

EFG

THE NATIONAL
**ELECTRIC FOOTBALL GAME
MUSEUM™**

ELECTRIC FOOTBALL CONVENTION AND SUPER BOWL TOURNAMENT



Historical Preservation Project

by

The National Electric Football Game Museum

nefgm.org

In January of 1996, Miggle Toys, then the maker of Tudor Games Electric Football, held their first ever National Convention of Electric Football, this followed the previous years Super Bowl of Electric Football held in January of 1995. This began a 17 year tradition of what later became to be known as the “Official International Electric Football Convention and Super Bowl of Electric Football” The last being held in 2011 and billed as “Miggle Toys Official Electric Football Super Bowl and Convention”

The first convention I attended was held in Philadelphia, PA in 1999. This came after rediscovering the game in 1997 and finding out about all the people who were still playing the game and about the leagues and tournaments that were being held all around the country. And although I was not able to attend all the Miggle Conventions during the time that they were being held, I was able to attend the last one held in Columbus, OH.

I have always been a person to save things and the rules from these conventions and tournaments are something that I felt were worth saving. As a result, I still have the original pass out copies from most of these tournaments and some of the other information from them as well.

This booklet is a compilation of those rules and information.

Although there is a lot of duplication in this information, there are certain elements of them that help to date certain artifacts and provide other records of importance to the history of the game that I have found to be very beneficial in some of my research.

I hope you will find this information beneficial as well.

If anyone should happen to have copies of the ones that are missing from this publication and that you would be willing to donate or share, please contact the museum at nefgm2019@gmail.com

RULES FOR 1999 EFL WILD CARD TOURNAMENTS

1. There will be two 16-team Wild Card Tournaments, divided into AFC and NFC Conferences. In the event that more than 32 players sign up, tournament officials will draw names randomly to determine "qualifying" games for entry into the main draws.
2. Contestants can sign up for the Wild Card Tournament between 8-9 a.m. on Saturday, January 23, 1999, at the entrance to the Convention in the Holiday Inn City Line. All coaches will put their entries into either the AFC or NFC bowl, and all entries will be treated equally, regardless of what time the card was filled out.
3. Entrants will be able to request participation in either the AFC or NFC draw, and tournament officials will try to meet everyone's request. For purposes of numerical balance, however, it may not be possible for tournament officials to meet everyone's choice.
4. Seedlings, placements, byes and qualifying spots will all be determined by a blind draw coordinated by tournament officials.
5. All coaches will be permitted to utilize their own players during the entire Wild Card Tournament, subject to any limitations outlined in the Official 1999 Super Bowl Rules Book. Winners of coin tosses at the beginning of each game will choose what team they want to coach, whether the team will wear home or away uniforms and whether they want to be on offense first or second. The loser of the coin toss will pick whatever team they want, but will utilize the opposite uniform color of the coin toss winner.
6. Each game begins by Team "A" placing the ball on the 50 yard line, and having a total of four downs to move the ball as far as it can. There are no first downs in the Wild Card Tournaments, and field goal attempts are not permitted.
7. If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began. Team "B" then takes over at the 50 yard line.
8. If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
9. If Team "A" does score a TD, it has one chance to attempt a two point conversion from the opponent's 10 yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.

10. At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50 yard line and going in the opposite direction. The same rules apply for Team "B's" turn as for Team "A."
11. If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team yardage, the game is automatically over and Team "B" is declared the winner.
12. If Team "B" scores a TD after Team "A" does, it, too, tries a two-point conversion from yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
13. If total yardage or total points are equal after each team has had the ball once, each t one more play from the 50 yard line to see who can move the ball further. If the game tied after this overtime period, the players will alert a Tournament Official who will con toss to determine the winner.
14. Coaches may not request or receive help, assistance or advice from anyone else duri course of a Wild Card Game. If such an instance occurs, a Tournament Official shall called to the field to determine what happened. A serious breach of this rule could res disqualification.
15. All other playing rules will be the same as will be found in the Official 1999 EFL Super Rules Book which will govern play in the AFC and NFC Championship Games and th Bowl.

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RULES FOR EFL SUPER BOWL 6 WILD CARD TOURNAMENTS

Saturday, January 20, 2001

- There will be two Wild Card Tournaments, divided into AFC and NFC Conferences. Coaches may enter either draw, but tournament officials reserve the right to assign coaches to either Conference to balance the draws. In the event that more than 32 players sign up for either draw, tournament officials will draw names randomly to determine "qualifying" games for entry into the main draw. If fewer than 32 players sign up, "byes" will be assigned by a random drawing.
- Contestants can sign up for the Wild Card Tournament at the Pro Football Hall of Fame during designated times on Friday evening, Jan. 19, and Saturday morning, Jan. 20. All coaches will put their entries into a "bowl," and all entries will be treated equally, regardless of what time the cards are filled out. Once the draws are written out, no new entries can be accepted.
- Seedings, placements, byes and qualifying spots will all be determined by a blind draw coordinated by tournament officials.
- All coaches will utilize players and bases supplied by Miggle Toys. Tournament officials will assign teams and bases to coaches at the beginning of the Wild Card Tournaments.
- Each game begins with a coin toss. The winner of the coin toss chooses whether they want to be on offense (Team "A") or defense (Team "B") first, and which team they will coach. Team "A" will then place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Wild Card event, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.

If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50 yard line.

- If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
- If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10 yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.
- At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50 yard line and going in the opposite direction. The same rules apply for Team "B's" turn as for Team "A's."
- If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, the game is automatically over and Team "B" is declared the winner.
- If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10 yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
- If total yardage or total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball further. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner.

Coaches may not seek out or receive help, advice or assistance during a Wild Card Game from anyone else. Doing so puts the coach in jeopardy of disqualification by Tournament Officials.

- All other playing rules will be the same as are found in the Official EFL Rules.

RULES FOR EFL SUPER BOWL8
WILD CARD TOURNAMENTS & LEAGUE CHAMPIONSHIP
PLAYOFFS

Saturday, January 19, 2002

- There will be two Wild Card Tournaments, divided into AFC and NFC Conferences. Coaches may enter either draw, but tournament officials reserve the right to assign coaches to either Conference to balance the draws. In the event that more than 32 players sign up for either draw, tournament officials will draw names randomly to determine "qualifying" games for entry into the main draw. If fewer than 32 players sign up, "byes" will be assigned by a random drawing.
- Contestants can sign up for the Wild Card Tournament in the Memphis Marriott East Hotel between 9:00 and Friday evening, Jan. 18, and between 8:30 and 9:15 a.m. on morning, Jan. 19 coaches will put their entries into a " " and all entries will be treated equally, regardless of what time the cards are filled out. **Once the draws are written out, no new entries can be accepted.**
- Seedings, placements, byes and qualifying spots for both tournaments will all be determined by a blind draw coordinated by tournament officials.
- All coaches will utilize players and bases supplied by Miggle Toys. Tournament officials will assign teams and bases to coaches at the beginning of the Wild Card Tournaments.
- Each game in both tournaments begins with a coin toss. The winner of the coin toss chooses whether they want to be on offense (Team "A") or defense (Team "B") first, and which team they will coach. Team "A" will then place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Wild Card event, and field goal attempts are not permitted. Teams can "drive" towards either goal line, and both teams can drive towards the same goal line.
- If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50 yard line.
- If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
- If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10 yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.
- At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50 yard line and going in the opposite direction. The same rules apply for Team "B's" turn as for Team "A's."
- If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, **the game is automatically over and Team "B" is declared the winner.**
- If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10 yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
- If total yardage or total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball further. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner.
- Coaches may not seek out or receive help, advice or assistance during a Wild Card or League Champions Game from anyone else. Doing so puts the coach in jeopardy of disqualification by Tournament Officials.
- All other playing rules will be the same as are found in the Official EFL Rules.

FORMAT FOR EFL SUPER BOWL 9 WILD CARD & LEAGUE CHAMPIONS TOURNAMENTS

January 17-19, 2003

- There will be two Wild Card Tournaments, divided into AFC and NFC Conferences, and two League Champions Tournaments, divided into Eastern U.S. Colleges and Western U.S. Colleges.

Wild Card Tournaments

Coaches may enter either draw, but tournament officials reserve the right to assign coaches to either Conference to balance the draws. In the event that more than 32 players sign up for either draw, tournament officials will draw names randomly to determine "qualifying" games for entry into the main draw. If fewer than 32 players sign up, "byes" will be assigned by a random drawing.

League Champions Tournaments

Qualifiers will be divided into Eastern U.S. and Western U.S. brackets, to be determined by where their leagues are located in relation to the Mississippi River. Miggle Toys' College Teams from the "East" will be assigned to Eastern bracket Coaches; Miggle Toys' College Teams from the "West" will be assigned to Western bracket Coaches.

- Contestants can sign up for the Wild Card Tournament at the College Football Hall of Fame during designated times on Friday evening, Jan. 17, and Saturday morning, Jan. 18. All coaches will put their entries into a "bowl," and all entries will be treated equally, regardless of what time the cards are filled out. **Once the draws are written out, no new entries can be accepted.**
- Seedings, placements, byes and qualifying spots will all be determined by a blind draw coordinated by tournament officials.
- All coaches in both tournaments will utilize players and bases supplied by Miggle Toys. Tournament officials will assign teams and bases to coaches at the beginning of the Wild Card and League Champions Tournaments.
- Each game begins with a coin toss. The winner of the coin toss chooses whether they want to be on offense (Team "A") or defense (Team "B") first, and which team they will coach. Team "A" will then place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Wild Card event, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.
- If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50 yard line.
- If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
- If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10 yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.
- At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50 yard line and going in the opposite direction. The same rules apply for Team "B's" turn as for Team "A's."
- If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, **the game is automatically over and Team "B" is declared the winner.**
- If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10 yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
- If total yardage or total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball further. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner.
- Coaches may not seek out or receive help, advice or assistance during a Wild Card Game from anyone else. Doing so puts the coach in jeopardy of disqualification by Tournament Officials.
- All other playing rules will be the same as are found in the Official EFL Rules.

SILVERMAN MEDIA & MARKETING GROUP, INC.

9TH ANNUAL OFFICIAL ELECTRIC FOOTBALL SUPER BOWL & CONVENTION

COLLEGE FOOTBALL HALL OF FAME, SOUTH BEND, IN

SUPER BOWL 9 FORMAT

Saturday, January 18, 2003

NFL DIVISION		COLLEGE DIVISION	
<u>NFC Wild Card</u> <u>Tournament</u> (Using NFC Teams)	<u>AFC Wild Card</u> <u>Tournament</u> (Using AFC Teams)	<u>League Champions</u> <u>Tournament - -</u> <u>Eastern U.S.</u> (Using College Teams From East of Mississippi River)	<u>League Champions</u> <u>Tournament - -</u> <u>Western U.S.</u> (Using College Teams From West of Mississippi River)

Sunday, January 19, 2003

Morning

NFL CHAMPIONSHIP GAME:

NFC Champion vs. AFC Champion

COLLEGE CHAMPIONSHIP GAME

Eastern U.S. League Champion vs. Western U.S. League Champion

Afternoon - - 1 p.m.

SUPER BOWL OF ELECTRIC FOOTBALL 9:

NFL CHAMPION VS. COLLEGE CHAMPION

OFFICIAL MIGGLE ELECTRIC FOOTBALL TOURNAMENT RULES

- 1.0 TOURNAMENT FORMAT.** The EFL Super Bowl Tournament format consists of Qualifying Rounds and Championship Rounds in a single game elimination format. Each year, the Tournament Sponsor, Miggle Toys, and/or its event coordinators, Silverman Media&Marketing Group, will announce all the specific details for the specific formats of the Qualifying Rounds and Championship Rounds in advance of the convention weekend.
- 1.1 Qualifying Rounds.** The 2003 tournament play begins with the Qualifying Rounds. In the Qualifying Rounds, coaches are placed in either the Wild Card Tournament or the League Champions Tournament. There will be two Wild Card Tournaments, divided into NFC and AFC Conferences; and two League Champions Tournaments, divided into Eastern U.S. Colleges and Western U.S. Colleges. Placements, byes and qualifying spots will all be determined by a blind draw coordinated by tournament officials. The winners from each of the four tournament brackets advance to the Championship Rounds. All games in the Qualifying Rounds will utilize the Single Possession Game Rules.
- 1.1.1 Wild Card Tournament.** Contestants can sign up for the Wild Card Tournament at the College Football Hall of Fame during designated times on Friday evening, January 17, and Saturday morning, January 18, 2003. All coaches will put their entries into a "bowl," and all entries will be treated equally, regardless of what time the cards are filled out. Once the draws are written out, no new entries can be accepted. Coaches may enter either draw, but tournament officials reserve the right to assign coaches to either Conference to balance the draws. In the event that more than 32 players sign up for either draw, tournament officials will draw names randomly to determine "qualifying" games for entry into the main draw. If fewer than 32 players sign up, "byes" will be assigned by a random drawing. Registration for the Wild Card Tournament will occur at the tournament site only.
- 1.1.2 League Champions Tournament.** Positions in the League Champions Tournament are reserved for the champion or representative from leagues registered with Miggle Toys. To qualify, the league champion must have registered prior to the deadline. Qualifiers will be divided into Eastern U.S. and Western U.S. brackets, to be determined by where their leagues are located in relation to the Mississippi River. Miggle Toys' college teams from the "East" will be assigned to Eastern bracket coaches; Miggle Toys' college teams from the "West" will be assigned to Western bracket coaches.
- 1.2 Championship Rounds.** The four winners from the Qualifying Rounds are matched up in the Championship Rounds (semi-finals) as follows: Wild Card NFC winner vs. Wild Card AFC winner for NFL Title; League Champions East vs. League Champions West for Collegiate Title. The winners from each of these two games advance to the EFL Super Bowl Championship Game. All games in the Championship Rounds will utilize the Miggle Toys Official Electric Football Rules.
- 2.0 EQUIPMENT.** Miggle Toys will provide and assign all the equipment used throughout the tournament. This includes figures, bases, numbers, TTQBs, footballs, game boards, and any other required accessories. The equipment may not be modified except for the following: (1) One or more prongs may be removed from a base in order to enhance performance or to create a stationary base. (2) Base prongs may be manipulated (i.e. bending, twisting, or brushing) by hand. No tools (pliers, blades, etc.) may be used to adjust any part of the prongs or base. Only the equipment assigned by Miggle may be used in the tournament.
- 3.0 SINGLE POSSESSION GAME RULES.** All games in the Qualifying Rounds will be played by these rules. Under these rules, each team will have one possession beginning on the 50 yard line. A possession consists of four downs only. Gaining ten yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yardage wins the game. If total yardage and total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball farther. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner. The rules for "Plays From Scrimmage" in the Miggle Toys Official Electric Football Rules apply. The procedures listed below apply to these games.

Each game begins with a coin toss. The winner of the coin toss chooses whether they want to be on offense (Team "A") or defense (Team "B") first. Team "A" will then place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Wild Card event, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.

- If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50 yard line.
- If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
- If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10 yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.
- At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50 yard line. The same rules apply for Team "B's" turn as for Team "A's."
- If Team "A" finishes its turn with net negative yards, all Team "B" has to do is finish any one play with net positive yardage and the game shall immediately end with Team "B" declared the winner. If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, the game is automatically over and Team "B" is declared the winner. A team cannot win by finishing with fewer negative yards than its opponent. A team must finish with net positive yards in order to have a chance at winning the game.
- If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10 yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
- If total yardage or total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball further. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner.
- Coaches may not seek out or receive help, advice or assistance during a Wild Card or League Champions Game from anyone else. Doing so puts the coach in jeopardy of disqualification by Tournament Officials.

4.0 MIGGLE TOYS OFFICIAL ELECTRIC FOOTBALL RULES.

- 4.1 GAME TIMING.** The game is divided into four 15 minute quarters. Once it starts, the game clock runs continuously. Each coach has three time-outs per half, which may be used to stop the game clock. A play clock will be used for setting up plays. Once the play clock starts, the coach on offense has 50 seconds to set up his formation. The coach on defense has an additional ten seconds (total of 60 seconds) to complete his defensive formation. A delay of game penalty (five yards) may be assessed by the referee. A delay of game penalty stops the game clock. In addition, a passing clock will be utilized on passing attempts. After shutting off the board to attempt a pass, the coach on offense has 30 seconds to place his TTQB on the board and complete his pass attempt. Any pass that hits a receiver after the 30 second limit is incomplete. A coach is limited to 15 seconds to make adjustments or angles when allowed.
- 4.2 COIN TOSS.** A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following: (1) Receive the kick-off, (2) Kick-off, (3) Defend the goal of choice, or (4) Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options which still apply. At the start of the second half, the coach who lost the coin toss gets first choice of options 1,2, or 3 (unless the winner of the coin toss selected option 4 at the start of the game).
- 4.3 KICK-OFF PLAYS.** Kick-off plays are run as the first play of each half and after a touchdown or field goal is scored.
- 4.3.1 Kicking Team Formation.** The kicking team sets up all players at or behind its own 30 yard line.
 - 4.3.2 Receiving Team Formation.** The receiving team must have at least five players on the fifty yard line. One player, the kick returner, must be set in its own end zone. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 50 yard line and the receiving team's 5 yard line.
 - 4.3.3 Kick-Off Play Procedure.** When both teams are set, play proceeds in the following manner:
 - (1) The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.

(2) If any player from the kicking team reaches the receiving team's goal line by the end of the four second count, it is an automatic touchback. If no kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the end zone for a touchback or return the kick-off.

(3) If the receiving team decides to return the kick, the stationary player in the kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of *adjust* and *angle*). No other player on the receiving team may be angled or adjusted.

(4) The kicking team may then angle and adjust any of its players that are not engaged (see definition of engaged) with an opposing player.

(5) The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores, or has his forward progress stopped.

On-Sides Kick. A team may attempt an on-sides kick only if it is losing. The procedure for an on-sides kick is as follows: (1) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick. (2) The kicking team then removes one of its players and replaces it with the triple-threat quarterback. (3) The ball is then kicked.

(4) {A} The kicking team will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of ten yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then allowed to adjust and angle any of its players including the kicker toward the football. The receiving team may not make any adjustments. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball, the receiving team gains possession at the spot of the ball.

{B} The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than ten yards, or hits any player on the field, or goes out of bounds. If the ball travels less than ten yards, the play is over and the receiving team takes possession at the spot of the ball. If the ball hits one of the players on the field, the play is over and the receiving team takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at either the spot where the ball went out of bounds or at the receiving team's 40 yard line.

4.4 PLAYS FROM SCRIMMAGE. This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage.

4.4.1 Offensive Formations. The offense must set its players in the following manner:

Interior Offensive Linemen. The interior offensive linemen (center, guards, and tackles) are set on the line of scrimmage with a gap (see definition) or space between them measuring one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted. **Tight Ends and Receivers.** Any tight end or receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked. **Quarterback.** The offense must always have a player designated as the quarterback. The quarterback must be set such that at least part of its base is in the straight line path behind the center's base and no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction. **Runningbacks.** A maximum of two players may be set as runningbacks. A running-back must be set such that its entire base is in the area between the tackles and at least ten but no more than 15 yards behind the line of scrimmage.

4.4.2 Defensive Formations. Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner: **Defensive Linemen.** A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards and between the guards and tackles. **Linebackers and Defensivebacks.** Linebackers and defensivebacks may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles. If they are set five or more yards behind the line of scrimmage, then they may be in the gaps between offensive linemen. If they are set ten or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 4.4.3).

4.4.3 Play Procedure. Plays are run as follows:

1. The offense and defense simultaneously begin to set their players in the desired formations.
2. The offense says, "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.
3. Upon seeing the offense's final set formation, the defense makes its final adjustments and says, "set."
4. The offense may now angle (but not adjust) a maximum of two players in the offensive backfield (i.e. runningbacks and quarterback).
5. In response to Step 4 above, the defense may angle as many players as the offense did, provided that the defenders being angled are at least ten yards behind the line of scrimmage.
6. The offense may elect to make a quarterback substitution (see definition). The defense is not allowed any response to a quarterback substitution.
7. The offense announces the number of the ball carrier. If the ball carrier is a runningback, or if the quarterback will run without attempting a pass, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step 12). If the offense plans to attempt a pass, then proceed to Step 8.
8. The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as he is ready to attempt a pass. The offense may attempt a pass if all of the following conditions are met. (a) The quarterback has not been tackled (sacked). (b) The quarterback has never had its entire base drop back more than 15 yards behind the line of scrimmage. (c) An eligible receiver is open to receive a pass. (A receiver is eligible to receive a pass if the base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt.) (d) The quarterback has never had any part of its base on or past the line of scrimmage. (e) The quarterback has not run out of bounds. If all these conditions are met, then proceed to Step 9. If any of these conditions are not met, then skip to Step 12. The quarterback is sacked for a loss if conditions (a) or (b) are not met. Not meeting condition (c) is also a sack by the Coverage Sack rule (see definition). If condition (d) is not met, then the pass is automatically incomplete. If condition (e) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds.
9. The quarterback substitution is made (if necessary).
10. The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted, angled or slid back as long as its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step 11. The offense may elect to take an automatic incomplection ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away," then skip to Step 12. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted. Play continues in Step 11, but with the defender as the ball carrier and with the offense becoming "the defense."
11. The defense may angle and adjust any of its players that are not engaged. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.
12. The line of scrimmage is marked for the next play.

4.5 PUNTS.

4.5.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. In addition, the defense may elect to place a kick returner on a stationary base exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).

4.5.2 Play Procedure. Plays are run as follows: 1. The offense announces its intention to punt. 2. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two second count). If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two second count the punt is not blocked, proceed to Step 3.

3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place 4. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player. (b) The punt hits the field of play and stays inbounds. (c) The punt hits a player on the fly or after bouncing on the field of play. (d) The punt hits the field of play and then goes out of bounds. If situations (a) or (b) occur, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b), the punt returner is moved to the spot of the ball. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and return team has possession at the point where the ball went out of bounds. *NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 4.3, Step 10.* 5. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments. team runs downfield to cover the punt) and then turned off. 7. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot of the punt returner while remaining inbounds, then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was in the end zone, then the result is a touchback). If no player from the punting team is able to force the "fair catch," then the punt is returnable. Proceed to Step 8. 8. The stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot. 9. The punt returner may be angled. No other player on the return team may be angled. 10. The punting team may then adjust and angle any of its players not engaged with a player from the return team. 11. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

4.6 FIELD GOALS AND PATs. A field goal may only be attempted when the offense is on beyond the opponent's 40 yard line.

4.6.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 apply to field goal and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

4.6.2 Play Procedure. Plays are run as follows: 1. The offense announces its intention to attempt a kick. 2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3. 3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place. 4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. *NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 4.4.3, Step 10.*

DEFINITIONS

ADJUST. An *adjust* is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An *angle* is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being angled toward. Being out of bounds does not disqualify an eligible player from being angled.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A *coverage sack* occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are covered or out of bounds). The play is then down at the spot of the quarterback.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If eligible, a fallen player may be angled and adjusted and stood up right at the spot of the base.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point.

GAP. The *gap* is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one base width apart when setting up a play from scrimmage.

INCOMPLETE LATERAL PASS. A lateral pass is ruled an incomplete pass, and not a fumble.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player that intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. *QB substitution* is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

STACKING. *Stacking* is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least ten yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50 yard line (the line of scrimmage) and on the left hash mark. A linebacker also set on that same left hash mark can be no closer than the 40 yard line (ten yards farther off the line of scrimmage than the lineman in a straight line in front of it). On offense, stacking behind offensive linemen or receivers is also illegal. One exception, however, is that some stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center and a runningback may be stacked behind a quarterback or behind another runningback. (Remember, by rule, any runningbacks must be at least ten yards behind the line of scrimmage).

STATIONARY PLAYER. A *stationary player* is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

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Effective for Jan. 2004 Super Bowl Tournament

ADDENDUM TO OFFICIAL MIGGLE TOYS TOURNAMENT RULES

EQUIPMENT: Beginning with the 2004 Convention, Miggle Toys will allow coaches to bring and use their own tee in the Super Bowl tournament provided that they meet the following standards.

- FIGURES:** (a) Miggle stamped helmet figures (without the base clip hole in the platform) are the only figure tournament play. (b) No customization of the figures is allowed. Figures may not be reshaped or altered in Broken or damaged figures are not allowed. (c) Coaches may use any original factory-painted team. Custom teams are not allowed. No additional paint, glue or other substance may be added to the figure. (d) Number decals may be applied to each figure's jersey in the proper place. (e) Each coach must have team figures and away colors. (f) The maximum roster size is 33 figures per team for each jersey color. (i.e. a coach may have 33 figures in the team's home jersey and up to 33 figures in the team's away jersey). (g) The Tudor/Miggle figure may be used provided that it matches the colors of the team.
- BASES:** (a) Only Miggle tournament bases are allowed. The tournament bases are the Patriotic Bases (red, blue and purple bases) and the purple bases used in the 2002 and 2003 tournaments; as well as new 2004 Tournament bases which are available in advance of the Convention through the Miggle Website Online Store. (b) The base may be altered in any way except to remove any plastic residue that may have remained from the mold. (c) Prongs may be "tweaked". The prongs may be flashed, pulled, flattened, cut, crimped or completely removed. (d) Boiled bases are allowed. (e) Each base must be properly attached to a figure. (f) No glue or other adhesive may be used on the bases. (g) No other substances or weight may be attached to the bases.
- TTQB:** Coaches may bring and use their own TTQBs. (a) The TTQB must be either the white or yellow plastic made by Tudor Games or Miggle Toys. (b) Minor tweaking or reshaping of the TTQB and the TTQB handle is allowed. (c) No other substance or material may be attached to the TTQB. (d) Each coach is allowed to have a maximum of 3 TTQBs on hand. If a TTQB breaks during a game, it may be replaced by a new Miggle TTQB.
- FOOTBALLS:** (a) Miggle Toys will provide the footballs used in the tournament. No other footballs may be used. Cutting, trimming and reshaping of the football is not allowed. (c) No other substance (such as glue or spray) may be applied to the footballs.
- MIGGLE COURTESY TEAM:** Miggle Toys will provide every coach who signs up for the wild card tournament with a current year's new official tournament bases. In addition, Miggle will supply any coach who does not bring a ready team, but wishes to compete in the tournament, with two bags of team players (one dark jersey team and one white jersey team), number decals for the players and TTQBs.
- EQUIPMENT INSPECTIONS:** Prior to every game, each coach must inspect his opponent's equipment at the tournament. Any questions about the validity of the equipment being used should be addressed with the Rules Committee before the game begins. The Rules Committee may disallow any equipment that it feels violates the spirit of the rules. The Rules Committee also makes final judgments on rules interpretations, remedies and disqualifications.

NOTE: Jr. & Sr. Spark Bowl Coaches will continue to receive free teams and bases from Miggle, which they will use in their Tournaments.

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1/13/2004

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- FOOTBALLS:** (a) Miggle Toys will provide the footballs used in the tournament. No other footballs may be used. (b) Cutting, trimming and reshaping of the football is not allowed. (c) No other substance (such as glue or spray) may be applied to the footballs.
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OFFICIAL MIGGLE ELECTRIC FOOTBALL TOURNAMENT RULES

1.0 TOURNAMENT FORMAT. The Miggle Tournament consists of Qualifying Rounds and Championship Rounds. This is a single game elimination format.

1.1 Qualifying Rounds. The tournament play begins with the Qualifying Rounds. In the Qualifying Rounds, coaches are seeded in either the Wild Card Play-Offs or the League Champion Play-Offs. Registration for the Wild Card Play-Off brackets will occur at the tournament. Positions in the League Champion Play-Off brackets are reserved for the champion or representative from leagues registered with Miggle toys. The league champion must have registered prior to the deadline. There are two Wild Card Play-Off brackets (AFC and NFC) and two League Champion Play-Off brackets (East and West). The winners from each of the four brackets advance to the Championship Rounds. All games in the Qualifying Rounds will utilize the Single Possession Game Rules.

1.2 Championship Rounds. The four winners from the Qualifying Rounds are matched up in the Championship Rounds (semi-finals) as follows: AFC vs. East, and NFC vs. West. The winners from each of these two games advance to the EFL Super Bowl Championship Game. All games in the Championship Rounds will utilize the Miggle Toys Official Electric Football Rules.

2.0 EQUIPMENT. Miggle Toys will provide and assign all the equipment used throughout the tournament. This includes figures, bases, numbers, TTQBs, footballs, game boards, and any other required accessories. The equipment may not be modified except for the following: (1) One or more prongs may be removed from a base in order to enhance performance or to create a stationary base. (2) Base prongs may be manipulated (i.e. bending, twisting, or brushing) by hand. No tools (pliers, blades, etc.) may be used to adjust any part of the prongs or base. Only the equipment assigned by Miggle may be used in the tournament.

3.0 SINGLE POSSESSION GAME RULES. All games in the Qualifying Rounds will be played by these rules. Under these rules, each team will have one possession beginning on the 50 yard line. A possession consists of four downs only. Gaining ten yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yardage wins the game. If total yardage and total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball farther. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner. The rules for "Plays From Scrimmage" in the Miggle Toys Official Electric Football Rules apply. The procedures listed below apply to these games.

Each game begins with a coin toss. The winner of the coin toss chooses whether they want to be on offense (Team "A") or defense (Team "B") first. Team "A" will then place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Wild Card event, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.

- If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50 yard line.
- If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
- If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10 yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.

- At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50 yard line and going in the opposite direction. The same rules apply for Team "B's" turn as for Team "A's."
- If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, **the game is automatically over and Team "B" is declared the winner.**
- If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10 yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
- If total yardage or total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball further. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner.
- Coaches may not seek out or receive help, advice or assistance during a Wild Card or League Champions Game from anyone else. Doing so puts the coach in jeopardy of disqualification by Tournament Officials.

4.0 MIGGLE TOYS OFFICIAL ELECTRIC FOOTBALL RULES.

- 4.1 **GAME TIMING.** The game is divided into two 30 minute halves. Once it starts, the clock runs continuously. Each coach has three time-outs per half which may be used to stop the clock. A play clock will be used for setting up plays. Once the play clock starts, the coach on offense has 60 seconds to set up his formation. The coach on defense has an additional ten seconds (total of 70 seconds) to complete his defensive formation. A delay of game penalty (five yards) may be assessed by the referee. A delay of game penalty stops the game clock. In addition, a passing clock will be utilized on passing attempts. After shutting off the board to attempt a pass, the coach on offense has 30 seconds to place his TTQB on the board and complete his pass attempt. Any pass that hits a receiver after the 30 second limit is incomplete. A coach is limited to 15 seconds to make adjustments or angles when allowed.
- 4.2 **COIN TOSS.** A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following: (1) Receive the kick-off, (2) Kick-off, (3) Defend the goal of choice, or (4) Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options which still apply. At the start of the second half, the coach who lost the coin toss gets first choice of options 1,2, or 3 (unless the winner of the coin toss selected option 4 at the start of the game).
- 4.3 **KICK-OFF PLAYS.** Kick-off plays are run as the first play of each half and after a touchdown or field goal is scored.
 - 4.3.1 **Kicking Team Formation.** The kicking team sets up all players at or behind its own 30 yard line.
 - 4.3.2 **Receiving Team Formation.** The receiving team must have at least five players on the fifty yard line. One player, the kick returner, must be set in its own endzone. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 50 yard line and the receiving team's 5 yard line.
 - 4.3.3 **Kick-Off Play Procedure.** When both teams are set, play proceeds in the following manner:
 - (1) The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.
 - (2) If any player from the kicking team reaches the receiving team's goal line by the end of the four second count, it is an automatic touchback. If no

kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the endzone for a touchback or return the kick-off.

(3) If the receiving team decides to return the kick, the stationary player in the kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of ☐☐☐☐☐ and ☐☐☐☐☐). No other player on the receiving team may be angled or adjusted.

(4) The kicking team may then angle and adjust any of its players which are not engaged (see definition of engaged) with an opposing player.

(5) The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores, or has his forward progress stopped.

4.3.4 On-Sides Kick. A team may attempt an on-sides kick only if it is losing. The procedure for an on-sides kick is as follows:

(1) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick.

(2) The kicking team then removes one of its players and replaces it with the triple-threat quarterback.

(3) The ball is then kicked.

(4) {A} The kicking team will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of ten yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then allowed to adjust and angle any of its players including the kicker toward the football. The receiving team may not make any adjustments. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball, the receiving team gains possession at the spot of the ball.

{B} The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than ten yards, or hits any player on the field, or goes out of bounds. If the ball travels less than ten yards, the play is over and the receiving team takes possession at the spot of the ball. If the ball hits one of the players on the field, the play is over and the receiving team takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at either the spot where the ball went out of bounds or at the receiving team's 40 yard line.

4.4 PLAYS FROM SCRIMMAGE. This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage.

4.4.1 Offensive Formations. The offense must set its players in the following manner:

Interior Offensive Linemen. The interior offensive linemen (center, guards, and tackles) are set on the line of scrimmage with a gap (see definition) or space between them measuring one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted.

Tight Ends and Receivers. Any tight end or receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked.

Quarterback. The offense must always have a player designated as the

quarterback. The quarterback must be set such that at least part of its base is in the straight line path behind the center's base and no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction.

Runningbacks. A maximum of two players may be set as runningbacks. A runningback must be set such that its entire base is in the area between the tackles and at least ten but no more than 15 yards behind the line of scrimmage.

- 4.4.2 **Defensive Formations.** Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner:

Defensive Linemen. A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards and between the guards and tackles.

Linebackers and Defensivebacks. Linebackers and defensivebacks may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles. If they are set five or more yards behind the line of scrimmage, then they may be in the gaps between offensive linemen. If they are set ten or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 4.4.3).

- 4.4.3 **Play Procedure.** Plays are run as follows:

1. The offense and defense simultaneously begin to set their players in the desired formations.
2. The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.
3. Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set."
4. The offense may now angle (but not adjust) a maximum of two players in the offensive backfield (i.e. runningbacks and quarterback).
5. In response to Step 4 above, the defense may angle as many players as the offense did, provided that the defenders being angled are at least ten yards behind the line of scrimmage.
6. The offense may elect to make a quarterback substitution (see definition). The defense is not allowed any response to a quarterback substitution.
7. The offense announces the number of the ball carrier. If the ball carrier is a runningback, or if the quarterback will run without attempting a pass, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step 12). If the offense plans to attempt a pass, then proceed to Step 8.
8. The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as he is ready to attempt a pass. The offense may attempt a pass if all of the following conditions are met.
 - (a) The quarterback has not been tackled (sacked).
 - (b) The quarterback has never had its entire base drop back more than 15 yards behind the line of scrimmage.
 - (c) An eligible receiver is open to receive a pass. (A receiver is eligible to receive a pass if the base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt.)
 - (d) The quarterback has never had any part of its base on or past the line of scrimmage.
 - (e) The quarterback has not run out of bounds.

If all these conditions are met, then proceed to Step 9. If any of these conditions are not met, then skip to Step 12. The quarterback is sacked for a loss if conditions (a) or (b) are not met. Not meeting condition (c) is also

a sack by the Coverage Sack rule (see definition). If condition (d) is not met, then the pass is automatically incomplete. If condition (e) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds.

9. The quarterback substitution is made (if necessary).

10. The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step 11. The offense may elect to take an automatic incompletion ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away," then skip to Step 12. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted. Play continues in Step 11, but with the defender as the ball carrier and with the offense becoming "the defense."

11. The defense may angle and adjust any of its players which are not engaged. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.

12. The line of scrimmage is marked for the next play.

4.5 PUNTS.

4.5.1

Formations. The rules for offensive and defensive formations as described in Section 4.4 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. In addition, the defense may elect to place a kick returner on a stationary base exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).

4.5.2

Play Procedure. Plays are run as follows:

1. The offense announces its intention to punt.
2. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two second count). If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two second count the punt is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player. (b) The punt hits the field of play and stays inbounds. (c) The punt hits a player on the fly or after bouncing on the field of play. (d) The punt hits the field of play and then goes out of bounds. If situations (a) or (b) occur, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b), the punt returner is moved to the spot of the ball. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member

of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and return team has possession at the point where the ball went out of bounds.

NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 4.3, Step 10.

5. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments.

6. The board is turned on for two seconds (to simulate the ball being punted in the air while the kicking team runs downfield to cover the punt) and then turned off.

7. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot of the punt returner while remaining inbounds, then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was in the endzone, then the result is a touchback). If no player from the punting team is able to force the "fair catch," then the punt is returnable. Proceed to Step 8.

8. The stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot.

9. The punt returner may be angled. No other player on the return team may be angled.

10. The punting team may then adjust and angle any of its players not engaged with a player from the return team.

11. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

4.6 FIELD GOALS AND PATs. A field goal may only be attempted when the offense is on beyond the opponent's 40 yard line.

4.6.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 apply to field goal and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

4.6.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to attempt a kick.

2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3.

3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.

4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. *NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 4.4.3, Step 10.*

DEFINITIONS

ADJUST. An *adjust* is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An *angle* is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being angled toward. Being out of bounds does not disqualify an eligible player from being angled.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A *coverage sack* occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are covered or out of bounds). The play is then down at the spot of the quarterback.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If eligible, a fallen player may be angled and adjusted and stood up right at the spot of the base.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point.

GAP. The *gap* is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one base width apart when setting up a play from scrimmage.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player which intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. *QB substitution* is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

STACKING. *Stacking* is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least ten yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50

yard line (the line of scrimmage) and on the left hashmark. A linebacker also set on that same left hashmark can be no closer than the 40 yard line (ten yards farther off the line of scrimmage than the lineman in a straight line in front of it). On offense, stacking behind offensive linemen or receivers is also illegal. One exception, however, is that some stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center and a runningback may be stacked behind a quarterback or behind another runningback. (Remember, by rule, any runningbacks must be at least ten yards behind the line of scrimmage).

STATIONARY PLAYER. A *stationary player* is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

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FORMAT FOR OFFICIAL 2005 ELECTRIC FOOTBALL SUPER BOWL

PITTSBURGH, PA -- SATURDAY-SUNDAY, JANUARY 28-30, 2005 -- BASED ON 64-COACH DRAW

EACH DIVISION GETS 2 BOARDS AND PLAYS 2 GAMES AT A TIME IN ROUND-ROBIN ACTION PLAY WITHIN DIVISIONS IS 4-PLAY RULES, TIES COUNT -- CONTINUOUS, WITH 5 MINUTE BREAKS

TIME	DIRK THOMAS CONFERENCE				DOC SMEBY CONFERENCE				KIDS TABLES	
	RED DIVISION 2 Boards	WHITE DIVISION 2 Boards	BLUE DIVISION 2 Boards	GOLD DIVISION 2 Boards	RED DIVISION 2 Boards	WHITE DIVISION 2 Boards	BLUE DIVISION 2 Boards	GOLD DIVISION 2 Boards	JUNIORS (6-11) 1 or 2 tables	SENIORS (12-15) 1 or 2 tables
9:15 a.m.	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7		
9:50	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6		
10:25	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8		
11:00	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6		
11:35	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8		
12:10 p.m.	ANNOUNCEMENT OF 2004 COACH OF YEAR				ANNOUNCEN T OF 2005 Breakthrough				Coach	
12:20.	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5		
12:55	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4		
1:30	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8		
2:05	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3		
2:40	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7		
3:15	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6		
3:50	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8		
4:25	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5		
5:00	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7		
5:35	Dirk Thomas Red Div Winner vs	Dirk Thomas White Div. Winner	Dirk Thomas Blue Div. Winner vs.	Dirk Thomas Gold Div Winner	Doc Smeby Red Div. Winner vs.	Doc Smeby White Div. Winner	Doc Smeby Blue Div. Winner vs.	Doc Smeby Gold Div Winner		
6:15	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES
6:30	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES

- Games will last no more than 30 minutes. Five minute breaks will be scheduled between all games.
- Coaches will be placed in Conferences and Divisions solely at the discretion of the Tournament Committee. All efforts will be made to keep all of the Divisions as equal as possible in terms of number of teams and expertise, results and rankings of Coaches.
- In Round-Robin Play: Two points will be awarded for a Win, and One point for a Tie. In case two Coaches are tied for First Place at the end of Round-Robin play, the first tie-breaker will be head-to-head competition; second tie-breaker will be most wins; third tie-breaker will be a one-play-per-team sudden death playoff; fourth tie-breaker will be toss of coin.
- Division Playoff Games will be FULL-GAME FORMAT!!!
- Sunday: Dirk Thomas & Doc Smeby Conference Finalists Play Full Games; Two Winners Play in Super Bowl in Full Game.
- Jr. & Sr. Spark Bowl Games will be played in the 4-Play Game Format throughout the competitions.

2005 EFL SUPER BOWL 'ROUND ROBIN' FORMAT & REGULATIONS

1. League Champions who register for the Round Robin tournament prior to Friday evening, Jan. 28, 2005, will be seeded separately across the eight Round-Robin Divisions. If more than eight League Champions register, the Tournament Committee will seed the League Champions, and put the lowest seeds together in the same Divisional bracket(s).
2. The remainder of the field will then complete simple Registration forms that ask for their Name, Home Address, Home/Fax Phone Number(s), E-Mail Address, League in which they play and if they would be willing to "share" a Round-Robin team as an Offensive or Defensive Coordinator if more than 64 Coaches sign up for the tournament. A space will appear on the form for a member of the Tournament Committee to assign a # to the Coach according to the order in which he/she signs up.
3. The Tournament Committee will then place the remainder of the first 64 Coaches who sign up equally into the eight Divisions. The Tournament Committee will use several factors in assigning Coaches to specific Divisions in order to get the most balanced, fairest, most enjoyable and most competitive Round-Robin groupings as possible. At the conclusion of this process, the Tournament Committee will then wait to see how many more Coaches sign up.
4. If 64 or fewer Coaches sign up, everyone will play as both Offensive and Defensive Coaches of their team.
5. All Coaches who sign up and receive an Entry Form number of 65 or higher will be asked to choose a Coach already in the draw with whom they can share a team - - one Coach as the Offensive Coordinator to run all of the offensive plays, and the other as the Defensive Coordinator to set up all defensive plays. If they do not have someone to choose, the Tournament Committee will pair them with a Coach who indicated on his/her Registration form that they would be willing to share a team. Both Coaches must concur with the assignment; if one or both disagree, the Tournament Committee will make alternate assignments until both Coaches are satisfied.
6. No consultations between coaches sharing a team will be allowed whatsoever from the start to the finish of each game.
7. If the team that wins a Divisional Round-Robin tournament is comprised of two coaches, not just one, then those two coaches will meet in a special one-game playoff to determine who will advance to the Divisional Playoff game. This extra game will be played by the Four-Play game rules immediately at the conclusion of the Round-Robin Round of play.

#

Equipment Rules (Effective for Jan. 2004 & Jan. 2005 Super Bowl Tournaments)

ADDENDUM TO OFFICIAL MIGGLE TOYS TOURNAMENT RULES

EQUIPMENT: Beginning with the 2004 Convention, Miggle Toys now allows coaches to bring and use their own figures and bases in the Super Bowl tournament provided that they meet the following standards.

- (1) **FIGURES:** (a) Miggle stamped helmet figures (without the base clip hole in the platform) are the only figures allowed in tournament play. (b) No customization of the figures is allowed. Figures may not be reshaped or altered in any way. Broken or damaged figures are not allowed. (c) Coaches may use any original factory-painted team. Custom-painted teams are not allowed. No additional paint, glue or other substance may be added to the figure. (d) Number and name decals may be applied to each figure's jersey in the proper place. (e) Each coach must have team figures in both home and away colors. (f) The maximum roster size is 33 figures per team for each jersey color. (i.e. a coach may have up to 33 figures in the team's home jersey and up to 33 figures in the team's away jersey). (g) The Tudor/Miggle Classic QB figure may be used provided that it matches the colors of the team.
- (2) **BASES:** (a) Only Miggle tournament bases are allowed. The tournament bases are the Patriotic Bases (red, white and blue bases), purple bases used in the 2002 and 2003 tournaments; polo green bases used in the 2004 tournament; and the new tournament bases available at the 2005 Convention. (b) The base shell may not be altered in any way except to remove any plastic residue that may have remained from the mold. (c) Prongs may be "tweaked". The prongs may be flashed, pulled, flattened, cut, crimped or completely removed. (d) Boiled bases are not allowed. (e) Each base must be properly attached to a figure. (f) No glue or other adhesive may be used on the bases. (g) No other substances or weight may be attached to the bases.
- (3) **TTQB:** Coaches may bring and use their own TTQBs. (a) The TTQB must be either the white or yellow plastic model made by Tudor Games or Miggle Toys. (b) Minor tweaking or reshaping of the TTQB and the TTQB handle is permitted. (c) No other substance or material may be attached to the TTQB. (d) Each coach is allowed to have a maximum of three TTQBs on hand. If a TTQB breaks during a game, it may be replaced by a new Miggle TTQB.
- (4) **FIGURES BY POSITION.**
 - (a) On defense, a coach may use any figure at any position.
 - (b) On offense, a coach must use the "guard" figures at center, left guard and right guard. At left tackle and right tackle, the coach must use either two "guard" figures or two "tackle" figures.
 - (c) The "guard" figure and "tackle" figure may not be used in any other position on offense.
 - (d) The classic quarterback figure may not be used at any position other than quarterback.
- (5) **FOOTBALLS:** (a) Miggle Toys will provide the footballs used in the tournament. No other footballs may be used. (b) Cutting, trimming and reshaping of the football is not allowed. (c) No other substance (such as glue or spray) may be applied to the footballs.
- (6) **MIGGLE COURTESY TEAM:** Miggle Toys will provide teams and bases free of charge to any coach who does not bring a tournament-ready team but wishes to compete in the tournament. As a courtesy, Miggle Toys will provide two bags of team figures (one dark jersey team and one white jersey team), number decals for the figures, one set of 2005 Official Tournament Bases, which includes both TTC and rookie bases, and TTQBs. Under no circumstances will Miggle Toys be able to supply more than one dark jersey team or one white jersey team to any coach.
- (7) **EQUIPMENT INSPECTIONS:** Prior to every game, each coach must inspect his opponent's equipment. Any questions about the validity of the equipment being used should be brought to the attention of an SMMG staff member before the game begins. The staff member will request that the Official Tournament Judge determine whether the equipment is valid or not. If not valid, the team with the invalid equipment will have one opportunity to amend the situation. A second finding of use of invalid equipment by a coach at any time during the tournament will be cause for immediate disqualification of that coach from the entire event.

- 1 K.O. Touchback
 - 2 DN -10 Run
 - 3 " 37 Run
 - 4 " 20 Run
 - 5 " 20 Run
 - 6 " +10 penalty Ineligible Rec.
 - 7 " 19 Run
 - 8 " 1/10 7 Run
 - 9 " 2/7 3 Run
 - 10 + 16 Run T12
-

1. 1

OFFICIAL MIGGLE ELECTRIC FOOTBALL TOURNAMENT RULES & GLOSSARY (2005)

1.0 TOURNAMENT FORMAT. The Miggle Tournament consists of a Round-Robin Round, Divisional Playoffs, Conference Playoffs and the Super Bowl of Electric Football. Coaches will be assigned to one of four Divisions (Red, White, Blue or Gold) in the Dirk Thomas or Doc Smeby Conference, with the Red and White Divisional winners and the Blue and Gold Divisional winners in each Conference facing each other, respectively, in the Divisional Playoffs; the winners of those games meeting in the Conference Championships; and the winners of those games meeting in the Super Bowl.

Round-Robin Round. All Coaches who have entered as League Champions prior to the deadline will receive priority in terms of placement in Divisions. All other coaches will be placed in Divisions by the Tournament Committee based on factors chosen by the Committee. Registration for all other Coaches will occur at the tournament. All games in the Round-Robin Round will utilize the Single Possession Game Rules; all games in the Divisional and Conference Playoffs and the Super Bowl will be played in Full-Game formats.

2.0 EQUIPMENT. *Please see the separate Addendum.*

3.0 SINGLE POSSESSION GAME RULES. All games in the Round-Robin Round will be played by these rules. Under these rules, each team will have one possession beginning on the 50-yard line. A possession consists of four downs only. Gaining 10 yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yardage wins the game. If total yardage and total points are equal after each team has had the ball once, **the game ends in a tie.** The rules for "Plays From Scrimmage" in the Miggle Toys Official Electric Football Rules apply. The procedures listed below apply to these games.

- Each game will begin with a coin toss. The winner of the coin toss will choose what team he/she will field, whether he/she will use white or dark uniforms and whether he/she wants to be on offense (Team "A") or defense (Team "B") first. The loser of the toss will then select his/her team, which must be in the opposite "color" of the first team. The Coaches will then examine their opponents' players. If both coaches agree that their opponent is playing with "legal" players, the game commences; if one or both coaches want to challenge an opponent's players, they must contact a member of the Silverman Media&Marketing Group (SMMG) staff and ask that the Official Tournament Judge rule on the matter.
- Each coach will be given 10 minutes to complete four plays. Once it starts, the clock runs continuously. There are no time-outs, and the clock can only be stopped by a referee, judge or official. Play clock, pass clock and adjustment clock rules apply.
- To begin the game, Team "A" will place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Round Robin games, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.
- If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50-yard line.
- If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
- If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10-yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.

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- At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50-yard line and going in either direction the coach chooses. The same rules apply for Team "B's" turn as for Team "A's."
- If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, **the game is automatically over and Team "B" is declared the winner.** If Team "A" finishes its four downs with negative yardage, Team "B" can win the game simply by finishing any down with positive yardage. If Team "B" gains no yardage, or negative yardage, after its four plays, the game is considered a tie. (i.e., -5 yards does not beat -7 yards.)
- If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10-yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
- If total yardage or total points are equal after each team has had the ball once, or neither team has been able to achieve positive yardage, the game is considered a tie.
- Each victory in the Round-Robin Round is worth two points to the winning team; each tie is worth one point to each team. The team in each Division with the most points at the end of Round-Robin play will be considered the winner and move on to the next round of play.
- The winning coach must report the results of the game to a Tournament Scorekeeper immediately after the game is completed. If the game finishes in a tie, both coaches are required to report the score. **Failure to report a score before the next round of Round-Robin games is played makes the coach(es) liable to receive zero points for that game played.**
- Coaches may not seek out or receive help, advice or assistance during any game played in the tournament. This rule also includes any games where coaches may be paired up by the Tournament Committee as Offensive and Defensive Coordinators of one team; even these coaches may not confer in any manner from the opening announcement to play until the final notice that the game is over. Violating this rule puts a coach or coaches in jeopardy of disqualification by the Rules Committee.
- All other playing rules will be the same as are found in the Official EFL Tournament Rules.

4.0 MIGGLE TOYS OFFICIAL ELECTRIC FOOTBALL FULL-GAME RULES.

- **Game Timing.** The game is divided into two 30-minute halves. Once it starts, the clock runs continuously. Each coach has three time-outs per half, which may be used to stop the clock. A play clock will be used for setting up plays. Once the play clock starts, the coach on offense has 60 seconds to set up his formation. The coach on defense has an additional 10 seconds (total of 70 seconds) to complete his defensive formation. A delay of game penalty (five yards) may be assessed by the referee if coaches adjust/add players after the allotted time is given. A delay of game penalty stops the game clock. In addition, a passing clock will be utilized on passing attempts. After shutting off the board to attempt a pass, the coach on offense has 30 seconds to place his TTQB on the board and complete his pass attempt. Any pass that hits a receiver after the 30 second limit is incomplete. A coach is limited to 15 seconds to make adjustments or angles when allowed.
- **Coin Toss.** A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following: (1) Receive the kick-off, (2) Kick-off, (3) Defend the goal of choice, or (4) Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options that still apply. At the start of the second half, the coach who lost the coin toss gets first choice of options 1, 2 or 3 (unless the winner of the coin toss selected option 4 at the start of the game).
- **Kick-Off Plays.** Kick-off plays are run as the first play of each half and after a touchdown or field goal is scored..
 - 1) **Kicking Team Formation.** The kicking team sets up all players at or behind its own 30-yard line.

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- 2) **Receiving Team Formation.** The receiving team must have at least five players on the 50-yard line. One player, the kick returner, must be set in its own end zone. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 50-yard line and the receiving team's 5-yard line.
- 3) **Kick-Off Play Procedure.** When both teams are set, play proceeds in the following manner:
 - a) The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.
 - b) If any player from the kicking team reaches the receiving team's goal line by the end of the four-second count, it is an automatic touchback. If no kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the end zone for a touchback or return the kick-off.
 - c) If the receiving team decides to return the kick, the stationary player in kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of *adjust* and *angle*). No other player on the receiving team may be angled or adjusted.
 - d) The kicking team may then angle and adjust any of its players that are not engaged (see definition of engaged) with an opposing player.
 - e) The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores or has his forward progress stopped.
- 4) **On-Sides Kick.** A team may attempt an on-sides kick only if it is losing. The procedure for an on-sides kick is as follows: (a) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick. (b) The kicking team then removes one of its players and replaces it with the triple-threat quarterback. (c) The ball is then kicked. (d) {A} The kicking team will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of 10 yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then allowed to adjust and angle any of its players, including the kicker, toward the football. The receiving team may not make any adjustments. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball, the receiving team gains possession at the spot of the ball. or {B} The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than 10 yards, or hits any player on the field, or goes out of bounds. If the ball travels less than 10 yards, the play is over and the receiving team takes possession at the spot of the ball. If the ball hits one of the players on the field, the play is over and the receiving team takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at either the spot where the ball went out of bounds or at the receiving team's 40-yard line.

4.1 PLAYS FROM SCRIMMAGE. This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage.

- **Offensive Formations.** The offense must set its players in the following manner:

Interior Offensive Linemen. The interior offensive linemen (center, guards and tackles) are set on the line of scrimmage with a gap (see definition) or space between them measuring one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted.

Tight Ends and Receivers. Any tight end or receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked.

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Quarterback. The offense must always have a player designated as the quarterback. The quarterback must be set such that at least part of its base is in the straight line path behind the center's base and no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction.

Running backs. A maximum of two players may be set as running backs. A running back must be set such that its entire base is in the area between the tackles and at least 10, but no more than 15, yards behind the line of scrimmage.

- **Defensive Formations.** Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner:

Defensive Linemen. A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards and between the guards and tackles.

Linebackers and Defensive backs. Linebackers and defensive backs may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles. If they are set five or more yards behind the line of scrimmage, then they may be in the gaps between offensive linemen. If they are set 10 or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 4.4.3).

- **Play Procedure.** Plays are run as follows:

1. The offense and defense simultaneously begin to set their players in the desired formations.
2. The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.
3. Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set."
4. The offense may now angle (but not adjust) a maximum of two players in the offensive backfield (i.e. running backs and quarterback).
5. In response to Step 4 above, the defense may angle as many players as the offense did, provided that the defenders being angled are at least 10 yards behind the line of scrimmage.
6. The offense may elect to make a quarterback substitution (see definition). The defense is not allowed any response to a quarterback substitution.
7. The offense announces the number of the ball carrier. If the ball carrier is a running back, or if the quarterback will run without attempting a pass, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step 12). If the offense plans to attempt a pass, then proceed to Step 8.
8. The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as he is ready to attempt a pass. The offense may attempt a pass if all of the following conditions are met. (a) The quarterback has not been tackled (sacked). (b) The quarterback has never had its entire base drop back more than 15 yards behind the line of scrimmage. (c) An eligible receiver is open to receive a pass. (A receiver is eligible to receive a pass if the base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt.) (d) The quarterback has never had any part of its base on or past the line of scrimmage. (e) The quarterback has not run out of bounds. If all these conditions are met, then proceed to Step 9. If condition (d) is not met, the board is stopped. The quarterback is not permitted to pass or pitch, but has the option to scramble. If the coach decides to scramble, proceed to step 11. If the coach decides to stop the play, proceed to step 12. If any of these other conditions are not met, then skip to Step 12. The quarterback is sacked for a loss if conditions (a) or (b) are not met. Not meeting condition (c) is also a sack by the Coverage Sack rule (see definition). If condition (e) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds.

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9. The quarterback substitution is made (if necessary).
10. The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step 11. The offense may elect to take an automatic incompletion ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away," then skip to Step 12. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted. Play continues in Step 11, but with the defender as the ball carrier and with the offense becoming "the defense."
11. The defense may angle and adjust any of its players that are not engaged. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.
12. The line of scrimmage is marked for the next play.

5.1 PUNTS.

- **Formations.** The rules for offensive and defensive formations as described in Section 4.4 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. In addition, the defense may elect to place a kick returner on a stationary base exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).
- **Play Procedure.** Plays are run as follows:
 - a. The offense announces its intention to punt.
 - b. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two-second count.) If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two-second count the punt is not blocked, proceed to Step 3.
 - c. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
 - d. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player; (b) The punt hits the field of play and stays inbounds; (c) The punt hits a player on the fly or after bouncing on the field of play; (d) The punt hits the field of play and then goes out of bounds. If situations (a) or (b) occurs, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b), the punt returner is moved to the spot of the ball. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and the return team has possession at the point where the ball went out of bounds. *NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 4.4.3, Step 10.*
 - e. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments.
 6. The board is turned on for two seconds (to simulate the ball being punted in the air while the kicking team runs downfield to cover the punt) and then turned off.

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7. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot of the punt returner while remaining inbounds, then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was in the end zone, then the result is a touchback). If no player from the stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot.
8. The punt returner may be angled. No other player on the return team may be angled.
9. The punting team may then adjust and angle any of its players not engaged with a player from the return team.
10. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

6.1 FIELD GOALS AND PATs. A field goal may only be attempted when the offense is beyond the opponent's 40 yard line.

- **Formations.** The rules for offensive and defensive formations as described in Section 4.4 apply to field goals and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.
- **Play Procedure.** Plays are run as follows:
 1. The offense announces its intention to attempt a kick.
 2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3.
 3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
 4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. *NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 4.4.3, Step 10.*

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GLOSSARY

ADJUST. An *adjust* is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An *angle* is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being angled toward. Being out of bounds does not disqualify an eligible player from being angled.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A *coverage sack* occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are covered or out of bounds). The play is then down at the spot of the quarterback.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If eligible, a fallen player may be angled and adjusted and stood up right at the spot of the base.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point.

GAP. The *gap* is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one base width apart when setting up a play from scrimmage.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player which intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. *QB substitution* is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

GLOSSARY - - continued

EQUIPMENT: Beginning with the 2004 Convention, Miggle Toys will allow coaches to bring and use their own figures and bases in the Super Bowl tournament provided that they meet the following standards.

- (1) **FIGURES:** (a) Miggle stamped helmet figures (without the base clip hole in the platform) are the only figures allowed in tournament play. (b) No customization of the figures is allowed. Figures may not be reshaped or altered in any way. Broken or damaged figures are not allowed. (c) Coaches may use any original factory-painted team. Custom-painted teams are not allowed. No additional paint, glue or other substance may be added to the figure. (d) Number and name decals may be applied to each figure's jersey in the proper place. (e) Each coach must have team figures in both home and away colors. (f) The maximum roster size is 33 figures per team for each jersey color. (i.e. a coach may have up to 33 figures in the team's home jersey and up to 33 figures in the team's away jersey). (g) The Tudor/Miggle Classic QB figure may be used provided that it matches the colors of the team.
- (2) **BASES:** (a) Only Miggle tournament bases are allowed. The tournament bases are the Patriotic Bases (red, white and blue bases) and the purple bases used in the 2002 and 2003 tournaments; as well as new 2004 Tournament Bases, which are available in advance of the Convention through the Miggle Website Online Store. (b) The base shell may not be altered in any way except to remove any plastic residue that may have remained from the mold. (c) Prongs may be "tweaked". The prongs may be flashed, pulled, flattened, cut, crimped or completely removed. (d) Boiled bases are not allowed. (e) Each base must be properly attached to a figure. (f) No glue or other adhesive may be used on the bases. (g) No other substances or weight may be attached to the bases.
- (3) **TTQB:** Coaches may bring and use their own TTQBs. (a) The TTQB must be either the white or yellow plastic model made by Tudor Games or Miggle Toys. (b) Minor tweaking or reshaping of the TTQB and the TTQB handle is permitted. (c) No other substance or material may be attached to the TTQB. (d) Each coach is allowed to have a maximum of three TTQBs on hand. If a TTQB breaks during a game, it may be replaced by a new Miggle TTQB.
- (4) **FIGURES BY POSITION.**
 - (a) On defense, a coach may use any figure at any position.
 - (b) On offense, a coach must use the "guard" figures at center, left guard and right guard. At left tackle and right tackle, the coach must use either two "guard" figures or two "tackle" figures.
 - (c) The "guard" figure and "tackle" figure may not be used in any other position on offense.
 - (d) The classic quarterback figure may not be used at any position other than quarterback.
- (5) **FOOTBALLS:** (a) Miggle Toys will provide the footballs used in the tournament. No other footballs may be used. (b) Cutting, trimming and reshaping of the football is not allowed. (c) No other substance (such as glue or spray) may be applied to the footballs.
- (6) **MIGGLE COURTESY TEAM:** Miggle Toys will provide teams and bases free of charge to any coach who does not bring a tournament-ready team but wishes to compete in the tournament. As a courtesy, Miggle Toys will provide two bags of team figures (one dark jersey team and one white jersey team), number decals for the figures, one set of 2004 Official Tournament Bases, which includes both TTC and rookie bases, and TTQBs. Under no circumstances will Miggle Toys be able to supply
- (7) **EQUIPMENT INSPECTIONS:** Prior to every game, each coach must inspect his opponent's equipment and sign the inspection checklist. Any questions about the validity of the equipment being used should be addressed with an SMMG staff member before the game begins. The staff member may disallow any equipment that it feels violates the rules or spirit of the rules. The Rules Committee also makes final judgments on rules interpretations, remedies and disqualifications.
- (8) more than one dark jersey team or one white jersey team to any coach.

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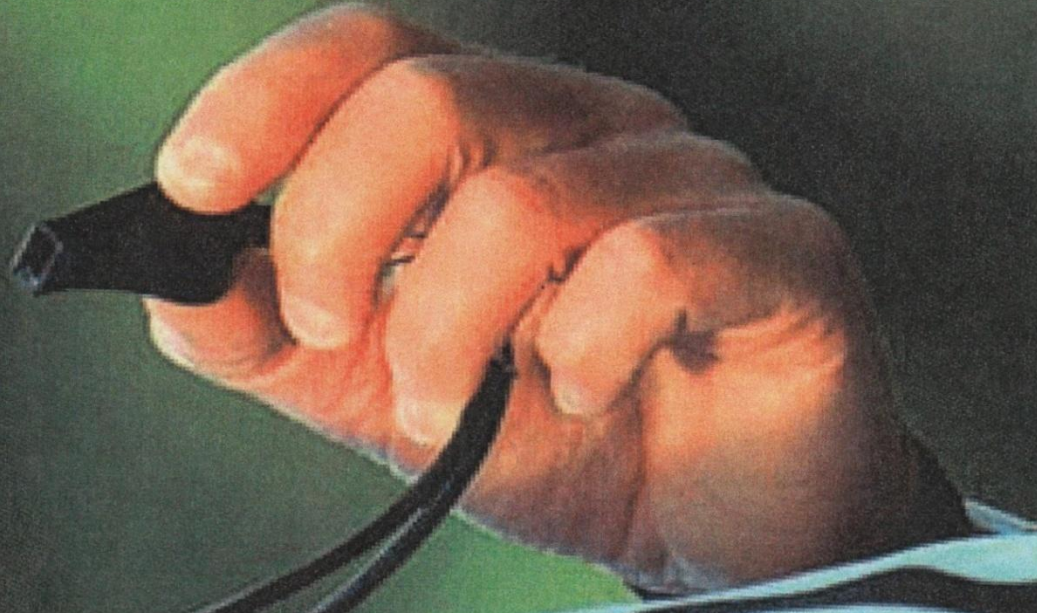
GLOSSARY - - continued

STACKING. *Stacking* is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least 10 yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50-yard line (the line of scrimmage) and on the left hashmark. A linebacker also set on that same left hashmark can be no closer than the 40-yard line (10 yards farther off the line of scrimmage than the lineman in a straight line in front of it). On offense, stacking behind offensive linemen or receivers is also illegal. One exception, however, is that some stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center and a running back may be stacked behind a quarterback or behind another running back. (Remember, by rule, any running backs must be at least 10 yards behind the line of scrimmage).

STATIONARY PLAYER. A *stationary player* is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

Welcome Electric Football Convention



Cheese Fries~ A football favorite! Crispy fries, smothered in a creamy Cheddar sauce. \$3.00

Hot Dog~ An American Classic! An all-beef dog, grilled and served with your favorite condiments. \$3.00
* Add Cheese, Kraut, or Onions for \$.50*

Cheese Burger~ Our quarter-pound burger topped with American Cheese, lettuce, and tomato. \$4.00

Sloppy Joes~ Just like Mom used to make! \$4.00

Nacho Platter~ Our version of the stadium sensation! Crunchy tortilla chips loaded with all your favorite toppings. \$4.00
* Add Guacamole for only \$.50*

End Zone Chili~ Our almost famous chili topped with cheese and accompanied with tortilla chips. \$4.00

Turkey & Swiss~ A great Grab & Go selection! Served with lettuce and tomato on white bread. \$5.00

* All Sandwiches are served with Chips and a Pickle.
* All items may be purchased at the Foggy Bottom Bar and Grille

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SCHEDULE & FORMAT FOR OFFICIAL 2006 ELECTRIC FOOTBALL SUPER BOWL

BALTIMORE, MD - - SATURDAY-SUNDAY, JANUARY 28-29, 2005 - - BASED ON 64-COACH DRAW

EACH DIVISION GETS 2 BOARDS AND PLAYS 2 GAMES AT A TIME IN ROUND-ROBIN ACTION PLAY WITHIN DIVISIONS IS UNDER 4-PLAY RULES, TIES COUNT

TIME	DIRK THOMAS CONFERENCE				DOC SMEBY CONFERENCE			
	RED DIVISION 2 Boards	WHITE DIVISION 2 Boards	BLUE DIVISION 2 Boards	GOLD DIVISION 2 Boards	RED DIVISION 2 Boards	WHITE DIVISION 2 Boards	BLUE DIVISION 2 Boards	GOLD DIVISION 2 Boards
9:30 a.m.	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7	1v8; 2v7
10:00	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6	3v4, 5v6
10:30	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8	1v7, 2v8
11:00	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6	3v5, 4v6
11:30	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8	1v2, 7v8
12 p.m.	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5	3v6, 4v5
12:30	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4	1v3, 2v4
1:00	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8	5v7, 6v8
1:30	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3	1v4, 2v3
2:00	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7	5v8, 6v7
2:30	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6	1v5, 2v6
3:00	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8	3v7, 4v8
3:30	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5	1v6, 2v5
4:00	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7	3v8, 4v7
4:30	Break	Break	Break	Break	Break	Break	Break	Break
5:00	Red Div. Blue Div.	Winner Winner	White Div. Gold Div.	Winner Winner	Red Div. Blue Div.	Winner Winner	White Div. Gold Div.	Winner Winner
6:00	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES	CLOSES

SPARK BOWL TOURNAMENTS

- Any child 14 years of age or older may enter the adult's Super Bowl Tournament - - but then would be ineligible to play in their Spark Bowl Tourney because of the overlapping schedules. Youngsters between the ages of 12-15 will be assigned to the Sr. Spark Bowl. Youngsters between the ages of 7-11 will be placed in the Jr. Spark Bowl. **Age is determined by age on the day of the tournament. Eleven (11) year olds may choose to "play up" in the Sr. Div., but once the schedules have been completed, they cannot then change their minds.**
- The Formats of the Junior & Senior Spark Bowl Tournaments will be determined at the Convention site by the number of coaches who enroll in the competition. If eight (8) or more coaches sign up, the format will be a single elimination bracket, with seeding, placements and byes determined randomly. If fewer than 8 coaches sign up for a Spark Bowl Tourney, a round-robin tournament will be held for the group.
- Play in both Spark Bowl divisions will begin at 2 p.m. - - or a later time announced by the Tournament Directors.

- more -

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Game 3 David Nichols
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Game 4

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The_Commissioner

Miggle EF Tournament Play, Equipment Rules and Glossery (2006)

Registered: Mar 2004
Location:
Posts: 94

OFFICIAL MIGGLE ELECTRIC FOOTBALL TOURNAMENT PLAYING & EQUIPMENT RULES & GLOSSERY (2006)

1.0 TOURNAMENT FORMAT. The Miggle Tournament consists of a Round-Robin Round, Divisional Playoffs, Conference Playoffs and the Super Bowl of Electric Football. Coaches will be assigned to one of four Divisions (Red, White, Blue or Gold) in the Dirk Thomas or Doc Smeby Conference, with the Red and White Divisional winners and the Blue and Gold Divisional winners in each Conference facing each other, respectively, in the Divisional Playoffs; the winners of those games meeting in the Conference Championships; and the winners of those games meeting in the Super Bowl.

Round-Robin Round. All Coaches who have entered as League Champions prior to the deadline will receive priority in terms of placement in Divisions. All other coaches will be placed in Divisions by the Tournament Committee based on factors chosen by the SMMG and Rules Committee. Registration for all other Coaches will occur at the tournament. All games in the Round-Robin Round will utilize the Single Possession Game Rules; all games in the Divisional and Conference Playoffs and the Super Bowl will be played in Full-Game formats.

2.0 EQUIPMENT. Please see the separate Addendum.

3.0 SINGLE POSSESSION GAME RULES. All games in the Round-Robin Round will be played by these rules. Under these rules, each team will have one possession beginning on the 50-yard line. A possession consists of four downs only. Gaining 10 yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yardage wins the game. If total yardage and total points are equal after each team has had the ball once, the game ends in a tie. The rules for "Plays From Scrimmage" in the Miggle Toys Official Electric Football Rules apply. The procedures listed below apply to these games.

- Each game will begin with a coin toss. The winner of the coin toss will choose what team he/she will field, whether he/she will use white or dark uniforms and whether he/she wants to be on offense (Team "A") or defense (Team "B") first. The loser of the toss will then select his/her team, which must be in the opposite "color" of the first team. The Coaches will then examine their opponents' players. If both coaches agree that their opponent is playing with "legal" players, the game commences; if one or both coaches want to challenge an opponent's players, they must contact SMMG or an Official Tournament Judge to rule on the matter.

- To begin the game, Team "A" will place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Round Robin games, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.
- If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50-yard line.
- If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
- If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10-yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.
- At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50-yard line and going in either direction the coach chooses. The same rules apply for Team "B's" turn as for Team "A's."
- If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, the game is automatically over and Team "B" is declared the winner. If Team "A" finishes its four downs with negative yardage, Team "B" can win the game simply by finishing any down with positive yardage. If Team "B" gains no yardage, or negative yardage, after its four plays, the game is considered a tie. (i.e., -5 yards does not beat -7 yards.)
- If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10-yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
- If total yardage or total points are equal after each team has had the ball once, or neither team has been able to achieve positive yardage, the game is considered a tie.
- Each victory in the Round-Robin Round is worth two points to the winning team; each tie is worth one point to each team. The team in each Division with the most points at the end of Round-Robin play will be considered the winner and move on to the next round of play.
- The winning coach must report the results of the game to a Tournament Scorekeeper immediately after the game is completed. If the game finishes in a tie, both coaches are required to report the score. Failure to report a score before the next round of Round-Robin games is played makes the coach(es) liable to receive zero points for that game played.
- Coaches may not seek out or receive help, advice or assistance during any game played in the tournament. This rule also includes any games where coaches may be paired up by the Tournament Committee as Offensive and Defensive Coordinators of one team; even these coaches may not confer in any manner from the opening announcement to play until the final notice that the game is over. Violating this rule puts a coach or coaches in jeopardy of disqualification by the SMMG or the Rules Committee.
- All other playing rules will be the same as are found in the Official EFL Tournament Rules.

4.0 MIGGLE TOYS OFFICIAL ELECTRIC FOOTBALL FULL-GAME RULES.

• **Game Timing.** The game is divided into two 30-minute halves. Once it starts, the clock runs continuously. Each coach has three time-outs per half, which may be used to stop the clock. A play clock will be used for setting up plays. Once the play clock starts, the coach on offense has 60 seconds to set up his formation. The coach on defense has an additional 10 seconds (total of 70 seconds) to complete his defensive formation. A delay of game penalty (five yards) may be assessed by the referee if coaches adjust/add players after the allotted time is given. A delay of game penalty stops the game clock. In addition, a passing clock will be utilized on passing attempts. After shutting off the board to attempt a pass, the coach on offense has 30 seconds to place his TTQB on the board and complete his pass attempt. Any pass that hits a receiver after the 30 second limit is incomplete. A coach is limited to 15 seconds to make adjustments or angles when allowed.

• **Coin Toss.** A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following: (1) Receive the kick-off, (2) Kick-off, (3) Defend the goal of choice, or (4) Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options that still apply. At the start of the second half, the coach who lost the coin toss gets first choice of options 1, 2 or 3 (unless the winner of the coin toss selected option 4 at the start of the game).

• **Kick-Off Plays.** Kick-off plays are run as the first play of each half and after a touchdown or field goal is scored..

1) **Kicking Team Formation.** The kicking team sets up all players at or behind its own 30-yard line.

2) **Receiving Team Formation.** The receiving team must have at least five players on the 50-yard line. One player, the kick returner, must be set in its own end zone. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 50-yard line and the receiving team's 5-yard line.

3) **Kick-Off Play Procedure.** When both teams are set, play proceeds in the following manner:

a) The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.

b) If any player from the kicking team reaches the receiving team's goal line by the end of the four-second count, it is an automatic touchback. If no kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the end zone for a touchback or return the kick-off.

c) If the receiving team decides to return the kick, the stationary player in kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of adjust and angle). No other player on the receiving team may be angled or adjusted.

d) The kicking team may then angle and adjust any of its players that are not engaged (see definition of engaged) with an opposing player.

e) The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores or has his forward progress stopped.

4) **On-Sides Kick.** A team may attempt an on-sides kick only if it is losing. The procedure for an on-sides kick is as follows: (a) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick. (b) The kicking team then removes one of its players and replaces it with the triple-threat quarterback. (c) The ball is then kicked. (d) {A}The kicking team will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of 10 yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then

allowed to adjust and angle any of its players, including the kicker, toward the football. The receiving team may not make any adjustments. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball, the receiving team gains possession at the spot of the ball. or {B} The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than 10 yards, or hits any player on the field, or goes out of bounds. If the ball travels less than 10 yards, the play is over and the receiving team takes possession at the spot of the ball. If the ball hits one of the players on the field, the play is over and the receiving team takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at either the spot where the ball went out of bounds or at the receiving team's 40-yard line.

4.1 PLAYS FROM SCRIMMAGE. This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage.

- **Offensive Formations.** The offense must set its players in the following manner:

Interior Offensive Linemen. The interior offensive linemen (center, guards and tackles) are set on the line of scrimmage with a gap (see definition) or space between them measuring one EFL yard and no more than one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted.

Tight Ends and Receivers. Any tight end or receiver on the line of scrimmage must be at least one EFL yard outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked.

Quarterback. The offense must always have a player designated as the quarterback. The quarterback must be set such that at least part of its base is in the straight line path behind the center's base and no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction.

Running backs. A maximum of two players may be set as running backs. A running back must be set such that its entire base is in the area between the tackles and at least 10, but no more than 15, yards behind the line of scrimmage.

- **Defensive Formations.** Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner:

Defensive Linemen. A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman or between the gaps of the offensive linemen. Defensive linemen must be at least one EFL yard apart.

Linebackers and Defensive backs. Linebackers and defensive backs may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles. If they are set 10 or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 4.4.3).

- **Play Procedure.** Plays are run as follows:

1. The offense and defense simultaneously begin to set their players in the desired formations.
2. The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.
3. Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set."
4. The offense may now angle (but not adjust) a maximum of two players in the offensive backfield (i.e. running backs and quarterback).
5. In response to Step 4 above, the defense may angle as many players as the offense did, provided that the defenders being angled are at least 10 yards behind the line of scrimmage.
6. The offense may elect to make a quarterback substitution (see definition). The defense is not allowed any response to a quarterback substitution.
7. The offense announces the number of the ball carrier. If the ball carrier is a running back, or if the quarterback will run without attempting a pass, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step 12). If the offense plans to attempt a pass, then proceed to Step 8.
8. The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as he is ready to attempt a pass. The offense may attempt a pass if all of the following conditions are met. (a) The quarterback has not been tackled (sacked). (b) The quarterback has never had its entire base drop back more than 15 yards behind the line of scrimmage. (c) An eligible receiver is open to receive a pass. (A receiver is eligible to receive a pass if the base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt.) (d) The quarterback has never had any part of its base on or past the line of scrimmage. (e) The quarterback has not run out of bounds. If all these conditions are met, then proceed to Step 9. If any of these conditions are not met, then skip to Step 12. The quarterback is sacked for a loss if conditions (a) or (b) are not met. Not meeting condition (c) is also a sack by the Coverage Sack rule (see definition). If condition (d) is not met, then the pass is automatically incomplete. If condition (e) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds.
9. The quarterback substitution is made (if necessary).
10. The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step 11. The offense may elect to take an automatic incomplection ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away," then skip to Step 12. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted. Play continues in Step 11, but with the defender as the ball carrier and with the offense becoming "the defense."
11. The defense may angle and adjust any of its players that are not engaged. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.
12. The line of scrimmage is marked for the next play.

5.1 PUNTS.

- Formations. The rules for offensive and defensive formations as described in Section 4.4 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. In addition, the

defense may elect to place a kick returner on a stationary base exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).

• **Play Procedure.** Plays are run as follows:

1. The offense announces its intention to punt.
2. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two-second count.) If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two-second count the punt is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player; (b) The punt hits the field of play and stays inbounds; (c) The punt hits a player on the fly or after bouncing on the field of play; (d) The punt hits the field of play and then goes out of bounds. If situations (a) or (b) occurs, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b), the punt returner is moved to the spot of the ball. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and the return team has possession at the point where the ball went out of bounds. NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 4.4.3, Step 10.
5. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments.
6. The board is turned on for two seconds (to simulate the ball being punted in the air while the kicking team runs downfield to cover the punt) and then turned off.
7. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot of the punt returner while remaining inbounds, then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was in the end zone, then the result is a touchback). If no player from the stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot.
8. The punt returner may be angled. No other player on the return team may be angled.
9. The punting team may then adjust and angle any of its players not engaged with a player from the return team.
10. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

6.1 FIELD GOALS AND PATs. A field goal may only be attempted when the offense is beyond the opponent's 40 yard line.

• **Formations.** The rules for offensive and defensive formations as described in Section 4.4 apply to field goals and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

• **Play Procedure.** Plays are run as follows:

1. The offense announces its intention to attempt a kick.
2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 4.4.3, Step 10.

Round Robin Games. Each coach will be given 10 minutes to complete four plays. Once it starts, the clock runs continuously. There are no time-outs, and the clock can only be stopped by a referee, judge or official. Play clock, pass clock and adjustment clock rules apply.

GLOSSERY

ADJUST. An adjust is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An angle is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being angled toward. Being out of bounds does not disqualify an eligible player from being angled.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A coverage sack occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are covered or out of bounds). The play is then down at the spot of the quarterback.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ELECTRIC FOOTBALL YARD (EF YARD) The distance measured between the yard line marks on the electric football field. A first down equals 10 EF yards.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If eligible, a fallen player may be angled and adjusted and stood up right at the spot of the base.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point.

GAP. The gap is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced at least one EFL yard(body or base) and no more than one base width apart when setting up a play from scrimmage.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player which intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. QB substitution is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

Effective for Jan. 2006 Super Bowl Tournament
Equipment Rules

ADDENDUM TO OFFICIAL MIGGLE TOYS TOURNAMENT RULES

EQUIPMENT: Beginning with the 2004 Convention, Miggle Toys will allow coaches to bring and use their own figures and bases in the Super Bowl tournament provided that they meet the following standards.

(1) FIGURES: (a) Coaches may use any original Miggle factory-painted team, including Miggle 67 big men. Custom-painted teams are not allowed. No additional paint, glue or other substance may be added to the figure. Miggle stamped helmet figures (without the base clip hole in the platform) are included in the figures allowed in tournament play. (b) No customization of the figures is allowed. Figures may not be reshaped or altered in any way. Broken or damaged figures are not allowed. (c) Number and name decals may be applied to each figure's jersey in the proper place. (d) Each coach must have team figures in both home and away colors. (e) The maximum roster size is 33 figures per team for each jersey color. (i.e. a coach may have up to 33 figures in the team's home jersey and up to 33 figures in the team's away jersey). (f) The Tudor/Miggle Classic QB figure may be used provided that it matches the colors of the team.

(2) BASES: (a) Only Miggle manufactured bases and tournament bases are allowed. The tournament bases are the Patriotic Bases (red, white and blue bases) and the purple bases used in the 2002 and 2003 tournaments; as well as new 2004 Tournament Bases, which are available in advance of the Convention through the Miggle Website Online Store. Manufactured bases include the new pro-line bases or any base that is available through the Miggle Website Online Store. (b) The base shell may not be altered in any way except

to remove any plastic residue that may have remained from the mold. (c) Prongs may be "tweaked". The prongs may be flashed, pulled, flattened, cut, crimped or completely removed. (d) Boiled bases are not allowed. (e) Each base must be properly attached to a figure. (f) No glue or other adhesive may be used on the bases. (g) No other substances or weight may be attached to the bases.

(3) TTQB: Coaches may bring and use their own TTQBs. (a) The TTQB must be either the white or yellow plastic model made by Tudor Games or Miggle Toys. (b) Minor tweaking or reshaping of the TTQB and the TTQB handle is permitted. (c) No other substance or material may be attached to the TTQB. (d) Each coach is allowed to have a maximum of three TTQBs on hand. If a TTQB breaks during a game, it may be replaced by a new Miggle TTQB.

(4) FIGURES BY POSITION.

(a) On defense, a coach may use any figure at any position.
 (b) On offense, a coach must use the "guard" or "tackle" figures on the offensive line.
 (c) The "guard" figure may not be used in any other position on offense.
 (d) The classic quarterback figure may not be used at any position other than quarterback.

(5) FOOTBALLS: (a) Miggle Toys will provide the footballs used in the tournament. No other footballs may be used. (b) Cutting, trimming and reshaping of the football is not allowed. (c) No other substance (such as glue or spray) may be applied to the footballs.

(6) MIGGLE COURTESY TEAM: Miggle Toys will provide teams and bases free of charge to any coach who does not bring a tournament-ready team but wishes to compete in the tournament. As a courtesy, Miggle Toys will provide two bags of standard team figures (one dark jersey team and one white jersey team), number decals for the figures, one set of Official Tournament Bases, which includes both TTC and rookie bases, and TTQBs. Under no circumstances will Miggle Toys be able to supply more than one dark jersey team or one white jersey team to any coach.

(7) EQUIPMENT INSPECTIONS: Prior to every game, each coach must inspect his opponent's equipment and sign the inspection checklist. Any questions about the validity of the equipment being used should be addressed with Tournament Official or SMMG before the game begins. The Official may disallow any equipment that it feels violates the rules or spirit of the rules. The Rules Committee and also makes final judgments on rules interpretations, remedies and disqualifications.

STACKING. Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least 10 yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50- yard line (the line of scrimmage) and on the left hashmark. A linebacker also set on that same left hashmark can be no closer than the 40-yard line (10 yards farther off the line of scrimmage than the lineman in a straight line in front of it). On offense, stacking behind offensive linemen or receivers is also illegal. One exception, however, is that some stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center and a running back may be stacked behind a quarterback or behind another running back. (Remember, by rule, any running backs must be at least 10 yards behind the line of scrimmage).

STATIONARY PLAYER. A stationary player is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

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OFFICIAL MIGGLE ADULT ELECTRIC FOOTBALL TOURNAMENT RULES & GLOSSARY (2007)

1.0 TOURNAMENT FORMAT. The Miggle Tournament consists of a Round-Robin Round, Divisional Playoffs, Conference Playoffs and the Super Bowl of Electric Football. Coaches will be assigned to one of four Divisions (Red, White, Blue or Gold) in the Dirk Thomas or Doc Smeby Conference, with the Red and White Divisional winners and the Blue and Gold Divisional winners in each Conference facing each other, respectively, in the Divisional Playoffs; the winners of those games meeting in the Conference Championships; and the winners of those games meeting in the Super Bowl. Round-Robin Round. All Coaches who have entered as League Champions prior to the deadline will receive priority in terms of placement in Divisions. All other coaches will be placed in Divisions by the Tournament Committee based on factors chosen by the Committee. Registration for all other Coaches will occur at the tournament. All games in the Round-Robin Round will utilize the Single Possession Game Rules; all games in the Divisional and Conference Playoffs and the Super Bowl will be played in Full-Game formats.

2.0 EQUIPMENT. Please see the separate Addendum.

3.0 SINGLE POSSESSION GAME RULES. All games in the Round-Robin Round will be played by these rules. Under these rules, each team will have one possession beginning on the 50-yard line. A possession consists of four downs only. Gaining 10 yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yardage wins the game. If total yardage and total points are equal after each team has had the ball once, the game ends in a tie. The rules for "Plays From Scrimmage" in the Miggle Toys Official Electric Football Rules apply. The procedures listed below apply to these games.

3.1 Each game will begin with a coin toss. The winner of the coin toss will choose whether he/she wants to be on offense (Team "A") or defense (Team "B") first. The Coaches will then examine their opponents' players. If both coaches agree that their opponent is playing with "legal" players, the game commences; if one or both coaches want to challenge an opponent's players, they must contact a member of the Silverman Media & Marketing Group (SMMG) staff and ask that the Official Tournament Judge rule on the matter.

3.2 To begin the game, Team "A" will place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Round Robin games, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.

3.3 If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50-yard line.

3.4 If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.

3.5 If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10-yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.

3.6 At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50-yard line and going in either direction the coach chooses. The same rules apply for Team "B's" turn as for Team "A's."

3.7 If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, the game is automatically over and Team "B" is declared the winner. If Team "A" finishes its four downs with negative yardage, Team "B" can win the game simply by finishing any down with positive yardage. If Team "B" gains no yardage, or negative yardage, after its four plays, the game is considered a tie. (i.e., -5 yards does not beat -7 yards.)

3.8 If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10-yard line. If one team is ahead 8-6 at this point, that team is declared the winner.

3.9 If total yardage or total points are equal after each team has had the ball once, or neither team has been able to achieve positive yardage, the game is considered a tie.

3.10 Each victory in the Round-Robin Round is worth two points to the winning team; each tie is worth one point to each team. The team in each Division with the most points at the end of Round-Robin play will be considered the winner and move on to the next round of play.

3.11 The winning coach must report the results of the game to a Tournament Scorekeeper immediately after the game is completed. If the game finishes in a tie, both coaches are required to report the score. Failure to report a score before the next round of Round-Robin games is played makes the coach(es) liable to receive zero points for that game played.

3.12 Coaches may not seek out or receive help, advice or assistance during any game played in the tournament. This rule also includes any games where coaches may be paired up by the Tournament Committee as Offensive and Defensive Coordinators of one team; even these coaches may not confer in any manner from the opening announcement to play until the final notice that the game is over. Violating this rule puts a coach or coaches in jeopardy of disqualification by the Rules Committee.

3.13 All other playing rules will be the same as are found in the Official EFL Tournament Rules

3.14 Round Robin Games. Each coach will be given 10 minutes to complete four plays. Once it starts, the clock runs continuously. There are no time-outs and the clock can only be stopped by a referee, judge or official. Play clock, pass clock and adjustment clock rules apply.

4.0 MIGGLE TOYS OFFICIAL ELECTRIC FOOTBALL FULL-GAME RULES.

4.1 Game Timing. The game is divided into two 30-minute halves. Once it starts, the clock runs continuously. Each coach has three time-outs per half, which may be used to stop the clock. A play clock will be used for setting up plays. Once the play clock starts, the coach on offense has 60 seconds to set up his formation. The coach on defense has an additional 10 seconds (total of 70 seconds) to complete his defensive formation. A delay of game penalty (five yards) may be assessed by the referee if coaches adjust/add players after the allotted time is given. A delay of game penalty stops the game clock. In addition, a passing clock will be utilized on passing attempts. After shutting off the board to attempt a pass, the coach on offense has 30 seconds to place his TTQB on the board and complete his pass attempt. Any pass that hits a receiver after the 30 second limit is incomplete. A coach is limited to 15 seconds to make adjustments or angles when allowed.

4.2 Coin Toss. A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following: (1) Receive the kick-off, (2) Kick-off, (3) Defend the goal of choice, or (4) Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options that still apply. At the start of the second half, the coach who lost the coin toss gets first choice of options 1, 2 or 3 (unless the winner of the coin toss selected option 4 at the start of the game).

4.3 Kick-Off Plays. Kick-off plays are run as the first play of each half and after a touchdown or field goal is scored.

1) Kicking Team Formation. The kicking team sets up all players at or behind its own 30-yard line.

2) Receiving Team Formation. The receiving team must have at least five players on the 50-yard line. One player, the kick returner, must be set in its own end zone. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 50-yard line and the receiving team's 5-yard line.

3) Kick-Off Play Procedure. When both teams are set, play proceeds in the following manner:

- a) The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.
- b) If any player from the kicking team reaches the receiving team's goal line by the end of the four-second count, it is an automatic touchback. If no kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the end zone for a touchback or return the kick-off.
- c) If the receiving team decides to return the kick, the stationary player in kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of adjust and angle). No other player on the receiving team may be angled or adjusted.
- d) The kicking team may then angle and adjust any of its players that are not engaged (see definition of engaged) with an opposing player.
- e) The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores or has his forward progress stopped.

4) On-Sides Kick. A team may attempt an on-sides kick only if it is losing. The procedure for an on-sides kick is as follows: (a) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick. (b) The kicking team then removes one of its players and replaces it with the triple-threat quarterback. (c) The ball is then kicked. (d) The kicking team will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of 10 yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then allowed to adjust and angle any of its players, including the kicker, toward the football. The receiving team may not make any adjustments. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball, the receiving team gains possession at the spot of the ball. Or { B } The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than 10 yards, or hits any player on the field, or goes out of bounds. If the ball travels less than 10 yards, the play is over and the receiving team takes possession at the spot of the ball. If the ball hits one of the players on the field, the play is over and the receiving team takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at either the spot where the ball went out of bounds or at the receiving team's 40-yard line.

5.0 PLAYS FROM SCRIMMAGE. This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage.

5.1 Offensive Formations. The offense must set its players in the following manner:

(a) Interior Offensive Linemen. The interior offensive linemen (center, guards and tackles) are set on the line of scrimmage with a gap (see definition) or space between them measuring one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted.

(b) Tight Ends and Receivers. Any tight end or receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked.

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(c) Quarterback. The offense must always have a player designated as the quarterback. The quarterback must be set such that at least part of its base is in the straight line path behind the center's base and no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction.

(d) Running backs. A maximum of two players may be set as running backs. A running back must be set such that its entire base is in the area between the tackles and at least 10, but no more than 15, yards behind the line of scrimmage.

5.2 Defensive Formations. Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner:

(a) Defensive Linemen. A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards and between the guards and tackles. (b) Linebackers and Defensive backs. Linebackers and defensive backs may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles. If they are set five or more yards behind the line of scrimmage, then they may be in the gaps between offensive linemen. If they are set 10 or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 5.3 Step 4).

5.3 Play Procedure. Plays are run as follows:

1. The offense and defense simultaneously begin to set their players in the desired formations.
2. The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.
3. Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set." (see 4.1 for game timing and game clocks)
4. The offense may now angle (but not adjust) a maximum of two players in the offensive backfield (i.e. running backs and quarterback).
5. In response to Step 4 above, the defense may angle as many players as the offense did, provided that the defenders being angled are at least 10 yards behind the line of scrimmage.
6. The offense may elect to make a quarterback substitution (see definition). The defense is not allowed any response to a quarterback substitution.
7. The offense announces the number of the ball carrier. If the ball carrier is a running back, or if the quarterback will run without attempting a pass, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step 12). If the offense plans to attempt a pass, then proceed to Step 8.
8. The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as he is ready to attempt a pass. The offense may attempt a pass if all of the following conditions are met. (a) The quarterback has not been tackled (sacked). (b) The quarterback has never had its entire base drop back more than 20 yards behind the line of scrimmage. (c) An eligible receiver is open to receive a pass. (A receiver is eligible to receive a pass if the base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt.) (d) The quarterback has never had any part of its base on or past the line of scrimmage. (e) The quarterback has not run out of bounds. If all these conditions are met, then proceed to Step 9. If condition (d) is not met, the board is stopped. The quarterback is not permitted to pass or pitch, but has the option to scramble. If the coach decides to scramble, proceed to step 11. If the coach decides to stop the play, proceed to step 12. If any of these other conditions are not met, then skip to Step 12. The quarterback is sacked for a loss if conditions (a) or (b) are not met. Not meeting condition (c) is also a sack by the Coverage Sack rule (see definition). If condition (e) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds.
9. The quarterback substitution is made (if necessary).
10. The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step 11. The offense may elect to take an automatic incompletion ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away," then skip to Step 12. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted. Play continues in Step 11, but with the defender as the ball carrier and with the offense becoming "the defense."
12. The defense may angle and adjust any of its players that are not engaged. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.
13. The line of scrimmage is marked for the next play.

6.0 PUNTS.

6.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. In addition, the defense may elect to place a kick returner on a stationary base exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).

6.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to punt.
2. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two-second count.) If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two-second count the punt is not blocked, proceed to Step 3.

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3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player; (b) The punt hits the field of play and stays inbounds; (c) The punt hits a player on the fly or after bouncing on the field of play; (d) The punt hits the field of play and then goes out of bounds. If situations (a) or (b) occurs, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b) the punt returner is moved to the spot of the ball. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and the return team has possession at the point where the ball went out of bounds. NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 5.3, Step 10.
5. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments.
6. The board is turned on for two seconds (to simulate the ball being punted in the air while the kicking team runs downfield to cover the punt) and then turned off.
7. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot of the punt returner while remaining inbounds, then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was in the end zone, then the result is a touchback). If no player from the stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot.
8. The punt returner may be angled. No other player on the return team may be angled.
9. The punting team may then adjust and angle any of its players not engaged with a player from the return team.
10. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

7.0 FIELD GOALS AND PATs. A field goal may only be attempted when the offense is beyond the opponent's 40 yard line.

7.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 apply to field goals and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

7.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to attempt a kick.
2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 5.3, Step 10.

8.0 2 PT CONVERSION. See 3.5 Single possession rules and section 5.0 for game play.

Round Robin Games. Each coach will be given 10 minutes to complete four plays. Once it starts, the clock runs continuously. There are no time-outs, and the clock can only be stopped by a referee, judge or official. Play clock, pass clock and adjustment clock rules apply.

GLOSSARY

ADJUST. An adjust is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An angle is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being angled toward. Being out of bounds does not disqualify an eligible player from being angled.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A coverage sack occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are covered or out of bounds). The play is then down at the spot of the quarterback.

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GLOSSARY - - continued

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If eligible, a fallen player may be angled and adjusted and stood up right at the spot of the base.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point.

GAP. The gap is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one base width apart when setting up a play from scrimmage.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player which intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. QB substitution is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

EQUIPMENT. Miggle Coaches may bring and use their own figures and bases in the Super Bowl tournament provided that they meet the following standards:

(1) **FIGURES:** (a) Miggle stamped helmet figures (without the base clip hole in the platform) and Miggle stamped Big Men are the only figures allowed in tournament play. (b) No customization of the figures is allowed. Figures may not be reshaped or altered in any way. Broken or damaged figures are not allowed. (c) Coaches may use any original Miggle factory-painted stamped team. Custom-painted teams are not allowed. No additional paint, glue or other substance may be added to the figure. (d) Number and name water slide decals may be applied to each figure's jersey in the proper place. (e) In Round Robin play, each coach must have team figures in both home/dark and away/white colors. The offense will play in HOME/DARK uniforms and defense will play in AWAY/WHITE uniforms; in Full Game play, one team will play the entire game with HOME/DARK uniformed figures, and the other team with AWAY/WHITE uniformed figures. (f) The maximum roster size is 33 figures per team. (i.e. a coach may have 15 figures in the team's dark jersey and 18 figures in the team's away jersey for a total of 33 figures. Any combination may be used as long as each team has 11 figures in each jersey color during round robin games). (g) The Tudor/Miggle Classic QB figure may be used provided that it matches the colors of the team

(2) **BASES:** (a) Only Miggle tournament bases from previous Miggle Super Bowls, plus the new tournament bases distributed at the 2007 Convention and Current line of Pro-Line bases available on Miggle Online Store are allowed. (b) The base shell may not be altered in any way except to remove any plastic residue that may have remained from the mold. (c) Prongs may be "tweaked". The prongs may be flashed, pulled, flattened, cut, crimped or completely removed. (d) Boiled bases are not allowed. (e) Each base must be properly attached to a figure. (f) No glue or other adhesive may be used on the bases. (g) No other substances or weight may be attached to the bases.

(3) **TTQB:** Coaches may bring and use their own TTQBs. (a) The TTQB must be either the white or yellow plastic model made by Tudor Games or Miggle Toys. (b) Minor tweaking or reshaping of the TTQB and the TTQB handle is permitted. (c) No other substance or material may be attached to the TTQB. (d) Each coach is allowed to have a maximum of three TTQBs on hand. If a TTQB breaks during a game, it may be replaced by a new Miggle TTQB.

(4) **FIGURES BY POSITION.**

(a) On defense, a coach may use any figure at any position.

(b) On offense, a coach must use the "guard" figures at center, left guard and right guard. At left tackle and right tackle, the coach must use either two "guard" figures or two "tackle" figures.

(c) The "guard" figure may not be used in any other position on offense.

(d) The classic quarterback figure may not be used at any position other than quarterback.

(e) Numbering should follow NFL rules for offense (Off. Line #50-#79).

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(5) FOOTBALLS: (a) Miggle Toys will provide the footballs used in the tournament. No other footballs may be used. (b) Cutting, trimming and reshaping of the football is not allowed. (c) No other substance (such as glue or spray) may be applied to the footballs.

(6) MIGGLE COURTESY TEAM: Miggle Toys will provide teams and bases free of charge to any coach who does not bring a tournament-ready team but wishes to compete in the tournament. As a courtesy, Miggle Toys will provide two bags of team figures (one dark jersey team and one white jersey team), number decals for the figures, one set of 2007 Official Tournament Bases, which includes both TTC and rookie bases, and TTQBs. Under no circumstances will Miggle Toys be able to supply more than one dark jersey team or one white jersey team to any coach.

(7) EQUIPMENT INSPECTIONS: Prior to every game, each coach must inspect his opponent's equipment and sign the inspection checklist. Any questions about the validity of the equipment being used should be addressed with an SMMG staff member before the game begins. The staff member may disallow any equipment that it feels violates the rules or spirit of the rules. The Rules Committee also makes final judgments on rules interpretations, remedies and disqualifications.

STACKING. Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least 10 yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50- yard line (the line of scrimmage) and on the left hash mark. A linebacker also set on that same left hash mark can be no closer than the 40-yard line (10 yards farther off the line of scrimmage than the lineman in a straight line in front of it). On offense, stacking behind offensive linemen or receivers is also illegal. One exception, however, is that some stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center and a running back may be stacked behind a quarterback or behind another running back. (Remember, by rule, any running backs must be at least 10 yards behind the line of scrimmage).

STATIONARY PLAYER. A stationary player is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

SPECIAL NOTE AS POSTED ON MIGGLE.COM CHATBOARD:

Tale of the Face Masks

In response to many of you who have asked, the Tournament Rules Committee agrees that Face Masks will be a great addition to the Official Miggle Super Bowl tournament - - but they will not be permitted at the January 2007 function because we will not be able to put proper rules in place in time to accommodate the large number of coaches who will be attending. The review board is currently working on this policy change for the 2008 Convention.

With the masks being on display, announced online and available at the convention . . . we feel the tournament itself is not going to make or break them or their popularity.

MIGGLE TOYS' 2010 ELECTRIC FOOTBALL WORLD CHAMPIONSHIP RULES

1.0 TOURNAMENT FORMAT-

The 2010 Miggle Tournament will consist of a Round-Robin Series, Conference Championships, Bowl Championship Series, and the Miggle National Championship of Electric Football. Coaches will be assigned to one of up to seven possible Conferences (ACC, Big East, Big 10, Big XII, PAC-10, SEC, and MWC).

Miggle tournament officials may open conferences up to include divisions within conferences if the amount of coaches in the tournament exceeds 84 participants. In the case of divisions, tournament officials will ensure coaches play the specified amount of games.

Each team in a given conference shall play every other team in that conference once, or a total of 11 games, whichever is fewer. The top two coaches per conference shall compete in a single possession conference championship, and based on ranking will be declared Bowl eligible, and play in a series of Bowl games, ultimately bringing the winners of those games to the Miggle National Championship Game. Each division will have a moderator to supervise game play and record scores.

The Junior Spark Bowl (Sun Belt Conference) is for coaches who are ages 7-12. The two coaches with the best record after a single round robin will play a Championship Game called the Sun Bowl.

The Senior Spark Bowl (Conference USA) is for coaches who are aged 13-17. The two coaches with the best record after a single round robin will play a Championship Game called the Independence Bowl.

1.1 ROUND-ROBIN SERIES-

All Coaches who have entered as League Champions prior to the start date of the 2010 Miggle Convention will receive higher standing in terms of placement in Conferences, or may be placed in a conference of their choice. Registration for all other Coaches will occur at the tournament, with coaches being seeded and placed in Conferences based on experience, the team they are using, their city of origin, or best available location. All games in the Round-Robin Series will utilize the Single Possession Game Rules.

All games in the Bowl Championship Series will be played in Full-Game formats.

Conference Championships and Bowl Championship Series Games will use overtime to resolve ties at the end of regulation.

1.2 COACHES' POLL-

Coaches Poll sheets will allow other coaches to rank all other participants in the tournament, anonymously. The voting coach may use any evidence and information to determine voting preferences. Only the Top 20 of any coach poll list will be counted. These votes will be tabulated with the computer rankings to determine official ranking. All Coaches Poll sheets are due to Officials by 12 noon Saturday of the tournament. Results will be anonymous and released by 1pm. All poll sheets received after this time will be rejected. The 2009 Miggle Champion will automatically be seeded #1 in the 2010 Coaches Poll (if in attendance) and the 2009 Runner-Up will automatically be seeded #2 (if in attendance).

1.3 COMPUTER RANKINGS-

Each Coach will be ranked via Excel spreadsheet for the following criteria:

1. Coaches Poll (Maximum of 4 pts, #1=+4 pts, #20=+.2 pts.)
2. Strength of Conference (based by Conference and Coaches Poll) (Up to 3.5 pts)
(Big 10: 3.5, Big XII: 3.0, SEC: 2.5, PAC-10: 2.0, ACC: 1.5, Big East: 1.0, MWC: 0.5)
3. Wins during Single Possession Tournament (2 pts per win)
4. Ties during Single Possession Tournament (1 pt per tie)
5. Touchdowns scored during Single Possession Tournament and Conference Championship (1 pt per TD)
6. Total yards gained during Single Possession Tournament and Conference Championship (1 pt per 50 yds, rounded down)
7. Conference Championship Win (5 pts)

The results of the computer ranking will determine the coaches' overall tournament ranking. This computer ranking will determine seeding for the bowl games.

1.4 CONFERENCE CHAMPIONSHIPS-

Conference Championship Games will utilize the Single Possession Game Rules with the exception the games must have a winner by scoring. If neither team scores during the single possession phase, overtime is implemented until a winner is determined. Field goals are allowed in the overtime periods only.

1.5 BOWL CHAMPIONSHIP SERIES-

A total of 7 Bowl Games will be played to determine the 2010 Miggle National Champion. A coach will be eligible for contention in the Miggle Bowl Championship Series if:

1. He/she wins the conference championship in one of the 7 conferences.
2. Is ranked 8th in the computer rankings upon completion of the conference championships.

Note- No more changes to rankings are made after the Conference Championships.

The first round of games in the Bowl Series is called the Elite 8. The Elite 8 Games will use the Full Game Rules, with the following schedule-

1. #8 at #1: AllState Sugar Bowl
2. #7 at #2: Outback Bowl
3. #6 at #3: Fiesta Bowl
4. #5 at #4: Cotton Bowl

The winners of these games will be placed into the Final 4. The Final 4 Games will use the Full Game Rules. The two higher seeds will have home field advantage for these games. The two Final 4 games are-

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1. #4 at #1: Rose Bowl
2. #3 at #2: FedEx Orange Bowl

The remaining two teams will play in the Miggle National Championship Game. The team with the higher seed will be given selection of the board to be played on by selecting from the pool of boards used during the course of the tournament.

1.6: SPARK BOWLS

The Junior Spark Bowl (Sun Belt Conference) is for coaches who are ages 7-12. Junior Spark Bowl participants will have supervision by a responsible adult in the convention area at all times while he/she participates in the Junior Spark Bowl.

The Senior Spark Bowl (Conference USA) is for coaches who are aged 13-17.

Each Spark Bowl Tournament will have each coach play every other coach once during a regular season, using the Single Possession Game Rules.

Equipment used by the Spark Bowl coaches will be the same as the equipment used in the Miggle Electric Football World Championship Rules.

The Electric Football Rulebook Pamphlet, which comes with the Electric Football Challenge Game Sets (the 8.5" x 11" edition with the running back on the cover), will be the rules for game play during the Spark Bowls. If a question arises on a rule issue not covered in the pamphlet, the Miggle Electric Football World Championship Rules will prevail.

The two coaches with the best record after a single round robin will play a Championship Game called the Sun Bowl.

The two coaches with the best record after a single round robin will play a Championship Game called the Independence Bowl.

1.7 MIGGLE TOURNAMENT COMPLIMENTARY TEAM (SPARK BOWL ONLY)-

Miggle Toys will provide one set of standard (no Big Men) figures in the team of choice, one strip of felt footballs, 1 TTQB, and one set of the 2010 Tournament bases free of charge to any youth coach who requests these items. Coaches who receive complimentary teams cannot use any additional equipment.

EQUIPMENT

Coaches may only use equipment found in the Miggle Toys online catalog, viewed at www.miggle.com.

2.1 FIGURES:

(A) Coaches may use a custom-painted team, any original Miggle factory-painted stamped team, or add helmet and jersey decals to an existing Miggle EFL team. Painted Classic Quarterback and Pro Line figures are authorized with approval by tournament officials. No excessive glue, clay, or filler substances may be used. Decal sealer to protect decals is authorized. Miggle tournament officials will inspect all teams before the tournament.

(B) No customization of the figures is allowed. Figures may not be reshaped or altered in any way. Broken or damaged figures are not allowed. Unpainted figures are not allowed. All figures will have a number.

(C) Number, name, and insignia water slide decals may be applied to each figure's helmet, jersey, pants, shoes, and sleeves in the proper place; so, too, may Miggle's numbers, chin straps, and face masks be applied to the figures and be used in tournament play.

(D) In all Rounds of Play, each coach may have up to 40 figures. You may use all one color team or, use offense in dark jerseys and defense in white jerseys. **Light and dark jerseys must be from the same team.** No total team roster of dark and light jersey figures will exceed 40 individual figures per team. Games between two teams in dark jersey or two teams in white jersey are allowed.

(E) All figures will be weighed without base during inspection. The list below indicates the figure weight not to be exceeded in order to be eligible for tournament play.

Miggle standard:

Guard (blocking pose):-----	1.6g
Tackle (coming out of stance pose):-----	1.5g
Offensive Back (arm in air):-----	1.6g
Receiver (running figure):-----	1.6g
Defensive Back (arms out from sides):-----	1.8g

"67" Big Men:

Guard (blocking pose):=====	2.0g
Tackle (coming out of stance pose):=====	1.9g
Offensive Back (arm in air):=====	1.9g
Receiver (running figure):=====	1.9g
Defensive Back (arms out from sides):=====	2.0g

Miggle Classic Quarterback:===== 1.3g

(F) Coaches who wish to use the Miggle Classic Quarterback during Tournament Play must submit the QB to league officials to be inspected.

2.2 TTQB:

Coaches may bring and use their own TTQBs.

(a) The TTQB must be either the white or yellow plastic model made by Miggle Toys.

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- (b) Minor tweaking or reshaping of the TTQB and the TTQB handle is permitted.
- (c) TTQB's may be painted, however, no other substances or material may be attached to the TTQB.
- (d) Each coach is allowed to have a maximum of three TTQB's on hand. If a TTQB breaks during a game, it may be replaced by a new Miggle TTQB.

2.3 BASES:

- (a) Only Miggle tournament bases from previous Miggle Super Bowls, plus the new tournament bases distributed at the 2010 Convention and Current line of Pro-Line bases available on Miggle Online Store are allowed.
- (b) The base shell may not be altered in any way except to remove any plastic residue that may have remained from the mold.
- (c) Interchange of shells and dials is allowed, provided the shell and dial are both in the current Miggle Toys catalog.
- (d) Prongs may be "tweaked". The prongs may be flashed, pulled, flattened, cut, crimped or completely removed.
- (e) Boiled bases are not allowed.
- (f) Each base must be properly attached to a figure using the base clips.
- (g) No glue, tape, or other adhesive may be used on the bases.
- (h) No other substances or weight may be attached to the bases.

2.4 FIGURES BY POSITION

- (a) On defense, a coach may use any figure at any position.
- (b) On offense, a coach must use the "guard" figures at center, left guard and right guard. At left tackle and right tackle, the coach must use either two "guard" figures or two "tackle" figures. The "tackle" figure may also be used at other positions on offense.
- (c) The "guard" figure may not be used in any other position on offense.
- (d) The classic quarterback figure may not be used at any position other than quarterback.
- (e) On offense, offensive linemen must be clearly designated and easily identifiable.

2.5 FOOTBALLS:

Balls will be the white felt or brown and white "Pro Line" footballs only. No other footballs may be used. Cutting, trimming and reshaping of the football is not allowed. No other substance (such as glue or spray) may be applied to the footballs.

3.0 TOURNAMENT TIMELINE OF KEY EVENTS.

Friday, January 15, 2010:

5pm-7pm: Reception / Mixer / "Happy Hour"

7:30pm: Dinner

8:00pm: Opening ceremony "Miggle Game Day Preview" (Enjoy dinner while Dave and Mike regale you with their wit and some great guests!)

9:00pm: Miggle Championship Series Team Draw begins. Spark Bowlers are welcome to claim their teams at this time.

9:00pm: Rules Distribution

9:30pm: Miggle 2009 Tournament Rules Briefing

10:00pm: Practice Time

Coaches will turn teams over to tournament officials for inspection on Friday night. All teams participating in the 2010 Tournament must be received by 8am Saturday morning. An official at registration will give coaches a receipt. Teams will not be re-issued until after 9:15 Saturday morning. You will not participate in the tournament unless your team is given to the officials for inspection and approval. Coaches may be present during official team inspection. Re-inspections are allowed, but no further inspections shall be allowed after 9:00 am on January 16, 2010.

Saturday, January 16, 2010:

8:00am: Team Inspections by Series Officials and Coaches (only) at Game Site

10:00am: "Miggle Game Day" Presentation (Everyone is here!)

10:30am: Miggle 2009 Championship Series Single Possession Tournament Begins

11:00am: Spark Bowl Tournaments Begin

3:00pm: Single Possession Conference Championships (ACC, Big East, Big 10, Big XII, PAC-10, SEC, and MWC)

3:30pm-6pm: Miggle 2010 Bowl Championship Series at Game Site ("Elite 8")

3:30pm: Junior and Senior Spark Bowls

7pm: Dinner

7pm: Skills competition (Part 1), presented by the MFCA

7pm- "Green Room Rumble"

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Coaches will be allowed to practice with their teams Saturday night.

Sunday, January 17, 2010:

9:30am: Miggle 2010 Bowl Championship Series at Game Site (Final 4")

12 noon: Prep Championship Site, select board for use

12:15pm: Final 2 coaches report to game site. Equipment Inspection for National Championship.

12:30: "Miggle Game Day"

12:45pm: National Anthem

12:55pm: Coin Toss

1pm: Miggle 2010 Championship Series National Championship Game at Center Stage. Halftime show is 15 minutes.

4:00pm: Awards Ceremony

5:00pm: Miggle 2010 Convention ends

4.0 PLAYS FROM SCRIMMAGE.

This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage. All players must be placed upright at the beginning of every play from scrimmage, with the exceptions being a kicker/punter and a kick-off/punt returner.

4.1 Offensive Formations. The offense must set its players in the following manner:

(A) Interior Offensive Linemen. The interior offensive linemen (center, guards and tackles) are set on the line of scrimmage with a gap (see definition) or space between them measuring one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted. Offensive Linemen should be numbered from 50 to 79.

(B) Tight Ends and Receivers. Any tight end or wide receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle or tight end by one base width and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked.

(C) Quarterback. The quarterback must be identifiable on each play. The quarterback must be set such that at least part of its base is in the straight-line path behind the center's base and no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction.

(D) Running backs. A maximum of three players may be set as running backs. A running back must be set such that its entire base is in the area between the tackles and at least 10 but no more than 15 yards (front of base) behind the line of scrimmage.

4.2 Defensive Formations. Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner:

(A) Defensive Linemen. A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards and between the guards and tackles.

(B) Linebackers and Defensive backs. Linebackers and defensive backs may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles. If they are set five or more yards behind the line of scrimmage, then they may be in the gaps between offensive linemen. If they are set 5 or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 6.3-Step e). Linebackers and defensive backs may be set to remain relatively stationary i.e., "zone" defense, by adjusting the base, not by laying the figure down. A cornerback may be angled by the defense regardless of distance from the Line Of Scrimmage.

4.3 Play Procedure. Plays are run as follows:

(A) The offense and defense simultaneously begin to set their players in the desired formations.

(B) The offense announces "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.

(C) Upon seeing the offense's final set formation, the defense makes its final adjustments and announces "set." (see 6.1 for game timing and game clocks.)

(D) The offense may now angle (but not adjust) a maximum of two players who are not offensive linemen or tight ends. (i.e. receivers, running backs, and quarterback).

(E) In response to Step D above, the defense may angle (but not adjust) as many players as the offense did, provided that the defenders being angled are at least 5 yards behind the line of scrimmage. Cornerbacks are the exception to this rule. A cornerback may be angled by the defense regardless of distance from the Line Of Scrimmage. Any defender lined up opposite of an offensive linemen cannot be angled.

(F) The offense announces the number of the ball carrier. If the ball carrier is a running back, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step L). If the offense plans to attempt a pass, then proceed to Step G.

(G) The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as the coach is ready to attempt a pass. If the quarterback moves past the line of scrimmage without being tackled, the switch may remain on with the quarterback as the ball carrier, proceed to Step K.

The offense may attempt a pass if all of the following conditions are met:

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- (1) The quarterback has not been tackled (sacked).
- (2) The quarterback has never had its entire base drop back more than 15 yards behind the line of scrimmage.
- (3) An eligible receiver is open to receive a pass. (A receiver is eligible to receive a pass if the base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt. A receiver is also considered ineligible if he is more than 10 yards (straight line distance) behind the quarterback.)
- (4) The quarterback has never had any part of its base on or past the line of scrimmage.
- (5) The quarterback has not run out of bounds.

If all these conditions are met, then proceed to Step I. If condition (4) is no longer met, the board is switched off and the quarterback is not permitted to pass with the TTQB, but only has the option to scramble. A quarterback who is already past the LOS with no other receivers open must scramble. A scrambling quarterback may angle and adjust his base in order to effectively scramble. The substitution of a stationary base for a mobile base is allowed. Upon completion of the adjustments, the scrambling quarterback must be placed back on the field in the same agreed spot and facing to allow the defense to make adjustments, then proceed to step J. The quarterback is sacked for a loss if conditions (1) or (2) are met. Not meeting condition (3) is also a sack by the Coverage Sack rule (see definition). If condition (5) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds.

(H) The quarterback substitution is made (if necessary). If the intended receiver is within five yards of the quarterback (straight line distance from base to base), and there are no defenders anywhere between them, the pass is considered a "shovel pass" and the TTQB is not required. A shovel pass can be attempted anytime the quarterback is behind the Line of Scrimmage. Once the receiver has been identified as the new ball carrier, proceed to Step K.

(I) The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step K. The offense may elect to take an automatic incomplection ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away," then skip to Step L. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted. Play continues in Step K, but with the defender as the ball carrier and with the offense becoming "the defense."

(J) The defense may angle and adjust any of its players that are not engaged. Any players set in "zone" can be angled and adjusted to defend the play. Players who are angled and adjusted cannot be placed back on the field any further forward than the facing of the front of their base. This is easily imagined as the player being able to rotate on an imaginary axis with the center being the center of the figure. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.

(K) Ball carrier advances the ball until touched anywhere on the base by an opponent's base (arm to arm is not a tackle until the bases touch), the ball carrier scores a touchdown, or the ball carrier runs out of bounds.

(L) The line of scrimmage is marked for the next play.

5.0 SINGLE POSSESSION GAME RULES

All games in the Round-Robin Series will be played by these rules. Under these rules, each team will have one possession beginning on the 50-yard line. A possession consists of four downs only. Gaining 10 yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yardage wins the game. If total yardage and total points are equal after each team has had the ball once, the game ends in a tie. No field goals can be attempted during a single possession game. The rules for "Plays From Scrimmage" in the Miggle Toys 2010 Electric Football World Championship Rules apply. The procedures listed below apply to these games.

5.1 Each game will begin with a coin toss. The winner of the coin toss will choose whether he/she wants to be on offense (Team "A") or defense (Team "B") first. The Coaches will then examine their opponents' players. If both coaches agree that their opponent is playing with "legal" players, the game commences; if one or both coaches want to challenge an opponent's players, they must contact the Official Tournament Judge to rule on the matter.

5.2 To begin the game, Team "A" will place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Round Robin games, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line if they so desire. Teams must score a touchdown.

5.3 If Team "A" loses the ball via an interception, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50-yard line.

5.4 If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.

5.5 If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 2-yard line. If Team "A" does not convert its extra point try, the ball is immediately dead. The touchdown play is the last play Team "A" will run from scrimmage, and the field is set up for Team "B" after the 2-point conversion.

5.6 At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50-yard line and going in either direction the coach chooses. The same rules apply for Team "B's" turn as for Team "A's."

5.7 If Team "A" finishes its four downs with negative yardage, Team "B" can win the game simply by finishing its four downs with any positive yardage. If Team "B" gains no yardage, or negative yardage, after its four plays, the game is considered a tie. (i.e., -5 yards does not beat -7 yards.) If Team "A" gains zero positive yards, Team "B" will still get four plays.

5.8 If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10-yard line. If one team is ahead 8-6 at this point, that team is declared the winner.

5.9 If total yardage or total points are equal after each team has had the ball once, (including all scoring) or neither team has been able to achieve positive yardage, the game is considered a tie.

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5.10 Each victory in the Round-Robin Series is worth two points to the winning team; each tie is worth one point to each team. The two top teams in each Conference with the most points at the end of Round-Robin play will be considered the finalists and move on to the Conference Championships.

5.11 The winning coach must report the results of the game to a Tournament Scorekeeper immediately after the game is completed. If the game finishes in a tie, both coaches are required to report the score. Failure to report a score before the next round of Round-Robin games is played makes the coach(es) liable to receive zero points for that game played.

5.12 Coaches may not seek out or receive help, advice or assistance during any game played in the tournament. This rule also includes any games where coaches may be paired up by the Tournament Committee as Offensive and Defensive Coordinators of one team; even these coaches may not confer in any manner from the opening announcement of play until the final notice that the game is over. Violating this rule puts a coach or coaches in jeopardy of disqualification by the Rules Committee.

5.13 In the Round Robin games, each coach will be given 10 minutes to complete four plays. Once it starts, the clock runs continuously. There are no time-outs and the clock can only be stopped by a referee, judge or official.

6.0 FULL-GAME RULES.

6.1 Game Timing. The game is divided into two 30-minute halves. Once it starts, the clock runs continuously. Each coach has three time-outs per half, which may be used to stop the clock. A play clock will be used for setting up plays. Once the play clock starts, the coach on offense has 60 seconds to set up his formation. The coach on defense has an additional 10 seconds (total of 70 seconds) to complete his defensive formation. A delay of game penalty (five yards) may be assessed by the referee if coaches adjust/add players after the allotted time is given. A delay of game penalty stops the game clock. In addition, a passing clock will be utilized on passing attempts. After shutting off the board to attempt a pass, the coach on offense has 30 seconds to place his TTQB on the board and complete his pass attempt. Any pass that hits a receiver after the 30-second limit is incomplete. A coach is limited to 15 seconds to make adjustments or angles when allowed.

6.2 Coin Toss. A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following:

- (1) Receive the kick-off
- (2) Kick-off
- (3) Defend the goal of choice
- (4) Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options that still apply.

At the start of the second half, the coach who lost the coin toss gets first choice of options 1, 2 or 3 (unless the winner of the coin toss selected option 4 at the start of the game).

6.3 Kick-Off Plays. Kick-off plays are run as the first play of each half and after a touchdown or field goal is scored.

1) Kicking Team Formation. The kicking team sets up all players at or behind its own 30-yard line.

2) Receiving Team Formation. The receiving team must have at least five players on the 50-yard line. One player, the kick returner, must be set and will start by default with the front of the base on its own goal line aligned directly behind the center hash mark. The kick returner should be a stationary player so that it does not move when the board is turned on. The kick returner may be set up laying down at the start of the play. The kick returner can be moved to the spot of the ball if the kicked ball lands in the field of play. If the kicked ball hits any player on the receiving team, that struck player is now the kick returner. The remaining five players may be set anywhere between the 50-yard line and the receiving team's 5-yard line.

3) Kick-Off Play Procedure. When both teams are set, play proceeds in the following manner:

A) The ball is kicked using the TTQB with kicking leg.

B) Depending on where the ball lands from the kick:

1) If the ball lands on the field of play and inbounds, (not in an end zone) the player closest to the ball becomes the kickoff returner. If the ball lands between a group of players in close proximity, the receiving team coach will make the determination. The receiving team's coach can then choose to have the runner advance the ball or not. Once the first decision is made, no change can be made. If the returning team's coach wishes to advance the kickoff return, proceed to Step C.

2) If the ball lands on the field of play, but out of bounds (any part of the ball in the white strip), the play is ruled an illegal formation, and the receiving team will be given possession at the opponent's 40-yard line, without running a kickoff return.

3) If the ball strikes a player while in flight, regardless of where the ball lands, the struck player is now the kickoff returner. If the ball strikes multiple players, then the first player struck is the kickoff returner. The receiving team's coach can then choose to have the runner advance the ball or not. If the returning team's coach wishes to advance the kickoff return, proceed to Step C. Once the first decision is made, no change can be made.

4) If the ball lands and stops inbounds and in an end zone, the receiving coach can place his kick returner at the spot of the resting ball, or select to take the ball at the opponent's 20-yard line. Once the first decision is made, no change can be made. If the returning team's coach wishes to advance the kickoff return, proceed to Step C.

5) If the ball lands and stops on the white strip in the back of an end zone, it is an automatic touchback.

6) If the ball lands and stops on the board rails, off the board completely, or anywhere else not included in the above-mentioned categories, proceed to Step C.

C) The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.

D) If any player from the kicking team reaches the receiving team's goal line by the end of the four-second count, it is an automatic touchback. If no kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the end zone for a touchback or return the kick-off.

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E) If the receiving team decides to return the kick, the stationary player in kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of adjust and angle). No other player on the receiving team may be angled or adjusted.

F) The kicking team may then angle and adjust any of its players that are not engaged (see definition of engaged) with an opposing player. The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores or has his forward progress stopped.

6.4 On-Sides Kick. A team may attempt an on-sides kick only if it is losing. The procedure for an on-sides kick is as follows:

- a) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick.
- b) The kicking team then removes one of its players and replaces it with the triple-threat quarterback.
- c) The ball is then kicked.
- d) Both teams will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of 10 yards and remains inbounds and does not strike any player on the field. If this action occurs, the kicking team is then allowed to adjust and angle any of its players, including the kicker, toward the football. The receiving team may then make any adjustments and angles. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball, the receiving team gains possession at the spot of the ball.
- e) The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than 10 yards, hits any receiving team player on the field, or goes out of bounds. If the ball travels less than 10 yards, the play is over and the receiving team takes possession at the spot of the ball.

If the ball hits one of the players on the field, the play is over and the team whose player was struck takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at the receiving team's 40-yard line.

6.5 Rule Review. A coach may request an official time out for a rule review from a game official for a specific incident once per half. The game official reserves the right to grant or deny the request. The request must be made after the defense is set, and before any angles are made. It can also be made upon the completion of a play. Once the play has begun, no rule reviews are allowed. If the requesting coach loses a rule review, he loses a time out.

6.6 Overtime (Conference Championships and Full Games only). A coin toss determines which side shall attempt to score first, and at which end zone the scores shall be attempted. Each team in turn will receive one possession, starting with first-and-10 at the opponent's 25-yard line. The game clock does not run during overtime, but the play clocks are enforced.

A team's possession ends when it scores (touchdown or field goal), misses a field goal, fails to gain a first down on the final down, or loses the ball by turnover. As usual, a touchdown by the offense is followed by a try for one or two points.

Teams must attempt a two-point conversion after a touchdown starting in the third overtime.

The defense may score on a play on which it gains possession by turnover.

Each team receives one charged time-out per overtime procedure.

If the score remains tied at the end of the first overtime procedure, a second overtime procedure is played. The team with the second possession in the first overtime procedure will have the first possession in the second overtime procedure.

The overtime procedures are continued until a winner is determined.

7.0 PUNTS

7.1 Formations. The rules for offensive and defensive formations as described in Section 6.1 and 6.2 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base, or laying down. In addition, the defense may elect to place a kick returner on a stationary base, or laying down exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).

7.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to punt.
2. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two-second count.) If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two-second count the punt is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player; (b) The punt hits the field of play and stays inbounds; (c) The punt hits a player on the fly or after bouncing on the field of play; (d) The punt hits the field of play and then goes out of bounds. If situations (a) or (b) occurs, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b) the punt returner is moved to the spot of the ball. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and the return team has possession at the point where the ball went out of bounds. NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 4.3, Step H. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments.
5. The board is turned on for two seconds (to simulate the ball being punted in the air while the kicking team runs downfield to cover the punt) and then turned off.

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6. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot of the punt returner while remaining inbounds, then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was in the end zone, then the result is a touchback). If no player from the stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot.

7. The punt returner may be angled. No other player on the return team may be angled.

8. The punting team may then adjust and angle any of its players not engaged with a player from the return team.

9. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

8.0 FIELD GOALS AND PATs. Field goals and PAT's must be kicked using the TTQB with the kicking leg attached, and a regulation ball. A field goal may only be attempted when the offense is beyond the opponent's 40-yard line. A PAT will be attempted from the opponent's 15-yard line.

8.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 apply to field goals and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

8.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to attempt a kick.
2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 4.3, Step H.

9.0 2 PT CONVERSION. See 5.0 Single possession rules and section 6.0 for game play. 2-point conversions will be a single play attempted from the defense's 2 yard line.

GLOSSARY OF TERMS

ADJUST. An adjust is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An angle is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. The defender's proximity to the ball carrier will be taken into account, but the final position of the defender after being rotated will be the overriding factor. Being out of bounds does not disqualify an eligible player from being angled.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A coverage sack occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are specifically covered, more than 10 yards behind the quarterback, or out of bounds). The play is then down at the spot of the quarterback.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If eligible, a fallen player may be angled and adjusted and stood up right at the forward spot of the base.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point.

GAP. The gap is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one "rookie" base width apart when setting up a play from scrimmage.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player who intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. QB substitution is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

EQUIPMENT INSPECTIONS: Prior to every phase of the tournament, officials will inspect all equipment used in the tournament. Any questions about the validity of the equipment being used should be addressed with an Convention staff member before the game begins. The staff member may disallow any equipment that it feels violates the rules or spirit of the rules. The Rules Committee also makes final judgments on rules interpretations, remedies and disqualifications.

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STACKING. Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least 5 yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50- yard line (the line of scrimmage) and on the left hash mark. A linebacker also set on that same left hash mark can be no closer than the 45-yard line (5 yards farther off the line of scrimmage than the lineman in a straight line in front of it).

On offense, stacking behind offensive linemen or receivers is also illegal.

One exception is limited stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center. (Remember, by rule, any running backs must be at least 10 yards behind the line of scrimmage). Running backs and quarterbacks must be slightly offset (half a base width minimum) when lined up in an "I"-formation.

STATIONARY PLAYER. A stationary player is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

B-21

B-002

Kimberly Coors

Tom & Shirley Mawhorter

4th Runner LB

4th Runner LB

B-312

B-41

Frank & Anne Boyce

Tom Brewer

3rd Runner LB

3rd Runner LB

B-150

B-00

1st Runner LB

Edna Adams

2nd Runner LB

2nd Runner LB

B-13

B-40

Ronald & Wilma Barnes

Tom Anderson

1st Runner LB

1st Runner LB

B-10

B-83

Herb McCreese

Charles Fly

TOP DEVLTER

TOP DEVLTER

BOOTH2

CV2E2

TOP DEVLTER2 for June 2008

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TOURNAMENT FORMAT

The 2011 Miggle Tournament will consist of a Round-Robin Series, Conference Championships, Bowl Championship Series, and the Miggle National Championship of Electric Football. Coaches will be assigned to one of up to seven possible Conferences (ACC, Big East, Big 10, Big XII, PAC-10, SEC, and MWC).

Miggle tournament officials may open conferences up to include divisions within conferences if the amount of coaches in the tournament exceeds 84 participants. In the case of divisions, tournament officials will ensure coaches play the specified amount of games.

Each team in a given conference shall play every other team in that conference once, or a total of 11 games, whichever is fewer. The top two coaches per conference shall compete in a single possession conference championship, and based on ranking will be declared Bowl eligible, and play in a series of Bowl games, ultimately bringing the winners of those games to the Miggle National Championship Game. Each division will have a moderator to supervise game play and record scores.

The Junior Spark Bowl (Sun Belt Conference) is for coaches who are ages 7-12. The two coaches with the best record after a single round robin will play a Championship Game called the Sun Bowl.

The Senior Spark Bowl (Conference USA) is for coaches who are aged 13-17. The two coaches with the best record after a single round robin will play a Championship Game called the Independence Bowl.

1.1 ROUND-ROBIN SERIES

Registration for all Coaches will occur at the tournament, with coaches being seeded and placed in Conferences based on experience, the team they are using, their city of origin, or best available location. All games in the Round-Robin Series will utilize the Single Possession Game Rules.

All games in the Bowl Championship Series will be played in Full-Game formats.

Conference Championships and Bowl Championship Series Games will use overtime to resolve ties at the end of regulation.

1.2 COMPUTER RANKINGS

Each Coach will be ranked via Excel spreadsheet for the following criteria:

1. Wins during Single Possession Tournament (2 pts per win)
2. Ties during Single Possession Tournament (1 pt per tie)
3. Touchdowns scored during Single Possession Tournament and Conference Championship (1 pt per TD)
4. Total yards gained during Single Possession Tournament and Conference Championship (1 point per 25 yards, rounded down)
5. Conference Championship Win (5 pts)

The results of the computer ranking will determine the coaches' overall tournament ranking. This computer ranking will determine seeding for the bowl games.

1.3 CONFERENCE CHAMPIONSHIPS

Conference Championship Games will utilize the Single Possession Game Rules with the exception the games must have a winner by scoring. If neither team scores during the single possession phase, overtime is implemented until a winner is determined. Field goals are allowed in the overtime periods only.

1.4 BOWL CHAMPIONSHIP SERIES

A total of 7 Bowl Games will be played to determine the 2011 Miggle National Champion. A coach will be eligible for contention in the Miggle Bowl Championship Series if:

1. He/she wins the conference championship in one of the 7 conferences.
2. Is ranked 8th in the computer rankings upon completion of the conference championships.

Note- No more changes to rankings are made after the Conference Championships.

The first round of games in the Bowl Series is called the Elite 8. The Elite 8 Games will use the Full Game Rules, with the following schedule-

1. #8 at #1: AllState Sugar Bowl
2. #7 at #2: Outback Bowl
3. #6 at #3: Fiesta Bowl
4. #5 at #4: Cotton Bowl

The winners of these games will be placed into the Final 4. The Final 4 Games will use the Full Game Rules. The two higher seeds will have home field advantage for these games. The two Final 4 games are-

1. #4 at #1: Rose Bowl
2. #3 at #2: FedEx Orange Bowl

The remaining two teams will play in the Miggle National Championship Game. The team with the higher seed will be given selection of the board to be played on by selecting from the pool of boards used during the course of the tournament.

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1.5 SPARK BOWLS

The Junior Spark Bowl (Sun Belt Conference) is for coaches who are ages 7-12. Junior Spark Bowl participants will have supervision by a responsible adult in the convention area at all times while he/she participates in the Junior Spark Bowl.

The Senior Spark Bowl (Conference USA) is for coaches who are aged 13-17.

Each Spark Bowl Tournament will have each coach play every other coach once during a regular season, using the Single Possession Game Rules.

Equipment used by the Spark Bowl coaches will be the same as the equipment used in the Miggle Electric Football World Championship Rules.

The Electric Football Rulebook Pamphlet, which comes with the Electric Football Challenge Game Sets (the 8.5" x 11" edition with the running back on the cover), will be the rules for game play during the Spark Bowls. If a question arises on a rule issue not covered in the pamphlet, the Miggle Electric Football World Championship Rules will prevail.

The two Junior Spark coaches with the best record after a single round robin will play a Championship Game called the Sun Bowl.

The two Senior Spark coaches with the best record after a single round robin will play a Championship Game called the Independence Bowl.

1.6 MIGGLE TOURNAMENT COMPLIMENTARY TEAM (SPARK BOWL ONLY)-

Miggle Toys will provide one set of standard (no Big Men) figures in the team of choice, one strip of felt footballs, 1 TTQB, and one set of the 2011 Tournament bases free of charge to any youth coach who requests these items. Coaches who receive complimentary teams cannot use any additional equipment.

EQUIPMENT

Coaches may only use equipment found in the Miggle Toys online catalog, viewed at www.miggle.com.

2.1 FIGURES:

A) Coaches may use a custom-painted team, any original Miggle factory-painted stamped team, or add helmet and jersey decals to an existing Miggle EFL team. Pro Line figures and Miggle Classic Quarterbacks may be incorporated into any Miggle team. Painted Classic Quarterback and Pro Line figures are authorized with approval by tournament officials. No glue, clay, or filler substances may be used on any figures at any time. Figures with broken limbs are NOT allowed on the board! Decal sealer to protect decals is authorized. Miggle tournament officials will inspect all teams before the tournament.

(B) No customization of the figures is allowed. Figures may not be reshaped or altered in any way. Broken or damaged figures are not allowed. Unpainted figures are not allowed. All figures will have a number on the back of the jersey! Numbers on the front are optional.

(C) Number, name, and insignia water slide decals may be applied to each figure's helmet, jersey, pants, shoes, and sleeves in the proper place; so, too, may Miggle's numbers, chin straps, and face masks be applied to the figures and be used in tournament play.

(D) In all Rounds of Play, each coach may have up to 40 figures, with players being Classic Miggle, Pro Line, or any combination of both. You may use all one color team or, use offense in dark jerseys and defense in white jerseys. **Light and dark jerseys must be from the same team, meaning Offense in one color and Defense in one color. No combining if they are of two different colors.** No total team roster of dark and light jersey figures will exceed 40 individual figures per team. Games between two teams in dark jersey or two teams in white jersey are allowed.

(E) All figures will be weighed without base during inspection. The list below indicates the figure weight not to be exceeded in order to be eligible for tournament play.

Miggle standard:

Guard (blocking pose):-----	1.6g
Tackle (coming out of stance pose):-----	1.5g
Offensive Back (arm in air):-----	1.6g
Receiver (running figure):-----	1.6g
Defensive Back (arms out from sides):-----	1.8g

"67" Big Men:

Guard (blocking pose):=====	2.0g
Tackle (coming out of stance pose):=====	1.9g
Offensive Back (arm in air):=====	1.9g
Receiver (running figure):=====	1.9g
Defensive Back (arms out from sides):=====	2.0g

Miggle Classic Quarterback:=====

1.3g

Miggle Pro Line Series:

Figure 1=====	1.8g
Figure 2=====	2.0g
Figure 3=====	1.7g
Figure 4=====	1.7g
Figure 5=====	2.0g
Figure 6=====	1.9g
Figure 7=====	2.2g

Figure 8===== 1.7g
Figure 9===== 2.0g
Figure 10===== 1.8g

Coaches may bring and use their own TTQBs.

- ## 2.3 BASES

- ## 2.4 FIGURES BY POSITION

- ## 2.5 FOOTBALLS

PLAYS FROM SCRIMMAGE

3.1 Offensive Formations. The offense must set its players in the following manner:

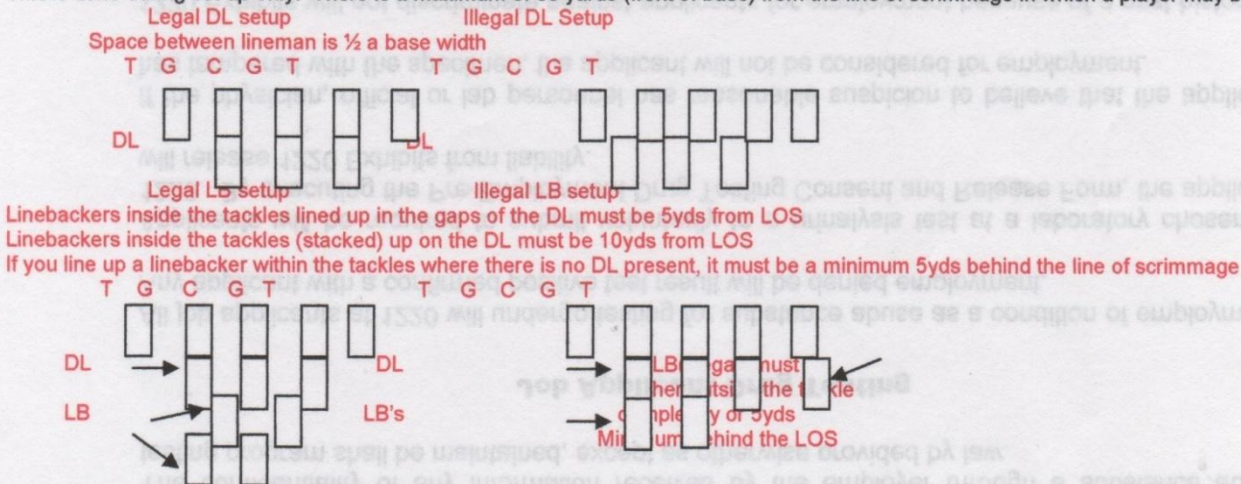
- Legal setting- QB** **Legal setting- QB or QB & RB**
- RB** **RB** **RB** **RB**

(A) **Defensive Linemen.** A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. The defense must have a minimum

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of 2 players on the defensive line. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards or between the guards and tackles, nor can they be angled. Any defender lined up opposite of an offensive lineman cannot be angled in any manner and must be lined up head on, and straight with the offensive lineman!

(B) Linebackers and Defensive Backs. Linebackers and defensive backs may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles with a half base width gap. Be sure that the figure has a number given to be a linebacker or defensive back. If they are set within the tackles, then they must be at least 5 or more yards (front of base) behind the line of scrimmage, in which case they may be in the gaps between the offensive linemen. They must also be facing straight ahead towards the line of scrimmage. They may not be angled in the gaps. Linebackers may be lined up directly behind a defensive lineman, ONLY IF THE FRONT OF THE BASE IS MINIMUM OF 10 YARDS BEHIND THE LINE OF SCRIMMAGE. "Zone" defense, may be used by adjusting the dial on the base for the figure to spin, you may not lay down any figure. This is done during set up only. There is a maximum of 50 yards (front of base) from the line of scrimmage in which a player may be set.



3.3 Play Procedure. Plays are run as follows:

(A) The offense and defense simultaneously begin to set their players in the desired formations.

(B) The offense announces "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation. The offense has 60 seconds from the time the center is placed on the field to call "set."

(C) Upon seeing the offense's final set formation, the defense makes its final adjustments and announces "set." The defense has an additional 10 seconds (for a total of 70 seconds) after the offense announces "set" for them to be set as well.

(D) The offense may now angle (but not adjust, meaning no turning the dials) a maximum of two players who are not offensive linemen nor any tight end or receiver on the line of scrimmage. The angle you place those figures on the line of scrimmage must remain the way you placed them when you called "set." The receivers off the line of scrimmage, running backs, and the quarterback are the only players you may angle.

(E) In response to Step D above, the defense may angle (but not adjust, meaning no turning the dials) as many players as the offense did. If the offense does not angle any players then the defense does not get to angle any players. Any defender lined up opposite an offensive lineman and any linebacker that is lined up less than 10 yards from the line of scrimmage (must be in the gaps) cannot be angled. All other defensive players can be angled.

Note: After the defense has completed any adjustments (meaning angles) the play will be run. The offense does not get to make any QB substitution at this time (immobile QB for mobile QB or vice versa). The QB that you put on the board and say "set" is the QB you will use for that play. The substitution rule was taken out 4 years ago.

(F) After all adjustments have been made, the offense must declare run or pass. If it is a running play, the offense announces the number of the ball carrier. The defense then controls the switch and turns on the game board until the completion of the play (ball carrier is tackled, runs out of bounds, has its forward progress stopped or scores a touchdown). There are no additional stoppages of the board during a running play (no adjustments, no pitching of the ball).

(G) For a passing play the offensive coach will control the switch. After stopping the board the offense may attempt a pass if all of the following conditions are met:

- (1) The quarterback has not been tackled (sacked).
- (2) The quarterback has never had its entire base drop back more than 25 yards behind the line of scrimmage (this is considered a sack and the ball will be marked 25 yards behind the original line of scrimmage).
- (3) An eligible receiver is open to receive a pass. A receiver is eligible to receive a pass if its base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt. A receiver is considered ineligible if his base is completely behind the front of the quarterback's base (part of the base closest to the opponent's endzone). No backwards passing (lateral) is allowed.
- (4) The quarterback has never had any part of its base on or past the line of scrimmage.
- (5) The quarterback has not run out of bounds.

(H) If the quarterback is on an immobile base and no receivers are open when the board is turned off it is a coverage sack and the ball is marked at the most downfield portion of the quarterback's base – they are not allowed to scramble. If the quarterback is on a mobile base and no receivers are open when the board is turned off the offensive coach has the option to have the quarterback run provided he has still not crossed the line of scrimmage. The

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offense is not permitted to angle or adjust the quarterback. The defense can angle and adjust all unengaged players to make the tackle. The defense will now control the switch until the completion of the play. If the offensive coach first turns the board off and the quarterback has reached or crossed the line of scrimmage the ball will be considered down and will be marked at the original line of scrimmage.

(I) The coach must point out which player is the intended receiver. If a coach fails to call out his intended receiver, any pass completion will result in the ball being down at the spot of the completion – the ball cannot be advanced. If the intended receiver is within five yards of the quarterback (straight line distance from base to base), and there are no defenders anywhere between them, the pass is considered a "shovel pass" and the TTQB is not required. If a shovel pass is completed to a receiver behind the line of scrimmage no defensive adjustments can be made. If the shovel pass is made to a receiver on or beyond the line of scrimmage the defense can adjust all unengaged defenders. The defense will now control the switch until the completion of the play.

(J) For a pass attempt using the triple threat quarterback (TTQB) the offense must first "Mark the front of the base of the QB"! The defensive coach and referee must also approve of the setting of this. If there is no ref available in your conference, then get Mike or another appointed rules person to oversee this. The TTQB will touch this mark to pass. When attempting the pass, the quarterback may be tilted to attempt the pass. You may NOT slide your TTQB forward, sideways or backwards to avoid the arm hitting a lineman either, there is NO QB window space to move your TTQB! If you need to do so, "remove" the arm prior to turning your team in.

The offense has only one attempt in which to complete the pass. 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. **If the pass hits a receiver other than the "intended receiver pointed out by the coach", the pass is considered to be complete, down by contact at that point.** After a pass is completed, proceed to Step K. The offense may elect to take an automatic incompletion ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away" the ball will be marked at the original line of scrimmage.

Any pass that hits a defensive player (engaged or unengaged) other than a defensive lineman or his base directly without hitting the playing field or another player first is an interception. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted and advance the ball. The intercepting team cannot angle or adjust any other players. The offensive team can now angle and adjust all unengaged players to attempt to make the tackle. The defender is now the ball carrier and the offense becoming "the defense" and controls the switch until the completion of the play.

(K) After the completion of a pass using the TTQB the defense may angle and adjust any of its players that are not engaged. Any players set in "zone" can be angled and adjusted to defend the play. Players who are angled and adjusted cannot be placed back on the field any further forward than the facing of the front of their base. This is easily imagined as the player being able to rotate on an imaginary axis with the center being the center of the figure. The defense will now control the switch until the completion of the play.

(L) Should your pass attempt hit one of your offensive lineman (engaged or unengaged) or any other ineligible offensive player the pass is incomplete.

SINGLE POSSESSION (Round Robin) GAME RULES

All games in the Round-Robin Series will be played by these rules. Under these rules, each team will have one possession beginning on the 50-yard line. A possession consists of four downs only. Gaining 10 yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yards, wins the game. If total yardage and total points are equal after each team has had the ball once, the game ends in a tie. No field goals can be attempted during a single possession game. The rules for "Plays From Scrimmage" in the Miggle Toys 2011 Electric Football World Championship Rules apply. The procedures listed below apply to these games.

4.1 Each game will begin with a coin toss. The winner of the coin toss will choose whether he/she wants to be on offense (Team "A") or defense (Team "B") first. The Coaches will then examine their opponents' players. If both coaches agree that their opponent is playing with "legal" players, the game commences; if one or both coaches want to challenge an opponent's players, they must contact the Official Tournament Judge to rule on the matter.

4.2 To begin the game, Team "A" will place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Round Robin games, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line if they so desire.

4.3 If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.

4.4 If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 2-yard line. If Team "A" does not convert its extra point try, the ball is immediately dead. The touchdown play is the last play Team "A" will run from scrimmage, and the field is set up for Team "B" after the 2-point conversion.

4.5 If Team "A" loses the ball via an interception, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50-yard line.

4.6 At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50-yard line and going in either direction the coach chooses. The same rules apply for Team "B's" turn as for Team "A's."

4.7 If Team "A" finishes its four downs with negative yardage, Team "B" can win the game simply by finishing its four downs with any positive yardage. Team "B" must complete all four of its plays (unless it scores a TD). If Team "B" gains no yardage, or negative yardage, after its four plays, the game is considered a tie (i.e., -5 yards does not beat -7 yards.).

4.8 If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 2-yard line. If one team is ahead 8-6 at this point, that team is declared the winner. If it is 6-6 or 8-8, it is considered a tie.

4.9 If total yardage or total points are equal after each team has had the ball once, (including all scoring) or neither team has been able to achieve positive yardage, the game is considered a tie.

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4.10 Each victory in the Round-Robin Series is worth two points to the winning team; each tie is worth one point to each team. The two top teams in each Conference with the most points at the end of Round-Robin play will be considered the finalists and move on to the Conference Championships. See section 1.2 for the explanation on calculating a player's points.

4.11 The Conference Representative must report the results of the game to a Tournament Scorekeeper immediately after the Conference has completed all of their games.

4.12 Coaches may not seek out or receive help, advice or assistance during any game played in the tournament. Violating this rule puts a coach or coaches in jeopardy of disqualification by the Rules Committee, which is Mike Guttman.

4.13 In the Round Robin games, each coach will be given 15 minutes to complete four plays. Once it starts, the clock runs continuously. There are no time-outs and the clock can only be stopped by a referee, judge or official.

FULL-GAME RULES

5.1 Game Timing

1) Game Clock. Full-games will consist of two 30 minute halves. Clock is continuous except, after change of possession, penalties and timeouts (3 per half per team). The clock will be stopped if a pass is incomplete or the ball carrier runs out of bounds. After player separation, the offense has 15 seconds to put their Center Down, then, the set up clock will begin. If the coach calls "Kill the Clock" (see 6 below). The game clock will start once the switch is turned on.

2) Set-up Clock. A set-up clock will be used for both the offense and the defense. The offense is allowed one minute once the teams are separated to complete their set-up and must say "Set" upon completion. The defense has 10 seconds (a total of 70 seconds) once the offense says "Set" to complete their set-up and must also say "Set" upon completion. A delay of game penalty (five yards) may be assessed by the referee if coaches adjust/add players after the allotted time has expired. A delay of game penalty stops the game clock.

3) Hurry-up Offense. A coach must call "Hurry-up" prior to his placing the center on the field during set-up. When "Hurry-up" is called the offense sets up as quickly as they can and calls "Set". After the offense calls set, the defense has an additional 10 seconds to set up and call "Set". The defense does NOT get the remaining part of the 70 seconds to set up! During the hurry up offense, there are NO angles or adjustments for either team! As soon as the defense calls "Set" the offense then declares run or pass and the play is immediately begun.

4) Passing Clock. From the time the switch is turned off, the offense has 30 seconds to complete the pass. The referee or defense will run the 30-second clock. If the ball is not thrown to the intended receiver by the time the 30 seconds has elapsed, the pass is incomplete. Please be lenient with this.

5) Timeouts. Each team is allowed 3 timeouts per half. The game clock will be stopped when a timeout is called. Both the offense and defense can call a time-out up to the point at which the defense has completed their adjustments. 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.

6) Adjustments and Angles. A coach is limited to 15 seconds to make adjustments or angles when allowed.

7) Kill the Clock- In the last two minutes of the first or second half the offense may elect to "Kill the Clock." Upon the completion of a pass or run play, the offense may call "Kill the Clock" in which 10 seconds will run off the game clock to simulate the rush to set up the formation – this will also result in the loss of down (as if they spiked the ball). Once the game clock is stopped and the players separated, the offense has 15 seconds to put Center down, then, the 60 second play clock for the offense will start. The game clock will start once the switch is turned on for the next play.

5.2 Coin Toss. A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following:

- (1) Receive the kick-off
- (2) Kick-off
- (3) Defend the goal of choice
- (4) Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options that still apply.

At the start of the second half, the coach who lost the coin toss gets first choice of options 1, 2 or 3 (unless the winner of the coin toss selected option 4 at the start of the game).

5.3 Rule Review (Challenge Flag). A coach may request an official time out for a rule review from a game official for a specific incident once per half. The game official reserves the right to grant or deny the request. The request must be made at the time of the incident. Once the play has begun or resumed, no rule reviews are allowed. If the requesting coach loses a rule review, he loses a time out. A coach must have at least one time-out to request a rule review.

5.4 Overtime (Conference Championships and Full Games only). A coin toss determines which side shall attempt to score first, and at which end zone the scores shall be attempted. The Visiting Team calls "heads" or "tails." The winner of the coin toss shall choose one of the following options:

1. Offense or defense, with the offense at the opponent's 25-yard line to start the first series.
2. Which end of the field shall be used for both series of that overtime period

Each team in turn will receive one possession, starting with first-and-10 at the opponent's 25-yard line. The offense can get first downs in the possession. The game clock does not run during overtime, but the play clocks are enforced.

A team's possession ends when it scores (touchdown or field goal), misses a field goal, fails to gain a first down on the final down, or loses the ball by turnover.

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If the score remains tied at the end of the first overtime period, a second overtime period is played. The team with the second possession in the first overtime period will have the first possession in the second overtime period.

In the first or second overtime period, a touchdown by the offense is followed by a try for one or two points. Teams must attempt a two-point conversion after a touchdown starting in the third overtime.

The defense may score on a play on which it gains possession by turnover.

Each team receives one time-out per overtime period.

The overtime periods are continued until a winner is determined.

SPECIAL TEAMS

6.1 KICK-OFFS

Kick-offs are run as the first play of each half and after a touchdown or field goal is scored.

- 1) Kicking Team Formation. The kicking team sets up all players at or behind its own 30-yard line.
- 2) Receiving Team Formation. The receiving team must have at least five players on the 50-yard line. The remaining five players may be set anywhere between the 50-yard line and the receiving team's 5-yard line (you may line up with 10 men on the 50-yard line). The receiving team must identify their kick returner to the opposing coach and place him off to the side (off the board). A stationary player (representing the kick returner) must be placed with the front of the base on its own goal line aligned directly behind the center hash mark. This is done so that the player does not move when the board is turned on.

3) Kick-off Procedure. When both teams are set, play proceeds in the following manner:

A) The board is turned on for three seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off. If any player from the kicking team reaches the receiving team's goal line by the end of the three-second count, it is an automatic touchback.

B) The ball is kicked using the TTQB.

1) If the ball lands on the field of play and inbounds, (not in an end zone) the player closest to the ball becomes the kick-off returner. If the ball lands between a group of players in close proximity, the receiving team coach will make the determination. The receiving team's coach can then choose to have the runner advance the ball or not. Once the first decision is made, no change can be made. If the returning team's coach wishes to advance the kick-off return, proceed to Step C.

2) If the kick goes out of bounds (any part of the ball on the white strip, on the rail or off the board entirely), before crossing the goal line the receiving team has the option of taking possession at the receiving team's 40-yard line or returning the kick from the spot where the ball went out of bounds (return man will be placed just inside the sideline). If returning the kick-off then proceed to Step C.

3) If the ball strikes a player while in flight, regardless of where the ball lands, the struck player is now the kickoff returner. If the ball strikes multiple players, then the first player struck is the kick-off returner. The receiving team's coach can then choose to have the runner advance the ball or not. If the receiving team's coach wishes to advance the kick-off return, proceed to Step C. Once the first decision is made, no change can be made.

4) If the ball lands and stops inbounds and in the end zone, the receiving coach can place his kick returner at the spot of the resting ball, or select to take the ball at the receiving team's 20-yard line. Once the first decision is made, no change can be made. If the returning team's coach wishes to advance the kickoff return, proceed to Step C.

5) If the ball is kicked out of the back of the end zone, the receiving team has the option to return the kick from the goal line or take the ball at the 20 yard line. If the returning team's coach wishes to advance the kick-off return, proceed to Step C.

6) If the ball lands and stops on the white strip in the back of an end zone, it is an automatic touchback. The receiving team will take possession at their 20 yard line.

C) If the receiving team decides to return the kick, the stationary player is removed and the kick returner is placed in the appropriate location as outlined above. The kick returner's base may then be adjusted and angled. No other player on the receiving team may be angled or adjusted.

D) The kicking team may then angle and adjust any of its players that are not engaged with an opposing player. The kicking team controls the switch and the board is turned back on and play continues until the kick returner is tackled, runs out of bounds, has his forward progress stopped or scores a touchdown.

6.2 ON-SIDES KICK

A team may attempt an on-sides kick at any time provided they are losing.

1) The procedure for an on-sides kick is as follows:

A) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick.

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B) The kicking team then removes one of its players and replaces it with the triple-threat quarterback. The ball is then kicked.

C) Both teams will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of 10 yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then allowed to adjust and angle any of its players, including the kicker, toward the football. The receiving team may then make any adjustments and angles. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball after three seconds, the receiving team gains possession at the spot of the ball.

D) The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than 10 yards, hits any receiving team player on the field, or goes out of bounds (if the ball hits out of bounds and then comes back inbounds it is considered out of bounds). If the ball travels less than 10 yards, the play is over and the receiving team takes possession at the kicking team's 40 yard line.

6.3 PUNTS

On 4th down if the offense has 3 or more yards to go for a first down and they have not reached their opponents 45 yard line, they must punt the ball unless it is the 4th quarter and they are losing. If it is 4th down and 2 yards or less to go, the offense can go for the first down at any time regardless of their field position.

1) Formations. The rules for offensive and defensive formations as described in Section 3.1 and 3.2 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. The punter cannot be farther than 15 yards from the line of scrimmage (front of base) and no closer than 8 yards from the line of scrimmage. The punter must remain in a straight line behind the center.

The defense should have one player on a stationary base approximately 50 yards down field to represent the punt returner. The actual punt returner must be identified to the opposing coach and placed off to the side (off the board). The stationary player must be in an upright position.

During set-up the punting team will designate two players as gunners to cover the punt. The gunners must be placed on the outside left and right of the formation. The receiving team must provide a 10 yard cushion in guarding the gunners.

2) The procedure for a punt is as follows:

A) The offense announces its intention to punt.

B) The board is turned on for two seconds to allow the defense an opportunity to block the punt. The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards (entire base) behind the line of scrimmage during the two second run-off. If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt - the play is over. If after the two second run-off the punt is not blocked, proceed to Step C.

C) A quarterback substitution is made by removing the stationary player and putting the triple threat quarterback (TTQB) in its place. The ball is then kicked. When executing the punt, the TTQB may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. If there are players in the way for the punter to punt, the Ref will slide those players slightly to the side as the punt is considered to be kicked without distraction. The players are then moved back after the punt is kicked.

D) Punts are considered out of bounds if they hit the field of play and bounce out of bounds. If this should happen, the ball is considered downed and will be marked at the approximate spot where it went out of bounds. A punt hitting anywhere in the end zone and bouncing out of bounds is an automatic touchback and will be spotted at the 20 yard line. A punt hitting a member of the kicking team is considered downed and will be marked at the spot of the player. All other punts can be returned and the ball will be spotted as follows:

1) Punts that go completely over the back of the end zone will be spotted for return at the goal line at the approximate spot that the ball first crossed the goal line. The receiving team can also elect to take the ball at the 20 yard line.

2) Punts that go out of bounds without hitting the field first will be spotted inside the sideline at the approximate spot that the ball first crossed when it went out of bounds.

3) Punts that hit the field of play and remain in the field of play will be spotted at the spot that the balls end up

E) If a punt is to be returned, the returning team places the stationary player at the appropriate location on the field as determined by the outcome of the punt. The punting team now has 15 seconds to first redirect any unengaged players and can replace their TTQB with a mobile player (or they can elect to do this after the 3 second run-off). The board is then turned on for 3 seconds (to simulate the ball being punted in the air while the punting team runs downfield to cover the punt) and then turned off.

F) After the board has run for 3 seconds, if any player from the punting team hits the punt returner's base or completely passes the base of the punt returner (while remaining inbounds), then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was in the end zone, then the result is a touchback). Otherwise, the punt can be returned.

G) If the punt is to be returned, the stationary punt returner is then replaced by the player that was originally identified as the punt returner. The punt returner may be angled and adjusted. No other player on the return team can be angled or adjusted.

H) The punting team may then adjust and angle any of its players not engaged with a player from the return team.

I) The punting team controls the switch and the board is turned on and play continue until the punt returner is tackled, runs out of bounds, has its forward progress stopped or scores a touchdown.

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NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver.

The offensive coach would call a "fake" before the 2 seconds have been run for the block. This may only be called if it is 4th down and 2 yards or less to go. The play would then be completed in accordance with the rules detailed in Section 3.3.

6.4 FIELD GOALS AND PATs

Field goals and PATs must be kicked using the TTQB and a regulation ball. A field goal may only be attempted when the offense has achieved or passed the opponent's 45-yard line. Teams will line-up for a PAT at the 2-yard line.

1) Formations

A) Kicking Team Formation. The kicking team lines up with 7 men on the line of scrimmage and their kicker 7 yards behind the BACK of the center's base and on a stationary base. The kicking team may also have 1 player in the backfield to act as the holder, and they may use that player to act as a blocker to protect the kicker. The other 2 figures must be at least 3 yards off the line of scrimmage, but no more than 5 yards (front of base).

B) Defensive Team Formation. The defense may set up in any formation they desire as outlined in Section 3.2.

C) The switch is turned on by a "Referee" for 2 seconds. If a defender hits the base of the kicker, the kick is blocked and the play is dead right there with the defense taking over the ball. If it is a field goal that was blocked the defense will take over at the spot where the ball was being kicked from unless it was within the 20 yard line at which case they will take over at their own 20 yard line. If it was a PAT that was blocked the kicking team will kick-off from their 30 yard line in accordance with the standard kick-off rules.

D) If no defender hits the base of the kicker, the kicker will attempt the field goal. Should any defensive players be in the way of the kicker they may be removed prior to the kick along with any offensive lineman that are in the way. This is done because if the defense did not block the kick, that means the ball made it through the defensive rush.

NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver.

The offensive coach would call a "fake" before the 2 seconds have been run for the block. The play would then be completed in accordance with the rules detailed in Section 3.3.

6.5 TWO POINT CONVERSION

2-point conversions will be performed in the same manner as any offensive play with the ball spotted at the 2 yard line.

GLOSSARY OF TERMS

ADJUST. An adjust is the process of marking your players closest portion of the base to the ball carrier with a down marker (or other player markers), then picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in accordance with the marker used to spot the base.

ANGLE. An angle is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. The defender's proximity to the ball carrier will be taken into account, but the final position of the defender after being rotated will be the overriding factor. Players out of bounds may be moved into the field of play and angled.

COMPLETION. 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. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A coverage sack occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are either covered, are behind the quarterback or out of bounds). The play is then down at the spot of the quarterback. If the quarterback in on a mobile base he may elect to run the ball in order to avoid the coverage sack.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

EQUIPMENT INSPECTIONS: Prior to every phase of the tournament, officials will inspect all equipment used in the tournament. Any questions about the validity of the equipment being used should be addressed with a Convention staff member before the game begins. The staff member may disallow any equipment that it feels violates the rules or spirit of the rules. The Rules Committee also makes final judgments on rules interpretations, remedies and disqualifications.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If an eligible receiver is a fallen player, then they may be passed to, and if the pass is complete, they are down there by the forward most portion of the base, NOT the figure. If a defender is a fallen player he may be lifted and placed on the field provided he is not engaged. Mark the closest portion of the base with the yard marker, pick up the figure and make your adjustments, then place the figure back onto the field.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach may elect to turn off the game and call the play down at that point.

GAP. The gap is the space between players on the offensive line. The offensive linemen (center, guards and tackles must be spaced exactly $\frac{1}{2}$ base width apart when setting up a play from scrimmage. Any tight end or wide receiver on the line of scrimmage must be at least one base width outside of

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the tackle

INTERCEPTION. Any pass that hits any defensive player (engaged or unengaged) or his base directly without hitting the playing field or another player first is an interception. The "covered receiver" rule does not apply to defenders. If the player who intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. QB substitution is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback (TTQB) in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

STACKING. Stacking is defined as lining up one player directly behind another with little or no space between the players' bases in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least 5 yards farther behind the back of the defenders base.

On offense, stacking behind offensive linemen or receivers is also illegal. One exception is limited stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center. Running backs cannot be stacked as they must be set at least 10 yards behind the line of scrimmage. Running backs and quarterbacks must be slightly offset (half a base width minimum) when lined up in an "I"-formation.

STATIONARY PLAYER. A stationary player is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

OFFICIAL MIGGLE ELECTRIC FOOTBALL TOURNAMENT RULES

1.0 TOURNAMENT FORMAT. The Miggle Tournament consists of Qualifying Rounds and Championship Rounds. This is a single game elimination format.

1.1 Qualifying Rounds. The tournament play begins with the Qualifying Rounds. In the Qualifying Rounds, coaches are seeded in either the Wild Card Play-Offs or the League Champion Play-Offs. Registration for the Wild Card Play-Off brackets will occur at the tournament. Positions in the League Champion Play-Off brackets are reserved for the champion or representative from leagues registered with Miggle toys. The league champion must have registered prior to the deadline. There are two Wild Card Play-Off brackets (AFC and NFC) and two League Champion Play-Off brackets (East and West). The winners from each of the four brackets advance to the Championship Rounds. All games in the Qualifying Rounds will utilize the Single Possession Game Rules.

1.2 Championship Rounds. The four winners from the Qualifying Rounds are matched up in the Championship Rounds (semi-finals) as follows: AFC vs. East, and NFC vs. West. The winners from each of these two games advance to the EFL Super Bowl Championship Game. All games in the Championship Rounds will utilize the Miggle Toys Official Electric Football Rules.

2.0 EQUIPMENT. Miggle Toys will provide and assign all the equipment used throughout the tournament. This includes figures, bases, numbers, TTQBs, footballs, game boards, and any other required accessories. The equipment may not be modified except for the following: (1) One or more prongs may be removed from a base in order to enhance performance or to create a stationary base. (2) Base prongs may be manipulated (i.e. bending, twisting, or brushing) by hand. No tools (pliers, blades, etc.) may be used to adjust any part of the prongs or base. Only the equipment assigned by Miggle may be used in the tournament.

3.0 SINGLE POSSESSION GAME RULES. All games in the Qualifying Rounds will be played by these rules. Under these rules, each team will have one possession beginning on the 50 yard line. A possession consists of four downs only. Gaining ten yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yardage wins the game. If total yardage and total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball farther. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner. The rules for "Plays From Scrimmage" in the Miggle Toys Official Electric Football Rules apply. The procedures listed below apply to these games.

- Each game begins with a coin toss. The winner of the coin toss chooses whether they want to be on offense (Team "A") or defense (Team "B") first. Team "A" will then place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Wild Card event, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.
- If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50 yard line.
- If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.
- If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10 yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.
- At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50 yard line and going in the opposite direction. The same rules apply for Team "B's" turn as for Team "A's."
- If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, **the game is automatically over and Team "B" is declared the winner.**

- If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10 yard line. If one team is ahead 8-6 at this point, that team is declared the winner.
- If total yardage or total points are equal after each team has had the ball once, each team gets one more play from the 50 yard line to see who can move the ball further. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner.
- Coaches may not seek out or receive help, advice or assistance during a Wild Card or League Champions Game from anyone else. Doing so puts the coach in jeopardy of disqualification by Tournament Officials.

4.0 MIGGLE TOYS OFFICIAL ELECTRIC FOOTBALL RULES.

- 4.1 GAME TIMING.** The game is divided into two 30 minute halves. Once it starts, the clock runs continuously. Each coach has three time-outs per half which may be used to stop the clock. A play clock will be used for setting up plays. Once the play clock starts, the coach on offense has 60 seconds to set up his formation. The coach on defense has an additional ten seconds (total of 70 seconds) to complete his defensive formation. A delay of game penalty (five yards) may be assessed by the referee. A delay of game penalty stops the game clock. In addition, a passing clock will be utilized on passing attempts. After shutting off the board to attempt a pass, the coach on offense has 30 seconds to place his TTQB on the board and complete his pass attempt. Any pass that hits a receiver after the 30 second limit is incomplete. A coach is limited to 15 seconds to make adjustments or angles when allowed.
- 4.2 COIN TOSS.** A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following: (1) Receive the kick-off, (2) Kick-off, (3) Defend the goal of choice, or (4) Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options which still apply. At the start of the second half, the coach who lost the coin toss gets first choice of options 1,2, or 3 (unless the winner of the coin toss selected option 4 at the start of the game).
- 4.3 KICK-OFF PLAYS.** Kick-off plays are run as the first play of each half and after a touchdown or field goal is scored.
- 4.3.1 Kicking Team Formation.** The kicking team sets up all players at or behind its own 30 yard line.
- 4.3.2 Receiving Team Formation.** The receiving team must have at least five players on the fifty yard line. One player, the kick returner, must be set in its own endzone. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 50 yard line and the receiving team's 5 yard line.
- 4.3.3 Kick-Off Play Procedure.** When both teams are set, play proceeds in the following manner:
- (1) The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.
 - (2) If any player from the kicking team reaches the receiving team's goal line by the end of the four second count, it is an automatic touchback. If no kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the endzone for a touchback or return the kick-off.
 - (3) If the receiving team decides to return the kick, the stationary player in the kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of *adjust* and *angle*). No other player on the receiving team may be angled or adjusted.
 - (4) The kicking team may then angle and adjust any of its players which are not engaged (see definition of engaged) with an opposing player.
 - (5) The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores, or has his forward progress stopped.
- 4.3.4 On-Sides Kick.** A team may attempt an on-sides kick only if it is losing. The procedure for an on-sides kick is as follows: (1) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick. (2) The kicking team then removes one of its players and replaces it with the triple-threat quarterback. (3) The ball is then kicked. (4) {A} The kicking team

will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of ten yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then allowed to adjust and angle any of its players including the kicker toward the football. The receiving team may not make any adjustments. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball, the receiving team gains possession at the spot of the ball. {B} The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than ten yards, or hits any player on the field, or goes out of bounds. If the ball travels less than ten yards, the play is over and the receiving team takes possession at the spot of the ball. If the ball hits one of the players on the field, the play is over and the receiving team takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at either the spot where the ball went out of bounds or at the receiving team's 40 yard line.

4.4 PLAYS FROM SCRIMMAGE. This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage.

4.4.1 Offensive Formations. The offense must set its players in the following manner: **Interior**

Offensive Linemen. The interior offensive linemen (center, guards, and tackles) are set on the line of scrimmage with a gap (see definition) or space between them measuring one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted. **Tight Ends and Receivers.** Any tight end or receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked. **Quarterback.** The offense must always have a player designated as the quarterback. The quarterback must be set such that at least part of its base is in the straight line path behind the center's base and no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction. **Runningbacks.** A maximum of two players may be set as runningbacks. A runningback must be set such that its entire base is in the area between the tackles and at least ten but no more than 15 yards behind the line of scrimmage.

4.4.2 Defensive Formations. Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner: **Defensive Linemen.** A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards and between the guards and tackles.

Linebackers and Defensivebacks. Linebackers and defensivebacks may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles. If they are set five or more yards behind the line of scrimmage, then they may be in the gaps between offensive linemen. If they are set ten or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 4.4.3).

4.4.3 Play Procedure. Plays are run as follows: 1. The offense and defense simultaneously begin to set their players in the desired formations. 2. The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation. 3. Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set." 4. The offense may now angle (but not adjust) a maximum of two players in the offensive backfield (i.e. runningbacks and quarterback). 5. In response to Step 4 above, the defense may angle as many players as the offense did, provided that the defenders being angled are at least ten yards behind the line of scrimmage. 6. The offense may elect to make a quarterback substitution (see definition). The defense is not allowed any response to a quarterback substitution. 7. The offense announces the number of the ball carrier. If the ball carrier is a runningback, or if the quarterback will run without attempting a pass, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step 12). If the offense plans to attempt a pass,

then proceed to Step 8. 8. The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as he is ready to attempt a pass. The offense may attempt a pass if all of the following conditions are met. (a) The quarterback has not been tackled (sacked). (b) The quarterback has never had its entire base drop back more than 15 yards behind the line of scrimmage. (c) An eligible receiver is open to receive a pass. (A receiver is eligible to receive a pass if the base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt.) (d) The quarterback has never had any part of its base on or past the line of scrimmage. (e) The quarterback has not run out of bounds. If all these conditions are met, then proceed to Step 9. If any of these conditions are not met, then skip to Step 12. The quarterback is sacked for a loss if conditions (a) or (b) are not met. Not meeting condition (c) is also a sack by the Coverage Sack rule (see definition). If condition (d) is not met, then the pass is automatically incomplete. If condition (e) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds. 9. The quarterback substitution is made (if necessary). 10. The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step 11. The offense may elect to take an automatic incompletion ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away," then skip to Step 12. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted. Play continues in Step 11, but with the defender as the ball carrier and with the offense becoming "the defense." 11. The defense may angle and adjust any of its players which are not engaged. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play. 12. The line of scrimmage is marked for the next play.

4.5 PUNTS.

4.5.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. In addition, the defense may elect to place a kick returner on a stationary base exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).

4.5.2 Play Procedure. Plays are run as follows: 1. The offense announces its intention to punt. 2. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two second count). If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two second count the punt is not blocked, proceed to Step 3. 3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place. 4. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player. (b) The punt hits the field of play and stays inbounds. (c) The punt hits a player on the fly or after bouncing on the field of play. (d) The punt hits the field of play and then goes out of bounds. If situations (a) or (b) occur, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b), the punt returner is moved to the spot of the ball. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member

of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and return team has possession at the point where the ball went out of bounds. *NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 4.3, Step 10.* 5. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments. 6. The board is turned on for two seconds (to simulate the ball being punted in the air while the kicking team runs downfield to cover the punt) and then turned off. 7. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot of the punt returner while remaining inbounds, then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was in the endzone, then the result is a touchback). If no player from the punting team is able to force the "fair catch," then the punt is returnable. Proceed to Step 8. 8. The stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot. 9. The punt returner may be angled. No other player on the return team may be angled. 10. The punting team may then adjust and angle any of its players not engaged with a player from the return team. 11. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

4.6 FIELD GOALS AND PATs. A field goal may only be attempted when the offense is on beyond the opponent's 40 yard line.

4.6.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 apply to field goal and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

4.6.2 Play Procedure. Plays are run as follows: 1. The offense announces its intention to attempt a kick. 2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3. 3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place. 4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. *NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 4.4.3, Step 10.*

DEFINITIONS

ADJUST. An *adjust* is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An *angle* is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being angled toward. Being out of bounds does not disqualify an eligible player from being angled.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A *coverage sack* occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are covered or out of bounds). The play is then down at the spot of the quarterback.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If eligible, a fallen player may be angled and adjusted and stood up right at the spot of the base.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point.

GAP. The *gap* is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one base width apart when setting up a play from scrimmage.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player which intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. *QB substitution* is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

STACKING. *Stacking* is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least ten yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50 yard line (the line of scrimmage) and on the left hashmark. A linebacker also set on that same left hashmark can be no closer than the 40 yard line (ten yards farther off the line of scrimmage than the lineman in a straight line in front of it). On offense, stacking behind offensive linemen or receivers is also illegal. One exception, however, is that some stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center and a runningback may be stacked behind a quarterback or behind another runningback. (Remember, by rule, any runningbacks must be at least ten yards behind the line of scrimmage).

STATIONARY PLAYER. A *stationary player* is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.