3.8 The switch is then turned on by a referee or by default the kicking team if a referee is unavailable. **The switch will be run for 3 seconds.** The first figure to touch the ball on the string will have assumed possession of the ball.

6.3.9 The switch will remain on until the ball carrier is tackled, scores, runs out of bounds or falls over.

6.3.10 If the ball carrier is tackled and the ball carrier is knocked over, it is considered a fumble and the rules regarding fumbles in Section 9 of this rulebook.

## **6.4 Extra points & Kicks**

6.4.1 Extra Point 1 Point Conversion - These will be considered automatic in Tournament competition to move play along. Each TD is worth 7 points unless the coach opts to go for a two point conversion described below. If a team goes for the 2 point conversion that fails their touchdown will only count as 6 points.. If the 2 point conversion is successful, the touchdown with conversion will count as 8 points (6 TD + 2 point conversion)

6.4.2 Extra Point: 2 Point Conversion - Two point conversions are worth 2 points. Two point conversions may be attempted after any touchdown. Following a touchdown, if the scoring team decides to go for a two point conversion, they must line up at their opponents 5 yard line and must line up no differently than any other play from scrimmage. The offensive team must score just as they do for any other touchdown for the conversion to be successful. If unsuccessful, only 6 points awarded for the TD.

6.4.3 Punts: Punts are automatic. Outside the 50 yard line the punt is 45 yards. Inside the 50 yard line is 35 yards. Any punt that lands inside the five yard line is automatically placed on the 5 yard line to ensure the offense can line-up properly. If automatic punts distance lands the ball in the end zone the receiving team will take the ball on the 20 yard line as the punt is considered a touchback.



**NOTE:** Punting is an option, not a requirement. You may elect to go for it 4th down anywhere on the field and at any point in the game. Understand that you control your team's destiny not the rules.

6.4.4 Field Goals: Field goals are worth 3 points. Field goals must be kicked with the Kicker. There are no fake field goals. Field Goals must be declared prior to setting up for scrimmage and the coach kicking the field goal will have 20 seconds to physically complete the field goal kick once the field goal post is placed. Once the coach has declared his attempt to kick the field goal. The coach attempting the field goal should make sure that the field goal posts are within reach prior to declaring his field goal attempt. All attendees and opposing coaches should assist in gathering the field goal post where practicable in the spirit of good sportsmanship.

- Should the kick not be completed within the allotted 20 seconds the ball is marked down at that point where the kick was attempted.

- If the unattempted kick occurred on 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> downs the kicking team retains possession at that spot.

- No additional time will be run from the clock

- The kick must be the only play attempted on the subsequent down and, the new kick must be attempted from a "respot" of 7 yards back as the new line of scrimmage is the spot of the unattempted kick.

- Should the "respot" be out of field goal kicking range in accordance with the current MFCA TOC rulebook, the kicking team will lose possession regardless of down and possession is awarded to the defense at the "respot".

- If the unattempted kick occurred on 4<sup>th</sup> down, the defense gains possession of the ball.

6.4.4.1 Field goals may be attempted on any down once the offensive team is within field goal range. Once a field goal attempt has been tried it ends that possession for the offensive team unless a penalty is called or there was an equipment or similar problem during that attempt. Those instances will be handled by the referee and/or event staff.

6.4.4.2 The maximum field goal attempt that can be attempted is 63 yards. The kicker must be lined up in the center of the field but may be angled. The front of the kicker's base must be 7 yards behind the line of scrimmage. This means that the line of scrimmage must be at the opponent's 46 yard line or closer to attempt a field goal. The Field Goal will now be attempted from the appropriate spot on the field unopposed. The kick must clearly travel between the uprights and over the crossbar for the attempt to be successful.

6.4.4.2 All field goal attempts will be kicked unopposed i.e. only the kicker will be on the field.

6.4.4.3 The board will be off during the kick unless using a Carl Coley automatic kicker where the board must be turned on for 1 second to activate the kicker.

## **6.5 Missed kicks**

6.5.1 All missed kicks result in the defensive team obtaining possession of the ball automatically at the spot of the kick (7 yards behind LOS) unless that spot is less than 20 yards away from the defensive team's end zone. If that's the case the defending team will start their possession at their own 20 yard line.

## **6.6 Kickoffs for a Safety (for all size of boards)**

6.6.1 The kicking team will kick from their own 20, the receiving team will set 5 men on the kicking teams 30 yard line, the next wave of kick returners can be no closer than their own 40 yard line and the kick returner will set up on the 20. The kickoff hang time will be 3 seconds.

# 7 Overtime

---

## **7.0 Overtime**

7.1.1 Both teams will have 1 play from the 50 yard lines with the winner being determined by total points, or total positive yards whichever applies. However, the winner must have at least one positive yard.

7.1.2.1 **In Pool Play**, there will be a maximum of two OT attempts by each coach. Each TD = 7 pts, (No PAT or going for two allowed). Should neither team score or gain any positive yardage in either OT period, the game ends in a Tie. No points are added to either coaches regulation scoring.

7.1.2.2 **In the Elimination Rounds**, OT will continue until one coach emerges as the victor. Each TD is an automatic 7 pts. Should you decide to go for the two point conversion (Rule 6.4.2) then all rules apply.

7.1.3 Overtime Coin toss: The winner of the coin toss has the choice of possession or to defer. The opposing team gets to choose which side the field they wish to play.

**NOTE:** Both teams must go in the same direction on offense.

7.1.4 Games won in overtime by yardage will have 6 points added to their score.

## **8.0 Penalties**

**NOTE:** Just because you do not see a specific penalty listed does not mean it will not be called. Below are the basics only. An official can make other calls not listed so long as they are not contradictory to the format.

**8.1 Unsportsmanlike Conduct** - 15 yards from LOS + warning. Repeated acts will cause immediate disqualification of the offending coach. We are here for fun. Please behave accordingly.

**8.2 Trash talking**- Any attempt to humiliate or assault your opponent will not be tolerated. If the referee, after first warning a coach, feels that talk is excessive, he will call an unsportsmanlike conduct penalty and mark off fifteen yards.

**8.3 Abusive language**- The goal of the League is to incorporate young people into the game of electric football. As men and women of this game, there is something to be said for a "clean mouth." Cursing will not be tolerated.

**8.4 Arguing with the referee**- A coach may dispute a call, but if he begins to get abusive toward the official, he will be flagged with an unsportsmanlike conduct penalty. If a second flag is thrown for this same offense (at the official's discretion) then the violator will automatically forfeit the game.

**8.5 Spectator Interference**-Spectators not involved in a game may not argue with or taunt a referee during his/her duties of refereeing a game. If a spectator interferes with a referee, taunts the referee during the game or after, the spectator will be removed from the tournament facility and the MFCA TOC Owners will conduct an inquiry into the member's status with the MFCA if an MFCA member is involved.

**8.6 Offsides** - 5 yards from LOS.

**8.7 Delay Of Game** - 5 yards from LOS

**8.8 Illegal Formation** - 5 yards from LOS.

**8.9 Illegal Receiver** - 5 yards from LOS (Ball caught by ineligible receiver). Unengaged offensive lineman

**8.10 Illegal Pivot** - All illegally pivoted players will be removed from the board until that play is resolved. All pivots (after the play has begun) are to be made from the rear of the base using an approved on-field ref, spotting device, or with assistance of an official.

**8.11 Illegal Forward Pass** - 5 yards from LOS and loss of down.

**8.12 Illegal Stacking**-5 yards from LOS repeat down.

## 9 Fumbles

---

### 9.0 Fumbles

9.1 A fumble occurs when the front of the base of a defensive player makes direct contact with either side or the front of the ball carrier that causes that player to fall over. Simply stated, the collision itself must cause the fumble.

9.2 . The player is considered knocked over (fumbled) if none of the prongs (brushes) are making contact with the playing surface.

9.3 It does not matter if the player is leaning on another player the determining factor shall be if there are no prongs (brushes) in contact with the playing surface.

9.4 Once a fumble is established a coin is flipped to decide possession (recovered). A soft 6 sided die may be used in lieu of a coin during a fumble. Offense is even numbers, Defense is odd numbers.

9.5 Heads is Offense and Tails is defense. The ball is considered down at that spot and cannot be advanced.

## 10 Broken Tackles

---

### 10.0 Broken Tackles

10.1 A broken tackle occurs when a defender falls down as a result of contact with the ball carrier. Simply stated, the collision itself must cause the tackler to fall down. The defender who fell during the tackle may not be placed upright and the play continues to its conclusion.

# 11 Fallen Players

---

## **11.0 Fallen Players**

**Definition:** Fallen players are players that have all prongs off of the field. These players are considered fallen players and cannot make a tackle if they are still engaged with an offensive player (Pancaked). If unengaged and any part of the base comes into contact with the ballplayer then it is considered a tackle.

11.1 All players must be set up on all prongs prior to the start of play. If a player is not upright at the start of the play he is not eligible and therefore removed from the field of play.

11.2 On pass plays and after the pass is completed, defensive players may be placed upright to react to the ball carrier. Care should be taken and markers used so that the defender cannot be placed upright in a way to gain distance toward the ball carrier.

11.3 A fallen QB may still throw a forward pass as long as no contact has been made by a defender to the QB's base or body which would result in a sack.

11.4 On kick returns both offense and defensive players may be placed upright to block or react to the ball carrier.

# 12 Duplicate Numbers

---

## **12.0 Duplicate Numbers**

Duplicate numbered players are allowed, but must never be on the field at the same time. This penalty only occurs after both coaches call set or after the play has started.

First Offense: 5 yard penalty from original line of scrimmage and loss of down.

Second Offense: Player Ejection: Opposing coach choice.

**NOTE:** It does not matter if the players were different from the first offense. The infraction is based upon player management (your actions).

# 13 Forfeits

---

## **13.0 Forfeits**

13.1 All games are to be played! Forfeiting a game for any reason beyond health or personal tragedy is to be discouraged.

13.2 Coaches winning a forfeited game will receive a 7-0 final game score.



# 14 Championship Game Rules

---

14.1 TIMEOUTS Each coach will be issued Two Timeouts to start each TOC Championship game. Both timeouts can be used in either half. Furthermore, both timeouts can be carried to the 2nd half if both are available.

14.1.1 Should overtime occur, any timeouts cannot be carried into the overtime.

14.1.2 The referee will keep records of timeouts and inform each coach of their timeouts at the beginning of each half or after the use of a timeout.

14.1.3 Once a timeout has been declared, the game clock will immediately stop.

14.1.4 Should a coach attempt to use a timeout without having one available, it is a penalty (unsportsmanlike conduct). 15 yards from the line of scrimmage.

14.2 2 POINT CONVERSION Any 2 point conversion during a MFCA TOC championship game will cause the clock to stop and the clock will resume at the following kickoff upon the receiver running the ball out of the endzone or the receiving coach's first play from the 20 yard line if they elect to take a touchback.

14.2.1 The 2 point conversion is to be treated like any play from scrimmage as noted below:

- Upon a confirmed Touchdown, the scoring coach has 5 seconds to declare that they are going for 2 points. Should they fail to emphatically state their intention, they are awarded an automatic 7 points and the 2 point conversion will be waived and a kickoff will then take place.
- Should the coach state that they are "going for 2", the game clock immediately stops and ALL other play from scrimmage rules apply such as set-up clock, pivot clocks, etc.
- If a penalty occurs, and the penalty is accepted by either team, the penalty is then marked off and the 2 point conversion attempt is retried.
- Under no circumstances can the scoring coach change his mind once the 2 point conversion is declared. This includes a penalty is assessed against the coach or they have 2 point conversion remorse and/or a change of heart after the 2 point declaration, your decision is locked.
- If the coach refuses to go for two after declaring a 2 point conversion, he will only be given the 6 points for a touchdown and the kickoff will resume. The referee may also declare an unsportsmanlike penalty to be assessed on the ensuing kickoff.

14.3 OVERTIME should an overtime period be needed at the conclusion of a regulation TOC championship game, the following overtime rules apply:

- The coin flip winner will determine possession or deferral to the second possession
- Each coach will start from their opponents 25 yard line
- Each coach will be given a 5 minute continuous running clock that will only stop for the following:
  - a. Incomplete pass
  - b. Out of Bounds play
  - c. Any penalty on the defense (also remember that the OT possession cannot end on a defensive penalty)
- Should a turnover occur by the offense, their possession is considered concluded. Furthermore, should a score by the defense occur as a result of the offensive turnover, the game is over.
- Should the offense score within the allotted time, they will not be given any additional attempts at any additional points.

- The offense can earn first downs during their allotted time.

#### **14.4 COACHES BOX LIMITATIONS**

14.4.1 The only persons allowed within 10 feet of the game board during ANY MFCA TOC championship game are the following:

1. The two participating coaches
2. The two referees
3. The official camera person
4. NO OTHER PERSONS ARE ALLOWED TO BE IN THIS AREA!
5. Tournament organizers and the head referee are responsible for keeping this area clear. Non-participants should be mindful of their proximity and keep the area clear out of respect for the game, the coaches who are in the championship and their fellow coaches who also wish to watch.
6. Courtesy and professional etiquette are the order of the day!

# 15 MFCA TOC Event Schedule 2015-16

---

Logo	Date	TOC Event	Location	Sponsor	Contact
	September 26, 2015	Kansas City Twister	Shawnee, KS	Lynn Schmidt	<a href="mailto:weirdwolf@weirdwolf.net">weirdwolf@weirdwolf.net</a>
	November 6-8, 2015	Buckeye Brawl	Niles, OH	Mike Jones	<a href="mailto:maintainmjones1@yahoo.com">maintainmjones1@yahoo.com</a>
	February 19-20, 2016	Warrior TOC	Lakeland, FL	Jerry McGhee	<a href="mailto:mcghee66@gmail.com">mcghee66@gmail.com</a>
	April 9-11, 2016	Capitol City Clash	Beltsville, MD	Dearell Brevard	<a href="mailto:dearellb@yahoo.com">dearellb@yahoo.com</a>
	June 6-8, 2016	Bama Blast	Oxford, AL	David Nichols	<a href="mailto:davidnickles@cableone.net">davidnickles@cableone.net</a>
	July 29-31, 2016	Electric Football World Championships	Richmond, VA	MFCA/TUDOR Games	<a href="mailto:coach@miniaturefootball.com">coach@miniaturefootball.com</a>

All local TOC winners automatically advance to the FINAL 8 on Sunday at the Electric Football World Championships in Richmond, VA. The remaining 8 positions in the FINAL 8 will be determined by a coaches points ranking for the 2015-16 year. In order to play in the Final 8 attendance of the coach is required. Failure to attend will result in the next eligible point winner filling the available position(s) in the FINAL 8 for the Electric Football World Championships

## 2014-15 National MFCA TOC Rankings

**\* TOC  
Winner**

DNA = Did not attend

<u>Ranking</u>	<u>Name</u>	<u>Total Points</u>	<u>Twister</u>	<u>Warrior</u>	<u>Clash</u>	<u>Blast</u>	<u>Con.8</u>	<u>FINAL 8</u>
1	Ken Allen	117			58		59	3-0
2	Barry Stephenson	109	5	54		38	12	2-1
3	Jerry McGhee	93	32	32		24	5	1-1
4	Jim Davis	78			39		39	1-1
5	Keith Chalmers	180			*84	*82	14	0-1
6	Charles Lane	175		*77		59	39	0-1
7	Darren Jahmani	150	17	34	3	12	*84	0-1
8	Rafiqy McDanul	103	3	17	22	39	22	0-1
9	Don Hudson*	79	*79					DNA
10	Andrew Sparks	62			37	13	12	
11	David Nickles	55	17	19	12		7	
12	Pep Woods	54	54					
13	Mark Klingbeil	34	34					
14	Mike Turner	34	5	5		24		
15	Robert Chalmers	34			5	5	24	
16	Larry Pack	32	3	17		12		
17	Rai Edwards	29				24	5	
18	Dearell Brevard	27				24	3	
19	Darrian Ross	26		3	10	10	3	
20	William Chalmers	24			24			

<u>Ranking</u>	<u>Name</u>	<u>Total Points</u>	<u>Twister</u>	<u>Warrior</u>	<u>Clash</u>	<u>Blast</u>	<u>Con.8</u>	<u>FINAL 8</u>
21	Demanual Lockhart	24			24			
22	Gary Pate	24				12	12	
23	William Chalmers	24					24	
24	Daniel Williams	23			11	5	7	
25	Antonio Jones	23				11	12	
26	Mike Jones	22			22			
27	Khaleq Bey	22					22	
28	Logan King	19	19					
29	Sean Jackson	17	17					
30	Leonard Crawford	16				11	5	
31	Tim Smith	15		15				
32	Lenny Hargrove	15			10		5	
33	Jasper Scott	15			5	5	5	
34	Dwayne Hall	14					14	
35	Flynn Brody	14					14	
36	Tom Johnson	13			13			
37	Leroy Edwards	13		5		5	3	
38	Joe Greco	12			12			
39	Karim Campbell	12			12			
40	Larry Henderson	12				12		
41	Andre Banks	12					12	
42	William Travers	11			11			
43	Selby Primus	11			5	3	3	
44	Carl Coley	10	5			5		
45	Bill Jones	8		3		5		
46	Dwayne Thomas	8			5		3	

<u>Ranking</u>	<u>Name</u>	<u>Total Points</u>	<u>Twister</u>	<u>Warrior</u>	<u>Clash</u>	<u>Blast</u>	<u>Con.8</u>	<u>FINAL 8</u>
47	Don Johnson	7				3	4	
48	Kyle Simmons	7					7	
49	Jordan Miller	6			3		3	
50	Frank Johnson	6					6	
51	Austin Womack	6					6	
52	John DiCarlo	6					6	
53	Brandon Woodard	5	5					
54	Pat Morris	5		5				
55	Chris Bopst	5			5			
56	Chad Kinsler	5				5		
57	Ron Minni	5					5	
58	Rene Smith	5					5	
59	Jeff McCauley	5					5	
60	John Oubre	4				4		
61	Van Smith	4				4		
62	Lynn Schmidt	3	3					
63	Doug Bruce	3	3					
64	Peter Grina	3			3			
65	Spencer Roberts	3			3			
66	Chris Stringer	3			3			
67	Matt McGraw	3				3		
68	Joe Ramaglia	3				3		
69	Joel Pritchard	3				3		
70	Darrel Smith	3					3	
71	Kelvin Lomax	3					3	
72	John Stamm	3					3	



# MFCA TOC Figure & Base Standards

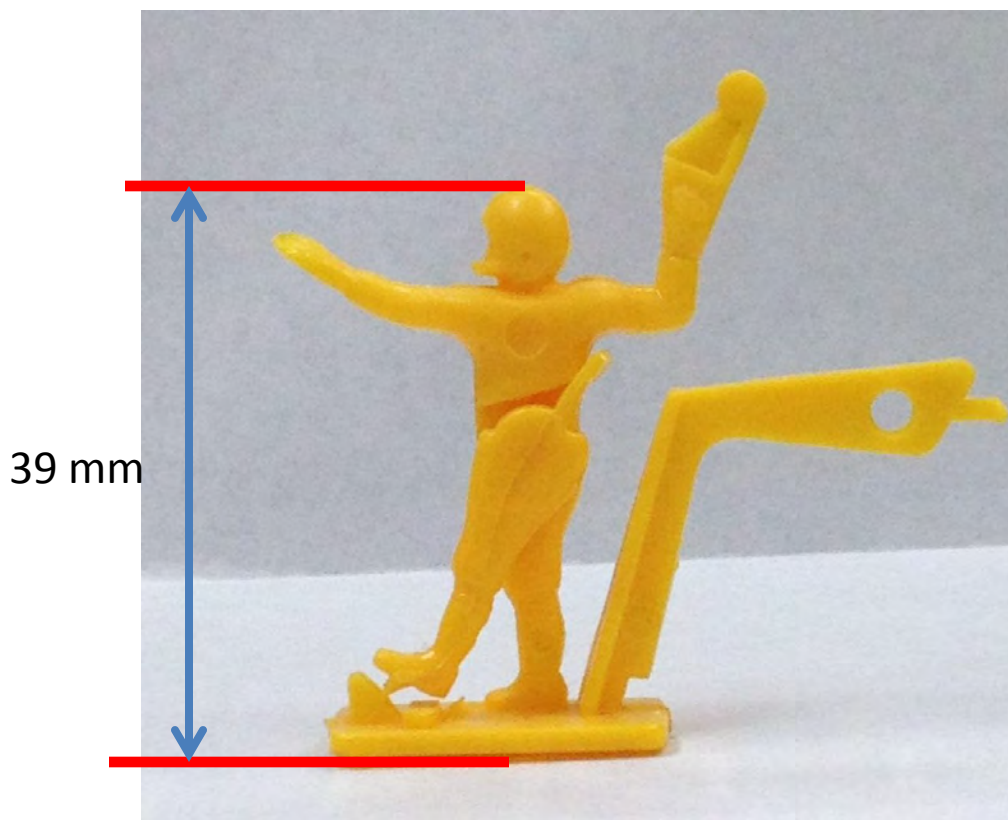


**September 30, 2014**





# Height of Figure Standard



Using the standard Triple Threat Quarterback (TTQB) a player shall not exceed the height of the TTQB bottom of the platform to top of the head which is 39mm



# Width of Figure Size Standard



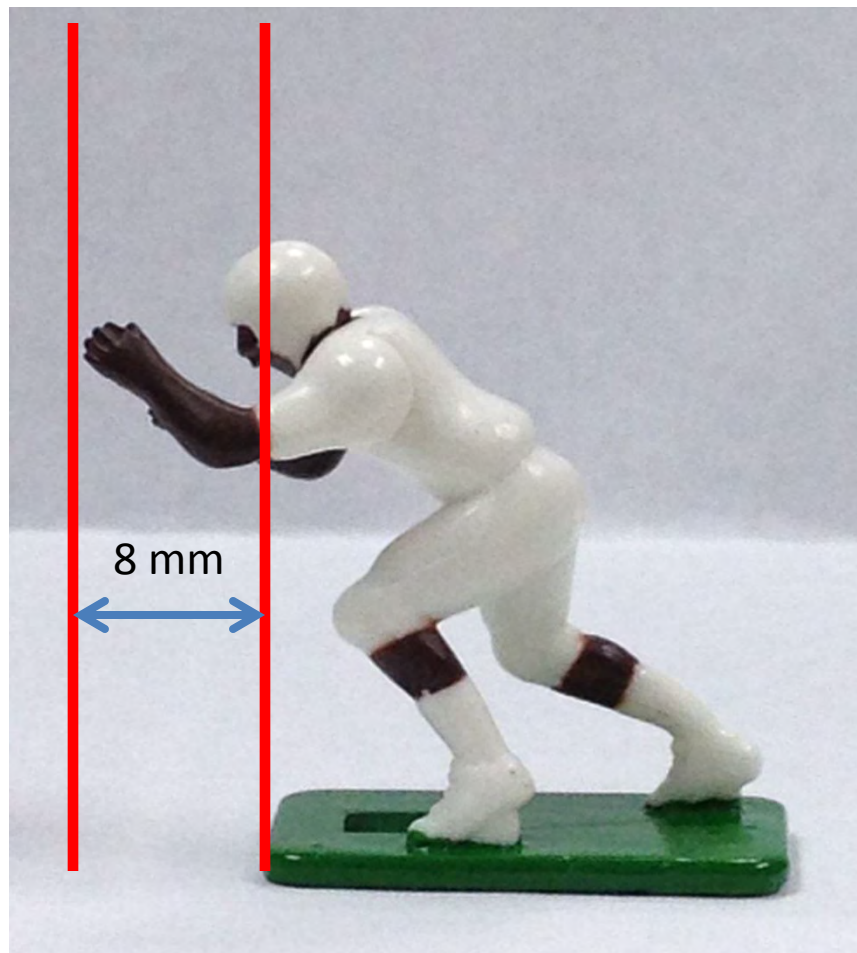
The width of a figure shall not exceed 36mm when measured fingertip-to-fingertip.

In this example the 67 big man measures within the 36 mm measurement.

Figure must be scale proportional to a human.



# Extension of Figure over Front of Base Standard



A figure shall not extend beyond 8mm from the front of the figure's platform.

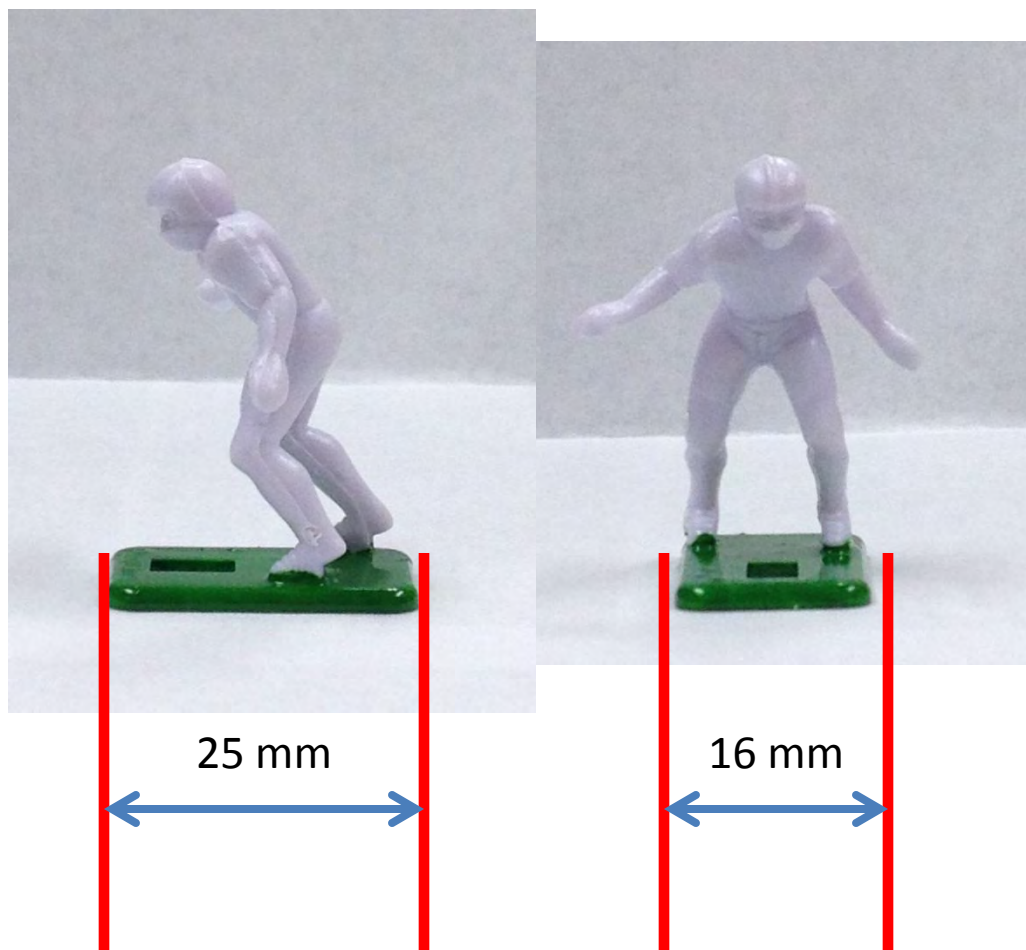
In this example the figure is within the 8mm measurement.

8mm = 5/16"





# Player Platform Standards

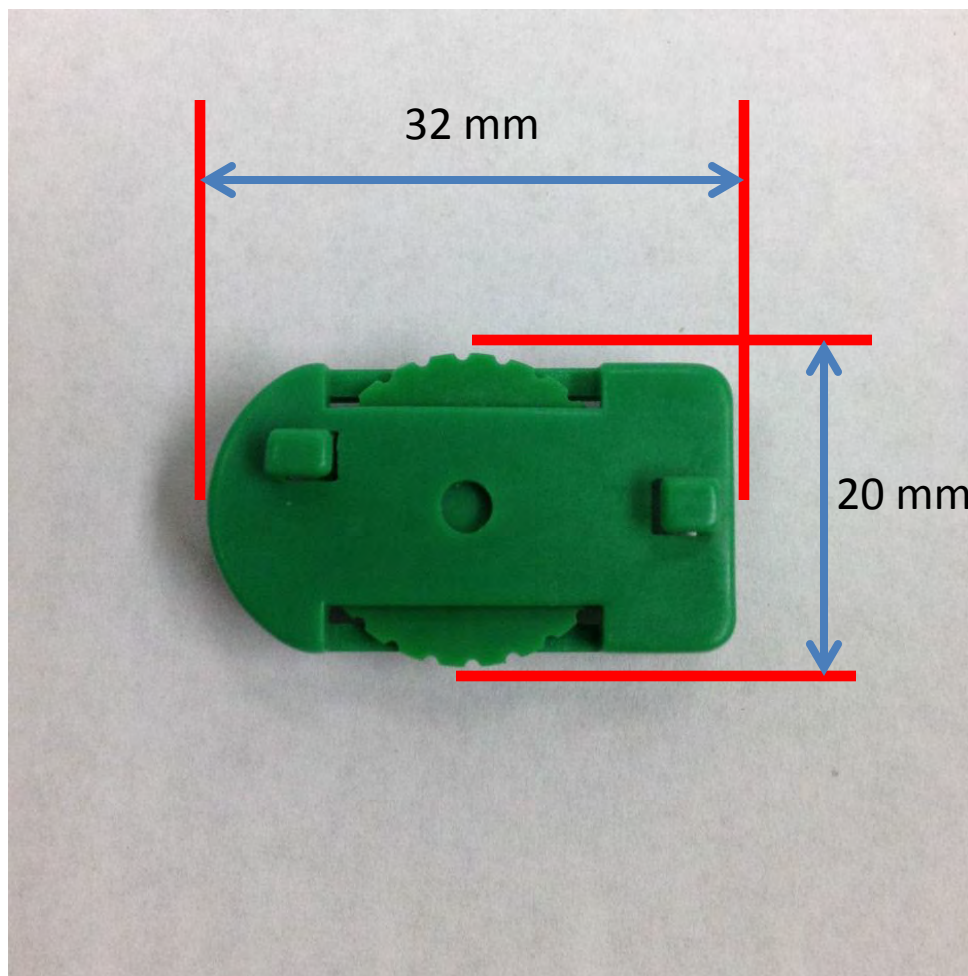


The Platform of a figure shall not exceed 25mm in length.

The Platform of a figure shall not exceed 16mm in width.



# Base Size Maximum dimensions



A base shall not exceed 32 mm in length and shall not exceed 20mm in width.

This example is the largest acceptable base.



# Supporting Measurements with a micrometer



**TTQB Height = Max height of any figure**





# Supporting Measurements with a micrometer



**Max Figure Width fingertip-to-fingertip**





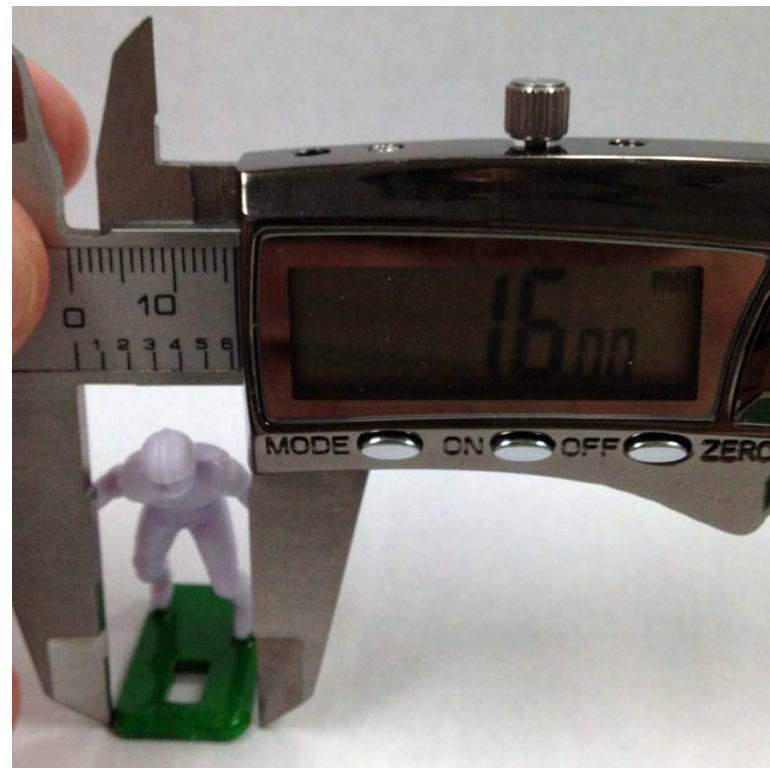
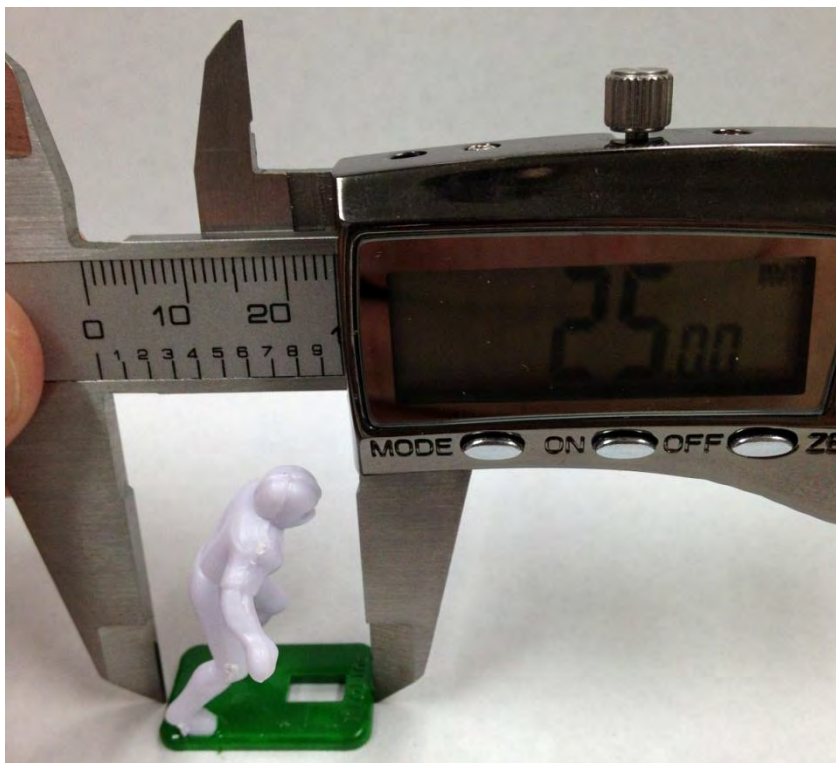
# Supporting Measurements with a micrometer



**Max Figure Over front of base inches and millimeters shown**



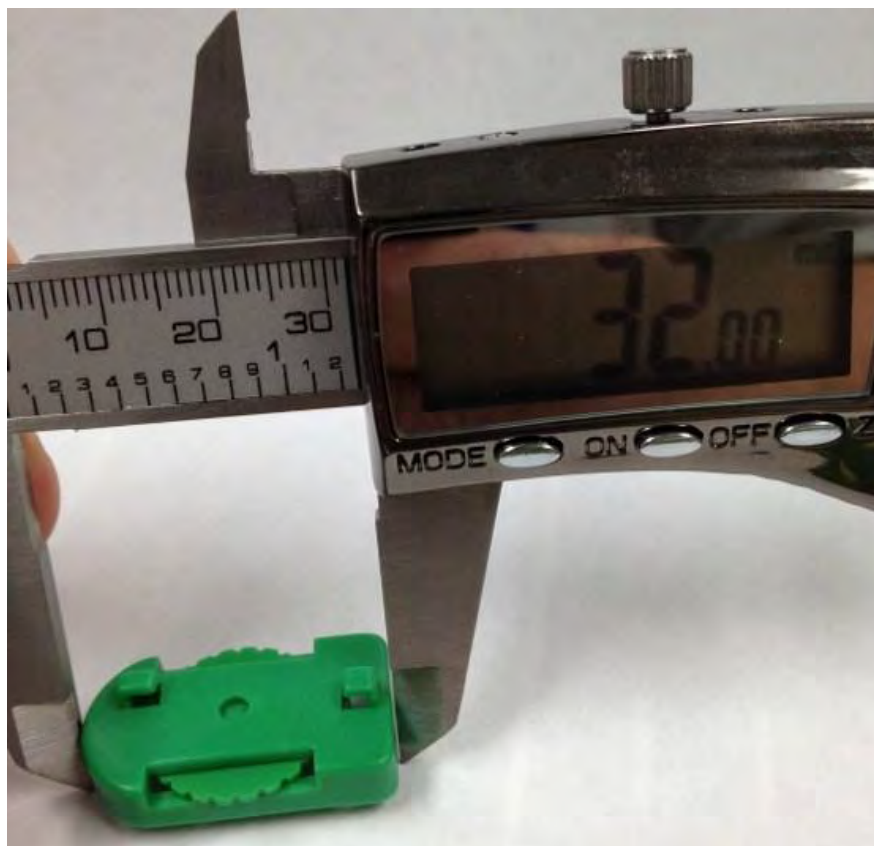
# Supporting Measurements with a micrometer



**Max Figure Platform Length and Width**



# Supporting Measurements with a micrometer



**Max Base Length and Width**