

**Multi-Stop
2019
RULES OF PLAY**

FIGURES

FIGURES – All figures are allowed as long as they meet weight and dimension requirements.

FIGURE RESTRICTIONS

***Maximum Weight (player + base)** – 4.0 grams with base

***Maximum Height** (player + base) - 48mm.

***Maximum Length** - 33mm. ***Maximum Width** - 29mm.

Putty may be added to bottom of base.

Two sided tape may be used.

No magnets allowed at all.

UNIFORMS

*Figures for the Offensive unit will be wearing Dark Jerseys. **Dark jersey on kick return team.**

*Figures for the Defensive unit will be wearing Light Jerseys. **Light jersey on kick off teams.**

* Figures on stationary bases do not count toward the total of **50** figures!

Maximum Total No. of Figures on a team– 50

***Numbering System:** Offensive figures must also follow a numbering system to so for certain positions.

OFFENSE - OL 50-79, 90-99, (00 at Center only). QB, RB, WR, TE - 00, 0-49, 80-89.

DEFENSE - No Restrictions.

***All figures must be numbered on the front and back of their jerseys.** Each figure must have a unique and different number from all others on a given team and the number on front and back of a given figure must be the same number.

BASES

BASES - All mass produced bases are allowed as long as they meet weight and dimension requirements! No boat bases are allowed!

Shells - No substance may be added to the outside of the shells.

Bases may be painted and/or marked for identification.

PASSING EQUIPMENT & GAME BALLS

Pass Simulation Equipment – Each coach will be supplied with Pass Simulation equipment for this event. It is the responsibility of each coach to keep and maintain their own balls and PS sticks and each coach must bring their equipment to the events. Magnetic balls are included with the pass simulation sticks.

Kicking Footballs – Miggle/Tudor/SIW/EFDW footballs are allowed. Other balls are allowed so long as they are made of felt or foam and are not too big. If you are not sure, ask before using. These balls are used for field goals only.

GAME LENGTH

Game Length is either 20 play halves or 35 minute per half running clock.

GENERAL RULES OF PLAY

Passing – Passing is done by pass simulation only! NO TTQB passing is allowed!

Tackle – A tackle is made when base contact is made by the defensive player with either the front or sides of the base. Base contact with the back of the base is not a tackle. If it is not a clear tackle, it is not a tackle. If the defensive player falls while making contact with the ball carrier, it is not a tackle.

Pivot – A pivot is made by placing a marker or finger at the front of the base and then angling the base toward the desired target. **The figure may be pivoted in any manner but no part of the base can be angled closer to the desired target.** No other figures may be moved in order to accommodate the pivot. Advanced pivots (pivoting and turning the dial) are not allowed at any time!

Base Switching – Only the QB can switch a dial in the middle of the play. During a stoppage, the QB may switch from or to a stationary or running base. This is considered a pivot during the play.

Fallen Players: A player that has fallen is considered to be a part of the field, must remain down until that play is complete, can not be adjusted by a coach, and can not make a tackle or receive a pitch or pass, and can not carry the ball. Consider a fallen player as temporarily shaken up (injured) for the remainder of that play. A fallen player can affect a play by simply being in the way of another/other players. If a ball carrier falls during a play, he has fumbled the ball if a defensive player is within a 10 yard radius. See Fumbles.

Engaged Players: Players are engaged if they make base contact with any player of the opposing team. Offensive players who are engaged are ineligible to receive a pass. Engaged players are ineligible to be pivoted during plays.

Forward Progress: On any play, the coach may let the ball carrier continue to run if the figure is facing moving toward his own end zone. If the ball carrier is facing the desired end zone and is being pushed back towards his own goal, the coach may allow the play to continue but no forward progress will be given. When a ball carrier runs out of bounds, forward progress is marked at the most downfield part of the player's base.

Fumbles: If a ball carrier falls during a play, he has fumbled the ball if a defensive player is within a 10 yard radius. If no defensive player is within a 10 yard radius, the offense retains possession at that spot. If a fumble occurs, the fumble automatically goes to the nearest defensive player as long as he is within a 10 yard radius. That defensive player has the ball and may be pivoted along with other blockers not engaged. The opposing team may then pivot any unengaged players.

Stationary Players: No stationary players are allowed on defense. Only the QB and Punters may have a stationary base.

Stacking: No stacking on either side is allowed. Players may be located directly behind each other but must have a base length gap between.

Penalties: The only penalties assessed are pass interference calls. **If an offensive or defensive player contacts another player and causes that player to veer off from the path to the ball, the penalty is pass interference. No pass interference is call within a base length of the magnetic ball. Spot of the ball penalty or 15 yards and loss of down.** If an ineligible players catches the ball, the pass is considered incomplete (no penalty). There are no other penalties – coaches may request the opposing coach to relocate players for offsides, too many many on field, etc. In some instances, penalties may be called for delay of game or slow play, etc.

KICKOFFS

The kicking team will be in the light jersey. The receiving team will be in the dark jersey.

Kickoff: Normal – The kicking team lines up on the 30 yard line. The receiving team lines up on the 50 yard line. All players must be lined up inbounds. The receiving coach designates the kick returner and the returner is left off the field for the first three seconds of the kick. The switch is turned on for three seconds. If any player from the kicking team reaches the end zone during the three seconds, the play results in a touchback. After the three seconds, the receiving coach may elect to take a touchback. After three seconds, the kicking coach points out the location of where to place the kick returner. The kick returner must be placed in the end zone and between the hash marks. The receiving team may pivot all non-engaged players. The kicking team may pivot all non-engaged players. The kicking team coach runs the switch for the rest of the play.

***NOTE:** The receiving team can elect to accept a touchback by taking the ball at their own 25 yard line without setting up a return team. In such a case the return team must clearly state "touchback" BEFORE completing setup for their return team. This does not count as a play for play timed games.

Onsides Kick: A team MUST BE TRAILING IN SCORE to attempt an Onsides Kick. Kicking team lines up at the 30 yard line – receiving team lines up on the 50 with each player located directly in front of the kicking team player. Kicking team rolls the dice. Starting from left to right, the dice determines where the ball is placed starting with the number 2. The magnetic ball is placed at that location one yard closer to the receiving team at the 41 yard line. Kicking team and receiving team may pivot up to three figures. The switch is turned on for up to 5 seconds by the receiving team and the first to make contact with the magnetic ball gains control. Switch is to be cut-off immediately when contact with the ball is made. The ball carrier and other non-engaged players may be pivoted. The opposing team then pivots all non-engaged players. If no one makes contact with the ball after the five seconds. The receiving team takes possession of the ball at the 41 yard line.

SLOW PLAY (DELAY OF GAME): If a coach repeated violates the setup time limits, a referee will begin to monitor the team for slow play. The coach will be given one warning for the first offense. That coach will then be placed on a clock for each setup and must complete the setup in the time limits or be awarded penalties. Each violation for delay of game will be a 5 yard penalty and loss of down (if on offense).

FORMATIONS

Offense: The center of the field at the LOS will always be used to begin plays from scrimmage. This is the spot where the offensive center must be set. The offense must have at least 7 players on the line of scrimmage. Offensive lineman may not be angled and must be set up perpendicular to the line of scrimmage. The interior linemen must have at least one yard of separation between them.

The receivers on the line of scrimmage may be placed or spaced anywhere along the line of scrimmage so long as they are completely inbounds and not touching another player. Any receiver not on the line of scrimmage must be at least 1 yard and no more than a 5 yards off of the line of scrimmage (most downfield portion of their base).

There must be at least 1 player in the backfield (QB), and no more than 4 players in the backfield (between the tackles) including the quarterback.

The quarterback may be set anywhere behind the center so long as it is directly in line with the center's base and no portion of its base may be beyond 20 yards behind the line of scrimmage. RB's may not be placed between the center and the QB.

RB's must maintain a minimum distance of a base length if the QB is directly in front of them (closest portion of their bases). All RB's must be at least a base length behind the OL. A base length of separation must be maintained between all figures in the backfield. Running backs and QB's must be inside the tackles and no portion of their base may be beyond 20 yards behind the line of scrimmage.

WR's must be either on the LOS or no more than five yards off the LOS.

Defense: The defense is not limited to any recognizable formations but no players may be stacked. That is, a minimum of a base length separation must be maintained between all defensive players.

PLAYS FROM SCRIMMAGE

Sequence: Players must separate their own players after each play before setup may begin. No coach may handle another coach's players at any time without permission from that player's coach and/or the referee.

Offense and defense begin setup - All players must be lined up inbounds without any portion of the base being out of bounds. Offense must begin setup by completing placement of their interior linemen, beginning with the Center placed in the middle of the hash marks at the LOS. The offense must lineup within 40 seconds. Once set the offense is lined up, the offensive coach must say "set." Defense may begin setup as soon as the offensive Center is placed in proper position at the LOS. The defense will be allowed an additional 10 seconds to complete their defensive set in a legal formation. Once set the defensive coach must say "set."

The snap of the ball – Once the defense is set, the offensive coach will turn the board on for 1 second to simulate the snap of the ball. After the snap of the ball, the offensive and defensive coach may simultaneously pivot any unengaged players. The time limit for snap pivots is 7 seconds. No going in motion is allowed!

After the snap of the ball and the pivots have been made, the offensive coach declares who has the ball and the offensive coach turns on the switch. The offensive coach may stop the board at any time. If the ball carrier crosses the LOS, the switch must immediately be cutout and the defensive coach controls the switch. The offensive coach may stop the board up to 3 times for a pass play and up to 5 times for a running play.

During each stop:

1. The offensive coach may pivot any unengaged player. The defense gets to pivot one more player than the offense pivots. If the offense doesn't pivot, the defense cannot pivot at all.
2. The offensive coach may switch the QB to a stationary or a running base. This counts as a pivot.
3. The offensive coach may pitch the ball back to an RB provided that the RB is behind the ball carrier and within 2 base lengths. The pitch does not count as a pivot.
4. The offense may elect attempt a pass (if the ball carrier is behind the LOS). The offensive coach will use the pass simulation measuring stick to determine the passing stick to be used – either red (short), white (medium) or blue (long) passing stick. The measurement is from the center of helmet from QB to center of helmet of receiver. Once the length stick is determined, the offensive coach can pivot the receiver using the passing stick. The magnetic ball is placed at the end of the stick and the defensive coach may pivot any unengaged player toward the ball. The switch is controlled by the offensive coach and the board stopped as soon as an offensive or defensive player makes contact with the ball. If the receiver passes the magnetic ball by more than one base length, the play is dead and no interception can be made. When a player makes contact with the magnetic ball, that player and any other unengaged player may be pivoted. The opposing team then gets to pivot any unengaged players. NOTE: A pass may be attempted to a player behind the QB but the pass must be attempted in front of the QB using the passing stick. Once the QB announces pass, the coach has 20 seconds to attempt the pass.
5. The offensive coach is allowed five stoppages not including the snap. However, the offensive coach cannot attempt a pass on the fourth or fifth stoppage. If the offensive coach is going to attempt a pass, it must be done on the first, second or third stoppage. Five stoppages allows for run option plays or plays like reverses, etc.
6. The offense is allowed 7 seconds for pivots on each stoppage. Defense is allowed another 7 seconds.
7. The offensive ball carrier cannot throw the ball away! He must attempt a pass, keep the ball or pitch the ball at each stoppage.

PUNTS

Punts are not automatic!

The offensive coach may allow to punt the ball on any down. For punts, the punter is located on a stationary base behind the center within 20 yards of the line of scrimmage. The offensive coach is allowed 1 or 2 “gunners” and the offensive coach declares which ones are gunners. These are wide receivers on the line of scrimmage designated to go downfield to cover the punt. These designated gunners are not eligible to receive a pass if a fake punt is attempted. The defensive coach may not locate defenders to interfere with the gunners going downfield. The defensive coach designates one player to return the ball – this player is placed on the sideline in the end zone and will return the punt if a punt is attempted.

The snap of the ball occurs as with a normal play from scrimmage with pivots, etc. The punter automatically has the ball and the offensive coach turns on the board. The offensive coach controls the switch as with a normal play from scrimmage with the same amount of stoppages, etc. At each stoppage, the punter may keep the ball, switch to a running base (considered a pivot), throw a pass, or punt the ball. If a punt is made, the punt lands 10 yards past the most downfield “gunner”. The designated punt returner takes control of the ball at that point and pivots take place. If the punt travels into the end zone, the punt returner may elect a touchback.

EXTRA POINTS

Extra points are considered automatic if the offensive coach desires. Extra points do not count toward the play count.

TWO-POINT CONVERSIONS

The offensive coach may elect to go for a two-point conversion from the three yard line if desired. The two-point conversion does not count toward the play count.

FIELD GOALS

Field goal attempts may be made if the offense is at or inside the opposing team's 40 yard line. Field goal attempts are made using the TTQB without setting up for play. The attempt is made 7 yards behind the LOS. Once the offensive coach declares a FG, the coach has 30 seconds to attempt the kick. The field goals do count as a play on the clock.