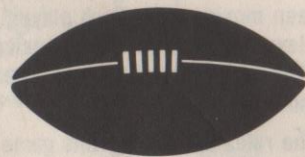


# Official Rules



**SPORTS CLASSIC**

**Electric® FOOTBALL**

## INTRODUCTION

The basic feature of the Tudor Sports Classic Electric Football Game is that each player has at his command a team of seventeen moving men. Each player, as Coach of his team, calls the plays and sets up the offensive and defensive formations. The skill and strategy used in directing the teams will help determine the winner.

The rules for playing this game are almost identical to the official rules of football. Variations are possible so that players can change or add to the rules as they desire to create increased interest. Arguments over controversial points not covered by the rules can be settled by mutual agreement.

Due to the fact that the initial line charge is almost identical to that of a real game, it is possible, by setting the figures at different blocking angles, to get a typical result. The coach or student of football can use this game to set up various formations and study their effectiveness.

In order to avoid unnecessary arguments, it is advisable to have a third person, in addition to the players, to act as a referee, although this is not necessary.

## PREPARING TO PLAY THE GAME

### Player Bases

On the underside of each player base you will notice backward slanted "legs" which impart forward motion to the player. Your

player's speed may be decreased or increased by brushing the legs forward or to the rear.

If you want a player to turn in an arc, brush the "legs" back on the side opposite the turn and brush the other legs forward. **To straighten out a player running in a circle, brush the legs back on the side to which he is turning and brush the legs forward on the side opposite.**

### 10-Yard Marker

You will notice that the 10-yard marker has been so designed that two magnets hold it in place and the plastic pins which hold the magnets stick into the slot in the inside of the game frame. This will allow you to slide the 10-yard marker up and down the field while it is still stuck to the frame. Before each series of downs, the 10-yard marker post closest to the offenses' goal line is moved to the point at which the first down begins. Except for measurements out on the field, the marker is moved only when a first down is made or when the teams exchange possession of the ball.

The 10-yard marker slide represents the linesman's handkerchief and is to be used in making measurements out on the field. When it is close to a first down, one of the players may call for the "chain". To make a measurement on the field, position the slide over a yard line without moving the 10-yard marker. Then move the 10-yard marker out onto the field, placing it so that the slide is over the same yard line. If any portion of the ball



carrier's base falls ahead of the forward post, the first down has been made.

## Ball Marker

The magnetic ball marker is used to mark the line of scrimmage and should be stuck on the game frame as shown in the assembly instructions.

## Speed Control

Playing field vibration may be regulated for fast or slow action by slowly turning the speed control knob at the left end of the gameboard.

Note the position of the control knob pointer for future games.

## THE PLAYERS

### Kicker-Passer (Quarterback)

Your kicker-passer is the triple threat quarterback of your offensive team. He may kick, pass or run depending on the strategy of the play.

**TO KICK** — (See diagram 1) pull the kicking leg back until it snaps behind the "tee". Place a ball on the tee (high for a short high kick, and low for a long low kick). Then, holding the handle between the thumb and middle finger, pull the hand back with the forefinger until the kicking leg releases.

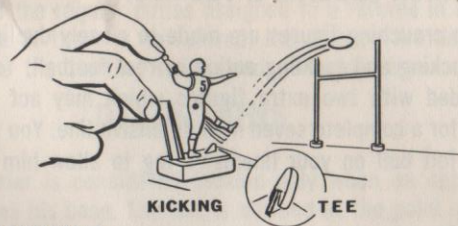
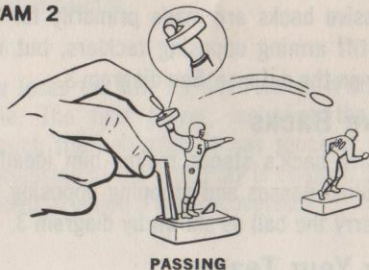


DIAGRAM 1

**TO PASS** — Slide the split felt ball on the passing hand with the split toward the rear. (See diagram 2). Then, holding the handle between the thumb and middle finger, pull the passing hand back with the forefinger. Let the forefinger slide off quickly to the rear in order to release the ball.

DIAGRAM 2



## Linemen (Guards & Tackles)

These crouching figures are made to closely duplicate the type of blocking and tackling action of real football. You have been provided with two extra figures which may act as defensive ends for a complete seven man defensive line. You may slide the split felt ball on your lineman's leg to allow him to carry the ball.

## Ends

These figures are molded in an upright, sprinting position so that they may be easily distinguished from the crouching linemen during pass plays. Your extra end figure may be used as an offensive back. It is suggested that these figures be used as halfbacks and safetymen on defense. Your end holds the ball as shown in diagram 3.

## Offensive Backs

Your offensive backs are made primarily for running with the ball and stiff arming opposing tacklers, but will also perform excellently on the defense. See diagram 3.

## Defensive Backs

The defensive back's stance makes him ideally suited for defending against passes and stopping opposing ball carriers. He may also carry the ball as shown by diagram 3.

## Painting Your Teams

This game includes a paint palette, and a brush with which you may paint your teams uniforms.

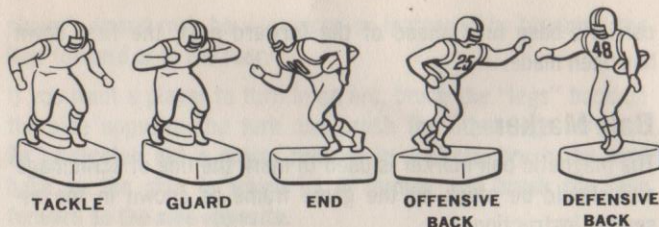


DIAGRAM 3

## To Paint

Stir brushfuls of water on selected paint pellet, keeping pellet well dissolved while applying to player. When changing colors, wipe old color from brush with tissue, immerse brush in water, and wipe again.

## Identification

You have been provided with self-sticking decals with which to number your players, after painting. **Before sticking decal to painted surface**, remove brown protective paper and lift decal from backing paper by sticking to finger tip. Peel decal from finger and apply to player. To apply to unpainted surface follow instructions on decal backing sheet. There are enough numbers (plus extras) to give you a choice in selecting front and back numbers for all figures. Following is the numbering system used by most college and professional teams:



Quarterbacks	10-19	Centers	50-59
Left Halfbacks	20-29	Guards	60-69
Fullbacks	30-39	Tackles	70-79
Right Halfbacks	40-49	Ends	80-89

## Automatic Timer

Turn the "minute" wheel so that the 15 is over the triangular index mark on the gameboard. Turn the "second" wheel so that the second hand points straight up at zero (0). The timer will run only when the switch is turned on. When the dot on the "minute" wheel moves over the index mark and the second hand is at zero (0) the quarter ends.

The vibration of the gameboard may cause the "minute" wheel to rotate independent of the "second" wheel because of the felt washer fibers acting as "legs" in the same manner as the player bases. To stop this movement turn the felt washer upside down or compress the washer by firmly pressing down the "minute" wheel with your thumb.

You will notice that your automatic timer has been designed to run faster than a real clock. This is to make up for the time, between plays, when the timer is turned off and the players are setting up their teams. If the players want a longer game they may allow the timer to go around any number of times mutually agreed upon before ending the quarter.

## Referee

If there is a referee, he should handle the 10-yard and ball markers, operate the starting switch, automatic timer and

handle any of the regular duties assigned to a referee in a real football game. If there is no referee, the man on the defense should handle the starting switch and automatic timer.

## DEFINITIONS

### Tackle

The ball carrier is considered tackled only when an opposing player touches his base. The ball is downed at the point on the field directly under the forward point of the ball carrier's base. If the ball carrier turns and moves towards his own goal line, play stops and the ball is downed at the point at which he turned.

### Out of Bounds

If any portion of the ball carrier's base moves over a side line, he is considered out of bounds and play stops. Play is resumed on the next down at the inbounds mark on the yard line where the player went out of bounds.

### Fumble

If the ball carrier loses the ball for any reason, it shall be considered a fumble. The first player, including the man who dropped it, to touch the ball after it has touched the playing field, obtains possession of the ball. Play is stopped and the ball is placed at the point at which it was recovered.

### First Down

The offensive team is allowed four downs in which to gain ten yards.

## **Touchdown**

A touchdown is scored when any part of a ball carrier's base crosses the opponents goal line, or when a pass is completed or a fumble is recovered by the offense in the opponent's end-zone.

## **Safety**

A safety is called when a ball carrier is tackled behind his own goal line or when a player recovers a fumble behind his own goal line. Two points are given to the opposition and the ball is put into play by the side against whom the safety has been scored by a kick from their own twenty yard line.

## **Touchback**

A touchback occurs when the ball is kicked into the opponent's end-zone or when a pass is intercepted by a defensive player in his own end-zone and he does not choose to run the ball out. The receiving team then puts the ball into play at the center of the field on the twenty yard line.

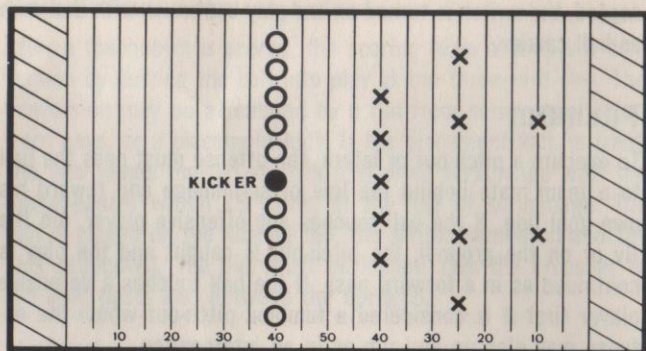
# **PLAYING SPORTS CLASSIC FOOTBALL**

## **Kick-Off**

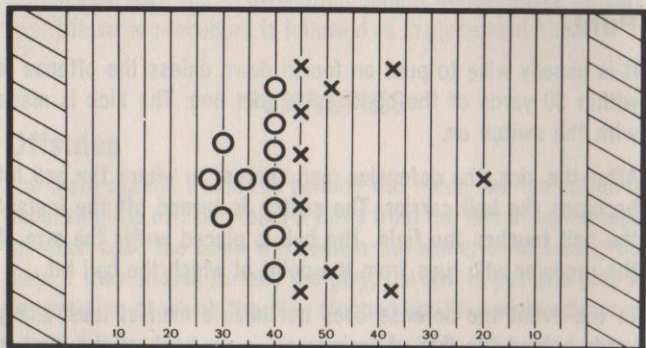
A kick-off is made at the beginning of the game, at the start of the second half, and after the conversion attempt following each touchdown. After the conversion attempt, the scoring team must kick off to the opponent.

To begin the game — the two opponents toss a coin to decide who will kick off and to establish choice of team color and goal. The figures are lined up for play as shown by diagram 4. The kicker is placed on the kick-off mark on the 40-yard line. Depending on the direction of the kicker, the ball may be kicked to any part of the field. The figure nearest the spot where the ball hits on the fly becomes the ball carrier. This figure should be given the ball, placed where the ball hit, and then pointed in any desired direction. The switch is turned on and the ball carrier runs until he is tackled, goes out of bounds, reverses direction, fumbles or scores. If the ball is kicked out of bounds, the receiving player may make his opponent kick off again from 5 yards farther back or he may accept the kick. If he accepts the kick the ball is then put into play, first and ten, at the inbounds marker on the yardline at which the ball went out of bounds.





SUGGESTED LINE-UP FOR KICK-OFF



"T" FORMATION OFFENSE AND DEFENSE

DIAGRAM 4

## Play from Scrimmage

To determine the scrimmage line, the position of the ball should be considered the forward point of the base of the ball carrier on the previous play. On plays from scrimmage, the offensive and defensive lines must be at least half the length of a base apart, equal distance from the line of scrimmage. If any player is forward of this point at the time the switch is turned on, the player's team is charged with offsides (see penalties, page 9). In setting up your teams for a play from scrimmage the following sequence should be used:

1. The offense is set up using a seven man line and any back-field formation, such as "T", single wing, double wing, etc. (See diagram 4).
2. The defensive team is set up in any desired formation.
3. The offensive linemen are given their blocking angles.
4. The defensive team players are turned to the desired direction for "slant-left", "slant-right", etc.
5. The ball is placed under the selected ball carrier's arm, or on the kicker-passer's hand or tee. Then, the offensive backs may be pointed in any direction.
6. The switch is turned on and the play develops.

## **Forward Pass**

Once the offensive player touches the kicker-passer during play he must attempt to pass. The kicker-passer may be manually faded back or to the side, but may not be moved forward. The passer cannot fade back any further than 20 yards from the line of scrimmage or the ball is downed at that point.

If a defensive man moves "behind" the kicker-passer while the offense is holding it and before the pass is released, the passer is considered tackled at that point. When the offense finds a receiver he must call "Pass" and the switch should be turned off immediately. At this point the pass must be thrown.

## **Completion of a Forward Pass**

If the ball hits an eligible receiver (on the fly or on the ground) the pass is completed, the switch turned on, and play continues with that man as the ball carrier.

## **Incomplete Forward Pass**

If the ball does not hit a player, the pass is incomplete and play is resumed at the line of scrimmage on the next down.

## **Interception**

If the ball hits any defensive player, the pass has been inter-

cepted, the switch is turned on and play continues with that man as ball carrier.

## **Pitch-Out**

To execute a pitch-out or lateral the offense must pass the ball to a team mate behind the line of scrimmage and toward his own goal line. If the ball touches any offensive player, (on the fly or on the ground), the pitch-out is caught and the play is continued as in a forward pass. If the ball touches a defensive player first it is considered a fumbled pitch-out which the defense may pick up and run as in an interception.

## **Punt**

It is usually wise to punt on fourth down unless the offense is within 30 yards of the opponent's goal line. The kick is made with the switch on.

After the kick, the defensive man nearest to where the ball hit becomes the ball carrier. The switch is turned off the instant the ball touches the field. The ball is placed under the arm of the receiver who runs from the point at which the ball hit.

In the event the defense does not have a man at least thirty yards behind the line of scrimmage, a run-back of the punt is prohibited. The defense must then put the ball into play (first and ten) at the point at which the kick hit the field.



## Conversion

After a touchdown is scored, the scoring team attempts a conversion by putting the ball into play at the three-yard line. The conversion may be attempted by a run from scrimmage, a forward pass, or a placement kick. If the placement kick is tried, the two teams line up as in a play from scrimmage with the kicker-passer within 15 yards, of the line of scrimmage. The ball is placed on the kicking tee, the switch turned on and the kick attempted. The ball must be kicked over the crossbar of the goal posts and between the uprights.

## Field Goal

A field goal may not be attempted behind the offensive 40 yard line. The same procedure is followed as in placement kicks.

## PENALTIES

### Offsides

The team against which the penalty was made has the option of penalizing the offsides team 5 yards from the line of scrimmage, in which case the down will remain the same, or of taking the play. If they choose to take the play, the ball is put into play at the yardline at which the play stopped and the down advances.

### Ineligible Receivers

If a forward pass hits an ineligible receiver (offensive tackle,

guard, or center) on the fly, the offensive team is penalized 15 yards from the line of scrimmage and play is resumed on the next down.

## SCORING VALUES

Touchdown	6
Field Goal	3
Safety	2
Conversion by Kick	1
Conversion by Run or Pass	2 College Rules 1 Pro Rules

## Periods

A game consists of four periods of 15 "minutes" each. At the beginning of a game the team winning the toss of the coin may elect to defend the desired goal or to choose whether to kick-off or receive.

At the end of the first period the teams swap goals and play continues at the opposite end of the field. The third period (second half) begins with a kick-off in the same manner that the game was begun. The team which lost the toss at the beginning of the game now has choice of goal or of kicking or receiving.

The last period begins as the second period, with the offense and defense swapping goals.

## RULES FOR ADVANCED PLAY

As you become more expert at playing the game there are a number of alternate rules you can follow to make play more difficult.

### Play from Scrimmage

Offensive and defensive teams are lined up as in play from scrimmage. A card (long enough to extend past either end of the scrimmage line and high enough to hide each team from its opponent's view) is held vertically between the two lines. The offense selects his ball carrier, and points his players for running and blocking while the defense directs his team for the charge. The card is lifted, the switch is turned on and play begins. This method gives maximum surprise to both teams, keeping strategies secret until the ball is "snapped".

### Forward Pass or Pitch Out

When the ball hits a receiver, the ball is placed under the receiver's arm. Before the switch is turned on, the offense has three seconds in which to place his receiver back on the same spot at which the pass or pitch out was caught and to point his man in any direction he wishes. The play is then continued as any running play.

Require pass to be thrown while the switch is on. Require pass to hit player on the fly for a completion.

### Interception

When the ball is intercepted, the switch is given to the new defensive team. The ball is placed under the arm of the interceptor and the procedure for advanced play under Forward Pass or Pitch Out is followed.

### Conversion or Field Goal

When play starts, the offense must be holding the ball with one hand, at least two inches from the kicking tee, and with the other hand holding the kicker-passer, in position, kicking leg cocked, within 15 yards of the line of scrimmage. The offense must then place the ball on the tee and make his kick before the oncoming tacklers are close enough to block it. The offense may not move his quarterback after the switch is turned on.

## EQUIPMENT

### Replacement Cost

4-yellow & 4 white guards .....	\$ .25 ea.
3-yellow & 3 white tackles .....	.25 ea.
3-yellow & 3 white ends .....	.25 ea.
3-yellow & 3 white offensive backs .....	.25 ea.
3-yellow & 3 white defensive backs .....	.25 ea.
11 yellow players on a sprue without kicker-passer ....	1.75
11 white players on a sprue without kicker-passer ....	1.75



## EQUIPMENT

### Replacement Cost

1-yellow & 1 white kicker-passer running base .....	.20 ea.
2-white kicker-passers with kicking legs & running bases .....	.45 ea.
1-ball marker .....	.20
10-yard marker (#600) .....	.20
2-goal posts .....	.15 ea.
4-goal line flags .....	4 for .15
1-"minute" wheel .....	.20
1-"second" wheel .....	.20
1-speed control knob .....	.15
6-scoring knobs .....	6 for .25
*1-Complete Sprue of Accessory Pieces .....	1.75
1-Ball Marker Magnet .....	.15
2-10 Yard Marker Magnets (#600) .....	.20 ea.
1-grandstand-scoreboard .....	1.25
1-Strip of 6 Scoring Disks .....	.20
1-Strip of 6 felt footballs & 1 timer washer .....	.20
1-Set of black numbers .....	.15 ea.
1-paint pallet .....	.15
1-paint brush .....	.15
1-rule book (#600) .....	.15
1-electric gameboard (#600) .....	10.00

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	"Second" Wheels			.20	
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	Scoring Knobs — 6 per set			.25/set	
	Complete Sprues of Accessory Pieces			1.75	
	Ball Marker Magnets			.15	
	10 Yard Marker Magnets (#600)			.20	
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