

**New York Electric Football League Rules
REV4**



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The Field

Game Board

Dimensions: The game boards allowed in league play must have the dimensions of the present Miggle game board, FF.com 308 board or the Tudor model 620

(The home team is responsible for providing the field of their choice. If the home team does not have a field, the visiting team may use their field of choice.)

Goal Posts

All goal posts will be the single-standard type, offset from the end line and either yellow or white in color. The uprights can extend indefinitely above the crossbar with a net or backstop to catch the ball.

Chain Crew

Before a game can commence, there must be a verbal agreement between the two coaches who will be responsible for both the yard marker and the 10-yard chain.

Board Speed

Prior to starting game play, both coaches will set the speed of the board at a mutually agreed level.

The Ball

The ball must be foam or felt ball as chosen by the individual coaches. Coaches are responsible for bringing their own footballs to the game. A coach has the right to switch from foam to felt during the game. Approved footballs are those manufactured by Miggle Toys, Tudor Games, and Electric Football Discount Warehouse (EFDW).

Required Accessories

Tudor/Miggle or EFDW footballs (foam and felt are allowed)

10 yard marker and ball marker

Play clock which can count down from 60 seconds and sound alarm

Special Teams clock which can count down 3 seconds and sound alarm

The Team

Players

The game is to be played by two teams of 11 players each. If a snap or free kick is made while a team has:

- (a) Fewer than 11 players on the field, ball is in play and there is no penalty.
- (b) More than 11 players on the field, ball is in play and there is a five yard penalty, replay the down.

The following players are allowed for game play from the following recognized manufacturers: Tudor, Miggle, ITZ, Football Figures.com, SIW, EKickoff, and Wellington Innovations, custom poses created from any of the listed figures.

The figures listed above can be manipulated to create custom poses providing they are not disproportional to the figure.

All questionable figures will have their eligibility decided by the commissioner, furthermore, said questionable figures will not be allowed for game play until the ruling by the commissioner is rendered.

The players can come in any action pose, providing he has all of the following intact: Two arms, two legs, one head, and one torso.

Roster size is unlimited.

Team Uniforms

All players on a team must have the same uniform. Every player must be identifiable by number (decal or a painted number of similar size). No two players on one team may be on the board at the same time while wearing the same number. The following number system must be used by the offensive team:

Quarterbacks	1-19
Offensive linemen	50-79
Running backs/Ends/Receivers	10-49 and 80-89.

The defensive team may use any numbers from 2-99 regardless of position.

Bases

Any bases are allowed. Examples: Tudor Games, Miggle Toys, SIW, Football Figures.com & ITZ. **Bases may be altered from their original form only where the prongs are concerned, length and height can not be added and the original shape of the base must be intact.**

Removal of one or more of the prongs, or the removal of the clips on top of the base are permitted. No additional prongs may be added!

Bases must remain on the player during the game and cannot be changed unless it is the QB for stationary base changes.

Every player must be positioned properly on the base. The player figure may be attached to the base utilizing the clips on the base or may be glued on. Or double stick tape may be used to affix the player to the base.

Player figures may face forward or backwards when attached to the base.

Boiled bases are allowed.

Inspection

Prior to each game, both coaches will have their teams inspected and weighed by the referee. The referee or opposing coach will ensure that all players do not exceed 3 grams. "Stand still" quarterbacks are the only exceptions. A scale will be used to weigh each figure.

Weight Guidelines

This section has been included for use a guideline for understanding typical weights for bases and players.

Miggle/Tudor TTC base-1.2
Miggle/Tudor/SIW Rookie base- 0.8

Miggle
QB/TE- 1.6
T- 1.4
G- 1.4
E/WR- 1.5

RB- 1.3

Miggle '67 Repro (Original 67 Deluxe .1 gram less)

QB/TE- 2.0

T- 1.9

G- 1.9

E/WR- 1.8

RB- 1.9

SIW Haiti Repro

QB/TE- 1.7

T- 1.6

G- 1.6

E/WR- 1.4

RB- 1.5

Buzzball

QB (QB/TE) - 1.8

CC (T)- 1.8

OL (G)- 1.7

DL (G)- 1.7

WR2 (E/WR)- 1.7

WR1 (RB)- 1.6

RB (RB)- 1.8

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

Control of the Board

The offensive coach will have control of the switch at the start of each play. If a run has been called or a pass completed the defensive coach will then take control of the switch.

Coaches

There can only be one coach per team. Bystanders (coaches whose squads are not on the field) cannot point out penalties, open receivers, etc.... In the event they do, the down will be replayed.

Game Timing

Set Up Time

In between every change of possession and score, the offense will have 60 seconds to set up their men and the defense will have 90 seconds

In between every play from scrimmage, the offense will have 60 seconds to set their men, and the defense shall have 90 seconds.

Once the 60-second clock or the 90-second clock has expired for the offense or defense:

- The coach may not continue to touch and set up their men.
- If either coach does not have enough men on the field, the coach may elect to take a time out.
- If either team is not set up with in the time period a 5 yard delay of game penalty will charged

- If a team has too many men on the field, the referee shall assess a penalty of 5 yards and replay the down.

The 60-second clocks and the 90-second clocks will begin **once the teams are separated**

Game Duration

The Play-Count method will be used to determine the length of the game. This method requires counting the number of plays run. Each quarter will consist of 12 plays. Run plays, pass plays, and field goal attempts will be counted as plays. Kick-offs, punts, and PATs will not be counted in the number of plays total.

Time-outs

Each team is allowed 3 time-outs per half. Each time a timeout is called it will add one play to the quarter it is called in.

To extend play at the end of the half or the end of regulation play a timeout must be used before the last regulation play is used.

Overtime

In the event of overtime, a coin toss (visiting team call) will determine who will kickoff and receive. The coach winning the toss will elect to kick or receive. One quarter will be played and the first team to score wins. In the event that neither team scores the game ends in a tie.

Definitions

Angled

When a player is angled prior to play, after a run, fumble recovery, or on a kick off, he is only allowed to pivot, or rotate, about the center point of his base.

Adjusted

Will be defined as taking a TTC base out of a "spinning" or "lateral" mode, and adjusting the dial so the player goes on a forward motion.

Blocking

Blocking is defined as the physical engagement between two players from the opposing teams. If any type of contact occurs between the bases of the opposing players, this is considered blocking **(engaged)**. If a player is blocking, he is considered engaged and cannot be adjusted to react on a play.

Chucking/Bump-n-Run

It is legal play for a DB or LB to jam a receiver at the LOS.

Coin Toss

A coin toss is made just prior to starting the game or in overtime. The visiting team will call "heads" or "tails" while the coin is 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. Relinquish first choice in exchange for first choice at the start of the second half.

The loser of the coin toss then chooses from the remaining options which still apply. At the start of the second half, the loser of 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.

Down by Contact

At any time a player has possession on the ball falls down, he is considered "down by contact". The ball is then placed at the most forward spot of the fallen player.

Fair Catch/Touchback

A touch back occurs when a defensive player passes the stationary return man before the allotted time of the coverage expires on a kick off. If the coverage team reaches the end zone in 3 seconds after the ball is kicked off it is a touch back, and the receiving team starts its possession at the 20-yard line.

The receiving team also can call a fair catch, electing not to return the ball and starting possession at the 20-yard line.

A fair catch will also result on a punt where the defensive player passes the stationary return man within the 3 seconds.

A "Coffin Corner Kick" will occur when an offensive team chooses to kick and the 45 yard simulated kick lands in or beyond the end zone. The receiving team will then take the ball on the 20 yard line with no punt return.

Field Goal (3 points)

A Field Goal is achieved by kicking the ball from the field of play through the plane of the opponents' goal by a place kick from behind the line of scrimmage. The maximum amount a field goal may be attempted is 63 yards (Kicking team's 47-yard line) from the spot of the kicker. There must be a minimum of 8 yards between the line of scrimmage and the front of the kicker's base.

A portion of the kicker base must be in contact with the playing surface during the kick. The base of the kicker can be angled when the kick is attempted provided the base is not advanced towards the goal in any way.

In the event the field goal is missed, the opposing team takes over from the spot of the kick.

Forward Progress

The coach on offense may call his ball carrier down at any time (even if he is not tackled or out of bounds) when he feels that the ball carrier will make no additional forward progress.

Fumble

In the event of a fumble the ball will be dropped from 2 inches above the head of the fumbling player. Once the ball lands, all unengaged players can be directed toward the free ball. The recovered ball may then be advanced and the recovering player may be angled.

Fumbles can occur on a direct hit to a stationary passing QB, a base to base hit (on the front portion) on a scrambling QB or on a missed pitch out.

Line Of Scrimmage

The Line of Scrimmage for each team is a yard line (plane) passing through the end of the ball nearest a team's own goal line. The term "scrimmage line", or "line", implies a play from scrimmage. The line of scrimmage is based on positioning the center (snapper) at the point where the ball marker is placed. All other linemen are positioned one yard behind the center's line.

Neutral Zone and Encroachment

The neutral zone is the space the length of the ball between the offense's and the defense's line of scrimmage (planes). A player is encroaching on the neutral zone when any part of the figure or base is in it after the defense is set, and the ball is ready to be snapped. A five (5) yard penalty will be assessed for neutral zone violations.

Guards, tackles and the tight end(s) must be one yard, and one yard only, behind the center, and wide receivers must be on the line of scrimmage. Receivers and backs can be in the slot position in which case the front of the base must be within five (5) yards of the line of scrimmage. Receivers can also be "stacked".

Off Sides

A player is offside when any part of his base is beyond the line of scrimmage when the ball is put in play. A five - yard penalty (replay the down) will be assessed for any offside penalty.

Out of Bounds and Inbound Spot

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

The inbound spot is always be at the point the base touched the out of bounds line.

Pass Completion

A pass is considered complete if it hits the intended player on the fly.

Pitchout

A pitchout may be attempted by the ball carrier to another player that is positioned behind him (not even with). This must be executed by using the TTQB. In the event that the pitch is not completed a fumble will result and the fumble rule will be enforced.

Safety (2 points)

A safety occurs when a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone. Also, if a ball carrier falls down in his end zone a safety occurs.

After a safety, the team surrendering the safety will free kick from their 20-yard line. The receiver will be placed 60 yards from the spot of the kick. The game progresses in the same fashion as a kick off with 3 seconds hang time before advancing the ball.

Sack

On a stationary or circling QB a 10 yard marker will be placed behind the QB (up to 25 yards back from the LOS). If the marker is hit by a defensive player before power is turned off or if the QB retreats beyond 25 yards from the LOS a sack is ruled. And the ball will then place 10 yards behind the original LOS.

Stacking

Stacking is not allowed on offense or defense. If one player is set directly behind another, then a minimum distance of one finger width must separate them.

Tackling

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

Time Outs

Each coach is allotted three time outs per each half of play. A coach can use up to 35 seconds for a time out.

Touchdown (6 points)

A touchdown occurs anytime the offensive ball carrier's base crosses the goal line. The ball carrier can go into the end zone while traveling in any forward direction.

Extra Point (1 or 2 point)

After a touchdown, the team scoring the touchdown may elect to kick for an extra point or elect for two points by performing a running or passing plays from the 2-yard line. If an offensive coach chooses to kick an extra point, the kicker is placed behind the 10-yard line and the ball is kicked. Neither the offensive or defensive coaches will set up their players. The kick must be completed within 20 seconds of the touchdown.

Playing the Game

Kick Off

Kickoffs begin at the 45 yard line of the kicking team. The kicking team lines up at their 40 yard line and the receiving team at the kicking team's 45-yard line.

The kicking team can align all 11 defenders on the line of scrimmage. The receiving team may only have 5 players on the 45 yard line. The receiving teams other 5 players can be lined up between the 20 and 30 yard lines. The receiving team may place a stationary figure anywhere in the end zone simulating the man to return the kickoff. The return man will start his return from behind his own goal line and between the hash marks.

The kicking team will kick the ball from their 45-yard line and the ball will be assumed as kicked in the end zone. The receiver will remain stationary for 3 seconds for coverage on the kickoff. After the coverage time has passed and the kicking team has not passed the spot of the receiver or the goal line, the kicking team places the kick returner at any spot between the hash marks, the receiving coach then angles the kick returner, and the kicking team will angle/adjust their unengaged players to "aim" at the ball carrier. After the kicking team is set, the receiving team may turn any unengaged players to block if the ball is downed in the end zone, the ball will be placed on the offensive team's 20-yard line.

If the kicking team crosses the spot of the receiver or reaches the end zone, the ball is down at the spot or declared a touchback if any member of the kicking team breaks the plane of the goal line. The ball will then be spotted at the 20-yard line for first down.

Play from Scrimmage

There is no foul if a coach drops a player on the board causing the players to move offside. The clock stops and coaches will readjust their men into their original position. (A "Line of Scrimmage Divider is recommended).

If an offensive coach substitutes a player (Tackle eligible) with another who is not designated as a position that would make that player an eligible receiver and does not notify the coach of such eligibility, it will be considered an illegal substitution and a 5 yard penalty and down remains the same.

The offensive and defensive team will have 60 and 90 seconds respectively to set up their formations from the time the center is set. The center must be the first player set after players are separated from a play.

After the 60-second clock has expired (or both teams finish setting up), up to two offensive players may be angled as well as two defensive players may be angled and declare they are set, the offensive coach will declare the number of the individual who will carry the ball.

Once a ball carrier advances 10 yards beyond the line of scrimmage and remains untouched by the defense, the defense may stop the board only once and adjust all unengaged players on the ball carrier.

Once a pass is completed, the defense may redirect all of their unengaged players towards the ball carrier prior to restarting the board. The receiver may not be angled.

The offensive coach will only operate the switch in the event of a pass or scramble. The defensive coach will operate the switch for all run plays, and the referee will operate the switch as required for all kicking plays.

A pitch may be accomplished by using the TTQB. If the intended receiver does not catch the ball on the pitch, and the receiver is not forward of the QB, it is a fumble. The offense and defense may redirect all unengaged players on the spot of the ball or wherever it finally lands. The first player's base to touch the ball will recover the fumble. The referee will control the switch for a fumble.

Adjusting Un-engaged players – When a player is adjusted after a run, completion, or on a kick off, he is only allowed to pivot, or rotate, about the center point of his base. In the event that he is “trapped” by other players impeding his movement, he cannot be relocated on the board. If he is out of bounds, the back of his base can be placed on the in-bounds line.

Offensive Formations

There will be seven members of the offensive team set on the line of scrimmage, the outer two being eligible receivers.

No wide receiver/runner/tight end can line up more than 5 yards off the line of scrimmage (measured from the front of the base) if he is outside of the tackles.

The center will be on the line of scrimmage with the guards, tackles, and tight ends, 1- yard behind the center. The arms of the center and guards can be overlapped, but the tackles must be elbow to elbow, or on the same plane. Linemen can line up a maximum of one rookie base width apart, and can be angled if desired.

QB maximum 25 yards from the LOS, measured from the back of his base. In the event the QB goes beyond the 25 yard limit a “coverage sack” is declared and the ball is then positioned 10 yards behind the original LOS.

Running backs cannot (measured from the back of his base) be more than 15 yards from the LOS. Only exception is when running from the “I” and stacking rule applies.

Defensive Formations

Minimum of two defensive linemen is mandatory. This is defined by having two defensive players over any of the offensive lineman, not including any tight ends. If this rule is not met an illegal formation is called a 5 yard penalty results and the down is played over.

Zone coverage may be emulated by using TTC bases on defensive players, no magnets or substitutions allowed. Players using TTC's may angle/adjust after pass completions

Passing Game

All passes must be made from where the QB was located. No repositioning to get a better angle will be permitted. In the event of this happening a 10 yard illegal procedure call will be made along with a loss of down.

Passes maybe attempted to engaged players. An interception will result in when a pass is deflected from the receiver to a defensive player.

Upon a pass completion all unengaged defenders may be angled and adjusted to tackle the receiver. The receiver may not be angled or moved in anyway.

Punts

Punts can be attempted on any down but are typically saved for fourth down.

Punting must take place on 4th down providing the offense has not crossed the 50-yard line.

All punts are measured 45 yards from the line of scrimmage.

Offense sets up in a standard punt formation with 2 "gunners" on either side of the ball and a player/kicker 15 yards behind the center. Defense sets up in a standard punt return formation, with a stationary kick returner 45 yards from the LOS between the hash marks, Jammers maybe used to cover/block the Gunners, but they must be positioned 15 yards back from the line of scrimmage. The board is then turned on for a 3 second count. The punting team then places the punt returner at any spot between the hash marks. The receiving coach then angles the punt returner; the punting team will angle/adjust their unengaged players to "aim" at the ball carrier. After the punting team is set, the receiving team may turn any unengaged players to block. Power is turned on until a tackle, player turns around, runs out of bounds or a touchdown results.

In the event that the ball is punted in to the end zone, it is a touch back, and the receiving team will take possession at the twenty-yard line, see coffin corner rule.

