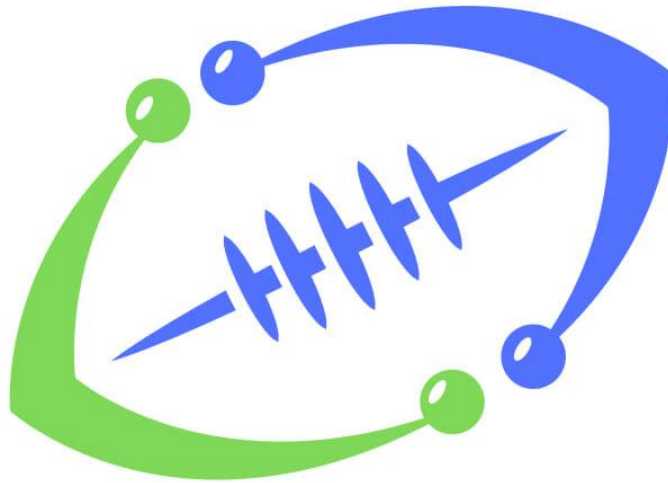


V . E . F . N

Vancouver Electric Football Network



Below are the rules of the VEFN game. These rules have evolved between VEFN season #1 game rounds & are offered to EF players looking for solutions in creating rules for their own EF pursuits.

Vancouver Electric Football Network Rules:

-All VEFN Football Teams: are 22 man units. 11 on offence and 11 on defence. Offence in dark uniforms. Defence in white uniforms. Tudor Fab 5 and Tudor vintage player figures are the only figures permitted in the VEFN. Pro Line TTC double clip bases used for both 11 man units per team. (A different single clip base will be used for all next level "no tilt" quarterbacks utilized!)

-Passing Sticks & "No Tilt" Passing: are offered to all coaches. Both kinds of passing attacks will be optional, by the half, in both VEFN solitaire games and VEFN one on one games.

-VEFN Solitaire Games: All solitaire games consist of 40 plays from scrimmage. Kickoffs do not count as a play from scrimmage. Teams switch sides, at halftime, after 20 plays from scrimmage have been played. Every play from scrimmage must be a conventional run or pass allowing defence to have the opportunity to make an inbounds tackle before the play is completed. The only exception being a quarterback throw away. The offence may only take a knee on the last play of a half or game.

-Catching Passes: Once the magnetic football has been placed, via guidance from the "red stick", the pass catcher must hit the ball in order for the catch to be made. Once the magnetic football has been placed, via guidance from either the "white stick" or "blue stick", the pass catcher must either hit the ball or run to within one base width of the ball, in order for the catch to be made. If the receiver "hits" the ball he can be adjusted from where he stands at the play stop. If the receiver runs to within one "base width" of the ball then the end of the play is determined by the location of the forward most point of the placed magnetic football. ("Within a base width" catches see the receiver deemed "down by contact" and the nearest defender is credited with the tackle.) When a pass catcher "hits" the placed magnetic ball the magnetic ball

is then removed. Then the pass catcher is adjusted, then all unengaged run blockers are adjusted, then all unengaged tacklers are adjusted. Then the play starts until the play has concluded. Any base width catch, that's too close to be ruled a catch or not a catch will see a coin toss used to decide the outcome of the play. Home team is "heads" and away team is "tails". If a secondary receiver catches the ball, before an intended receiver can, the catch is permitted & the same rules apply if such a catch is "clean" or if the catch is a diving "base width" catch that sees the end of the play marked by the location of the placed ball. A secondary receiver must also "hit" the ball to catch a "red stick" catch. He can also make a "base width" catch if the pass is either "white stick" or "blue stick" in distance. If a receiver and a defender simultaneously catch the ball, being too close to call, then a coin toss will decide who comes up with the ball. Heads for home team, tails for away team. The play ends at the spot of the ball after the coin toss.

-Pass Interference Rules: Base length halo rule in effect for pass interference rulings. Any contact between a receiver and a defender is legal if it occurs within a base length of distance from the placed ball.

-Defensive Pass Interference: Any base to base contact on the intended receiver, during the intended receiver's quest to catch a "catchable" ball from beyond a base length of the ball location, is defensive pass interference. Defensive pass interference call sees the offence given an automatic first down at the spot of the foul. If defensive pass interference occurs in the end zone then the ball is placed at the one yard line. No half or game can end on a penalty unless the penalty is declined.

-Offensive Pass Interference: Any base to base contact, on a defender, that impedes the defender's ability to intercept a "catchable" ball, the receiver has no way of catching, is offensive pass interference. Base to base contact is permitted inside one base length, from the ball, but is offensive pass interference if the base to base contact is outside one full base length of distance from the ball. The defender must be lined up for a realistic chance to make the catch or any such "base to base" contact becomes merely incidental. An offensive pass interference call sees the offence replay the down with a 10 yard penalty enforced from the previous play's line of scrimmage. No half or game can end on a penalty unless the penalty is declined.

-Intercepting The Quarterback:

Defender must "hit" the ball, first, to make an interception. Defender can also make an interception by hitting the ball before the pass catcher has gone past the missed ball by his entire base length. (Regardless of whether or not the pass catcher is within a base width of the ball.) If a pass catcher never gets close to the placed ball then any defender can make an interception if he "hits" the ball before the play stops. After an interception: play is stopped and the interceptor is adjusted for the run back. Then all unengaged run blockers are adjusted. All unengaged tacklers are then adjusted to pursue the ball carrier. Then the interception return commences until the end of the play. A secondary defender is allowed to intercept the ball if he "hits" the placed ball before the nearest defender to the ball, after the last stop, has been deemed to have missed the ball. The same procedure, after the interception, applies to an interception made by a secondary defender until the end of the play. If a receiver and a defender simultaneously catch the ball, being too close to call, then a coin toss will decide who comes up with the ball. Heads for home team, tails for away team. The play ends at the spot of the ball after the coin toss.

Fumbles: 1) occur when the ball carrier gets knocked over by a tackler. Flip a coin to see who gains possession from the furthest forward point of the fumbler's base at the end of the play. 2) occur when using "fumble dice" after any inbounds running play, QB sack or after any in bounds "clean" catch is made by a receiver that is followed by an "in bounds" tackle. (Fumbles cannot occur: a) out of bounds, b) after a touchdown, c) on any play that ends via "forward progress" or d) after any "base width" diving catch is made.) A two diced "double" roll of 1, 2, 5 or 6 creates a fumble. After a fumble a coin is then tossed to determine who recovers the loose ball. Coin tosses see "heads" for the home team and "tails" for the away

team on any fumbled ball situation. If the defence recovers the fumble then the nearest defender, not including the tackler, is credited with the fumble recovery. Then a two diced roll of "double six" will see an automatic touchdown awarded to the defensive fumble recoverer. If a touchdown can't be rolled then defense gets the ball at the number of yards the two diced roll stipulates from the spot of the tackle/fumble recovery. Anytime a "fumble recovery return" dice roll exceeds the number of yards to the opponents' end zone a defensive touchdown is scored. If the offence recovers their own fumble then they maintain possession of the ball with a new down and distance, applied, to the end of the play. The ball then spotted at the forward most point of the fumbler's base, when the tackle was made, once the fumble is recovered. After a fumble play is over the ball is spotted on the nearest hashmarks if the spot of the fumble was between the side line and the hashmarks at the end of the play. (Whether the fumble was recovered by the offence or the defence.) If the spot of a fumble is between the hashmarks then the ball is spotted in the center of the field determined by the location of the end of the play. (Whether the fumble is recovered by either the offence or the defence.) On fumbles caused by a physical tackle, that knocks the ball carrier over, the spot of the ball is determined by the location of the ball at the end of the play. The ball carrier's base is the spot of the ball and the ball location sees the next play start from the nearest hashmark or between the hashmarks if the ball location is such at the end of the play.

-One Touch Tackling: (Any part of the base). No fallen or "stationary/tipped over" player figure can ever make a tackle. Any base to base contact, between a tackler & the ball carrier, is a tackle.

-Spotting The Ball: ball placed at closest yard line relative to the end of the prior play. The forward most point of the ball carrier's base is where to determine the closest yard line for ball placement. Offence gets the edge on any ball placement that's too close, to the first down marker, to call. (Tie goes to the ball carrier.) Any time a ball carrier falls over, by himself, the play is over at the forward most point of the fallen figure's base. A ball carrier's forward most progress is always honoured at the end of every play. Ball is always placed in the center of the field after any punt return or kickoff return and when prior play ends between the hash marks. Ball is always placed on the left hashmark when the prior play ends on or to the left of the left hashmark. Ball is always placed on the right hashmark when the prior play ends on or to the right of the right hashmark. (Wide side creation.)

-Toepto Inspired: one part (run/pass), two part (run/pass) & three part (pass) plays, from scrimmage, to be used. Includes the use of offensive linemen alignment guides to create toepto gaps in the offensive line. Defence does a one base width shift to the left or the right via coin toss, with the exception of both safeties, before each snap in solitaire games. Offence can make two adjustments/pivots before the snap of the ball. Defence can pivot all linebackers, where they stand, after the defensive shift & before the snap of the ball. An adjustment or pivot of a QB, under center, for any inside handoff running play does not count as an adjustment or pivot. (In solitaire defensive one base width shift, via coin toss, only happens after offence makes it's final two adjustments.)

-Order Of Events On Every Solitaire Play From Scrimmage:

- 1)Offensive formation gets "set."
- 2)Defensive formation gets "set".
- 3)Offence gets two adjustments/pivots.
- 4)Coin toss for defensive one base width shift to left or right. (Defensive shift used in solitaire only.)
- 5)Linebackers pivoted, where they stand, after the defensive shift.
- 6)"Run", "pass" or "quarterback option" determined by pointing to/announcing who gets the ball at the start of the play.
- 7)The ball is snapped when power is turned on.

-Passing Play 3 Stop Limit: On passing plays the offence gets up to three play stops before the QB determines the final decision to advance the ball. After every stop the QB can be adjusted. Then the disengaged figures on offence. Then all disengaged defenders get adjusted. After the third play stop the QB must 1)throw the ball to a disengaged receiver, 2)handoff or lateral the ball to any eligible receiver that's forward most part of his base is behind the forward most part of the QB's base and within one "white passing stick" of distance to the QB, 3)run forward to try and gain yards, 4)take the sack with any disengaged defender closer than one full base length away from the QB. Every play stop is an opportunity for the QB to advance the ball with the third stop being the last stop of every passing play before the QB must throw, scramble, lateral/hand off ball or take the sack.

-Quarterback Mobility Rules: include being stationary, roll outs left, roll outs right, drop backs from under center direct from the snap. Also QB can only go forward, direct from the snap, on short yardage plays of two yards, or less, to go for a first down or touchdown. The QB can also go forward, direct from the snap on any running play to any eligible ball carrier, in the backfield, at the start of the play. No stacking formations, before the snap of the ball, are allowed at the start of every play. This includes "QB forward from snap" short yardage QB sneak situations. QB must be at least one entire base length away from center, on short yardage forward sneak plays before the ball is snapped. On all passing plays, beside short yardage situations, the QB can only go forward once the play is stopped, run and pass plays are not open, and it's declared a QB scramble. At this point the ball carrier can be adjusted. Then all unengaged run blockers can be adjusted. Then, finally, all unengaged defenders can also be adjusted to pursue the ball carrier too. Then the next part of the play commences. Side Note: Quarterbacks are permitted to go forward during the last portion of any roll out to the left or the right, direct from the snap, provided the first portion of a roll out has reverse direction.

-Quarterback's Entire Base: must be within 10 yards, of the line of scrimmage, at the start of every play. Any running back's entire base must be within 20 yards, of the line of scrimmage, at the start of every play. The offence must have at least seven men lined up on the line of scrimmage on every play from scrimmage. Wide receivers are required to be the widest most lined up men, on the line of scrimmage, for every play.

-Passing Play Rules: No offensive lineman can be more than 20 yards beyond the line of scrimmage when a QB throws a forward pass to an eligible receiver that's gone past the line of scrimmage. In this situation a QB can still throw a forward pass to an eligible receiver that's behind the line of scrimmage. If offensive linemen are beyond twenty yards of the line of scrimmage, when a QB is back to pass, the QB has four options: 1)Scramble, 2)Hand off/lateral the ball to a back whose forward most point of his base is behind the forward most point of the QB's base, 3)throw a forward pass to an eligible receiver that's behind the line of scrimmage. (On laterals the running back must be within one helmet to helmet "white passing stick" of distance away from the QB.)

-Handing the ball off: A running back must make base to base contact, before the 1st stop, with the quarterback in order for the ball to be run via a handoff. After the base to base contact, with the play stopped, the quarterback can be pivoted to side step the running back by being pivoted & placed onto a stationary tray. Then the running back can be pivoted to the chosen direction to run. Then all disengaged offensive figures can be pivoted to run block. Then all disengaged defensive figures can be pivoted to pursue the ball carrier. On a handoff the running back can utilize a "2 part" running play after the hand off is complete. This means another stop, before the running back has crossed the line of scrimmage, can be done, seeing the running back pivoted for the second part of the play. Then disengaged offensive figures can be adjusted, again, to run block. Then disengaged defenders can also be pivoted, again, to pursue the ball carrier. In effect a "2 part" handoff sees three power starts utilized.

-One Part Running Play Rules: A one part running play sees no stoppage once the running back/slotback has started his run. On these plays the play ends when 1)the ball carrier is tackled, 2)the ball carrier runs out of bounds, 3)the ball carrier reaches his furthest most forward progress, 4)the ball carrier scores a touchdown.

-Two Part Running Play Rules: On a running play a running back or slotback or quarterback can be adjusted, once, before he's crossed the line of scrimmage. Once adjusted then all unengaged run blockers can be adjusted. Then all unengaged defenders can be adjusted to pursue the ball carrier. Any stationary QB or stationary and disengaged running back can become mobile and adjusted after the first part of the play has been stopped. Then the second part of these running plays commences until the end of the play. Conversely any stationary and disengaged safety, on defence, can become mobile after any stop throughout a play.

-Quarterback Throw Aways: QBs are permitted to throw the ball away if the QB's behind the line of scrimmage, between where the offensive tackles lined up at the start of the play and the nearest defender's more than one base length away from the QB. If the QB's outside the pocket, (beyond where either offensive tackle lined up at the start of the play), then he must either run, make a legal lateral, take the sack or pass the ball to an unengaged receiver who must attempt to make an "in bounds" catch. A QB throw away counts as an incomplete pass in the VEFN game/season stats.

-Taking A Knee Rule: The quarterback is only permitted to take a knee on the last play of a half and the last play of a game. No fumble can occur when a QB takes a knee and the result of taking a knee is always a loss of 2 yards in the game statistics.

-Two Stationary Figures: are permitted, at the start of every play from scrimmage, on both offence and defence. Offence sees only the QB or running backs permitted to be stationary. Defence sees only safeties permitted to be stationary. Stationary trays to be used. Stationary figures can become mobile if any current "two part" or "three part" play has stopped and they're disengaged. "One part" running plays do not permit disengaged stationary figures to become mobile until such "one part" running plays have concluded. Stationary figures must line up more than 5 yards away from the line of scrimmage, at the start of every play, on both offense and defence. This includes any play where the line of scrimmage is less than 5 yards away from the end zone.

-Out Of Bounds Rules: Once a figure, whether on offence or defence, has gone out of bounds he cannot come back onto the field of play until said play has concluded. A figure is deemed out of bounds if any figure's base prong has made contact with the sideline.

-All Kicking and Kick Returning: will be by rolling dice.(Includes extra points, onside kicks, punts, field goals.) Up to 14 dice rolled for kickoffs and punts. The total of the dice roll determines how many yards the punt or kickoff travels. 3 dice are rolled for all kickoff returns and punt returns of punts that are 40+ yards of distance. 2 dice are rolled for punt returns of punts that travel between 30-39 yards. Total of the return dice roll determines how many yards the punt or kickoff return is. Only a "three of a kind" 3 diced roll sees any kickoff or punt return go for an automatic touchdown. (1 in 36 odds.) All punts see the line of scrimmage as the starting point to apply dice roll punt distance yardage. All kickoffs are from the kicking teams' 35 yard line. All punt & kickoff returns start at the end spot of all punts and kickoffs. If the end spot of any kickoff or punt is in the end zone then return team can choose a touchback instead of a return. (Touchback sees the ball placed at the 25 yard line.) Any kickoff or punt that goes further than the end zone sees an automatic touchback. (Ball placed at the 25 yard line.)

-Automatic Fair Catch: on any punt, that's end point is between the goal lines, that travels less than 30 yards from the line of scrimmage.

-Onside Kicks: see two dice rolled. Kicker must roll: 10, 11 or 12. If so he must then win a coin toss to gain possession of the ball 10, 11 or 12 yards, determined by the dice roll, from the point of the kickoff. (The 35 yard line.) Coin toss always sees home team as "heads" and away team as "tails". If onside kick is failed the receiving team gets the ball at the spot determined by the onside kick dice roll, added in yards, as distance from the kickoff teams' 35 yard line.

-Field Goals/Extra Point Kicks: see two dice rolled and various odds created for each 5 or 10 yard line of scrimmage "zone" the ball is in before the kick is attempted. Ball must be past mid field (50 yard line) before any field goal can be attempted.)

-Field Goal Dice Roll Ranges: (Line Of Scrimmage)

1-10 yrd line: Roll of 2-11 needed. (97.2% odds)

11-20 yrd line: Roll of 3-11 needed. (94.4% odds)

21-25 yrd line: Roll of 3-10 needed. (88.9% odds)

26-30 yrd line: Roll of 4-9 needed. (75.0% odds)

31-35 yrd line: Roll of 5-9 needed. (66.7% odds)

36-40 yrd line: Roll of 5-8 needed. (55.6% odds)

41-45 yrd line: Roll of 6-7 needed. (30.6% odds)

46-50 yrd line: Roll of 6 needed. (13.9% odds)

Extra Point: Roll of 3-11 needed. (94.4% odds)

-After Any Successful Field Goal: the field goal kicking side kicks off the ball from their own 35 yard line.

-After Any Missed Field Goal: the opposing team takes over from either the spot of the kick (7 yards behind the line of scrimmage) or their own 20 yard line. (Whichever spot is more advantageous.)

-Two Point Converts: ball is placed at the 2 yard line anywhere between the hashmarks the offence chooses. Touchdown sees two points awarded.

-Player Weight Limits (via putty/lead tape):

Linemen: Up to 4.30 grams.

Linebackers/Fullbacks: Up to 4.15 grams.

Speed guys/QBs: Up to 4.00 grams.

-Each Quarter: 10 plays from scrimmage. (Kickoffs do not count as a play from scrimmage.)

-Solitaire Coin Tosses: Home team always receives opening kickoff. Away team always receives second half kickoff. Home team always defends south side for the first half.

-Regular Season Overtimes: a coin is tossed. Home team is always "heads". Away team is always "tails". Coin toss winner receives kickoff. Coin toss loser chooses side to defend. Game's automatically won if a touchdown is scored on the O.T opening drive. If not the opposing team gets the ball, once, and has one drive to determine the outcome of the game. (An O.T opening drive field goal is not an automatic win.) If the game is still tied after each team has had one ball possession then the game ends in a tie.

-Regular Season Standings: Wins (W), Losses (L), Ties (T), Winning Percentage (.PCT), Points For (PF), Points Against (PA), Points Differential (DIFF).

-Regular Season Standings Tie Breakers:

1)Best winning percentage, 2)Most wins, 3)Best overall points differential, 4)Most overall points scored, 5)Most wins in overall season series between the tied, 6)Best overall points differential in overall season series between the tied, 7)Flip a coin.

-Playoff Plan: Division winners are seeded #1 & #2 in order of records against each other. All other teams seeded #3 - #8 in order of records against each other. Top 6 seeds make the playoffs. VEFN Wildcard Round sees 3vs6 and 4vs5. Winners advance to VEFN Semi Finals: #1 vs lowest remaining seed and #2 vs second lowest remaining seed. Winners advance to the VEFN Superbowl. All higher seeds are deemed the home team for all coin tosses to start any playoff game.

-Playoff Overtimes: see a coin tossed. Higher seeded team is always "heads" and lower seeded team is always "tails". Coin toss winner gets the ball first. Coin toss loser chooses side to defend. Game is won if a touchdown is scored on the opening drive of overtime. If not then the other team gets the ball, once, to determine the outcome of the game. If still tied after this second ball possession is finished then another coin toss is conducted to begin the process, again, until a winner is determined.

Dom Froome
VEFN Commissioner