



Bay Area Electric Football League

2019 Rules Manual

BAEFL Rules Manual

1 THE FIELD

Field Size

Fields that can be used for game day play include current large size Tutor fields including older 550 up to 620 fields and any custom made fields that are equal in size to the 550 or the 620. Other fields may be suggested but must get league approval prior to play. Any field to be used must be deemed playable by both coaches AND approved by the league.

Custom Boards - Approved new custom constructed boards are acceptable provided they have approximately the same playing field dimensions as the vintage 620 field or bigger.

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. If any coach has an issue with a field he is about to play on it should be brought to the attention of the Commissioner/BOD before kick-off. Once the game is started there will be no neutral field requests unless there is a mechanical failure that makes the field unplayable.

Home Filed

The home team has choice of which field is used provided they supplied the field, otherwise they may ask to use a field owned by another coach

Field Issues

Before kick off the Commissioner will examine the field in question as well as listen to and watch examples of the complaint. The Commissioner will then conduct a series of player tests to evaluate the situation and come to a decision regarding the playability of the field. If the field is deemed playable the game must commence or it is a forfeit for the complainant. In the event that the field in question is deemed unplayable it is to be set aside for the remainder of the game day and a neutral field will be chosen for game play.

Both coaches should agree on the neutral field, if they do not, then the Commissioner/BOD will select one for them, the game will then be played or both coaches will forfeit and each will take a loss.

Field Condition

Field surface should be clean and free of any chemicals, dust, Pledge, polish, etc. If a field is thought to have a chemically treated surface and is brought to the attention of the Commissioner then said field will be wiped down with rubbing alcohol or similar product to remove any chemical coating, if that cannot be agreed upon then a neutral field shall be used for the game and the field shall not be used until the issue is resolved.

2 Board Speed

Prior to starting game play, both coaches will settle on a mutually agreed board speed. No board speed shall be turned up to the point that players fall over without contact from other players too often. If one or more players fall over "contact free" twice in a half the board speed can be adjusted. Likewise, a board shall not be turned down so low as to grossly affect player performance. If the visiting coach complains of low board speed it will be up to the referee to determine if his players are being "grossly" affected (players creeping or not moving at all) by the speed. Evidence of a visiting team's players are being grossly affected must be clear and overwhelming before granting an increase in board speed. Once set, adjustments can only be made if there is a recurring problem as listed above, and/or if both coaches agree to an adjustment. Board speed is encouraged to be high enough to support fluid movement with the players.

3 – Equipment

Chain Crew

Before a game can commence, there must be a verbal agreement between the two coaches who will be responsible for the yard marker and the 10-yard chain. All games must have a marker for ten yards and a separate ball marker. It is encouraged to have marker to for the 20 yard QB drop depth as well.

Footballs

Any stock foam or felt footballs are allowed for passes and kicking. If a Coach is

using anything different than stock football, they need to inform the League Commissioner prior to there us for approval. If there is a questions about any football used in game due to size or material, please inform the commissioner and a game time decision will be made.

Goal Posts

All goal posts will be offset from the end line of the End Zone. Any type of goalpost may be used so long as the height and width of the crossbar closely simulates one for the size field you are playing on. The uprights can extend indefinitely above the crossbar with a net or backstop to catch the ball.

Grandstands/Scoreboards/Field Accessories – 3D

Any or all of these may be used so long as they are not permanent and can be moved out of the way for the players convenience and do not interfere with game play.

4 Players and Bases

Bases

All pristine bases are allowed for play. Examples include but are not limited to Tudor Games, Miggle Toys, Coleco, SIW, FootballFigures.com, ITZ, & Munroe. Bases may be altered from their original form only where the prongs are concerned Tweaking Prongs may be removed, bent, de-flashed, compacted, twisted, pulled, ripped or split but MAY NOT be chemically swiped, soaked, or dipped in ANY solution. No prongs are to be added to any base but prongs may be removed.).

Length, width and height of the base cannot be altered from the original shape. Base must be intact.

Boiled bases and or chemically treated bases are not allowed for play. No magnets may be affixed to a base

5 Figures

Players from all manufacturers past or present are allowed. Any custom pose created must comply with the "Figures and Base Size Standards" Appendix in the MFCA rulebook or the Tutor Rules Handbook

All figures' plates when placed on a base must be within the outer top surface area of the base within factory tolerances. No portion of a figure's plate can hang over the edges of its base in such a manner as to prevent base contact with another player. Some tolerances are allowable but in such cases any portion hanging over the base shell is considered to be a part of the base for the purposes of determining tackles and engagements. The figures can be manipulated to create custom poses providing they are not disproportional to the figure.

Any figure can be ruled ineligible if it is determined to interfere with fair game play. 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. Below Is a sample picture of the Size tester for player in question.



Quarterbacks Mobile and Stand Still Figures –

Standstill and mobile QB figures must be in normal QB pose, running, passing, under center, etc. Down lineman poses (3 or 4-point stance) may not be used for standstill or mobile QB's.

The knob or trigger in the back of the QB player will be considered as part of the base for contact purposes since it protrudes away from the player. It cannot interfere with “base” contact.

Arms Extended Figures

Extended figures are figures that have any portion of both arms that extend to the front edge of their base or beyond. Additionally, any figure with more than one appendage extending to or beyond a side or rear edge of their base will be treated as an extended figure. Extended figures may not extend greater than $\frac{5}{16}$ th of an inch outside of the figures base.

The maximum distance a cover corner's hands can be extended beyond its base is $\frac{5}{16}$ th inches. The maximum width a cover corner's hands can be a part from each

other is 5/16th inches.

Guard Figures (Blockers)

Guard figures are those figures which have both arms folded at the elbows with the forearms and hands connected to the upper arms. These figures cannot be interlocked at any time on the offensive line prior to the snap. There must be at a minimum spacing between each lineman.

Custom Figure

The players can come in any action pose, providing he has all of the following intact: (a) Two arms (b) Two legs (c) One head (d) One torso (e) at least one foot of the figure must be affixed to its platform. Custom Figure Poses can increase a figure's height from its original form as long as it meets the prescribed height standards in Tudor/MFCA Handbook.

5 Team Construction

Jerseys, Players numbers, Uniforms

Teams should have home and away jerseys (Full team in Dark and White Jersey's). Teams should also be equipped for Tournament play jerseys (Offense in Dark and Defense in White Jersey's)

Players must be affixed with numbers on both sides of their jerseys to distinguish them. NFL numbering systems will be used to determine player eligibility. Players recreated prior to initiation of NFL numbering system (Pre 1970), will be honored.

Roster Size Players and Bases

Each coach is allowed to have a maximum of 70 players and bases for each game.

Player Weight restriction

A Player weight maximum cannot exceed 4.0 grams (including base). Make sure that all weights used to bring a figure up to the 4.0 gram are secure. Any weight of any type that falls off from under the platform or base can be reapplied if the coach chooses. Detached weights cannot impede game play. If it does an "Illegal Procedure" penalty will be charged to the offending team on the second offense.

MFCA – Weighting and Substances rule:

“Any use of a substance that causes a player to stay immobile, become anchored, or interfere with another player’s ability to move freely will be cause for immediate removal of said player for the duration of the game. Any subsequent issues thereafter, during the same game, will be cause for forfeiture of the game by the coach in question. Use extreme caution when choosing the type of material to weight your players. You may email the MFCA at coach@miniaturefootball.org for a list of approved substances.”

Height of players

Player Height must adhere to the prescribed height standards in Tudor/MFCA Handbook. Usually figures cannot be taller than the 67’ Bigmen figure with the Arms extended. Any question about figure height please consult League Commissioner.

6 GAME ACTION RULES

BLOCKING

Blocking is defined as the physical engagement between two players from 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.

LINE OF SCRIMMAGE (LOS) “Pop Space”

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 next to or behind the center’s line. The ball is to always be spotted on the left or right hash mark or in between the hash marks accordingly.

Their needs to be distance between the two teams on the LOS to create “Pop Space”. Suggested distance is a half yard space (on a 620 Field).

OFFSIDES

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. The penalty will be assessed before the play begins.

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

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

PASS AND PASSER

A forward pass is the forward movement of the ball caused by throwing to an eligible receiver. Eligible receivers are tight ends, wide receivers, and running backs and designated non-eligible players. If receivers are in bounds at the time the board is stopped during a passing play they are eligible receivers regardless if they ran out of bounds and returned in bounds. The spot of the receiver at the time the board is turned off dictates their pass eligibility.

When a pass play is attempted, the offensive coach verbally says "pass" and the offense runs the switch. The pass is attempted from wherever the quarterback is positioned when the board is turned off. To avoid unnecessary controversy about the spot of the passer, the defense may elect to place an object at the spot of the quarterback after the switch is turned off prior to it being replaced by the actual throwing figure.

A quarterback may roll out or remain stationary. The offensive coach can interchange stationary and running figures prior to or after the defensive audible. The figure that represents the QB must be replaced in the exact location on the board. If desired, a prongless base can be used to keep the QB stationary, no magnets or adhesive allowed. Once the game board is turned on the figure cannot

be changed until the Passing QB is brought in to throw the ball (the only exception being a scramble)

If a stationary quarterback falls down, forward progress is marked at forward part of the base. At that point, you can throw the ball to an eligible receiver, throw the ball away, or use a scramble if one is available to continue the play. Otherwise the QB is down on the spot.

A fallen QB may still throw a forward pass as long as no contact has been made by a defender to the QB's base or body which would result in a sack.

Quarterback Set-up and Drop Back Zone

The QB can't set up any deeper than within 15 yards from the line of scrimmage. (10 on a Monster Board)

The quarterback may drop back no farther than 20 yards behind the line of scrimmage. If his base completely exceeds the 20-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point beyond 20 yards. The sack yardage cannot exceed 20 yards under these circumstances.

QB SCRAMBLE

Each coach is allowed two (2) quarterback scrambles per half. They will not carry over to second half, use them or lose them. It can occur only during a pass play when the offensive coach is in control of the switch. The play develops as a pass play, and when the board is stopped, the twenty-second clock is started. If the offensive coach announces scramble, the twenty-second clock stops.

At this time, the defensive coach adjusts all unengaged defensive players. The offensive coach can now re-adjust the quarterback in any direction he desires. He may also replace the QB with a player of identical number but with a different base. The board is turned on and develops as a normal pass play. If the board is stopped again to pass, the twenty-second clock is turned back on and the passer only has the remaining amount of time to complete the pass. If time expires before the ball is thrown, he is considered sacked at that point.

If the QB decides to run the ball for a forward gain the switch is handed over to the defensive coach to continue the play. The Scrambling QB can cross the line of

scrimmage up to 2-yards before the board is turned off and the defensive coach takes control of the switch. If the switch is handed off after the 2-yard gain, the Scrambling QB is considered down for a 2-yard gain only.

QB OPTION CALL

The QB Option call must be made at the start of the play (vs calling Run or Pass). This gives the Coach a chance to let the play begin and decide as the play develops if they want to Pass or Run the ball. If they QB runs the Ball, then the switch is handed over the Defensive Coach to continue the play before the QB cross the LOS.

You can roll your QB out in any direction between the tackles. If the QB is approaching the LOS and you do not wish to pass, you can then hand the switch over to the defensive coach and at that time and make a “QB run” call. At that time, the defense can replace and adjust any stationary Defenders only before starting the board. If the coach designates the QB as the runner at the beginning of the play, the defense cannot adjust (beside stationary defenders) until after the QB has run at least 10 yards.

Coaches cannot us a Scramble call on and Option play.

COMPLETE, INCOMPLETE, INTERCEPTED PASSES

A pass is complete when the ball is thrown to and hits an eligible receiver on the fly that was verbally identified. In the event the pass hits any ineligible offensive lineman first, the pass is incomplete and the down advances.

Once a pass is completed Turn and Burn is allowed and the receiver is able to be adjusted in any direction to advance the ball. Defense takes the switch at that point.

A Pass is intercepted whenever it hits any disengaged or “eligible” engaged defensive player first while in the air.

An “eligible” engaged defensive player would be an engaged defender outside of the tackle box.

Referee rulings are Final! Both coaches must wait until the referee makes his call.

PASSING CLOCK

From the time the switch is turned off during a pass play from scrimmage, the offense has 20 seconds to complete the pass. The opposing coach will operate the 20-second clock. If a pass cannot be attempted or thrown, the offensive coach can declare incomplete and game clock continues to run unless the game is in the final one min of the second half.

If the ball is not thrown to the intended receiver by the time the 20 seconds has elapsed, the QB is sacked at the point of the intended throw. During this sequence, there will be no stoppage of the 20-second clock to find the QB's throwing football.

AUDIBLES, PIVOTS, AND MOTION

Coaches are allowed two moves. This can be two pivots, or one pivot and a motion, or two motions on both offense and defense. The defense can match the offense but not exceed them when making their adjustments. For example, if the offense makes one pivot, then the defense can only make a pivot. If the offense makes no Pivots / Motions, then the play starts with no further adjustments

PITCHES

A "Pitch" can be made from one player to another as long as the receiving player is not engaged, within 10 yards (on a 620 field), and next to or behind the Pitching player. If the receiving player is ahead of the pitching player or outside of the 10 yard Pitch range, then a pass would have to be made to complete the exchange. QB or running back can start with the ball and make the "Pitch" to another player.

SHOVEL PASS

if a received is with in 2 base lengths of the quarterback and is unimpeded by another player, then a "Shovel Pass" can be called and the ball will be given to the identified offensive player. At that point, the offensive player can be adjusted along with any unengaged defensive players. The pass must be a forward pass and cannot be used to pass the ball behind the QB.

TRICK PLAY CALLING

Once a trick play (halfback option/flea flicker) is verbally called by the offense, the coach is required to follow through with the play and that use of said play is crossed out for the coach and considered used. There is no option for an offensive coach to call a trick play and then brush it off after deciding not to use it. Once the play is called it is considered committed to and must be used.

HALFBACK OPTION PASS/FLEA FLICKER TRICK PLAYS

This play(s) can only be used one per each half. You must verbally announce the play right before the snap, as this gives the offense the ability to control the board switch. If your designated option player decides to pass the ball a separate TTQB (or league approved throwing apparatus) bearing the same jersey number of the designated back must be used.

RUNNING THE BALL

A runner can be identified prior to the start of an offensive play or can be part of an option play.

Only two backs (QB included) can dive forward into the line of scrimmage. At the start of a running play and QB or RB can be “turned out” away from the line of scrimmage to prevent more than 2 runners from heading into the LOS.

FULL HOUSE BACKFIELD/OFFENSIVE STACKING

Running backs must be positioned behind the quarterback (front of running backs must be behind the back of quarterback’s base), a minimum of ONE Base Length behind the offensive linemen. Remember that the QB can NEVER BE the Lead Blocker. If the quarterback is in a shotgun formation (at least ONE Base Length behind the back of the center), the running backs can be even with the quarterback. No portion of any running backs base may extend outside of the tackle box.

TACKLING

All players must be set up on all prongs prior to the start of play. If a player is not upright at the start of the play he is not eligible and therefore removed from the field of play. On pass plays and after the pass is completed, defensive players may

be placed upright to react to the ball carrier. Care should be taken and markers used so that the defender cannot be placed upright in a way to gain distance toward the ball carrier. A fallen QB may still throw a forward pass as long as no contact has been made by a defender to the QB's base or body which would result in a sack.

For an unengaged player, 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.

If a player is engaged, the tackle can only be made with any exposed part of the front of the Defensive players base. The front corner would also count as the front of the base. Contact with the side of the base of an engaged player would be considered a broken tackle. The play would continue. If there is any dispute of a tackle of any kind the referee will make the official call. If there is not referee present, then a coin toss will make the final decision.

BROKEN TACKLES

A broken tackle occurs when a defender falls down as a result of contact with the ball carrier. Simply stated, the collision itself must cause the tackler to fall down. The defender who fell during the tackle may not be placed upright and the play continues to its conclusion.

FALLEN PLAYERS

Definition: Fallen players are players that have all prongs off of the field. These players are considered fallen players and cannot make a tackle if they are still engaged with an offensive player (Pancaked). If unengaged and any part of the base comes into contact with the ballplayer, then it is considered a tackle.

All players must be set up on all prongs prior to the start of play. If a player is not upright at the start of the play he is not eligible and therefore removed from the field of play.

On pass plays and after the pass is completed, defensive players may be placed upright to react to the ball carrier. Care should be taken and markers used so that the defender cannot be placed upright in a way to gain distance toward the ball carrier.

A fallen QB may still throw a forward pass as long as no contact has been made by a defender to the QB's base or body which would result in a sack.

10 YARD DEFENSIVE ADJUSTMENT

After the offense gains 10 yards, the defensive coach can stop the switch and adjust any unengaged players. The defensive team has 20 seconds to make their adjustment. The play continues at that point.

Stationary Safeties – Yes or No

Up to two stationary Defenders may be placed on the defensive side of the field at any position. The equipment restrictions for a stationary Defender are similar to that of immobile quarterbacks. They shall be deployed in the following manner:

1. A maximum of 2 players can be set on stationary bases or Stands
2. Magnets or any adhesives cannot be used to hold stationary Defenders in place.
3. Stationary Defenders must also meet with current TOC weight and dimension requirements. They count towards your total of 70 players maximum. They must also be painted in keeping with your team colors and numbered on the front and back of the jersey.
4. When using stationery Defenders, the mobile players that will replace the stationary Defender(s) must be on the board facing the back of the end zone they are defending or in a stationary tray.

Defenders(s) aligned prior to the expiration of the defensive setup clock. If the defensive clock expires without this requirement being met the following applies:

- a. If the mobile Defender(s) are on the field without the stationary Defender(s) in place, then the play is initiated with no further action
 - b. If the stationary Defender(s) is placed on the field without the mobile Defender(s) in their designated area the Defender(s) shall remain stationary if they are not in Stationary Stand. They are eligible to make tackles intercept the ball etc. If a stationary player intercepts the ball without a mobile player declared, the play is dead at that point of the interception unless the defender is in a stationary tray.
5. In the event that the offense brings in a stationary QB, the defense is allowed the last move to bring in a stationary Defender to counter the offense's stationary QB.

6. Coaches MAY NOT use any felt, foam, rubber or other substances to hold a “pronged” base motionless.

9. The numbers on the stationary figures DO NOT HAVE TO MATCH the player which they are being stationary for.

10. If your Stationary Defender becomes engaged with an offensive player (base to base or base to stationary tray) he cannot be adjusted later in the play.

DEFENSIVE STACKING

Any player with any portion of the front of its base directly lined up against the back of the base of the player in front of it. If there is a defensive player on the line of scrimmage any player behind him must be separated by a minimum of ONE Base Length between the players.

The defense can set up in any formation with the following exceptions.

- Red Zone within the 5-yard line.
- two-point conversions.
- to match a QB lined up directly under center.

TAPPING THE BOARD FOR A CLOSE TACKLE

If there is a close tackle and the defensive coach is concerned about it being too close to tell in live time, the board can be turned off and then tapped repeatedly until contact is made or clearly missed. Board will be turned back on by the Defense if the tackle is missed and play will resume.

VIDEO COACHES CHALLENGE

If Video footage is available, it can be used to determine and tackle, pass completion, or field goal.

SAFETY (2 points)

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

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

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 normal kick off.

INTERCEPTIONS

A Pass is intercepted whenever it hits any unengaged defensive player first. In the event the ball is intercepted, the intercepting player is adjusted to run the ball from the point the interception occurred. The intercepted team will then adjust all unengaged players towards the ball carrier. If the intercepting player has fallen, he is down at that spot.

In Engaged defender can make an interception if they are outside of the tackle box. A pass hitting an engaged Defensive player Inside of the tackle box would be considered a bat down.

FUMBLES

A fumble occurs when the front of the base of a defensive player makes direct contact with either side or the front of the ball carrier that causes that player to fall over. Simply stated, the collision itself must cause the fumble.

The player is considered knocked over (fumbled) if none of the prongs (brushes) are making contact with the playing surface.

It does not matter if the player is leaning on another player the determining factor shall be if there are no prongs (brushes) in contact with the playing surface.

Once a fumble is established a coin is flipped to decide possession (recovered). Heads is Offense and Tails is defense. The ball is considered down at that spot and cannot be advanced.

A soft 6-sided die may be used in lieu of a coin during a fumble. Offense is even numbers; Defense is odd numbers.

SACKS

In the event that the quarterback's base completely crosses 20 yards behind the line of scrimmage, he is considered sacked.

If the ball is not thrown to the intended receiver by the time the 20 seconds has elapsed, the QB is sacked at the point of the intended throw. During this sequence, there will be no stoppage of the 20-second clock to find the football.

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 direction i.e. pushed in backwards by his teammates

TIME OUTS

Each coach is allotted three time outs for each half of play. A coach can use up to 45 seconds for a time out.

SPECIAL TEAMS

Special Teams can consist of mixed jersey colors, both light and dark jerseys are acceptable on special teams.

KICK OFF

The kicking team lines up at their own 30 yard line (considered their line of scrimmage). The receiving team begins their formation at the 50 yard line. The kicking team must align all 11 defenders on the line of scrimmage. The receiving team may only have 5 players on the line of scrimmage. The receiving team's second wave of blockers can be lined up no closer than 10 yards behind their first line of blockers. The receiving team must tell the kicking team which player will be used to return the kickoff. The Kicking team can designate which part of the receiving teams yard line the ball will be kicked to (left, right, middle etc.). A magnetic stationary figure will be placed on that spot to represent the runner until time for the actual return.

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

01 – 05 = out of bounds, possession begins on receiving team 40 yard line

06 – 23 = end zone with 3 seconds down

24 – 41 = 5 yard line with 3 seconds down

42 – 59 = 10 yard line with 2 seconds down

60 – 00 = touchback

After the period for hang time has been run off and the kick is to be returned the receiving team will replace the stationary figure with the actual kick returner. The receiving team will now have 20 seconds to redirect all unengaged players for blocking. The kicking team will then have 20 seconds to adjust any of their unengaged players toward the ball carrier. Once the kicking team has adjusted, the receiving team will aim the kick returner in the direction of their choice and the play will then resume until the kick returner is tackled, runs out-of-bounds or scores. The game clock will not start until the receiver begins to run.

ONSIDE KICK

NOTE: Your team must be trailing in the game to attempt an onside kick. Onside kicks must also be declared prior to setup. Once the kicking team starts to setup they shall not be allowed to call onside kick.

The Kicking team lines 11 players on their own 30-yard line. The Kicking team can decide if they want to line up on the Right, Middle, or Left on the field.

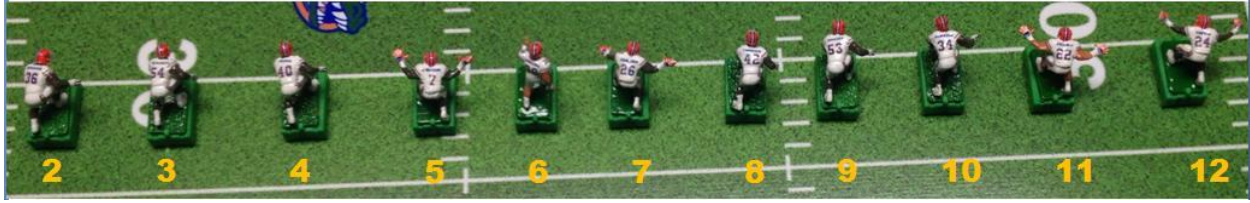
The receiving team lines up 11 players on their 50-yard line and can match the placement of the Kicking team's players.

Two six-sided dice will be rolled by the kicking team to determine ball placement.

EXAMPLE: The dice show "10"

The kicking team will number their players 2-12 going left to right along their own 30-yard line. EXAMPLE: Kicking Team Numbering





SCENARIO: Based on the dice roll of "10" and the numbering of the kicking team 2-12, the ball will be placed on the kicking teams' 40-yard line with the ball in front of the figure identified as number "10" in the picture .

The kicking team will then have 5 seconds to aim 5 figures on the ball.

The receiving team in-turn aim 5 figures in 5 seconds after the kicking team completes their adjustments identified earlier.

The switch is then turned on for 3 seconds by a referee or by default the kicking team if a referee is unavailable. The first figure to touch the ball on the string will have assumed possession of the ball.

The switch will remain on until the ball carrier is tackled, scores, runs out of bounds or falls over.

If the ball carrier is tackled and the ball carrier is knocked over, it is considered a fumble and the rules regarding fumbles of this rulebook

PUNTING

A Punt is a simulated kick. The dice box will be shaken and the two six-sided dice will determine the distance the ball is kicked from the line of scrimmage The kicking team can use the combination of the two dice to determine distance. Once the ball is kicked, the receiving team will take offensive possession of the ball at that point. No return or run back will be conducted.

BLOCKED PUNT

If double 1 comes up on the single die, it is a blocked punt and the receiving team takes possession at the line of scrimmage.

FIELD GOAL (3 points)

A field goal is achieved by kicking the ball from the field of play through the plane of the opponent's goal post by a place kick from behind the line of scrimmage. The maximum amount a field goal may be attempted is 64 yards (opposing team's 45-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.

FAKE FIELD GOAL

Since the defense is under no rule to let the offensive player release freely from the line of scrimmage, a fake field goal is permitted.

You must declare that it is a fake before the ball is snapped. After both teams are set the offensive coach calls "fake", after the one second rush time, the offense has to decide if it is going to be a pass play or a run play.

If it is a run play, the QB must run the ball, as he is the figure taking the snap on FG plays and the defense will take the switch. The QB may then be replaced by another QB figure in the same location, the QB figure is the only one that can be replaced and the replacement must have the same jersey number. The board is then turned on, if the QB advances for 10 yards from his original spot at the time of the snap, the board can be stopped by the defense and all unengaged players can be turned towards the ball carrier. The ball carrier will then run until he is tackled, goes out of bounds or crosses the plane into the end zone.

Should the offense decide to let the kicker run the ball on a fake FG it will actually have to be the kicking apparatus that is on the field (TTQB or similar device) or it be replaced with a kicking apparatus on a mobile base wearing the same jersey number as the original kicker. There will be no other option to replace the running kicker with any figure other than a kicking apparatus on a mobile base.

If it is a pass play the offense will keep the switch. Tight ends must be on the line of scrimmage and must be verbally identified to the defense as eligible receivers before the play begins. The offense runs the switch during the one second rush time in which to get an eligible receiver open, after that the offense has the usual

twenty second pass clock running in which to successfully verbally identify his intended eligible receiver and to actually attempt the pass. If the pass is successful it is then handled as any pass play attempt as far as rules are concerned.

EXTRA POINT (1 point and 2 point)

1-Point - The ball is kicked from behind the 10-yd line and coaches are not required to place their squads on the field. The kicker must be allowed a clear path between him and the goal post. The kick must be attempted within 20 seconds of the touchdown.

2-Point - The ball is placed at the 2-yard line and played with the same rules as typical run or pass attempts.

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

TAKE A KNEE

At the end of the fourth quarter with 0:59 seconds or less on the game clock the offense can take a knee to run the clock out. If the defense has no more time outs left, he is not allowed a shake of the box at this point. If there are under 35 seconds remaining in the game the defense is not allowed a shake of the box at all regardless of any time outs still remaining.

8 COACHING RESPONSIBILITIES

SHARED DUTIES WORKING GAME EQUIPMENT AND STAT KEEPING

During games played where there is no referee, both coaches are **REQUIRED** to **EQUALLY** share duties in working of the three game clocks, the ball marker, chains and recording or calling out stats after each play for the entirety of the game and any overtime period(s) played.

DUES

Dues will be 100 dollars a season. Dues are payable at the start of the season at the rules meeting. The money will go towards charity donations, league expenses, and league gear. League members will vote on how to use the league money. Dues are non-refundable

GAME ATTENDANCE

Attendance to all games is required. It is encouraged that If coaches have a Flex game or a Bye on a Game Day weekend, they should still attend to support game play.

SCHEDULED ABSENCE

Scheduled absences include but are not limited to, family trips, weddings, retreats, etc... The Commissioner/BOD should be notified of the scheduled absence in advance. The two Coaches will schedule a “Flex” game to be played at a later date.

UNSCHEDULED ABSENCE

Unscheduled absences include but are not limited to, general no shows, job related issues, family emergencies, etc. The Coach will be given the opportunity to state his reason for missing. His reason will then go before the Commissioner where it will decide if disciplinary action is necessary. If the coach’s absence is excused and he does not face disciplinary action he will be responsible for scheduling a Flex game with the opposing coach.

UNEXCUSED ABSENCE – DISCIPLINARY ACTION

If a second (2nd) unexcused absence occurs, the offending coach will forfeit the games that they had scheduled on the game day missed and face suspension for the following season.