2016 THE OFFICIAL ELECTRIC PLAYING RULES OF





SPECIFICATIONS, PROCEDURES, REGULATIONS, AND GUIDELINES

THE SHORT BOOK

Korin "Kit" Kinchen, Creator

2016 Rules Changes

Rules-Section-Article

Rulebook	Incorporates the formatting of the "National Football League" Rulebook
1	Defines the dimensions of a custom board.
3-34; 5-3	Prohibits offensive player with an eligible number to report as ineligible and line up outside the core of the offensive formation
4-8; 14-4	Allows for enforcement of an Unsportsmanlike Conduct foul at the end of a half to be applied to the ensuing kickoff.
5-1	Permits clubs to assign additional jersey numbers (40–49) to linebackers.
5-1	Allows for Pre-1970 numbering grandfathering
4-6; 7	Establishes "Equal Time" setup. Establishes new "Dead Ball/Ball in Play" procedures.
7-6	Establishes handoff box; procedures for RUNNER on RUN plays.
8-1	Eliminates the five-yard penalty for an eligible receiver illegally touching a forward pass after being out of bounds and reestablishing himself inbounds, and makes it a loss of down.
8-3	Establishes "Ineligible Receiver downfield" rules; penalties.
9-1	Prohibits Team B players from pushing teammates into the offensive formation when Team A presents a scrimmage kick formation.
11-3	Line of scrimmage for Try Kicks moved to defensive team's 15-yard line, and defense can return any missed Try.
11-6	Spot of the next snap after a touchback resulting from a free kick is moved to the 25-yard line.
12-2	Extends the prohibition for an illegal "peel back" block to all offensive players.
15-2	Adds review of the game clock.

POSITIONS AND RESPONSIBILITIES

COMMISSIONER

Provide supervision of all league activities.

Provide an environment for committee activities.

Provide final determination on league actions.

COMMITTEE (Chairman)

Answer questions relating to league activities.

Pre-approve any substance in question.

Grant waivers on a case-by-case basis for player deficiencies.

Submit rules and guidelines for league play.

Provide commissioner with feedback.

Solicit tournament directors' feedback.

TOURNAMENT DIRECTOR

Oversee all tournament functions.

Provide any equipment specific to the event for all coaches to compete.

Provide guidance to all members of any provisions not stated and/or exceptions to the rules.

Supervise tournament officials.

TOURNAMENT OFFICIAL

Ensure all equipment and players are in compliance throughout the event.

Perform pre-tournament inspections by various means of equipment and players.

Provided determination of equipment and players fit for competition.

Assign/supervise referees.

REFEREE

Conduct officiating of assigned game in accordance tournament rules.

Approve/set the proper vibrating speed.

Ensure etiquette, fair play and sportsmanship are enforced throughout game.

Provide updated status on game.

TIMEKEEPER/SCOREBOARD OPERATOR

Operate the clock and/or scoreboard at the direction of the referee.

Notify all of time status.

MEMBER COACHES

Ensure and provide for inspection all equipment and players for compliance throughout the event.

Play the game in accordance with the rules.

Establish the speed of the board.

Declare the metal element to the inspector and its location on the figure prior to detection.

Establish who will be responsible for moving both the yard markers and the 10-yard chain.

HOME TEAM COACH

Provide the equipment for the field in use. (If not provided by tournament director).

PREFACE

This edition of The Official Electric Playing Rules Of (TOEPRO) Football contains all current rules governing the playing of Electric Football with same methodology of the National Football League during upcoming season. Member clubs of your league may amend the rules from time to time, pursuant to your leagues applicable procedures, Constitution or Bylaws.

Any intra-league dispute or call for interpretation in connection with these rules will be decided by the Commissioner of the League, whose ruling will be final.

Because inter-conference games are played throughout the preseason, regular season, and postseason in your leagues, all rules contained in this book apply uniformly to all Electric Football Conferences.

At many places in the text there are approved rulings which serve to supplement and illustrate the basic language of the rules. There are also many rules where events in American Football are dynamic but in Electric Football maybe static. In each instance consider the rule and act in accordance to the rules of the National Football League and fair play.

The masculine terms used throughout this rulebook is gender neutral and does not indicate a preference.

This rulebook through words and illustrations details specifications, procedures, rules, and violations in playing electric football just like the National Football League.

Coaches,

I created this rulebook to give any electric football hobbyist or league that wishes to play electric football with a ruleset and gameplay just like the "National Football League" an opportunity to so. The book extrapolates the formatting, rules, timekeeping measures and scaled distances of the NFL. Using some of what Tudor Games, and some of what we played as a kid, I read the entire NFL Rule book, every rule, section and article, and incorporated it into a version for electric football. I want coaches to look it over and play it. Where the NFL Rulebook provides few illustrations I hope to provide you with enough pictures and diagrams to illustrate what a rule states. The game can be played with a scoreboard clock and items from Tudor Games Pro Line equipment. Should you decide to build a custom field, we provide specifications for that also.

No dice, sticks, or too much stopping, avoiding anything that would distract from the skillset that was good play calling, execution, and some luck.

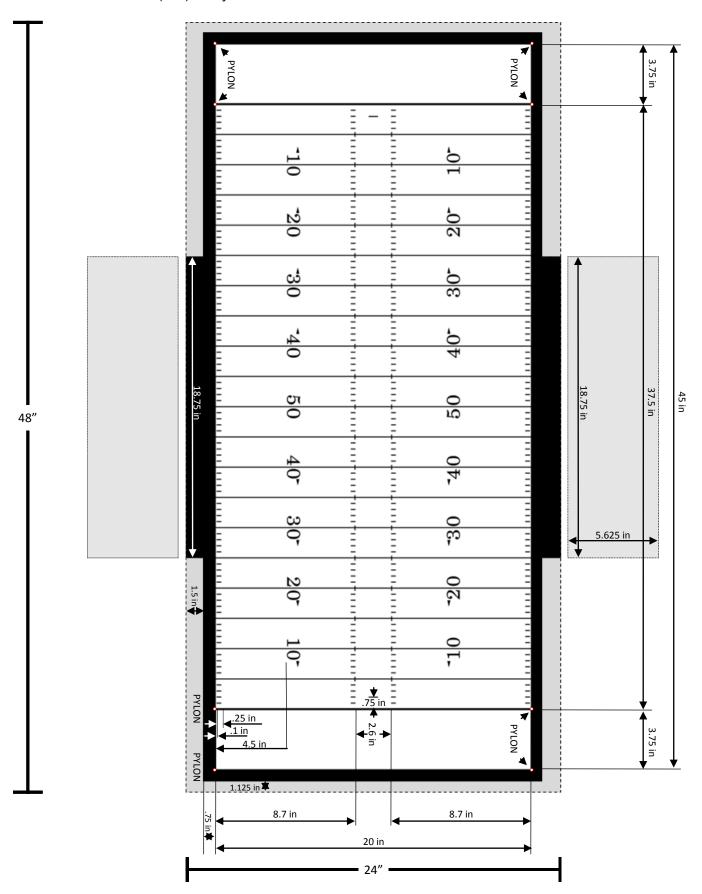
In this gameplay, just as it in football, the defensive coach has to defend the field, the offense does not give away the play until it is time to execute. The offensive coach controls the time, needs to read blocking schemes and have an array of passing skills. Special teams is important and included, not bullet kick stuff, but scaled distances. Returns are possible also. The game moved along quickly and it started with this simple yet profound component, "Defense goes first". Observe the rule book, examine each procedure, and try it.

Coach Korin "Kit" Kinchen

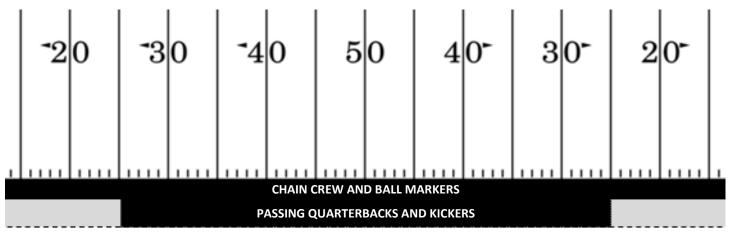
Plan of the Playing Field (for the hobbyists)

Sheet Size 24 x 48 inches

Field Scale: .375 in (3/8) = 1 yard



BENCH AREA SHOWING RESTRICTING ZONES

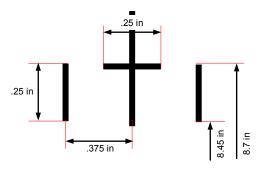




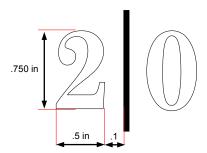
Field Markings

- All measurements are scaled 1 yard = .375 (3/8th) inch unless otherwise noted.
- The field will be a dark shade of green, solid or turf like image. Any areas depicting a soiled or sandy area such as a baseball infield will not disperse the lines on the field.
- The field markings will replicate that of an National Football League field. All lines, sidelines, endcaps and numerals on the field will be bright white in color some contrasting shade of white only in the areas where to the logo is located.
- 4. The sidelines and end line (end cap) are .75 inch thick. Should the board prohibit the entire thickness sideline or endcap from view, there will be no lines outside either.
- 5. All yard line thickness on the field will be 4 point wide with the exception of the goal line being 8 point wide.
- 6. Yard lines are .375 inch in length. Yard lines and goal lines run the entire width of the field connected to each sideline spaced on center, 5 yards apart. The yards lines along the sideline are spaced on center, .375 inches apart parallel to the goal line. The yard lines along the sideline shall have a .1 inch space. The inbound yard lines shall extend 8.7 inches from each side line.
- The inbound yard marker (hash marks) will be 8.7 inches from the side line. Inbound yard markers are placed on each five yard line and centered, perpendicular to their line.
- 8. The dimensions of the numerals on the playing field shall be scaled .75 inch high by .5 inch wide. Each numeral is .125 yards away form the yard line. The base of the numerals on the playing field will be 4.5 inches from the sideline. The font on the numerals is Century Schoolbook. Alternative fonts are required to meet the same specifications.
- 9. The arrows are an isosceles triangle two long sides .375 and base .1875. The placement is .1 inch and .05 inch spaced from the top outer edge of the numeral. The arrows will face toward nearest goal with the exception of the fifty yard line where no arrow is placed and the goal (if used).
- A "X" marking the spot where free kicks will be centered and aligned parallel on the free kick yard line. The dimensions will .1875 by .1875 inch.
- 11. A circle "O" (if desired) marking the spot where safety kicks will be centered on the 20 yard line. The dimensions will .1875 by .1875 inch.
- 12. A line "_" marking the spot where try is attempted will be centered and aligned parallel on the 2 yard line. The line will .375 inch long.
- 13. Two bench areas are 50 by 15 scaled yards. Benches are plastic baskets or platforms. Benches may be attached or clipped onto the frame but allow for complete team and equipment visibility. Sideline benches identify home team and, end zone benches identify defended end zone.

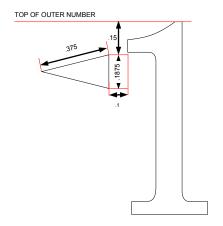
Inbound Yard Markers



Dimensions for Numerals on the Playing field



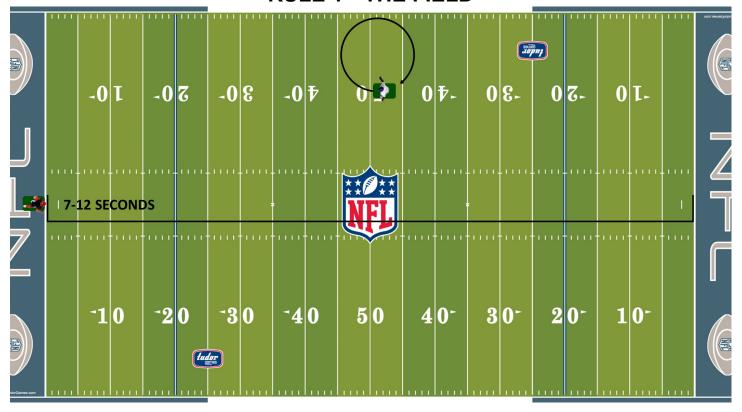
Dimensions for the Directional Arrows



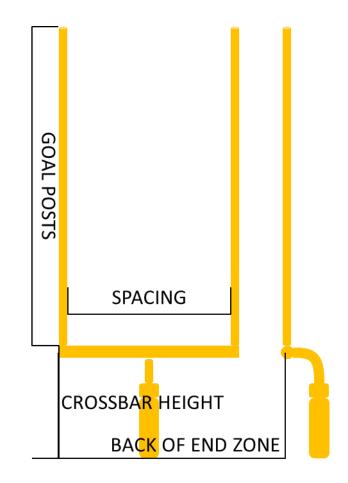
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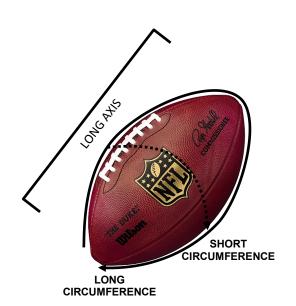
SPECIFICATIONS AND STANDARDS RULE 1 THE FIELD

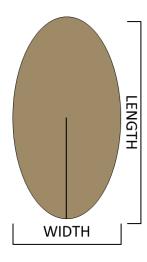


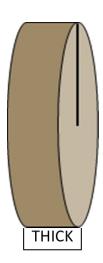




SPECIFICATIONS AND STANDARDS RULE 2 THE BALL







SPECIFICATIONS AND STANDARDS RULE 5 PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES





TOTAL PLAYER WEIGHT 4.00 GRAMS

		PLAYER T	YPES		
LINEMAN	C,OG,OT	BACKER	ОТ,ТЕ	SPRINTER	WR
	DT		LB,DE,S		S,DE
ALL PURPOSE	QB,RB,TE	RUNNER	RB,SLT	RECEIVER	WR, TE
	CB,DT		DE,CB		
DOWN LINEMAN	C,OG,OT	FORWARD HANDS	OG,OT	SPREAD HANDS	OG,OT
	NG,DT,DE		CB,S		LB,DE,S
TTQB	QB,K,P	QB	QB	WITH BALL	RB

	NFL NUMBERING SYSTEM
NUMBER	POSITION
1-19	QUARTERBACKS, KICKERS, PUNTERS
10-19	WIDE RECEIVERS
20-49	RUNNING BACKS, CORNERBACKS, SAFETIES
50-59	LINEBACKERS
50-79	OFFENSIVE LINE, DEFENSIVE LINE
80-89	RECEIVERS , TIGHT ENDS, HALFBACKS
90-99	DEFENSIVE LINE, LINEBACKERS

Players recreated prior to initiation of NFL numbering system (pre 70's), will be honored.

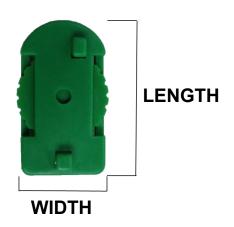
Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field; this includes stationary figures.

SPECIFICATIONS AND STANDARDS









WEIGHT MAX: 4.00 GRAMS	TOTAL HT	MAX PLAYER HT	THROWING HAND HT	MAX TEE HT	MAXIMUM TENSION IN SCALE YARDS (FLAT BASE)
THROWING	EONANA.	39MM	45MM		75 YARDS
KICKING	50MM			8MM	75 YARDS

DEFINITIONS RULE 3				
SECTION 1 APPROVED RULING (A.R.)				
Approved Ruling (A.R.)	is a written decision on a given statement of facts and serves to illustrate the intent and application of a rule. Supplemental notes are used to amplify a rule. A Note is more specific and applies to a particular situation. It is also used to indicate pertinent references to other rules.			
Official Ruling (O.R.)	is a ruling made in the interim between the annual rules meetings and is official only during the current season.			
Technical Terms	are such terms that have a fixed and defined meaning throughout the Playing Rules. Because of their alphabetical arrangement in Rule 3, certain ones are used prior to being defined. In such cases, they appear in bold type only the first time they are used.			
SECTION 2 THE BALL	L AND POSSESSION OF THE BALL			
Player in Possession	The player identified as carrying the ball.			
Possession of Loose Ball	The unengaged player either struck by the ball in flight, contact with the ball within the field of play or, obtained by fumble			
Simultaneous Possession of a Loose Ball	Loose Ball is controlled simultaneously by two opponents. The ball belongs to the team last in possession, or to the receiving team when there has been a Free Kick, Scrimmage Kick, or Fair Catch Kick.			
SECTION 3 BAT	The intentional striking of the ball with any part of the hand or arm.			
SECTION 4 BLOCKIN of the blocker's body or bas				
SECTION 5 CHUCKIN Usually by sharp circling.	Warding off an opponent who is in front of a defender by contacting its base.			
SECTION 6 CLIPPING and the ball.	The act of blocking toward your own goal provided the player is not between opponent			
SECTION 7 CLOSE-L extending ten yards on each	INE PLAY The area between the positions normally occupied by the sidelines, a side of the line of scrimmage.			
SECTION 8 DISQUAL	IFIED PLAYER A player banished from further participation in the game.			
SECTION 9 DOWN				
DOWN	 A Down is a period of action that starts when the ball is put in play and ends when the ball is declared dead. A down that starts with a snap is a Scrimmage Down. A down that starts with a free kick is a Free Kick Down. A down that starts with a fair catch kick is a Fair Catch Kick Down. 			
SERIES OF DOWNS	The four consecutive charged scrimmage downs allotted to the offensive team during which it must advance the ball to a yard line called "the line to gain" in order to retain possession.			
LINE TO GAIN	LINE TO GAIN The spot 10 yards in advance of the spot of the snap that starts a series, except when a goal line is less than 10 yards from this spot. In that case, the Line to Gain is the goal line.			
CHARGED DOWN A scrimmage down that is not nullified by a penalty, or during which there is not a composession. It counts as a down in a Series of Downs.				
FIRST DOWN	The initial down in each series is the First Down. If it is a charged down, subsequent charged downs are numbered consecutively (i.e., second down, third down, or fourth down) until a new series is declared for either team.			
SECTION 10 FAIR CAT	CH An unhindered recovery of a kick by a member of the Receiving Team.			
SECTION 11 FIELD GOAL A legally kicked ball having gone between the uprights and above the crossbar of the opposing goal post.				

	DEFINITIONS RULE 3				
SECTION 12 THE FIELD					
BOUNDARY LINES	The End Lines and the Sidelines and enclose the field upon which the game is played.				
END LINES	The lines at each end of the field and are perpendicular to the Sidelines. The End Line is 10 yards from the Goal Line and at the back of the End Zone.				
END ZONE	The rectangle formed by the Goal Line, the End Line, and the Sidelines. The Goal Line and the pylons are in the End Zone.				
FIELD OF PLAY	The rectangle formed by the Goal Lines and the Sidelines. It does not include the End Zone.				
GOAL	The area above the crossbar between the uprights, or, if above the uprights, the area between the outside edges of the uprights. A team's Own Goal is the one it is defending. The adjacent goal line is known as its goal line.				
GOAL LINES	The lines between the Sidelines that separate the End Zone from the field of play. The Goal Lines are vertical planes that are parallel to and 10 yards from the End Lines.				
INBOUNDS LINES	The hash marks on the Field of Play and parallel to each sideline.				
SIDELINES	The lines on each side of the field and are perpendicular to the End Lines. The Sidelines separate the Field of Play from the area that is out of bounds.				
YARD LINE	Any line and its vertical plane parallel to the end line. The Yard Lines (marked or unmarked) in the field of play are named by number in yards from a team's goal line to the center of the field.				
SECTION 13 FORWAR	D PROGRESS				
FORWARD PROGRESS	The Forward Progress of a runner or receiver is the point at which his advance toward his opponent's goal ends and is the spot at which the ball is declared dead by rule, irrespective of the runner or receiver being pushed or carried backward by an opponent.				
	Forward, Beyond, or In Advance Of are terms that designate a point nearer the goal line of the defense. Backward or Behind designate a point nearer the goal line of the offense. A pass parallel to a yard line, or an offensive player moving parallel to it at the snap, is considered backward.				
SECTION 14 FOULS A	ND SPOTS OF ENFORCEMENT, VIOLATION				
TYPES OF FOULS	 A Foul is any infraction of a playing rule for which a penalty is prescribed. A Live Ball Foul is a foul that occurs during the period after the snap until the ball is dead. A Dead Ball Foul is a foul that occurs in the continuing action after a down ends, or a taunting foul that occurs at any time. A Foul Between Downs is a foul that occurs after the end of the down and after any continuing action resulting from the down, but prior to the next snap or free kick. A Multiple Foul is one of two or more fouls by the same team during the same down including dead ball fouls. A Double Foul is a foul by either team during the same down during which both teams commit at least one foul, including dead ball fouls. 				
BASIC SPOT	The Basic Spot is a reference point for specific types of plays that is used to determine the Spot of Enforcement.				

The Spot of Enforcement is the spot at which a penalty is enforced. Six such spots are commonly used:

- The Previous Spot: The spot at which the ball was last put in play.
- The Spot of the Foul: The spot at which a foul was committed or, by rule, is considered to have been committed.

SPOTS OF **ENFORCEMENT**

- The Spot of a Backward Pass or a Fumble: The spot at which the backward pass or fumble occurred during the down in which there was a foul.
- The Dead Ball Spot: The spot at which the ball became dead.
- The Succeeding Spot: The spot at which the ball will next be put in play (i.e., the spot of the ball after enforcement for a foul, or, if there has been no foul, the spot at which the ball became dead.)
- The End of the Kick: The spot at which possession is gained by or awarded to the receiving team.

VIOLATION

An infraction of a playing rule for which a penalty is not prescribed. A violation does not offset a foul.

SECTION 15 HANDING THE BALL Handing the ball is transferring player possession from one teammate to another without passing or kicking it.

- Except where permitted by rule, handing the ball forward to a teammate is illegal.
- A forward handoff occurs when the ball is handed (regardless of the direction of the movement of the ball) to a player who is in advance of a teammate from whom he takes or receives it.

The action of two or more players in the field of play or in the end zone who, instead of **SECTION 16** HUDDLE assuming their normal position for the snap, free kick, or Fair Catch kick form a group for receiving instructions for the next play or for any other reason.

SECTION 17 IMPETUS The action of a player who carries the ball or provides the force (i.e., a pass, kick, snap, or fumble) that causes a ball in the field of play to touch or cross a goal line. If a Loose Ball touches or crosses a goal line, the impetus is attributed to the team whose player passed, kicked, snapped, or fumbled the ball, unless an opponent:

- muffs a ball that is at rest, or nearly at rest; or
- bats a ball that has been kicked or fumbled: or
- bats a backward pass after it has struck the ground; or
- illegally kicks any ball.

SECTION 18 KICKS

Intentionally striking the ball with the knee, lower leg, or foot. A kick ends when a player of either team possesses the ball, or when the ball is dead.

KICK •

- Placekick is a kick made by a player while the ball is in a fixed position on the ground. The ball may be held in position on the tee.
- **Punt** is a kick made by a player kicks on the foot.

The player of Team A who legally drop kicks, placekicks, or punts the ball. Team A is **KICKER** identified as the kickers during a down in which there is a scrimmage kick, free kick, or fair catch kick.

RECEIVER

Any Team B player during a down in which there is a scrimmage kick, free kick, or fair catch kick. Team B is identified as the receiving team during the entire down.

FAIR CATCH KICK is a kick from the spot of a Fair Catch in an attempt to score a Field Goal

A Free Kick is one that puts the ball in play to start a free kick down: It includes:

FREE KICK

- kickoff; (at the start of each half, at the start of overtime, after each Try, and after a successful field goal.)
- safety kick (after a safety).

RESTRAINING LINES

Lines which restrict the alignment of the kicking and receiving teams during a Free Kick and Fair Catch Kick

SCRIMMAGE KICK A punt, or placekick from on or behind the line of scrimmage.

TEE An approved device that is used to elevate the ball for a placekick during a free kick down.

SECTION 19 LINE OF SCRIMMAGE, NEUTRAL ZONE

The Line of Scrimmage (LOS) is the yard line (plane) passing through the forward point **SCRIMMAGE LINE** of the ball after it has been made ready for play. The term scrimmage line, or line, implies a play from scrimmage.

NEUTRAL ZONE The space the length of a ball between offensive and defensive zones.

PLAYER ON LINE OF B's goal line.

A player of Team A, who is on the line of scrimmage, must have his shoulders facing Team

SCRIMMAGE

- Non-Snapper: Any part of the player within a vertical plane that passes through the rear of the snapper.
- Snapper: base placed lengthwise up to the Neutral Zone.

ENCROACHING When a coach or player enters the neutral zone and before the ball is snapped.

LOOSE BALL CROSSES When, as the result of a fumble, pass, or legal kick by a Team A player, it touches the **LINE OF SCRIMMAGE** ground or any player or official beyond the neutral zone.

OFFSIDE SECTION 20 snapped or kicked.

When any part of a player is beyond his scrimmage or free kick line when the ball is

SECTION 21 OUT OF BOUNDS, INBOUNDS, AND INBOUNDS SPOT

PLAYER OR OFFICIAL when he touches a boundary line, or when he touches anything that is on or outside a **OUT OF BOUNDS** boundary line, except a player, an official, or a pylon.

A player who is within the boundary lines, provided that no part of his body is touching a PLAYER INBOUNDS boundary line or anything other than a player, an official, or a pylon on or outside a boundary line.

BALL OUT OF BOUNDS

- Ball in Player Possession: A ball that is in player possession is out of bounds when the runner is out of bounds, or when the ball touches a boundary line or anything that is on or outside such line, except another player or an official.
- Loose Ball: A loose ball is out of bounds when it touches a boundary line or anything that is on or outside such line, including a player, an official, or a pylon.

OUT-OF-BOUNDS SPOT

- Loose Ball: If a Loose Ball touches anything on or outside a boundary line, the Out-of-Bounds Spot is the forward point of the ball when the ball crosses the sideline.
- Runner Out of Bounds: If the ball is in player possession when that player goes out of bounds, the out-of-bounds spot is the forward point of the base when the base crosses the side line.
- Runner Inbounds: If the ball, while in possession of a player who is inbounds, is declared out of bounds because of touching anything that is out of bounds, the out-ofbounds spot is the yard line through the forward point of the ball at the instant of such touching.

INBOUNDS SPOT

The Inbounds Spot is a spot on the Inbounds Line (the hash marks) that passes through the spot where the ball went out of bounds between the goal lines.

SECTION 22 PASS

PASS

A pass is the movement caused by a coach, real or simulated, intentionally handing, throwing, shoveling (shovel pass), or pushing (push pass) the ball. Such a movement is a pass even if the ball does not leave his hand or hands, provided a teammate takes it (direct handoff runs).

PASSER AND PASSING **TEAM**

A player who makes a legal forward pass is known as the Passer until the play ends. The teammates of any player who passes the ball forward (legally or illegally) are known collectively as the Passing Team or Passers.

A Pass Play begins with the snap and ends when a forward pass thrown from behind the PASS PLAY line of scrimmage is caught by a player of either team or is incomplete. After the pass is caught, a Running Play begins.

It is a forward pass if:

the ball initially moves forward (to a point nearer the opponent's goal line) after leaving the passer's hand(s); or

FORWARD PASS

- the ball first touches the ground, a player, an official, or anything else at a point that is nearer the opponent's goal line than the point at which the ball leaves the passer's hand(s).
- When a Team A player is holding the ball to pass it forward, any intentional movement forward of his hand starts a forward pass.

If the yard line at which the ball is first touched by a player or the ground is parallel to or BACKWARD PASS behind the yard line at which the ball leaves the passer's hand. A snap becomes a backward pass when the type of play is called.

SECTION 23 PENALTY

PENALTY

A team that has committed a foul and may result in loss of down, loss of yardage, an automatic first down, a charged timeout, a loss of playing time, withdrawal or disqualification of a player, extension of a period, the award of a score, or a combination of the preceding.

LOSS OF DOWN

A team committing a foul will not have the opportunity to repeat the down after enforcement of any yardage penalty.

SECTION 24 PLAYER

A member of a team eligible for play consisting of a figure, platform, and a base.

SECTION 25 PLAYS

FREE KICK PLAY

begins with a legal or illegal free kick and ends when a player of either team establishes possession of the ball, or when the ball is dead by rule.

PASSING PLAY

begins with the snap and ends when a forward pass thrown from behind the line of scrimmage is caught by a player of either team or is incomplete.

begins in the following situations:

- If there is not a subsequent kick or legal or illegal forward pass from behind the line of scrimmage, a Running Play begins with the Snap.
- If there is a legal or illegal forward pass thrown from behind the line of scrimmage, a Running Play begins when the forward pass is caught by a player of either team.
- If there is a running play followed by an illegal forward pass thrown from beyond the line of scrimmage, or by an illegal forward pass not from scrimmage, a new Running Play begins when the pass is caught by a player of either team.
- If there is a Free Kick, a Running Play begins when Team B establishes possession of

RUNNING PLAY •

- If there is a scrimmage kick, a Running Play begins when Team B establishes possession of the ball, or when Team A establishes possession of a kicked ball behind the line of scrimmage.
- If there is a running play followed by a fumble or a backward pass, a new Running Play begins when a player of either team establishes possession of the ball.

A Running Play ends:

- When the ball is declared dead; or
- When a runner loses or relinquishes possession by a Fumble or a backward pass; or
- When a player of either team throws an illegal forward pass beyond the line of scrimmage or when there is not a line of scrimmage.
- When a runner once heading to opponent's goal line begins heading towards own goal.

SCRIMMAGE KICK PLAY

begins with the snap and followed by a kick. It ends when a player of either team establishes possession of a kicked ball, or when the ball is dead by rule.

COMBINATIONS OF

There may be a combination of a Running Play and a Passing Play, Free Kick Play, or Scrimmage Kick Play during the same down, and there may be more than one Running Play or Scrimmage Kick Play during the same down.

SECTION 26 POCKET AREA the LOS.

An area behind and inclusive of the offensive tackles extending 20 yards behind

SECTION 27 POST-POSSESSION FOUL A foul by the receiving team is a post-possession foul if it occurs during a scrimmage kick that crosses the line of scrimmage, provided that the receiving team does not lose possession during the rest of the down.

RUNNER SECTION 28 A Runner is the offensive player who is in possession of a live ball i.e., holding the ball or carrying it in any direction.

SECTION 29 SAFETY It is a Safety if the spot of enforcement for a foul by the offense is behind its own goal line, or if the ball is dead in possession of a team on or behind its own goal line when the impetus comes from the team defending that goal line.

SECTION 30 SCRIMMAGE DOWN, FROM SCRIMMAGE, NOT FROM SCRIMMAGE A Scrimmage Down is one that starts with a snap. From Scrimmage refers to any action from the start of the snap until the down ends or until Team B secures possession. Any action that occurs during the down after a change of team possession is Not From Scrimmage.

SECTION 31 SHIFT A Shift is any vertical change of position by one or more offensive players before the snap after the ball has been made ready for play for a scrimmage down, including movement to the line of scrimmage by the offensive team prior to the snap.

SECTION 32 SNAP AND THE SNAPPER A Snap is a simulated backward pass that puts the ball in play to start a scrimmage down by stating the type of scrimmage play. The Snapper is the offensive team/coach/captain who initiates this action.

SECTION 33 SUSPENDED PLAYER A Suspended Player is one who must be withdrawn, in accordance with Rule 5, for correction of illegal equipment.

SECTION 34 TACKLE BOX An area behind and inclusive of the offensive tackles extending 20 yards behind the LOS. After the ball leaves the tackle box, this area no longer exists.

SECTION 35 TACKLING touch of his base

is an attempt by a defensive player to hold a runner or to halt his advance by any

SECTION 36 TEAM A AND B, OFFENSE AND DEFENSE

Whenever a team is in possession (3-2-7) of the ball, it is the Offense, and its opponent is OFFENSE AND DEFENSE the Defense. The team that is the Offense becomes the Defense, and vice versa, when there is a change of possession during the down.

TEAM A AND TEAM B The team that puts the ball in play is Team A, and its opponent is Team B. They remain

A change of possession occurs when a player of the defensive team secures possession of a ball that has been kicked, passed, or fumbled by a player of the offensive team, or when the ball is awarded to the opposing team by rule. A change of possession includes, but is not limited to:

CHANGE OF POSSESSION

- An interception of a forward pass
- A catch or recovery of a fumble or backward pass
- A catch or recovery of a Scrimmage Kick, Free Kick, or Fair-Catch Kick
- When the offensive team fails to reach the line to gain on fourth down
- When the offensive team misses a field-goal attempt

SECTION 37 TIMEOUT OR TIME IN

TIMEOUT is any interval during which the Game Clock is stopped and includes the intermission.

CHARGED TEAM **TIMEOUT**

an interval during which the Game Clock is stopped and play is suspended at the request of one of the teams or when it is charged to one of the teams by rule. A Timeout may be granted only when the ball is dead.

TIME IN is any interval during which the Game Clock is running.

	DEFINITIONS RULE 3
SECTION 38 TOUCHBA	ACK if the ball is dead on or behind the goal line a team is defending, provided that the onent, and that it is not a touchdown or an incomplete pass.
SECTION 39 TOUCHDO legally in possession of an in	OWN if any part of the base is on, above, or behind the opponent's goal line while nbounds player, provided it is not a touchback.
SECTION 40 TRIPPING	is the use of the leg or foot to obstruct any opponent
	is the attempt by a team that has scored a touchdown to add one point (by a field goal) or during one untimed scrimmage down (11-3).
	UTE WARNING is an automatic timeout that occurs at the conclusion of the last down enapped or kicked prior to two minutes (or fifteen seconds if board time) remaining on the nod fourth periods.
SECTION 43 TECHNIC	AL ELECTRIC FOOTBALL TERMS
BASE	The item under a platform; usually contains prongs for player movement.
BOARD TIME	Time based on the motion generator operating in seconds.
CATCH	A player inbounds securing possession of a pass, kick, or fumble in flight.
COACH	A member of a team controlling the movement of the players.
DPQB	Dual-Purpose QB, figure with throwing arm; without extended base or handles; can run also.
ELIGIBLE	Legally capable before the ball is in play.
ENGAGED	Having made contact with an opposing player.
FIELD BALL MARKER	A stationary ball indicating location of a spot.
FIGURE	The item above the platform; when attached forms part of a player.
FOOTPRINT	The circular space around a player if pivoted from the base's center.
FRANKENSTEIN BASE	Bases that have a portion of one manufacture's base removed and applied to another. For example: A section including the prongs cut from a speed type base and glued under a boat base platform.
GAME CLOCK	Scoreboard game clock.
HANDOFF BOX	A vertical area behind the player receiving the snap and extending to 20 yards behind the LOS. The eligible receiver in part of this area can be a RUNNER on a RUN play.
INTERCEPTION	A pass (forward or backward) caught by an opponent of the PASSER.
MONSTER FIELD	Any field with an inbounds (area inside the white boundary) playing surface above 18×36 inches.
MOTION	Lateral moving a player from his original resting footprint to another place on the playing field.
NEUTRAL ZONE	The space the length of a ball between offensive and defensive zones.
OFFENSIVE BACKFIELD	An area behind and between of the normal offensive tackle positions extending 20 yards behind the LOS.
OWN GOAL	The goal a team is guarding. Generally to the team's back.
PIVOT	Rotating a player within his original resting footprint and/or rotating the directional prongs before or after the snap/kick.
PLAY CLOCK	The time the offensive has to get the next play snapped. Usually 40 second clock.
POCKET AREA	An area behind and inclusive of the offensive tackles extending 20 yards behind the LOS.
POSSESSION	A player that controls the ball inbounds.

PRONGS The extensions under the base to facilitate movement.

	DEFINITIONS RULE 3
RECEIVER (PASS)	Any offense team player eligible to catch a pass.
RECOVER	Securing possession of a loose ball after it has touched the ground.
SHORT YARDAGE	Less than two yards to a first down of touchdown
SHOTGUN	Placed more than one yard directly behind the center.
SPACING	The distance between two bases sharing a horizontal plane
SPOT (KICKED BALL)	The location of a kicked ball in the field of play as it lies or is first touched provided it did not touch out of bounds or hit a player, or any object on the fly.
STACKED PLAYER	Any portion a player's base front lined directly behind another on a front to back vertical plane.
SUDDEN DEATH	The continuation of a tied game into overtime in which the team scoring first (by safety, field goal, or touchdown) wins.
SUSPENDERED PLAYER	A player temporary removed from participation in the game.
TACKLE	To physically stop the forward progress of a RUNNER by touching of his base.
UNDER CENTER	Placed less than one yard directly behind the center.
UNSPORTSMANLIKE CONDUCT	Any act contrary to the generally understood principles of sportsmanship.

GAMEPLAY PROCEDURES RULE 4 GAME TIMING

LENGTH OF GAME PROCEDURES

The game shall be 60 minutes or 4 board minutes long divided into two halves with each half divided into quarters. The clock will run in the following manner:

TOEPRO-F: In accordance with the rules.

OTHER LEAGUES: First and third quarters: game clock run continuously;

Second and fourth quarters: game clock run continuously; shall end on board time not exceeding 15 seconds.

COIN TOSS PROCEDURES

Identify Visiting Team.

Show coaches the coin; Identify HEADS and TAILS.

Visiting coach choses HEADS or TAILS. (The side the coin will land FACE UP)

Coin is flipped by referee, third party or home team.

Verify Coin; Choice by Visiting Team:

Correct; Won the Toss,

Incorrect: Loss the Toss.

The winner choice, if not deferred to second half (giving winner choices to the loser):

To receive or kick off.

Choice of goal his team will defend.

The opponent chooses the remaining option.

The second half options are given to the team with second half choice options.

FREE KICK PROCEDURES

GAMEPLAY PROCEDURES RULE 6 FREE KICKS

FREE KICK PROCEDURES

Players on side

Receiving Team completes substitutions (15 seconds)

25 second play clock starts

Place Kicking Team on the kickoff line with:

KICKER on center; ball on kicking tee

Spaced no less than base apart

Minimum four players on each side

Minimum three players outside each inbound marker

Minimum one player outside each yard numeral

Kicking Team Setup Complete

25 second play clock pauses

Place Receiving Team behind restraining line (10 yards from kick line) with players: (equal time to kicking teams)

Spaced no less than half base apart

Receiving Team Setup Complete

25 second play clock resumes; before play clock ends

Kicking Team completes audibles to two players:

Pivot, (any player)

Shift; Motion (one only)

Kick ball toward the opponent's goal line

Ball kicked; proceeds toward opponent's goal line/posts and:

inbounds and travels past Receiving Team's restraining line (Valid Kick)::

Possession is not gained: (Receiving Team controls switch)

Unengaged players are adjusted toward the ball by both teams (5 seconds each)

Run motion generator between 0-3 seconds until recovery or,

Receiving Team gains possession:

Adjust Receiving Team to advance (10 seconds) or down ball (End Zone-Touchback)

Kicking Team adjust any unengaged player to tackle (10 seconds)

Run Play (Kicking Team controls switch)

Game clock starts

Kicking Team gains possession:

Dead ball; First Down Kicking Team (End Zone-Touchdown)

ball bounces or recovered out bounds:

End Zone-Touchback;

All others-Penalty

ball flies off field without touching field of play (Invalid Kick):

End zone-RUNNER chooses to advance at goal line or touchback

All others-Penalty

GAMEPLAY PROCEDURES RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE

DEAD BALL PROCEDURES

DEAD BALL

Defense Team huddle players (substitutions legal) Players on side; (15 seconds) BALL IN PLAY

40/25-second play clock* starts

Offensive Team completes set up

40/25-second play clock and game clock pauses

Defensive Team completes set up (equal time to offense)

40/25-second play clock* resumes: before end of play clock:

Offensive Team can make two audibles by:

Pivot, (any player)

Change QB type (not counted).

Call type of scrimmage play (Simulates Snap)

RUN-w/number of carrier (Until end of down)

PASS (up to 15 seconds) SCRIMMAGE PASS PROCEDURES

KICK (1-6 seconds) SCRIMMAGE KICK PROCEDURES

KNEEL (1 second) RUN CLOCK

SPIKE (1 second) STOP CLOCK

(Run Motion Generator)

Game clock starts

(*) and game clock if applicable

POSITION OF PLAYERS AT THE SNAP; SCRIMMAGE REQUIREMENTS

COACHES' NOTE: A defensive player is an eligible receiver.

Both Teams:

Maximum of 11 completely inbound players

On their side of the neutral zone

Spaced no less than base width apart (base to base sharing the a horizontal plane)

No two eligible receivers stacked within line play area nor any player stacked behind any player within line play area

Offensive Team:

Player's base within twenty yards behind of LOS

Minimum seven players on within one yard LOS

Eligible receivers must be on each end of line (players within ends are ineligible)

Any player within horizontal plane of center (most forward player) is on LOS for spacing

Center-long axis of base at right angle to LOS

Player receiving snap completely within vertical plane of center; forward edge of base no greater than:

Runs and Passes: 10 yards LOS

Punts: 15 yards LOS Field Goals: 8 yards LOS

Player under center and kickers is not counted for stacking

MOVEMENT AT SNAP (EXCEPT KICK PLAY):

The player receiving the snap initial movement no nearer to line of scrimmage.

The RUNNER must be in handoff box.

GAMEPLAY PROCEDURES RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE

FORWARD PASS PROCEDURES

Call PASS play (simulates snap)

Within 20 seconds:

Play paused

Announce PASS to intended RECEIVER (QB in Offensive Zone);

Any eligible RECEIVER:

No-SCRAMBLE-Pivot Defensive Team (Adjust Defensive Zone) (5 seconds)

Yes-Attempt pass results are:

Hits unengaged intended RECEIVER-Complete

Pivot RUNNER (Adjust in Offensive Zone) (5 seconds)

Pivot Defensive Team (Adjust Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits unengaged unintended RECEIVER-Complete (No pivot/adjust)

Pivot Defensive Team (Adjust Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits unengaged Defensive Player-Interception

Adjust Defensive Team (10 seconds)

Adjust Offensive Team (10 seconds)

Run Play (Offensive Team controls switch)

Hits unengaged Offensive Lineman-Penalty

Hits engaged player-Batted Ball; Incomplete

Incomplete-Dead Ball; Next Down

BACKWARD PASS PROCEDURES

Call PASS play (simulates snap)

Within 20 seconds:

Play paused

Announce PASS to intended RECEIVER (QB in Offensive Zone)

Any eligible RECEIVER:

No-SCRAMBLE-Pivot Defensive Team (Adjust Defensive Zone) (5 seconds)

Yes-Attempt pass results are:

Hits unengaged intended RECEIVER-Complete

Pivot RUNNER (Adjust in Offensive Zone) (5 seconds)

Pivot Defensive Team (Adjust Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits unengaged unintended RECEIVER-Complete (No pivot/adjust)

Pivot Defensive Team (Adjust Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits pitched RECEIVER- Guaranteed Complete (within 10 yards behind) (No pivot/adjust)

Pivot Defensive Team (Adjust Defensive Zone) (5 seconds)

Run Play (Defensive Team controls switch)

Hits unengaged Defensive Player-Interception

Adjust Defensive Team (10 seconds)

Adjust Offensive Team (10 seconds)

Run Play (Offensive Team controls switch)

Hits unengaged Offensive Lineman-Penalty

Hits engaged player-Batted Ball; FUMBLE

Incomplete-FUMBLE

GAMEPLAY PROCEDURES RULE 8 FORWARD PASS, BACKWARD PASS, FUMBLE

FUMBLE PROCEDURES

A fumble occurs when:

RUNNER knocked off base or tackled from back of its base by a front of base tackler,

An incomplete backward pass inbounds, or

A blocked kick

Play paused

If fumble is out of bounds-DEAD BALL; next down

If fumble is in bounds Offensive Team flips coin:

Heads-Offensive team, if not RUNNER (nearest player, no nearer to goal) maintains possession at spot of fumble

If not tackled by contact at spot of recovery

Adjust Defensive Team (5 seconds)

Run Play (Defensive Team controls switch)

If tackled by contact at spot of recovery-Next down

Tails-Defensive team gains possession (nearest player) to spot of fumble

If not tackled by contact at spot of recovery

Adjust Defensive Team (10 seconds)

Adjust Offensive Team (10 seconds)

Run Play (Offensive Team controls switch)

If tackled by contact at spot of recovery-First down Defensive Team

GAMEPLAY PROCEDURES RULE 9 SCRIMMAGE KICK

Defensive Team:

No player lined behind another (on a vertical plane) within 10 yards LOS

No player lined in front of center (on a vertical plane) within 10 yards LOS

Offensive Team:

No player lined behind another in Offensive Zone (Punter/Kicker exempt)

The HOLDER is placed next to KICKER (Field Goal)

No more than five players on each side of the center.

SCRIMMAGE KICK (PUNT) PROCEDURES

Offensive Team announces PUNT. (KICK play implied)

The PUNTER is placed on the field 15 yards behind LOS and behind center; ball on kicking foot DEAD BALL PROCEDURES

Before end of play clock:

Offensive Team can make two audibles by:

Pivot, (any player)

Shift; Motion (one only KICK Play only)

Play- SCRIMMAGE RUN/PASS

Call play KICK, RUN or PASS (Snap);

Game clock starts

Run for one second (Offensive Team controls switch)

PUNTER (KICK play) Kick ball toward opponent's goal line (5 seconds):

Ball kicked; proceeds toward opponent's goal line and:

(Valid Kick) inbounds:

Possession is not gained: (Receiving Team controls switch)

Unengaged players are adjusted toward the ball by both teams (5 seconds)

Run motion generator between 0-3 seconds until recovery or,

Dead ball; First Down Receiving Team (End Zone-Touchback)

Receiving Team gains possession:

Adjust Receiving Team to advance (10 seconds) or down ball (End Zone-Touchback)

Kicking Team adjust any unengaged player to tackle (10 seconds)

Run Play (Kicking Team controls switch)

Kicking Team gains possession:

Dead ball; First Down Receiving Team (End Zone-Touchback)

ball bounces or is recovered out of bounds:

End Zone-Touchback;

All others-Dead ball; First Down Receiving Team at spot

(Invalid Kick) ball flies off field without touching inside boundary lines:

End zone-RUNNER chooses to advance at goal line or touchback

All others-25 yards from spot of kick

PUNTER/RUNNER Tackled (RUN or PASS only):

Yes-Next down

No-SCRIMMAGE RUN/PASS (Defensive Team-Adjust) (5 seconds)

Run Play (Defensive Team controls switch)

If blocked-FUMBLE

GAMEPLAY PROCEDURES RULE 10 OPPORTUNITY TO CATCH A KICK, FAIR CATCH

OPPORTUNITY TO CATCH A KICK PROCEDURES

COACHES' NOTE: Free Kicks are <u>untimed</u> until the ball makes contacts with a player; Receiving Team has right-of-way to a kicked ball.

Valid kicked ball changing possession

Direct players to ball (Both teams 5 seconds)

Once recovered, adjust players (Both teams 10 seconds) Exception: Kicking team of a Free Kick

Run play begins

FAIR CATCH PROCEDURES

COACHES' NOTE: A successful fair catch is awarded one down regardless of time.

Ball kicked, not blocked

Receiving Team announces FAIR CATCH before balls hits ground

If ball hits:

Receiver on fly-Catch (fair catch at spot)

Receiver after field-Muffed Catch (no fair catch)

Field and nothing else-Downed at Spot (fair catch if recovered)

FAIR CATCH KICK PROCEDURES

FAIR CATCH completed

FREE KICK PROCEDURES

FREE KICK formation with KICKER at spot of fair catch; ball on kicking tee SCRIMMAGE KICK (FIELD GOAL) PROCEDURES apply.

GAMEPLAY PROCEDURES RULE 11 SCORING

POINTS

Touchdown-6 points
Field Goal-3 points
Safety-2 points
Try-1 point (Field Goal), 2 points (Touchdown)

TRY PROCEDURES

COACHES' NOTE: Down is <u>untimed</u> (if clock timed).
Team scoring touchdown elects try method:
 Field Goal-Spot ball at defensive 15 yard line
 Touchdown-Spot ball at defensive 2 yard line
SCRIMMAGE PROCEDURES

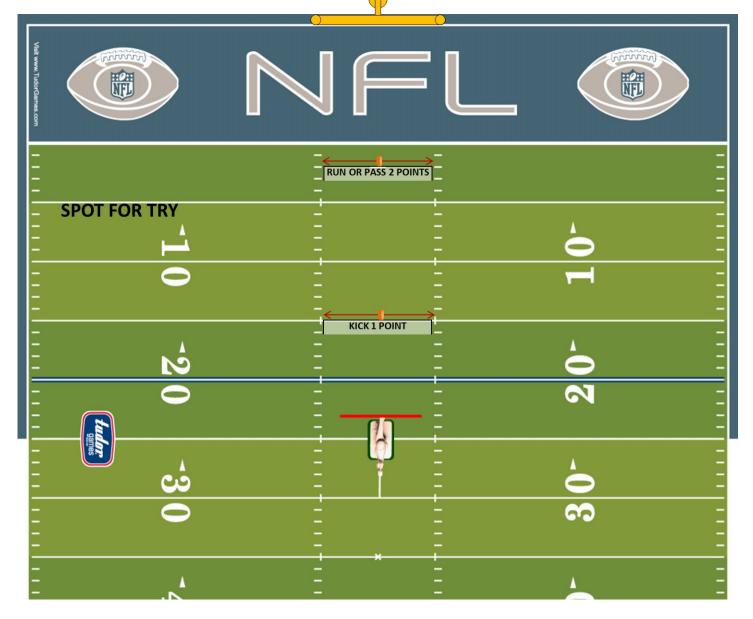
WINNER

Team with the most points at the end of regulation play wins

FORFEITED GAME

Team winning a forfeited game score will be 2-0

GAMEPLAY PROCEDURES RULE 11 SCORING



GAMEPLAY PROCEDURES RULE 16 OVERTIME PROCEDURES

OVERTIME PROCEDURES

COIN TOSS procedures FREE KICK procedures

COACHES' NOTE: Receiving team's possession starts on the kick.

Receiving Team shall have one scrimmage possession provided a touchdown or safety has not occurred following kickoff

If Team with initial possession concludes with a:

Touchdown-Team scoring touchdown winner

Safety-Team scoring safety winner

No score-next score wins

Field goal-opponent receives opportunity to score

If Team receiving opportunity to score, concludes with a:

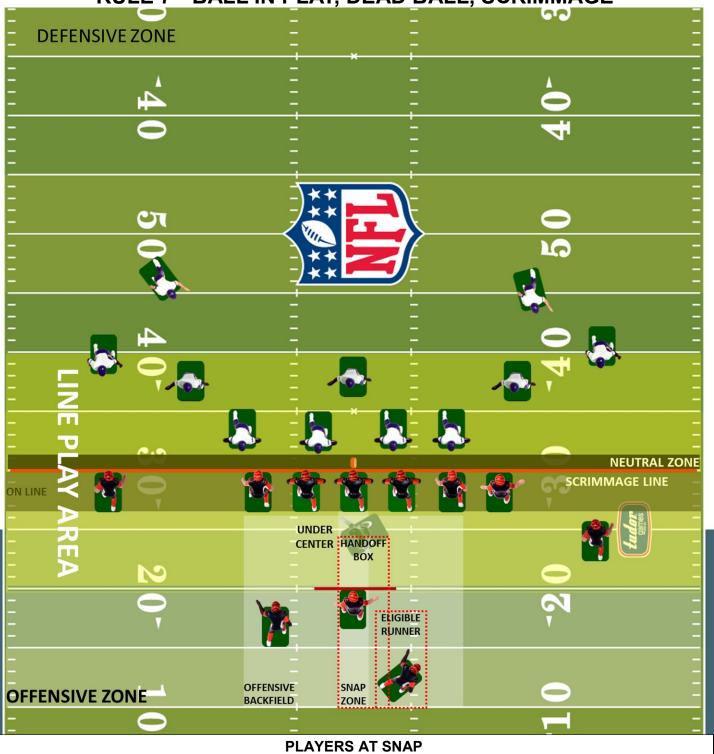
Touchdown-Team scoring touchdown winner

Safety-Team scoring safety winner

Field goal-next score wins

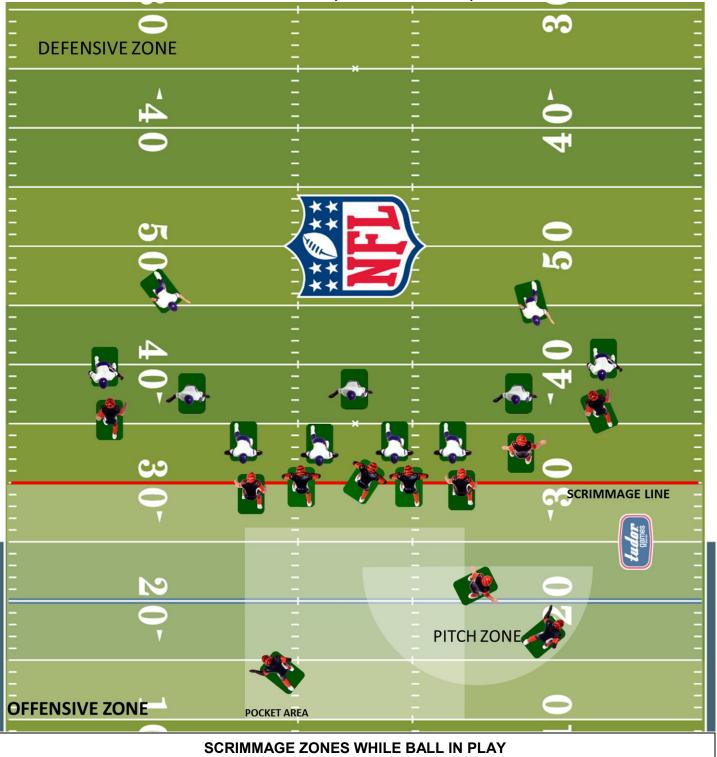
No score-Team with initial possession winner

ZONES OF THE FIELD RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE



	OFFENSIVE TEAM	DEFENSIVE TEAM	BOTH TEAMS
ON LINE	PIVOT ONLY (NON CENTER)		COMPLETELY
HANDOFF BOX	DIRECT HANDOFF AREA		INBOUNDS;
SNAP ZONE	REQUIRED QUARTERBACK		BASE WIDTH
BOTH OFF/DEF ZONES	NO PLAYER STACKING BEHIND PLAYER IN LINE PLAY AREA		APART IF ON THE
LINE PLAY AREA	NO STACKING		SAME VERTICAL
NEUTRAL ZONE	NO PLAYER BEFORE SNAP		PLANE

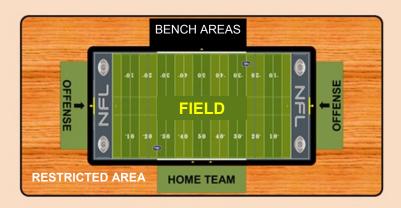
ZONES OF THE FIELD RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE



	OFFENSIVE TEAM	DEFENSIVE TEAM	BOTH TEAMS
OFFENSIVE ZONE	ADJUST NEW RUNNER		
POCKET AREA	SACK AREA	PIVOT UNENGAGED PLAYER	NO ZONES FOR
PITCH ZONE	COMPLETED PITCH-NO ADJUST	FLATER	LOOSE BALLS
DEFENSIVE ZONE	PIVOT INTENDED RECEIVER	ADJUST UNENGAGED PLAYER	

ZONES OF THE FIELD RULE 13 NON-PLAYER CONDUCT



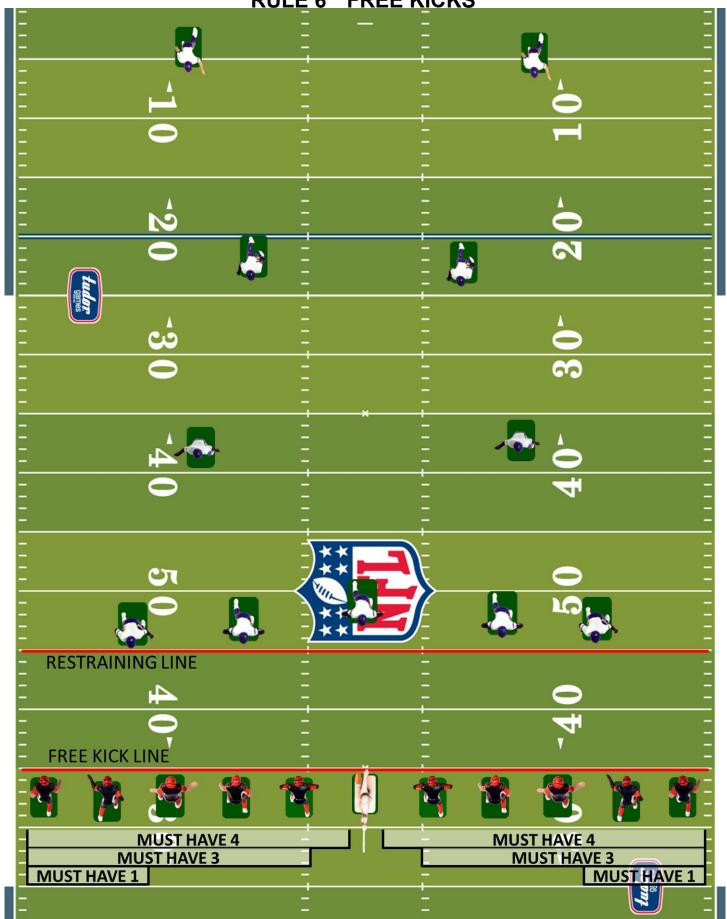


NON-BENCH AREA

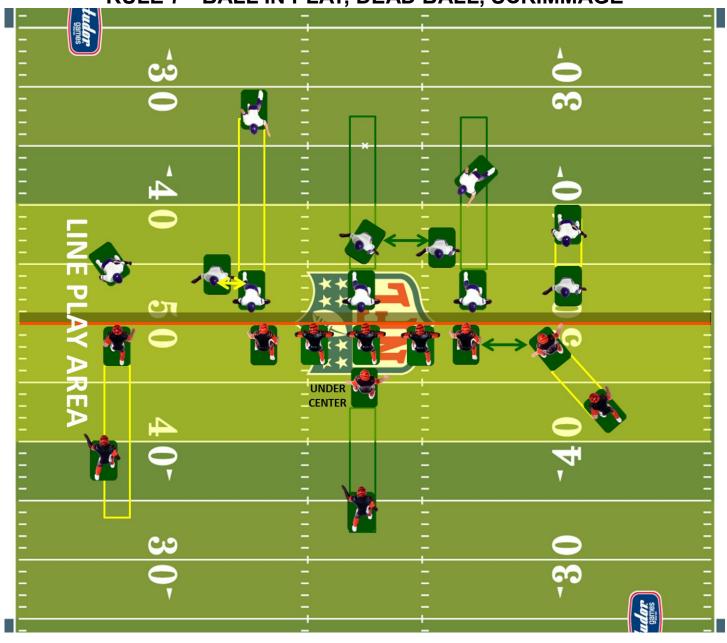


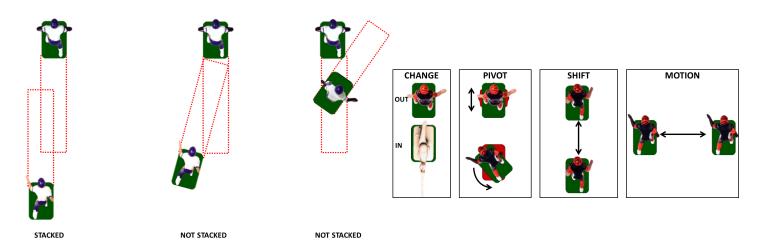
AREAS				
	COACHES	REFEREE	MEDIA	SPECTATORS
FIELD	YES	AS NEEDED	NO	NO
BENCH AREAS	YES	NO	NO	NO
RESTRICTED AREAS	YES	YES	WITH CREDENTIALS	NO
NON-BENCH AREAS	YES	YES	WITH CREDENTIALS	WITH INVITATION
BENCH CREDENTIALS ARE FOR ACCESS TO RESTRICTED AREA OF THE GAME				

FORMATIONS
RULE 6 FREE KICKS

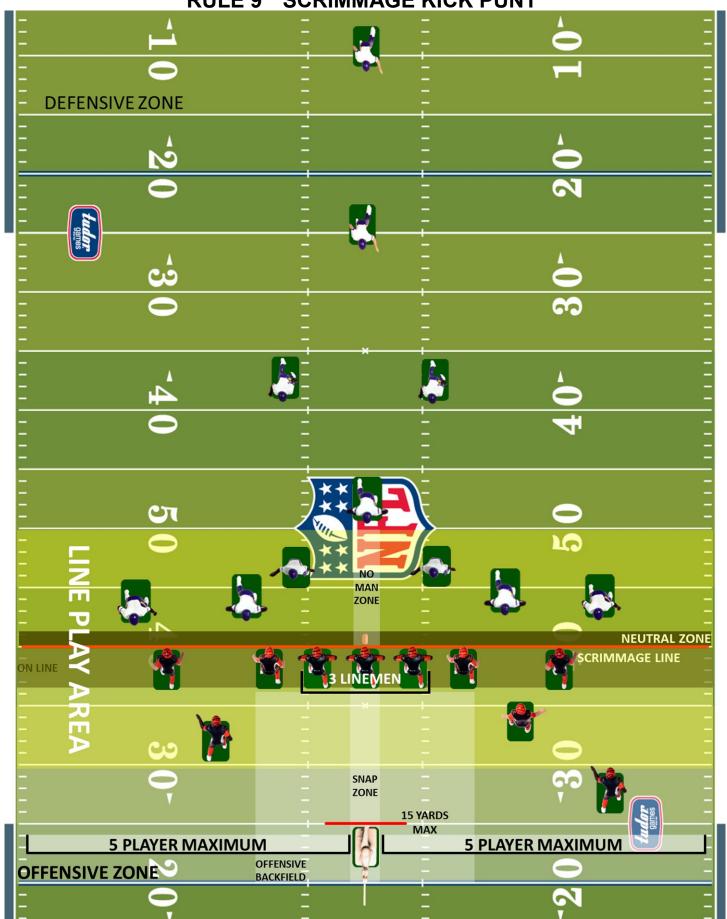


FORMATIONS RULE 7 BALL IN PLAY, DEAD BALL, SCRIMMAGE

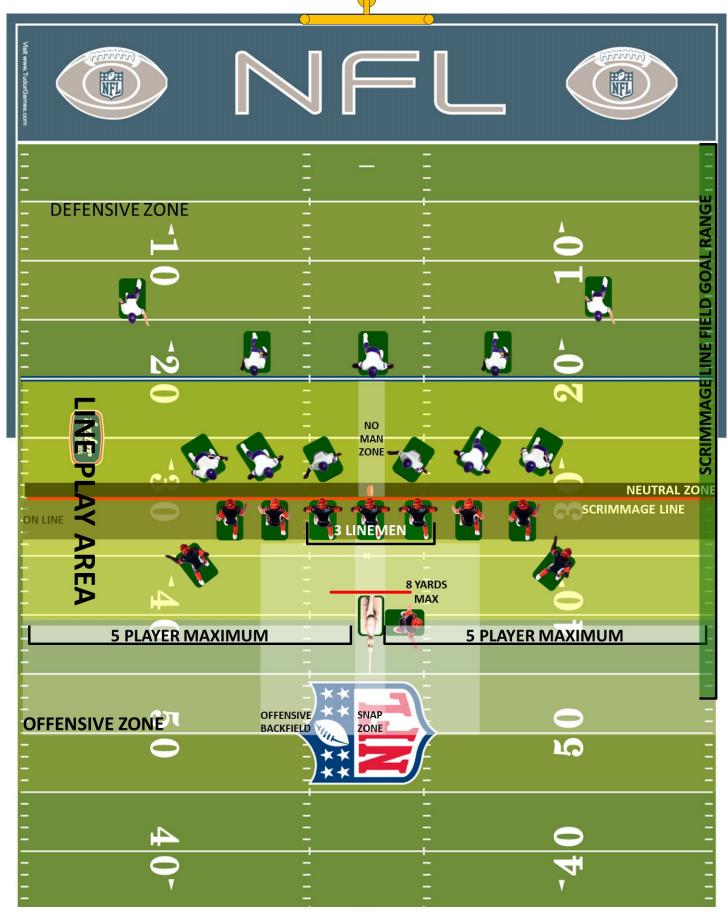




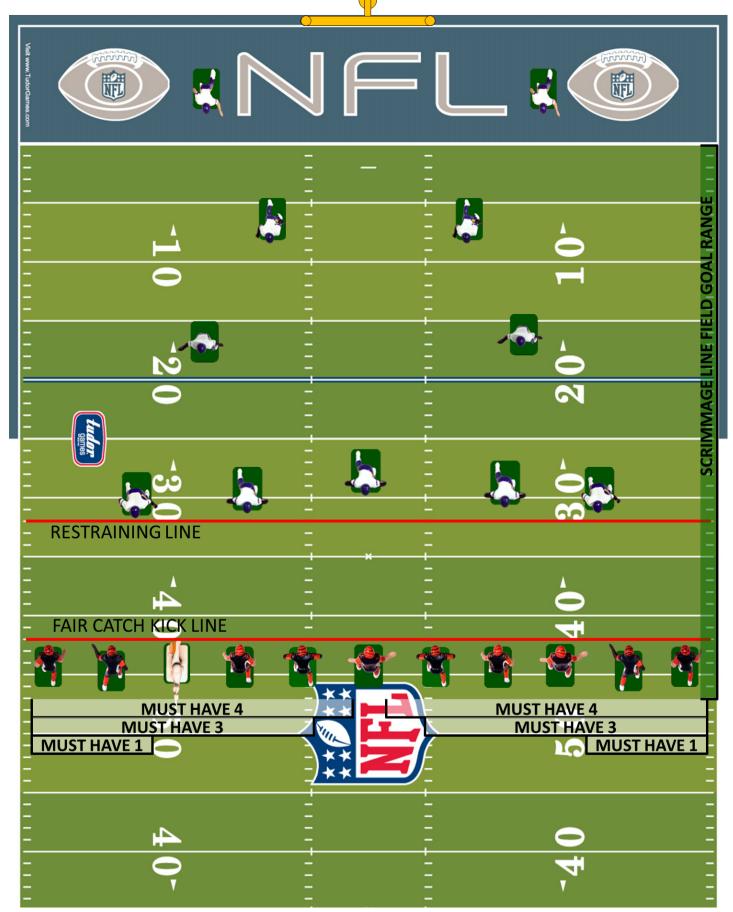
FORMATIONS RULE 9 SCRIMMAGE KICK PUNT



FORMATIONS RULE 9 SCRIMMAGE KICK FIELD GOAL



FORMATIONS
RULE 10 OPPORTUNITY TO CATCH A KICK, FAIR CATCH



PENALTIES RULE 12 PLAYER CONDUCT

COACHES' NOTE:

Sportsmanship allows for the correction of an opponent's infraction before the snap or kick. Coaches may also correct opponent's procedures, adjustments, and pivots before the play is over. Coaches are however responsible their actions.

PENALTY	DEAD BALL	OCCURS WHEN	AGAINST OFFENSE/ KICKING	AGAINST DEFENSE/ RECEIVING	
DELAY OF GAME	Y	Either team has not acted in the required time. (Rule 4-6)	5 yards from	previous spot.	
FALSE START	Y	A mobile Quarterback's initial move is nearer the LOS on the SNAP. Failure to call a play type. Stopping the play on scrimmage kick before the allotted time. (Rule 7-4, 9-1)	5 yards from previous spot.		
HOLDING	N	The offender's arm hooks or holds the opposing player by use of the upper extremities and prevents him from going up field or to tackle in offensive backfield. (Rule 12-1)	10 yards from previous spot, or result of play.	5 yards; first down, or result of play.	
ILLEGAL BLOCK	N	Either team directs a player to block toward own goal not in line play area. (Rule 12-1)	15 yards from previous spot, or resu of play.		
ILLEGAL FORMATION/ PROCEDURE	N	Either team lines up in a formation not established by the rules. Following "SET". Fails to follow established format. (Rule 5-5, 6-1, 7-5; 9-1)	5 yards from previous spot, or result play.		
ILLEGAL FORWARD PASS	N	Snap receiver crosses the line of scrimmage on a PASS play. (Rule 8-1)	5 yards spot of pass; loss of down, or result of play.		
ILLEGAL KICKOFF/ FREE KICK	Y	The kickoff/free kick leaves the field, fails to travel past the restraining line or is touched along the sidelines not in the end zone. (Rule 6-2)	Kickoff-25 yards from kick. Safety Kick-30 yards from kick.		
ILLEGAL MOTION	Y	When a player is being motioned before the snap on a scrimmage run or pass. (Rule 7-4)	5 yards from previous spot.		
ILLEGAL SHIFT	Y	Offense conducts more than two audibles before the snap on a scrimmage play. (Rule 7-4)	5 yards from previous spot.		

OFFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL 10 SECOND OR 1 SECOND BOARD RUNOFF
DEFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL PLAY FOR THE OFFENSE

PENALTIES RULE 12 PLAYER CONDUCT

COACHES' NOTE:

Sportsmanship allows for the correction of an opponent's infraction before the snap or kick. Coaches may also correct opponent's procedures, adjustments, and pivots before the play is over. Coaches are however responsible their actions.

PENALTY	DEAD BALL	OCCURS WHEN	AGAINST OFFENSE/ KICKING	AGAINST DEFENSE/ RECEIVING	
ILLEGAL SUBSTITUTION	Y/N	When a team has same numbered players on the field during a down or failed to replace with a like numbered player during a down. (Rule 5-2)	5 yards from previous spot or results of play.	5 yards from previous spot or results of play.	
INELIGIBLE RECEIVER	N	A pass hits an unengaged ineligible receiver on the fly. (Rule 8-1)	5 yards from previous spot or results of play.		
INELIGIBLE RECEIVER DOWNFIELD	N	An originally ineligible receiver is beyond the line play area or blocks a defender beyond line play area in defensive zone on PASS play. (Rule 8-3)	5 yards from previous spot or results of play.		
INTENTIONAL GROUNDING	N	When a PASSER inside the backfield to a downfield receiver never crosses the line of scrimmage or leaves the playing surface to avoid a sack/loss. (Rule 8-2) 10 yards from previous spot or spot of foul (greater distance); loss of down.			
INTERFERENCE WITH FAIR CATCH	N	Kicking team directs player into receiver to prevent recovery. (Rule 10-1)	15 yards form spot of foul and catch awarded.		
INTERLOCKING, INTERFERENCE, PUSHING OR HELPING RUNNER	N	Players on the same team lock arms to create wall. One or more teammates in the same zone are pushing RUNNER. (Rule 10-1)	5 yards from spot or result of play.		
OFFSIDE/ ENCROACHMENT OR NEUTRAL ZONE INFRACTION	Y	A coach touches opposing player(s) when the ball is ready for play; or lines up one or more of their players ahead of their lines or enters neutral zone prior to snap or kick. (Rule 7-4)	5 yards from previous spot.		
PALPABLY UNFAIR ACT (NON-PLAYER)	Y/N	A non-player commits any act which is palpably unfair. (Rule 13-1)	Make such ruling as he considers equitable.		
TWELVE (12) MEN IN OFFENSIVE HUDDLE OR TOO MANY MEN ON THE FIELD	Y/N	12 or more players are on the field following the first "set", during play. (Rule 5-2)	Before snap: 5 yards from previou spot. After snap: 5 yards or result of play		
UNSPORTSMANLIKE CONDUCT	Y/N	Either coach acts in a manner detrimental to good play.	15 yards from previous spot and/ or Ejection and forfeit Depending on severity.	15 yards from succeeding spot; first down, and/or Ejection and forfeit Depending on severity.	

OFFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL 10 SECOND OR 1 SECOND BOARD RUNOFF

DEFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL PLAY FOR THE OFFENSE

REFEREE RULE 15 OFFICIALS AND INSTANT REPLAY

TASKS	LEGAL STATEMENT	ILLEGAL STATEMENT							
PRIOR TO SNAP									
ESTABLISH THE OFFENSIVE BACKFIELD	This is the backfield.								
NOTIFY THE FIELD OF LEGAL FORMATIONS PRIOR TO SNAP	The field is proper.	The field is not proper.							
NOTIFY THE FIELD OF QB SETUP STATUS	The (im)mobile QB (is/not) under center.								
	AT THE SNAP								
QB/P/K DIRECTION AT SNAP (IF MOBILE)		False Start QB/P/K.							
ENSURE PROPER COUNTDOWN OF KICKS	You may (fake/kick). Kick is blocked.	False Start K/P.							
A	S PLAY PROCEEDS								
QB STATUS (IF REQUESTED)	QB is/not in backfield.								
PROPER/TIMELY ACTIONS ON OFFENSE	Action complete.	Delay/Not proper.							
PROPER/TIMELY REACTIONS ON DEFENSE	Action complete.	Delay/Not proper.							
OBSERVE GENERAL GAMEPLAY		Flag on the play.							
ASSISTED RUNNING IN THE SAME ZONE		Flag on the play.							
HOLDING BY DEFENSE/OFFENSE		Flag on the play.							
MARK SPOT OF FUMBLES/RECOVERY	Fumble at (yard). Recovered by # at <yard>.</yard>								
PROVIDE STATUS OF RUNS	Handoff to #. QB will keep.								
PROVIDE STATUS OF PASSES	Forward/backward pass to # (in)complete/intercepted by #.								
AFT	ER THE TACKLE/PLAY								
PROVIDE TACKLE STATUS	(Tackle/Downed) by (player/method) (in/out of) bounds.								
RESOLVE ALL PENALTIES	(Penalty),(of/de)fense, #, explanation. Excepted/declined. (Penalty yards)								
PROPER SPOT OF THE NEW LINE OF SCRIMMAGE	(Line is #), (# line to go), (# down).								
ENSURE BOTH TEAMS ARE SEPARATED	Players are onside.	Players are offside.							
SET AND START PLAY CLOCK	Set play clock to #. Start.								

TIMEKEEPER/SCOREBOARD OPERATOR RULE 4 GAME TIMING

ADMINISTRATIVE EVENT	PLAY CLOCK	GAME CLOCK		
TIME OUT	25	STOP		
OFFENSIVE "SET UP"	PAUSE	PAUSE		
PLAY ENDS WITH RUNNER INBOUNDS	40	RUN/ STOP *		
PLAY ENDS WITH RUNNER OUT OF BOUNDS	40	STOP		
WARNING MINUTES NOTIFICATION	25	STOP		
INCOMPLETE PASSES	40	STOP		
CHANGE OF POSSESSION	25	STOP		
PERIODS/EVENTS	TIME	GAME CLOCK		
QUARTER	15 MINUTES/60 SECONDS*	COUNTDOWN		
HALFTIME INTERMISSION	12 MINUTES	COUNTDOWN		
WARNING MINUTES	2/15 SECONDS*			
WARNING MINUTES NOTIFICATION	YES			
TIME OUTS (EACH TEAM)	3 PER HALF			
CHARGED TIME OUT	2 MINUTES			
SUBSEQUENT TIME OUT	30 SECONDS			
OVERTIME MINUTES	15 MINUTES/60 SECONDS*			
OVERTIME CHARGED TIME OUT (2 PER OT)	30 SECONDS			

* BOARD TIME

PLAY CLOCK SEQUENCE	SECONDS
DEFENSIVE SUBSTITUTIONS COMPLETE	15
OFFENSIVE SUBSTITUTIONS/SET UP COMPLETE	40 OR 25
DEFENSIVE SET UP COMPLETED	EQUAL TIME TO OFFENSE
OFFENSIVE AUDIBLES COMPLETED	REMAINING PLAY CLOCK TIME
SNAP BALL (CALLING TYPE OF PLAY)	

EQUIPMENT

ITEM	MINIMUM	MAXIMUM	NOTE
FOOTBALL TEAM "A" FIGURES IN VARIOUS POSITIONS	23/11 Dark, 11 White 1-TTQB	53 2-Throwing QB 2-Kicking	Includes special players
FOOTBALL TEAM "B" FIGURES IN VARIOUS POSITIONS	23/11 Dark, 11 White 1-TTQB	53 2-Throwing QB 2-Kicking	Includes special players
MINIATURE FOOTBALL PLAYING FIELD		1	
MOTION GENERATOR	1	As required	
REMOTE CONTROL WITH CORD	1	As required	
MINIATURE FOOTBALL	6	12	6 per team
GOAL POST	1 movable	2	
YARDSTICK MARKER	1		
10-YARD CHAIN	1		
COIN	1		
O	PTIONAL PERSONNEL/I	EQUIPMENT	
REFEREE/UMPIRE/FIELD JUDGE	1	3	
SCOREBOARD OPERATOR	1		
GAME CLOCK/STOPWATCH	1		
COUNTDOWN TIMER	1		
COMPUTER/LAPTOP/ MONITOR	1		
	11		

					GAM	IF SCC	DRF S	HEET							
QUARTER 8—1: MIN TIMED BOARD SEC TIM		PER QU	ARTER		O/AIVI	AME SCORE SHEET CONTINUOUS: MIN/SEC WARNI					RNING:				
HOME TEAM U	NIFORM	:	(COACH:			SIC	GNATUR	E:						
VISITING TEAM	UNIFOR	M:	(COACH:			SIG	GNATUR	E:						
TIMEKEEPER:				METHOD):		SIC	GNATUR	E:						
REPLAY OFFICIA	AL:		1	METHOD	D:		SIG	GNATUR	E:	MIN/SEC WARNING: MIN/SEC WARNING:					
REFEREE:				NAME			SIC	GNATUR	E:						
1															
2															
3															
4															
-							1	2	2		1	ОТ	TO	TΛΙ	
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HOME												$\frac{1}{2}$			
VISITING					00						(
					GAM	IE SCO	ORE S	HEET							
MIN TIMED	QUARTER 8—15: PLAYS PER QUARTER CONTINUOUS: MIN/SEC WARNING:														
HOME TEAM U	NIFORM	:		COACH:			SI	GNATUR	E:						
VISITING TEAM	UNIFOR	M:	-	COACH:			SI	GNATUR	E:						
TIMEKEEPER:	MEKEEPER: METHOD: SIGNATURE:														
REPLAY OFFICIA	REPLAY OFFICIAL: METHOD: SIGNATURE:														
REFEREE: NAME					SI	GNATUR	E:								
1															
2															
3															

4							
		1	2	3	4	ОТ	TOTAL
НОМЕ	00					0	
VISITING	00					\bigcirc	