

BIG APPLE MINIATURE **FOOTBALL LEAGUE**

Since 2008



2011 Rule Book

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1 The Field

1.1 The Field

1.1.1 The home team is responsible for providing the field of their choice. Every coach must have their own home field. It does not matter what size or scale the field is, or who made it. Some of the most popular fields are Tudor; Miggle, Munroe, and Coleco, home built "Monster" boards and custom stadiums as long as they are in scale proportion to the dimensions of a real football field.

1.2 Goal Posts

1.2.1 Miggle/Tudor goal posts are acceptable. Homemade goal posts must be to scale with the field, if the homemade goal posts are not to scale with the field they are on; they are not to be used. The home team must provide goal posts that correspond with their field.

1.3 Yard Markers and 10 yard-chain

1.3.1 The home team is responsible for providing the yard markers and 10-yard chain for their field. Before a game can commence; there must be a verbal agreement between the two coaches who will be responsible for both the yard markers and the 10-yard chain.

1.4 Board Speed

1.4.1 The board speed is determined by the home team. It would be best if it is mutually agreed upon by both coaches. If the visiting coach disagrees with the board speed selected by the home team, the referee will judge whether the board speed selected by the home team is at an acceptable level.

2 The Ball

2.1 The Ball

2.1.1 Miggle foam and felt footballs and other balls of a similar size are allowed. Oversized ("Big Pill") footballs are not allowed. Any questions regarding the eligibility of a ball should be brought to the commissioner's attention for review and approval.

3 Players and Equipment

3.1 Players

3.1.1 The following players are allowed for game play from the following recognized manufacturers:

- (a) Tudor
- (b) Miggle
- (c) ITZ
- (d) Wellington Innovations
- (e) FootballFigures.com
- (f) SIW
- (g) Chris Robinson
- (h) Any custom pose created from any of the above figures in accordance with the provisions listed in 3.1.2 through 3.1.3

3.1.2 The figures mentioned in 3.1.1 can be manipulated to create custom poses providing they are not disproportional to the figure. All questionable figures will have their eligibility decided by the commissioner. Furthermore, said questionable figures will not be allowed for game play until the ruling by the commissioner is rendered.

Height restriction = Player can not be more than 3.7 cm in height

Weight restriction: Player maximum is 4.0 grams (including base)

3.1.2.1 Custom pose figures can be made to increase the width of the torso of the figure in any way from their original form.

3.1.2.2 Any of the arms, legs and head can be repositioned on any figure to create a new pose.

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

- (a) Two arms
- (b) Two legs
- (c) One head
- (d) One torso

3.1.2.4 The height of any player (helmet) can be no taller than the approximate height of the Triple Threat QB.

3.1.2.5 Figures must have at least one foot on the base of the figure's platform.

3.1.2.6 Custom figure poses can increase a figure's height from its original form as long as it meets the prescribed height standards.

3.1.3 Players must be affixed with numbers on both sides of their jerseys to distinguish them. If numerals are not affixed to both sides of the jersey, that player(s) is ineligible for game play. The commissioner, on a case-by-case basis, may grant waivers.

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

3.1.5 Cover corners are defined as any figure whose arms are modified to be outstretched forward and are capable of grabbing an opposing figure to impede their progress down the field. Their thumbs must be 0.25 inches maximum apart. Only two cover corners are allowed on the field at a time on defense. Cover corners are not permitted on the down line position on defense. They can be used as offensive linemen and must be designated by numbers ranging from 50 to 79.

3.1.6 Maximum roster is 53 players, not including TTQBs or TDQs

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

3.2 Bases

3.2.1 The following bases are allowed:

- (a) Tudor Games
- (b) Miggle
- (c) Coleco
- (d) Munroe
- (e) Footballfigures
- (f) ITZ
- (g) Buzzball

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

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

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

3.2.5 At no time can magnets be added to a player's base

3.3 Inspection

3.3.1 Prior to each game, both coaches will have their teams inspected by the referee or opposing coach.

3.3.2 The referee or opposing coach will make sure that all offensive and defensive players shall not exceed a weight of 4.0 grams.

3.3.3 Any player that is deemed unacceptable, for any reason, by the other coach will be offered up for inspection to the referee for a ruling. The referee's ruling is final for the purpose of playing the game. The challenging coach may appeal to the Commissioner for a final ruling.

3.3.4 A roster/depth chart of all players on a coach's team listing player numbers and corresponding positions will be made available to the referee and opposing coach prior to the start of the game. The game cannot proceed until this roster/depth chart is made available. Names of players are not necessary. This roster will help easily identify players in the event of an injury, penalty or confusion of a player's position.

4 Game Timing

4.1 Length of Game

4.1.1 The length of the game is 60 minutes, divided into four quarters of 15 minutes each, with intervals of 2 minutes between the first and second quarters and between the third and fourth quarters. Between the first and second half, there shall be a 6-minute intermission.

4.2 Game Clock

4.2.1 The game clock will only be stopped during the following:

1. Change of possession
2. Time outs
3. Injuries & penalties
4. Two minute warning
5. During audibles and adjustments

4.2.2 Between plays the game clock will run for the 45 second period from when the offense places their Center on the field until the time that the defense is set. If a hurry-up offense is called the game clock will run from the time the Center is placed on the field up until the time that the defense calls set.

4.2.3 The clock shall start upon the beginning of a receiver's run during any kick or punt. The clock will not run during hang time/coverage.

4.2.4 In the last two minutes of each half, the clock is stopped for player redirection, pass attempts, scrambles and kicks or whenever the board is stopped.

4.2.5 During the last two minutes of each half, each incomplete pass play takes a minimum of 4 seconds off the game clock.

4.3 Overtime

4.3.1 In the event the score is tied during a regular season game, an overtime period will be played. A coin toss will determine who will kickoff and receive. The coach, who wins the toss, will elect to kick or receive.

4.3.2 The overtime will consist of one 15-minute quarter and the clock will be operated as in the 2nd and 4th quarters of the game. The first team to score wins. If no team scores in the elapsed amount of time, the game is a tie.

4.3.3 Each coach will have two timeouts during the overtime period.

4.3.4 In the event of a tie during the playoffs or championship game, the first team to score after regulation play has expired will be the winner. There will be no clock during a playoff or championship game in the event of overtime. The first team to score wins.

4.4 Set Up Time

4.4.1 In between every change of possession and score, the offense and defense will have 35 seconds before the play clock begins. If the referee is not present, the defensive coach is responsible for starting the clock.

4.4.2 In between every play from scrimmage, the offense will have 35 seconds to set their men, and the defense will have 45 seconds.

4.4.3 The 35/45-second clocks will begin immediately after each play. Once the center is set, the box cannot be shaken for the previous play.

4.4.4 Once the 35/45 clocks has expired for the offense or defense, that coach may not continue to touch and set up their men. If there are not enough men on the field, the coach may elect to take a time out. If a team has too many men on the field, the referee shall assess a penalty of 5 yards to the team with the excessive players.

4.4.5 A coach may call set at anytime prior to the expiration of the 35/45 clocks.

4.4.6 If the offensive coach calls “Hurry up offense” once the offensive coach calls “Set”, the defense will have 10 seconds to finish setting up, regardless of how much time was on the 35/45 second clock. The coach must call “Hurry up offense” before he places his center to begin his play formation. No audibles are allowed.

4.5 Time Outs

4.5.1 Each team is allowed three time outs each half.

4.5.2 Both the offense and defense can call a time-out up to the point at which the defense has completed their audible. Once the offense calls “Pass” or a ball carrier’s

number for a running play the defense cannot call time-out as the ball is considered hiked at that point.

4.5.3 On charged team time outs, the Referee starts the 35/45 second play clock after 35 seconds have elapsed.

4.5.4 The Referee will allow necessary time to attend to an injured player, or repair a legal player's equipment.

4.5.5 Consecutive team time outs can be taken by opposing teams.

4.5.6 A team cannot receive a fourth time out via a penalty. However, a fourth time out is allowed without penalty for an injured player, who must be removed immediately. A fifth time out or more is allowed for an injury and a five-yard penalty is assessed if the clock was running. Additionally, if the clock was running and the score is tied or the team in possession is losing, the ball cannot be put in play for at least 10 seconds on the fourth or more time out. The half or game can end while those 10 seconds are run off on the clock.

4.5.7 If the defensive team is behind in the score and commits a foul when it has no time outs left in the final 45 seconds of either half, the offensive team can decline the penalty for the foul and have the time on the clock expire.

4.5.8 Fouls that occur in the last two minutes of the second and fourth quarter will result in the clock starting on the snap.

5 Plays from Scrimmage

5.1 Start of Game/Coin Toss

5.1.1 All games are to begin with a coin toss. The visiting coach will call “Heads” or “Tails” while the coin is in the air. The winner of the coin toss has only two (2) options:

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

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

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

5.2 Position of the Players at the Snap

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

- (a) No more and no less than seven players on its line of scrimmage at the snap.
- (b) All players who are not on the line, other than the snap receiver under center, must be no farther than 5 yards from the line of scrimmage at the snap.
- (c) All guards, tackles and tight ends must be at least 1/2 yard behind the center.
- (d) Offensive linemen may be elbow to elbow for minimum distance but no more than one base width apart
- (e) No more than three players in the offensive backfield including the quarterback.
- (f) Wide Receivers and Tight Ends not lined up on the line of scrimmage may be no more than 5 yards off the line of scrimmage.
- (g) Wide Receivers may be stacked but cannot be more than 5 yards off the line of scrimmage.
- (h) Running Backs must be a minimum of 2 yards behind the back of the offensive lineman’s base and no more than 15 yards from the line of scrimmage.
- (i) The QB can be positioned under the center or up to a maximum of 15 yards from the line of scrimmage

5.2.2 The Line Progression will be in the following manner:

**1→ Center, 2→Guards, 3→Tackles, 4→Tight Ends, 5→Wide Receivers, 6→QB,
7→Running Backs**

This will insure a constant progression, which limits stall tactics.

If this progression is not followed and coaches do have a tendency to slip players on with little time left on the clock, the player is ineligible and the play is still ran. Whoever the defensive player was covering on that play can now be readjusted along with another player to any other position on the field. He can be moved to any spot. If a fumble or interception occurs, the defensive team has an option of taking the play or the penalty, which will be illegal motion.

Note: If an offensive player is ineligible, the defensive team can readjust the defender not to that offensive player but anywhere else he wants to.

5.2.3 The defense must be lined up no less than one yard from the line of scrimmage (base and body) to establish a neutral zone. The defense may set up in any formation desired. All defensive players must begin the play in an upright position (no laying down of safeties in the secondary).

5.2.4 There is a delay of game warning if a coach repeatedly drops a player on the board causing the players to move offside. Coaches will readjust their men into their original position at the time the board was disturbed. If there are excessive disturbances in the board by a coach, the referee shall first warn the coach and then penalize him 5 yards for every disturbance of the board.

5.2.5 If an offensive coach substitutes a player with another who is not designated on the roster as a position that would make that player an eligible receiver and does not notify the referee and opposing coach of such eligibility, it will be considered an illegal substitution and a 5-yard penalty.

5.2.6 The offensive and defensive team will have 35 and 45 seconds respectively to set up their formations from the time the center is set. The center must be the first player set after players are separated from a play.

5.2.7 Audibles are the only form of shifting that is allowed. An audible occurs after both the offense and defense are set. At that point, the offense may move up to 3 players that were set up in the backfield. Any player moved must remain inside the offensive tackles. The defense may, in return move 1 defensive player. The offense

has 10 seconds to make their adjustments; the defense then gets 5 seconds. If the offense does not make any adjustments then the defense cannot make any either.

5.2.7.1 After both teams are set and all audibles have been performed should an offensive coach have any running back lined up with any portion of its base outside the tackle the following procedure will be followed:

- For the first infraction, the offensive coach will be instructed to move the player (in the same position he was facing) back inside the tackles.
- For any subsequent infractions, the running back will be removed from the field of play for that play. After having the running back removed, the offensive coach must run the play (he cannot call timeout to reset his offense).

5.2.8 QB Substitution. There are 3 ways that a QB substitution can be made:

- After the defense calls set, the offensive coach may simply substitute an immobile QB for a mobile QB or a mobile QB for an immobile QB. If he is replaced in the exact same spot, the defense does not get to adjust.
- During the completion of their three audibles the offensive coach may substitute an immobile QB for a mobile QB or a mobile QB for an immobile QB. The defense will get their one adjustment.
- After the offense completes their adjustments and the defense has completed their adjustment, the offensive coach may choose to replace a mobile QB with an immobile QB in the same spot. The offensive coach may not replace an immobile QB with a mobile QB at this time. The defense does not get to make any further adjustments.

5.2.9 Hurry up offense. The offensive coach must call “hurry up” prior to placing his center on the field. The offensive coach then sets up his team as quickly as he likes within the 35 second clock and then calls “set.” Once the offense says “set”, the defense has only 10 more seconds to position their players. No audibles are allowed.

5.3 Running Plays

5.3.1 Straight Run with RB or QB

5.3.1.1 After both coaches have completed their formations and declare they are set, and any/all audibles are performed, the offensive coach will declare the number of the individual who will carry the ball.

5.3.1.2 The defensive coach will operate the switch until completion.

5.3.1.3 The board is then turned on. Once the ball carrier goes 10 yards from the line of scrimmage and remains untouched by the defense, the defense may stop the board

(only once) and adjust all their unengaged players toward the ball carrier. The defense has 20 seconds to complete their adjustments. The defensive coach may also elect to shake the box at this time. The board will then be turned back on and the play will be run to completion.

5.3.2 QB Run/Pass Option

5.3.2.1 The QB must be on a mobile base to start the play. As such, there is no option to scramble.

5.3.2.2 The offensive coach controls the switch and can turn the board off one time only. After stopping the board he will either declare “Pass” or “Run with the QB.” If he declares “Pass” please refer to the rules governing the pass which follow. If he decides to run he will then hand the switch to the defensive coach.

5.3.2.3 At this point neither coach can make any adjustments. The defensive coach will then turn the board on to resolve the play following the rules for a running play.

5.3.2.4 Once the QB goes 10 yards from the line of scrimmage and remains untouched by the defense, the defense may stop the board (only once) and adjust all their unengaged players toward the ball carrier. The defensive coach may also elect to shake the box at this time. The board will then be turned back on and the play will be run to completion.

5.4 Passing

5.4.1 Eligible Receivers

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

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

5.4.1.3 Eligible receivers can be engaged or unengaged, and can have fallen down. Eligible receivers must not have run out of bounds. They are not eligible for a pass regardless of the fact if they went out-of-bounds and came back in.

5.4.2 Passing Plays

5.4.2.1 After both coaches have completed their formations and declare they are set, and any/all audibles are performed, for a passing play, the offensive coach will retain control of the switch.

5.4.2.2 After stopping the board, the offensive coach has three options:

- (a) Use the Run Option (provided he began the play on a mobile base – see 5.3.2)
- (b) Attempt the pass
- (c) Scramble (provided he began the play on an immobile base). Scrambles will be covered separately.

5.4.2.3 If passing, the offensive coach must identify his intended receiver by calling out his number. Once an offensive coach has identified a receiver he cannot switch to another receiver. If the offensive coach fails to identify his receiver prior to throwing/completing the pass, a completed pass will result in the receiver being down at the spot of the completion.

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

5.4.2.5 For attempting the pass, the TTQB will be placed within the space that the base of the QB occupied when the board was turned off. After completion of the pass (or interception) the TTQB will be replaced at the same spot with the original QB.

5.4.3 Pass Completion

5.4.3.1 A TTQB pass is complete when the ball is thrown to an eligible receiver and hits the player or his base directly without hitting the playing field or another player first. It is up to the referee to determine if a pass is completed or not. Rulings of the referee are subject to the challenge rule. If the pass hits an eligible receiver, but not the intended receiver, the pass is complete but the ball is down at the spot of the receiver who caught the ball.

5.4.3.2. A receiver, who is eligible, may catch a ball if he is engaged with a defender or has fallen down and remains inbounds; however, he will be down at that spot and further forward progress is not allowed.

5.4.3.3 After completion of the pass, the defense has 20 seconds to adjust all unengaged players to make the tackle. The box can also be shaken at this time. After all pivots have been completed the defense will now run the switch for the completion of the play.

5.4.3.4 A TTQB pass is incomplete when it hits the playing field or ground prior to hitting a receiver. In the event the pass hits an ineligible offensive player first, a 5-yard penalty will be assessed on the offense from the previous spot plus loss of down.

5.4.3.5 A TTQB pass is intercepted whenever it hits any defensive player (engaged or unengaged) first while in the air. The defensive player must be inbounds to be eligible to make the interception. In the event the ball is intercepted, the defense is allowed to run the ball from the point the interception occurred (if the defender is unengaged). The defense will be allowed 20 seconds to adjust all unengaged players for blocking. The offense will then have 20 seconds to adjust all unengaged players to make the tackle. The defense will then pivot the player who made the interception in any direction they choose. The team who threw the interception will control the switch.

5.4.3.6 During a pass completion (or interception) with the TTQB, the box may be shaken prior to the player running with the ball. A role of double 2 results in a dropped pass.

5.5 Sacks

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

5.5.2 The quarterback may drop back not farther than fifteen yards behind the line of scrimmage. If his base completely exceeds the 15-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point.

5.6 Scramble

5.6.1 If a stationary QB is used, the offense is allowed the scramble option. If the QB begins the play as a mobile QB with the ball at the beginning of the play, he cannot scramble.

5.6.2 The play is started as a pass play with the offensive coach controlling the switch. The offense then stops the board (at which time the 20 second passing clock begins) and can then call scramble rather than attempting a pass. Once the coach calls

scramble the 20 second clock is temporarily halted. The defense now has 20 seconds to adjust all unengaged players toward the QB or any other offensive player they choose. The offensive coach will then substitute a mobile QB for the stationary QB and may pivot his QB from that spot and aim him in a new direction.

5.6.3 The offensive coach now has the choice to either declare a run from that point or to keep the run/pass option open. If the offensive coach decides that he wants to run their QB at this time, he must declare this and the defense will now be given control of the switch. The play will be completed in accordance with the rules of a running play.

5.6.4 If the offensive coach decides to scramble keeping his run or pass option open he retains control of the switch. The offense is allowed to turn the board back on to scramble the QB and is allowed one more stoppage of the board. After stopping the board for a second time, the offensive coach must now declare run or pass (the 20 second passing clock is re-started with whatever time is left on it when the board is stopped for the second time). If he declares run then the switch is handed to the defensive coach and the play will be completed in accordance with the rules of a running play. If he declares pass, the offensive coach must now attempt the pass in accordance with the passing rules.

5.6.5 During the course of the scramble, if the QB passes the line of scrimmage while the offensive coach is in control of the switch, once he has achieved a three yard gain, the play is dead at that spot. A 10 yard penalty from the original line of scrimmage and loss of down will be enforced.

5.6.6 There are only two scrambles allowed per team, per half.

5.7 Spiking the Ball

5.7.1 In order for an offensive coach to spike the ball to stop the clock in the last two minutes of the game, the following procedure must be followed:

- Prior to placing the center, the offensive coach needs to state “Hurry up– Spike.”
- After setting up in a proper offensive formation, the offensive coach calls “Spike” and the clock will be stopped at that point.
- Failure of the offensive coach to call “Hurry up – Spike” prior to the placement of the center will result in the 35/45 second clocks being run in their normal fashion.

6 Special Teams

6.1 Kickoffs

6.1.1 The kicking team lines up at their own 30-yard line (considered their line of scrimmage). The receiving team begins their formation at the kicking team's 45 yard line.

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

6.1.3 The kicking team then shakes the box to determine the distance and hang time:

- a) 01 – 05 Out of bounds. Possession begins on receiving team 40 yard line
- b) 06 – 35 = 15 yard line with 3 seconds down (2 on 620/308 size boards)
- c) 36 – 65 = 10 yard line with 3 seconds down (2 on 620/308)
- d) 66 – 85 = 5 yard line with 4 seconds down (3 on 620/308)
- e) 86 – 95 = End zone with 4 seconds down (3 on 620/308)
- f) 96 – 100 (and 00) Out of the back of the End zone. Take it at the 20.

6.1.4 After determining the yard line that the kick will be returned from, the kicking team decides the spot that the ball will be returned from by placing a stationary figure on or between the hash marks. During the kickoff, the kick returner must remain stationary until time allowed for hang time is complete.

6.1.5 Should a player from the kicking team run past the designated return yard line during the hang time run-off, it will be ruled a touchback and the receiving team will take possession of the ball at their own 20 yard line. The front of the player's base just needs to pass the return yard line.

6.1.6 After the period for hang time has been run off and the kick is to be returned the receiving team will replace the stationary figure with the actual kick returner. The receiving team will now have 20 seconds to redirect all unengaged players for blocking. The kicking team will then have 20 seconds to adjust any of their unengaged players toward the ball carrier. Players that have run out of bounds may be brought back into the field of play and adjusted at that point as well. Once the kicking team has adjusted, the receiving team will aim the kick returner in the direction of

their choice and the play will then resume until the kick returner is tackled, runs out-of-bounds or scores.

6.1.7 The board may be stopped for a shake of the box after the ball carrier passes the 20 yard line.

6.1.8 The game clock will not start until the receiver begins to run during the kickoff.

6.2 Onside Kicks

6.2.1 An onside kick may be attempted in the 3rd or 4th quarter providing the kicking team is behind in the score. The kicking team must inform the receiving team of the onside kick attempt. The kicking team lines up at their 40 yard line and the receiving team will line up at their 40 yard line. If the ball goes 10 yards from the spot of the kick and the ball remains inbounds, the attempt is good. If the ball goes 10 yards and bounces back toward the kicking team, the ball is in play. If the ball goes farther than 20 yards from the spot of the kick, the closest receiver to the ball will run the ball and the onside kick attempt has failed.

6.2.2 Once the kick is determined to be a successful onside kick, there will be no adjustment of any players by either side. The switch will be turned on and the first player to touch the ball with their base will recover the onside kick. In the event that no player touches the ball after 10 seconds, all unengaged players may be directed toward the ball. Once a player touches the ball, he is now the ball carrier. The team who did not recover the kick may redirect any unengaged players on the ball carrier and the team who recovered the kick may then aim the ball carrier from the spot of the recovery.

6.2.3 The kicking team has two onside kick attempts in the event the ball goes out-of-bounds or goes less than 10 yards on the first attempt. In the event the ball goes out-of-bounds or goes less than 10 yards on the first attempt, a 5-yard penalty will be assessed to the kicking team. In the event the ball goes out-of-bounds or goes less than 10 yards on the second onside kick attempt, the receiving team will take the ball at the kicking team's 40-yard line and play begins at that point.

6.3 Punting

6.3.1 Punts can be attempted on any down but are typically saved for 4th down. Punts must take place on 4th down providing that the offense has not crossed their opponents' 46 yard line (must have reached their opponents 45 yard line). Punts are not mandatory in the final 2 minutes of the second quarter or in the 4th quarter, providing a team is trailing in the score.

6.3.2 The offensive coach is not required to inform the defensive coach of their intent to punt.

6.3.3 The team receiving the punt must identify the player who will be returning the punt. The punter cannot be farther than 15 yards from the line of scrimmage and no closer than 8 yards from the line of scrimmage. The punter must remain in a straight line behind the center.

6.3.4 During set-up the punting team will designate two players as gunners- the receiving team must provide a 10 yard cushion in guarding the gunners. When the teams are set, one (1) second will be given for a rush. Should a defensive player make contact with the punter the punt is considered blocked and the receiving team will take over at the spot of the punter. If contact is not made then the punting team has 20 seconds to redirect any unengaged players and, if they used an immobile base for their punter, they can also replace the punter.

6.3.5 After the rush, a period of up to 4 seconds (see punting chart) will be given for hang time. During a punt, the receiving team may elect to fair catch and be down at the spot or return the ball regardless if an offensive player has passed the spot of the player.

6.3.6 The punting team will simulate their punt by shaking the box and identifying on the two 10 sided dice the distance of the punt. The black die will represent the first number of the punt yardage and the white die will represent the second number. Punting distances on the two dice are as follows:

Percentage Roll

01 - 10	25-yard punt	No Return
11 - 20	30-yard punt.	No Return
21 - 30	35-yard punt.	No Return
31 - 40	40-yard punt.	No Return
41 - 70	45-yard punt	
71 - 75	50 yard punt	
76 - 80	55 yard punt	
81 - 85	60 yard punt	
86 - 90	65 yard punt	
91 - 95	70 yard punt	
96 - 00	75 yard punt	



This roll is a 48, a 45-yard punt

6.3.7 You also use the same number rolled (48 in the example above) to determine the amount of time the board will be run for as follows:

Punting Yds.	620/308/Mini-board times	Monster Board times
0 – 40	No return	No return
41 – 55	3 seconds	4 seconds
56 +	3 seconds	4 seconds

6.3.8 After determining the yard line that the punt will be returned from, the punting team decides the spot that the ball will be returned from by placing a stationary figure on or between the hash marks. During the punt, the punt returner must remain stationary until time allowed for hang time is complete.

6.3.9 After the period for hang time has been run off and the punt is to be returned, the receiving team will replace the stationary figure with the actual punt returner. The punting team will then have 20 seconds to adjust any of their unengaged players toward the ball carrier. Once the punting team has adjusted, the receiving team will aim the punt returner in the direction of their choice and the play will then resume until the punt returner is tackled, runs out-of-bounds or scores.

6.3.10 The board may be stopped for a shake of the box after the punt returner goes 10 yards.

6.3.11 The game clock will not start until the ball carrier begins to run during the punt return.

6.3.12 Coffin corner kicks. The punting team must be between the opponents 20 – 45 yard line. There is no attempted punt block nor punt return. The result of the punt is solely determined by the shake of the box as follows:

01-05	Take it on the 5 yd line
06-10	Take it on the 6 yd line
11-30	Take it on the 15 yd line
31-96	Take it on the 20 yd line
97 - 00	Blocked

6.4 Field Goals

6.4.1 In order to attempt a field goal the offense must reach the opposing team's 45 yard line. The maximum amount a field goal may be attempted in the BAM is 63 yards (kicking team's 47-yard line) from the spot of the kicker. The kicker must be lined up exactly 8 yards behind the line of scrimmage.

6.4.2 Field goals will be attempted with the board turned on. The offense and defense will both set up their players and the kicking team will instruct the referee to turn the board on by announcing "Ready" at which point the board is turned on and the kick is attempted. Should a defensive player make contact with the kicker or the kicking team's coach (fingers, hand, arm etc.) prior to the field goal attempt, the kick is considered blocked and the defense will take over the ball at the spot of the kicker.

6.4.3 In the event the field goal is missed, the opposing team takes over from the spot of the kick. If the spot of the kick is inside the 20-yard line, the spot of the ball will be at the 20-yard line for the change of possession.

6.4.4 The kicker's base may be flat on the field or tilted provided some portion of the base remains in contact with the field.

6.4.5 If the box is shaken prior to the kick attempt, all penalties and fumbles apply. If the box is shaken after a kick attempt, fumbles do not apply.

6.5 Fake Field Goal

6.5.1 Since the defense is under no rule to let the offensive player release freely from the line of scrimmage, a fake field goal is permitted. After both teams are set the offensive coach calls "fake." The offense may either run or pass the ball to attempt a fake field goal. The TTQB kicker may then be replaced by another figure in the same location & direction as the TTQB kicker. If it is a run play the offensive coach then calls the number of the ball carrier (either the holder or the kicker) and gives control of the switch to the defense. As with all running plays, if the ball carrier gains 10 yards, the board can be stopped by the defense and all unengaged players can be turned towards the runner.

6.5.2 If the offensive coach wishes to pass, only the two tight ends are eligible receivers on the line. During such a pass, the board may only be turned on for a period not to exceed 4 seconds by the offensive coach.

6.5.3 If the pass is complete, the defense may adjust all unengaged players towards the receiver.

6.6 Extra Point (1 point)

6.6.1 After a touchdown, the team scoring the touchdown may elect to kick an extra point or go for two points by performing a running or passing play from the 2-yard line.

6.6.2 Extra points will be attempted with the board turned on. The offense and defense will both set up their players and the kicking team will instruct the referee to turn the board on by announcing “Ready” at which point the board is turned on and the kick is attempted. Should a defensive player make contact with the kicker or the kicking team’s coach (fingers, hand, arm etc.) prior to the extra point attempt, the kick is considered blocked and the extra point is no good.

6.6.3 If the box is shaken prior to the kick attempt, all penalties and fumbles apply. If the box is shaken after a kick attempt, fumbles do not apply. A fumble during an extra point attempt results in the extra point attempt being no good. The team that originally scored the touchdown will then kick-off.

6.7 Two point conversions (2 points)

6.7.1 The offense may elect to attempt a 2-point conversion after a touchdown with the ball being spotted at the 2-yard line. The play is run under the same rules for running and passing plays.

6.7.2 If the box is shaken prior to a score on a 2-point conversion attempt, all penalties, fumbles and injuries apply. If the box is shaken after a score, fumbles do not apply.

6.8 Free Kick After a Safety

6.8.1 After a safety, the team surrendering the safety will then free kick from their own 20-yard line. The receiving team will line-up on the kicking team’s 35-yard line. The kicking team will then follow the kicking procedures as prescribed in 6.1 (onside kicks are not allowed following a safety).

7 Fumbles Injuries & Penalties

"The Box"

FUMBLE	INCOMPLETE	INJURY - Minor	INJURY - Major	PENALTY - Minor	PENALTY - Major								
DD (1, 3, 5) on the Offense EH (2, 4, 6) on the Defense	Dropped pass whether catch or interception. (Fumble if caught)	DD (1, 3, 5) on the Offense EH (2, 4, 6) on the Defense	DD (1, 3, 5) on the Offense EH (2, 4, 6) on the Defense	DD (1, 3, 5) on the Offense EH (2, 4, 6) on the Defense	DD (1, 3, 5) on the Offense EH (2, 4, 6) on the Defense								
PLAYER DESIGNATIONS - (Injuries or Penalties)													
Die Roll ==>	1	2	3	4	5	6	7	8	9	10	11	12	
Offensive Player	K	QB	FB / HB /	TB / RB	TE	RWR	LWR	C	RG	LG	RT	LT	
Defensive Player	P	RDT	LDT	RDE	LDE	MLB	RLB	LLB	LCB	RCB	LS	RS	
LENGTH of INJURY													
DOUBLE 3's and 4's	Die Roll =>	1	2	3	4	5	6	7	8	9	10	11	12
	3 & 3	1 Plaq	2 Plaq	3 Plaq	4 Plaq	5 Plaq	6 Plaq	7 Plaq	8 Plaq	9 Plaq	10 Plaq	11 Plaq	12 Plaq
	4 & 4	4 Plaq	8 Plaq	10 Plaq	10 Plaq	10 Plaq	20 Plaq	4 Plaq	20 Plaq	20 Plaq	20 Plaq	20 Plaq	20 Plaq
PENALTY !!													
5 & 5 Minor Penalty	Offense	1) Offsides 2) False Start 3) Delay of Game 4) Illegal Shift 5) Illegal Motion 6) Face Mask (5 Yrds) 7) Ineligible Recvr Dwnfld 8) Illegal Formation 9) Off Setting 10) Pushing Runner 11) Offensive Pass Interference (10 Yrds) 12) Tripping (10 Yrds)											
	Defense	1) Encroachment 2) Illegal Substitution 3) Incidental Face Mask 4) Neutral Zone 5) Offsides 6) Off Setting Penalties 7) Incidental Face Mask 8) Unabated to QB 9) Defensive Holding (5 Yds, Auto 1st) 10) Illegal Contact (5 Yds, Auto 1st) 11) Tripping (10 Yds) 12) Illegal Hands to the Face											
6 & 6 Major Penalty	Offense	1) Holding, 10 Yds, Rpt LOS 2) Interference, 10 Yds Rpt LOS 3) Illegal Block, 10 Yds Rpt LOS 4) Chop Block, 15 Yds Rpt LOS 5) Clipping, 15 Yds from LOS, Rpt 6) Illegal Crackback, 15 Yds Rpt LOS 7) Unsportsmanlike Conduct, 15 Yds EOP 8) Unnecessary Roughness 15 Yds EOP 9) Hands to Face 10Yds Rpt LOS 10) Grounding 10Yds, Loss of Down LOS 11) Punching Player - Ejection 15 Yds EOP, \$1 Fine 12) Personnel Foul 15 Yds LOS											
	Defense	1) Holding 5 Yds Auto 1st 2) Tripping 10 Yds Rpt LOS 3) Late Hit 15 Yds Auto 1st EOP 4) Roughing Passer/Kicker 15 Yds Auto 1st 5) Flagrant Face Mask 15 Yds Auto 1st EOP 6) Unnecessary Roughness 15 Yds LOS Auto 1st 7) Unsportsmanlike Conduct 15 Yds LOS 8) Spearing 15 Yds Auto 1st EOP 9) Removing Helmet 15 Yds EOP 10) Shoving Official - Ejection 15 Yds EOP \$1 Fine 11) Pass Interference Auto 1st SOF 12) Illegal Contact 5 Yds Auto 1st											
Vers. 4.1													

7.1 The Box

7.1.1 The box will be divided into 3 compartments: The Center Compartment will contain 2 six-sided dice. The left compartment will contain 1 six-sided dice along with 2 different colored 10-sided die. The right compartment will contain 2 different-colored 12-sided die. All coaches must have a box in order to compete.

7.1.2 The box may be shaken by either coach only once for every play. Once the offense declares "Center Set" and the center is set on the line of scrimmage, the box cannot be shaken for a previous play.

7.1.3 The box may be shaken immediately after or during every play for the following events:

- (a) After a running back goes 10 yards from the line of scrimmage
- (b) After a catch
- (c) Before or after a score
- (d) After any tackle
- (e) Before any extra point or field goal attempt once the kicking team is set and before the snap.

7.1.4 If the box is shaken after any score, only penalties and injuries will apply, fumbles will not be considered after a score. Likewise, if a pass is to be attempted to an eligible receiver that is in the end zone, the box must be shaken before the pass is attempted, otherwise only penalties and injuries will apply.

7.1.5 Injuries do not apply on any special teams play.

7.2 Fumbles & Interceptions

7.2.1 After each play, the offensive team may shake the Action Box or if the defensive team requests the offensive team to shake the Action Box, it must be shaken. Once the box is shaken, the following sequence depicts a fumble:

1. Shake the box
2. If the two six-sided dice land on double 1s only, a fumble has occurred.
3. To determine whether the offense or defense recovers, look at the compartment which house the one six-sided dice.
4. If the six-sided die lands on even numbers, the defense recovers. If the six-sided die lands on odd numbers, the offense recovers.

7.2.2 Should the offense recover the fumble, it can be advanced from that spot.

7.2.3 Should the defense recover the fumble, the ball is considered down at the spot of the original ball carrier. Mark the spot of the ball from the forward most part of the original ball carriers base (facing the goal in which he was attempting to score).

7.2.4 In the event that the ball carrier has already run out of bounds when the box is shaken, there cannot be a fumble.

7.2.5 If a pass is attempted and incomplete, if double ones are rolled and there is a fumble recovered by the defense, the spot of the ball shall be from the spot of the QB

at the time of the pass. It shall be as if the pass was never attempted and the QB dropped the ball.

7.3 Injuries

7.3.1 Injuries may occur after each play if the coaches elect to shake the box.

7.3.2 After each play, the offensive team may shake the Action Box or if the defensive team requests the offensive team to shake the Action Box, it must be shaken. Once the box is shaken, the following sequence depicts an injury:

1. Shake the "Action Box".
2. If the two six-sided dice land on double 3s or 4s only, an injury has occurred.
3. To determine whether it is an offensive or defensive player who is injured, look at the compartment which houses the one six-sided dice.
4. If the six-sided die lands on even numbers, it is a defensive player that is injured. If the six-sided die lands on odd numbers, it is an offensive player that is injured.
5. You would then look at the two 12 sided die to determine the player who is injured and the severity of the injury. Prior to the game it should be determined which of the two colored die will represent the player and which one will represent the length of the injury.

7.3.3 The following are the player designations based on the 12 sided die:

PLAYER DESIGNATION

Offense

- 1-Null
- 2-Quarterback
- 3-Fullback
- 4-Tailback
- 5-Tightend
- 6-Right Wide Receiver
- 7-Left Wide Receiver
- 8-Center
- 9-Right Guard
- 10-Left Guard
- 11-Right Tackle
- 12 Left Tackle

Defense

- 1-Null
- 2- Right Defensive Tackle
- 3-Left Defensive Tackle
- 4-Right Defensive End
- 5-Left Defensive End
- 6- Middle Linebacker
- 7-Right Linebacker
- 8-Left Linebacker
- 9-Right Cornerback
- 10- Right Cornerback
- 11-Right Safety
- 12-Left Safety

7.3.4 After identifying the injured player the severity of the injury will be determined by looking at the other 12 sided die. Please refer to the chart below to determine the length of the injury.

DOUBLE 3's and 4's	LENGTH of INJURY												
	Die Roll =>	1	2	3	4	5	6	7	8	9	10	11	12
	3 & 3	1 Play	2 Plays	3 Plays	4 Plays	5 Plays	6 Plays	7 Pays	8 Plays	9 Plays	10 Plays	11 Plays	12 Plays
4 & 4	4 Plays	8 Plays	1 Otr	10 4Plays	10 8 Plays	2 Otrs	2 Otr 4 Plays	3 Otrs	3 Otrs	3 Otrs	Done!	Done!	

7.3.5 All players who are injured will be surrendered to the referee immediately. The coach who loses the player due to injury will not be allowed to touch the player again until the prescribed time as passed. The player will be secured by a BAM official for the duration of his injury.

7.4 Penalties

7.4.1 After every play from scrimmage, the box may be shaken if a coach elects or directs the other coach.

1. Shake the "Action Box".
2. If the two six-sided dice land on double 5s or 6s only, a penalty has occurred.
3. To determine whether it is an offensive or defensive player who has committed the penalty, look at the compartment which houses the one six-sided dice.
4. If the six-sided die lands on even numbers, the penalty is on the defense. If the six-sided die lands on odd numbers, the penalty is on the offense.
5. You would then look at one of the two 12 sided die to determine the penalty to be enforced. Prior to the game it should be decided which of the two 12 sided die colored die will be used to determine the actual penalty.

7.4.2 Please refer to the chart below to determine the actual penalty:

PENALTY!!	
5 <small>Minor Penalty</small>	<p>1) Offsides 2) False Start 3) Delay of Game 4) Illegal Shift 5) Illegal Motion 6) Face Mask (5 yds)</p> <p>7) Ineligible Recvr Dwnfld 8) Illegal Formation 9) Off Setting 10) Pushing Runner 11) Offensive Pass Interference (10 Yrds) 12) Tripping (10 Yrds)</p>
5 <small>Minor Penalty</small>	<p>1) Encroachment 2) Illegal Substitution 3) Incidental Face Mask 4) Neutral Zone 5) Offsides 6) Off Setting Penalties 7) Incidental Face Mask 8) Unabated to QB 9) Defensive Holding (5 Yds, Auto 1st) 10) Illegal Contact (5 Yds, Auto 1st) 11) Tripping (10 Yds) 12) Illegal Hands to the Face</p>
6 <small>Major Penalty</small>	<p>1) Holding, 10 Yds, Rpt LOS 2) Interference, 10 Yds Rpt LOS 3) Illegal Block, 10 Yds Rpt LOS 4) Chop Block, 15 Yds Rpt LOS 5) Clipping, 15 Yds from LOS, Rpt 6) Illegal Crackback, 15 Yds Rpt LOS 7) Unsportsmanlike Conduct, 15 Yds EOP 8) Unnecessary Roughness 15 Yds EOP 9) Hands to Face 10Yds Rpt LOS 10) Grounding 10Yds, Loss of Down LOS 11) Punching Player - Ejection 15 Yds EOP, \$1 Fine 12) Personnel Foul 15 Yds LOS</p>
6 <small>Major Penalty</small>	<p>1) Holding 5 Yds Auto 1st 2) Tripping 10 Yds Rpt LOS 3) Late Hit 15 Yds Auto 1st EOP 4) Roughing Passer/Kicker 15 Yds Auto 1st 5) Flagrant Face Mask 15 Yds Auto 1st EOP 6) Unnecessary Roughness 15 Yds LOS Auto 1st 7) Unsportsmanlike Conduct 15 Yds LOS 8) Spearing 15 Yds Auto 1st EOP 9) Removing Helmet 15 Yds EOP 10) Shoving Official - Ejection 15 Yds EOP \$1 Fine 11) Pass Interference Auto 1st SOF 12) Illegal Contact 5 Yds Auto 1st</p>
Vers. 4.1	

7.4.3 All fouls committed by the offensive team (ID by position of player causing the infraction) behind the line of scrimmage (except in the end zone) shall be penalized from the previous spot. If the foul is in the end zone, it is a safety.

7.4.4 If a runner is downed behind the line of scrimmage (except in the end zone) and the foul by an offensive player is beyond the line of scrimmage, enforcement shall be from the previous line of scrimmage. If the runner is down in the end zone it is a safety.

7.4.5 All defensive fouls shall be assessed from the spot of the ball, if the line of scrimmage is crossed. If the ball does not cross the line of scrimmage, the penalty shall be assessed from the previous line of scrimmage.

7.4.6 If the penalty is pass interference, regardless of the position of the offending defensive player, the ball is downed at the spot of the intended receiver if the pass is not completed. If the intended receiver is behind the line of scrimmage, assess a 15-yard penalty from the previous spot.

7.4.7 If the offense, when in control of the switch during a passing play or scramble, starts the board, turns it off and turns it on and off again for any reason (for example an accidental double-click), a 15-yard penalty shall be assessed from the previous spot, plus a loss of down.

7.4.8 If the offense/QB, during a scramble, goes more than 3 yards past the line of scrimmage without passing the switch to the defensive coach, the offensive team shall be penalized 10 yards from the previous spot, plus a loss of down.

7.4.9 The team not committing the infraction may have the option of declining any penalty. If the penalty is accepted, yardage will be assessed, but there will be no loss of down, unless there is a personal foul or as otherwise stated above.

7.4.10 In the event of a defensive penalty prior to the snap, the referee and offensive coach shall note the penalty. Before the penalty is assessed against the defense, the play shall proceed as a “free play” for the offense. At the end of the “free play”, the offense has the opportunity to accept or decline the penalty.

7.5 Challenge Rule

7.5.1 When there is a disagreement between the referee and a coach regarding a pass completion or ball spotting the coach can challenge the call. If the play is obvious to everybody involved, a challenge cannot be requested.

7.5.2 The challenging coach will designate which of the two 12-sided dice will be used for the challenge and then shake the box. If the number is 1 through 4 the call on the field is overturned. If the number is 5 or higher the call on the field is upheld and the challenge is denied.

7.5.3 If the challenge is denied, the team that challenged the call loses a timeout. If a team wins a challenge, they do not lose a timeout. Each team is allotted 2 challenges per half. A team cannot initiate a challenge if they are out of time-outs.

7.5.4 You cannot challenge the outcome of any shake of the box.

8 Definitions

8.1 Approved Ruling (AR): Disputed calls of the referee will be arbitrated by the Commissioner. An Approved Ruling (AR) is an official decision on a given statement of facts and serves to illustrate the intent, application, or amplification of a rule.

8.2 Blocking

8.2.1 Blocking is defined as the physical engagement between two players from the opposing teams. If and only if any type of contact between the bases of the opposing players occurs, this is considered blocking.

8.2.2 If a player is engaged (base touching base) in blocking, he cannot be adjusted to react on a play.

8.3 **Challenge** – see Section 7.5

8.4 **Cover Corners & Vertical Linemen (football figures.com)**

Cover corners are defined as **any figure** whose arms are modified to be outstretched forward and are capable of grabbing an opposing figure to impede their progress down the field. Only two cover corners are allowed on the field at a time per team on defense. Cover corners are not permitted on the down line position on defense. They can be used as offensive linemen and must be designated by numbers ranging from 50 to 79.

8.5 Field Goal – see Section 6.4

8.6 Foul: Any violation of a playing rule.

8.7 Fumble: This is done only by the shake of the box (see Section 7.2).

8.7.1 For a fumble where the offense retains possession of the ball, the ball can be advanced.

8.7.2 For a fumble where the defense recovers, the ball is down at the spot of the fumble based on the forward progress of the original ball carrier.

8.8 Kickoff – see Section 6.1

8.9 Offside

8.9.1 A player is offside when any part of his base is beyond the line of scrimmage or free kick line when the ball is put in play.

8.9.2 A cover corner is offside if any part of its body or base crosses the line of scrimmage.

8.9.3 A 5-yard penalty will be assessed for any offside penalty.

8.10 Out-of-Bounds and Inbound Spot

8.10.1 A player is out-of-bounds when any part of his base touches a boundary line.

8.10.2 The inbounds spot is always the most forward spot of the player's base. You cannot spot the ball until forward progress has stopped (i.e. wherever the forward progress of the player's base stops after the switch is turned off). In the event the switch is not turned off after contact, it will be up to the referee to spot the ball.

8.10.3 The ball will be spotted to the left or right of the center hash marks of the field if the play goes outside of the hash marks. The ball will be spotted at the exact spot of the tackle if the tackle was made inside the center hash marks.

8.10.4 If, at any time, a receiver goes out of bounds he is ineligible to receive a pass. If no referee is present this call can be challenged. If there is a referee then he will have the final decision which could be subject to the challenge rule.

8.11. Passing – see Section 5.4

8.12 Play Clock: 35/45/20 second clock. There are 3 primary play clocks in the BAM. The 35-second play clock is used for the offense to set up, the 45-second play clock is used for the defensive alignment, and the 20-second clock is used for quarterback passing once the board has been stopped for the passing attempt.

8.13 Pocket Area: Applies from a point two yards outside of either offensive tackle and includes the tight end if he drops off the line of scrimmage to pass protect. Pocket extends straight back towards the offensive team's own goal line.

8.14 Safety (2 points)

8.16.1 A safety occurs when a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone.

8.16.2 A safety also occurs when any part of an offensive ball carrier's base crosses the back of the end zone or out-of-bound markers in the end zone.

8.16.3 After a safety, the team surrendering the safety will then free kick from their own 20-yard line. The kicking team will then follow the kick-off procedures as outlined in Section 6.

8.15 Scramble – see Section 5.6

8.16 Suspended player(s) A suspended player is one who must be withdrawn for at least one down for correction of illegal equipment, or illegal base. Play shall not stop to correct the player. The player may be put back in the game once his equipment is within standards.

8.17 Tackle

8.17.1 Any part of a ball carrier's base that comes in contact with any part of an opposing team's base (base to base contact) is considered a tackle.

8.18 Unsportsmanlike Conduct

8.18.1. Good sportsmanship is an absolute must in competition. Electric football is about having fun and playing the game as realistically as possible. It is not about humiliating your opponent. Here are some of the penalties that will accompany any unsportsman-like conduct:

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

(b) Abusive language. The goal of the BAM is to incorporate young people into the game of electric football. As men and women of this game, there is something to be said for a "clean mouth." Cursing will not be tolerated in the BAM.

8.18.2 The Commissioner, upon hearing of such a violation will give one written warning to the offending coach during the season. He will then be fined \$10 per offense, not to exceed 2 offenses (beyond the warning) during a season. All games of the offending coach will be forfeited unless the fines are paid to the treasurer of the BAM.

8.18.3 Once a coach reaches his abusive language limits set by the league, he will be removed from the BAM, forfeiting all games and monies paid to the league. He/she will not be allowed to return to the league for a period of two years from the date of removal from the league.

8.18.4 Throwing your team or any individual on your team will not be tolerated in the BAM. The referee will penalize the offending coach 15 yards if such an action occurs.

8.18.5 Arguing with the referee. A coach may dispute a call, but if he begins to get abusive toward the official, he will be flagged with an unsportsmanlike conduct penalty. If a second flag is thrown for this same offense (at the official's discretion), the violator will automatically forfeit the game and be counseled by the Commissioner. Upon a second forfeiture of game for this offense, the individual will be removed from the BAM and not be allowed to return to the league for a period of two years from the date of the removal from the league.

8.18.6 Insubordination. Any coach found to be insubordinate of league rules, league officers, officials or referees will be dismissed from the league for a period of two years by the Commissioner.