

BAMA BIG PLAY FOOTBALL LEAGUE

Set-Up Rules:

- 1) Offense sets-up in any legal football formation:
 - A) QB must be set-up in direct line with the center and with at least one edge of his base positioned 10 or less yards from the LOS
 - B) Slot-Backs- The forward most edge of their base must be touching a point on the field between 1 to 5 yards behind the LOS
 - C) RB's must be positioned within the Tackle Zone (entire base) and no edge of their base may touch any point 20 yards behind the LOS during Set-up, Pivoting, or Play Execution
 - D) Offensive lineman may use any type of splits
 - E) Receivers may be stacked, but not touching (base)
 - F) Backs may not touch (base)
- 2) Defense sets-up in any formation:
 - A) Defenders are not allowed to touch (base)

Pivot/Audible Definitions:

- 1) Pivot- Rotating or turning the base of a player
- 2) Advance Pivot- The act of picking a player up off the field in order to adjust his dial
- 3) Audible: A) Shift- Moving a QB, RB, or Receiver vertically forward or backward
B) Motion- Moving a RB or Flanker sideways (Parallel) left or right
Note: Any motion that occurs outside of the Tackle Zone- Player must be positioned with the forward most edge of his base touching a point between 1 to 5 yards behind the LOS

Audible Sequence (Optional):

- 1) Offense is allowed a maximum of 2 shifts and 1 motion per play- QB, RB, Flanker, or WR
- 2) Defense is allowed to move any or all players to any position in their formation

Pivot Sequence:

- 1) Offense is allowed to a) pivot any or all men, and b) pivot/advance pivot any Backs positioned within the Tackle Zone
- 2) Defense is allowed to pivot/advance pivot any or all men

Game Play:

Terms:

Snap: When the Offense turns on the board to begin the play

Tackle Zone: QB Pocket Area behind the line-of-scrimmage (between the hash marks)

Offensive Outer Zone: Area behind the line-of-scrimmage left or right of the Tackle Zone

Middle Zone: Defensive area in the middle of the field (between the hash marks)

Defensive Outer Zone: Area to the left or right of the Middle zone

Busted Play: Whenever a RB or Receiver collide with the QB (after the snap and before the first stop)~~**Fumble**~Defense recovers the ball

Engaged: When opposing player bases are touching each other

Tackle: When a defender base contacts the base of a ball carrier

Broken Tackle: 2 Types- 1) When a defender is knocked over by the ball carrier

2) When a defender is engaged and the side or rear of his base contacts the base of the ball carrier

Hand-Off: Offense can Designate a Ball Carrier:

- 1) Offense designates the ball carrier before the snap
- 2) Offense must remove the QB from the field
- 3) Offense snaps the ball to begin the play
- 4) Offense must stop the board:
 - A) Before the ball carrier reaches the LOS (**Note: Ball carrier will be ruled automatically down upon reaching the LOS**)
 - B) If the ball carrier touches an offensive lineman
 - C) If the ball carrier touches a back who is touching an offensive lineman
- 5) Cut-Back: "Run to Daylight":
 - A) Ball carrier is allowed to **pivot** in any direction after the offense stops the board, if:
 - a) He has not reached the LOS
 - b) He is not touching an offensive lineman (base)
 - c) He is not touching a Back who is touching an offensive lineman (base)
- 6) RB must meet the following Set-up requirements in order to receive a hand-off:
 - A) During set-up RB must be positioned within the Tackle Zone (entire base)
 - B) After **set-up any RB who is positioned 10 or less yards from the LOS** (any edge of his base) must be facing the LOS, angled toward the LOS, or parallel to the LOS after pivoting
 - C) RB must be set-up either behind or beside the QB:
 - a) **Note: RB may be set-up in front of the QB, but the rear edge of his base must be at least even with the front edge of the QB base**
- 7) **Note: A fumble occurs if the ball carrier gets tackled before the offense stops the board**

QB Hand-off:

- 1) Offense executes the snap with the QB in control of the ball
- 2) Offense turns off the board and hands-off to a RB:
 - A) **Note: Offense must stop the board before the QB reaches the LOS**
- 3) Hand-off Rules:
 - A) QB is allowed to hand-off to a RB when the offense stops the board, if:
 - a) Both the QB and the RB are positioned within the Tackle Zone (entire base)
 - b) Both the QB and the RB are positioned within the length of the Red Passing Stick from each other (base to base)
 - c) RB is positioned either behind or beside the QB
 - 1c) Note: RB may be positioned in front of the QB, but the rear edge of his base must be at least even with the forward edge of the QB base**
 - d) A clear path must exist between both the QB and the RB
 - B) QB and RB are not allowed to come in contact with each other~~ **Busted Play~~Fumble**
 - C) QB must be removed from play
 - D) Cut-Back: "Run to Daylight":
 - d) Ball carrier may pivot in any direction after receiving the hand-off

QB Option:

- 1) Offense executes the snap with the QB in control of the ball
- 2) The option play allows the QB the opportunity to either keep the ball or pitch to a trailing RB:
 - A) **Note: Offense must stop the board before the QB reaches the LOS**
- 3) QB Option Rules:
 - A) When the offense stops the board, both the QB and the RB must be positioned outside of the Tackle Zone (entire base or any edge of base)
 - B) QB may either run the ball as **he is positioned on the field**, or he may pitch the ball to the RB
 - C) Pitch is automatic, if:
 - a) Both the QB and the RB are positioned within the length of the Red Passing Stick from each other (base to base)
 - b) RB is positioned either behind or beside the QB:
 - 1b) Note: If RB is positioned (front edge of base) ahead of the QB (front edge of base), then the play would result in a pass**
 - c) A clear path must exist between both the QB and the RB
 - d) **Note: If a) above does not exist, the QB must pitch using either the TTQB or the Red Passing Stick**
 - D) QB and RB are not allowed to come in contact with each other~~ **Busted Play~~Fumble**
 - E) Cut-Back: "Run to Daylight":
 - a) A RB who receives the pitch may pivot in any direction
 - b) **Note: QB must remain on the field in his exact position for the remainder of the play**
 - F) **Note: A fumble occurs if the QB gets tackled in the Outer Offensive Zone before the offense stops the board**

Shuttle Pass:

- 1) Offense executes the snap with the QB in control of the ball
- 2) A Shuttle Pass is an automatic completion and can only be executed after the offense stops the board
- 3) Shuttle Pass Rules:
 - A) Both the QB and the intended Receiver must be positioned within the Tackle Zone (entire base) when the offense stops the board
 - B) Receiver must be in front of the QB (entire base):
 - a) **Note: If the intended Receiver is not in front of the QB, then the play would result in a hand-off**
 - C) Cut-Back: "Run to Daylight":
 - a) Receiver may pivot in any direction after catching the pass:
 - 1a) **Note: Receiver is not allowed to Cut-Back if he is touching either an offensive line-man (base), or another Back who is touching an offensive lineman (base)**

Reverse Option: RB Hand-off/Fake to a Receiver Reversing the Field

- 1) Offense must announce "Reverse Option" and then designate the ball carrier before the snap
- 2) After the snap the offense must turn off the board and exercise the RB's option to either keep the ball or hand-off to the Receiver:
 - A) **Note: Offense must stop the board before the ball carrier reaches the line of scrimmage**
- 3) Reverse Option Rules:
 - A) RB may choose to either run the ball or hand-off to a reversing Receiver
 - B) A hand-off occurs automatically, only if, the RB and the Receiver are positioned within the length of the Red Passing Stick (base to base) from each other:
 - a) Receiver can be positioned in front, to the side, or behind the RB (play will result in a forward or backward hand-off)
 - C) **Note: If B above does not occur then the RB must keep the ball**
 - D) RB and Receiver are not allowed to come in contact with each other~~ **Busted Play~~Fumble**
 - E) On a hand-off the RB may be removed from play
 - F) Cut-Back: "Run to Daylight":

- a) A RB who keeps the ball is allowed to pivot in any direction
- b) If the Receiver gets the hand-off in the Outer Offensive Zone, he is only allowed to pivot in the direction of either the Tackle-Zone or the opposite Outer Offensive Zone
- c) If the Receiver gets the hand-off in the Tackle Zone he is allowed to pivot in any direction
- G) **Note: A fumble occurs if the RB gets tackled before the offense stops the board**

QB Run:

- 1) Offense executes the snap with the QB in control of the ball
- 2) Offense turns off the board and announces that the "QB will run the ball"
- 3) QB Run Rules:
 - A) 1) Offense must stop the board :
 - a) Before the QB reaches the LOS
 - b) If the QB touches a) an offensive lineman (base) or, b) a Back (base) who is touching an offensive lineman (base)
 - B) QB is not allowed to Cut-Back
 - C) **Note: A fumble occurs if the QB is tackled in the Outer Offensive Zone before the offense stops the board**

QB Escape: A special play in which the QB has the opportunity to escape a pass rush and run the ball

- 1) Offense executes the snap with the QB in control of the ball:
- 2) Offense turns off the board and announces "QB Escape"
- 3) QB Escape Rules:
 - A) QB must be positioned within the Tackle-Zone (entire base)
 - B) QB must not be touching an offensive lineman (base) or a Back (base) who is touching an offensive lineman (base)
 - C) QB is allowed to **Cut-Back in any direction**
 - D) Anytime the QB **pivots he risks** fumbling the ball :
 - a) **An automatic fumble occurs if the QB does not get back to the LOS**

No-Huddle

- 1) Both the offense and the defense set-up their formations simultaneously:
 - A) Offensive timer will run during set-up
 - B) Offense must set-up their men in this order: O-line, Receivers, Slot-Backs, and Back-field
 - C) **Offense is not permitted to Audible**
- 5) Offense must declare "**Set**" when their formation is ready
- 6) Defense has 5 seconds to complete their formation after the offense is set
- 7) Offense may pivot any or all men and may advance pivot Backs within the Tackle Zone
- 8) Defense may pivot/advance pivot any or all men
- 9) Offense turns on the board and executes the play

Passing Game: Offense may use either the TTQB or Stick Passing

Terms:

Across the Field Pass: A QB who has moved outside of the Tackle Zone and is attempting to throw a pass which will travel over and across 1 Field Zone and into a second targeted Field Zone

Turn & Burn: Offense is permitted a **one time pivot/advance pivot to a Receiver**, either to A) re-route the Receiver(s) before the pass, or B) change the run direction of the receiver after a catch

"Ball in the Air" : TTQB pass~~After the offense chooses their intended Receiver, they must turn on the board for a second time to allow the Receiver to continue his route (pattern) to an area on the field which would represent a simulated pass being thrown in a direction that would lead the intended Receiver

"Ball in the Air" Timer: An on-field device that uses a specific distance to measure time. There are 2 timers:

- A) Bullet Pass (red passing stick)- Used to time TTQB passes that are thrown behind the LOS and up to 15 yards down-field
- B) 15 Plus (white passing stick)- Used to time TTQB passes thrown greater than 15 yards down-field

Eligible Receiver: A Receiver is eligible to catch a pass, if a) he is inbounds, and b) he is not engaged to the front of his base

Automatic In-completion: A QB who has no eligible receivers and is positioned outside of the Tackle Zone can throw an automatic in-completion

QB Bar: A stick magnet which is placed in front of a running QB causing his base to become stationary

TTQB Passing:

- 1) Offense executes the snap with the QB in control of the ball
- 2) Offense stops the board and announces "Pass"
- 3) Offense must place a **QB Bar** against the base of a running QB:
 - A) QB must remain in his exact position during the execution of "Ball in the Air"
 - B) Offense is not allowed to touch the QB until after "Ball in the Air"
- 4) Offense has the option to "Turn & Burn" any or all eligible Receivers
- 5) Defense pivots any unengaged defenders into coverage
- 6) Offense announces the intended Receiver

- 7) Offense places the appropriate yardage timer and then executes “Ball in the Air”
- 8) Offense removes running QB and inserts TTQB to throw the pass
- 9) After a completion the offense may “Turn & Burn” the Receiver if he was not pivoted during his route
- 10) Any pass that is thrown “Across the Field “ which would normally be in the Bullet Pass range would extend to a 15 Plus range

TTQB Sack Rule:

- 1) A QB who is positioned within the Tackle Zone and has no eligible Receiver must QB Escape or take an automatic Sack
- 2) A Sack occurs when either the QB or the QB Bar is engaged during the execution of the “Ball in the Air”
- 3) A Stationary QB who is positioned within the Tackle Zone and has no eligible Receiver must take an automatic Sack

Stick Passing:

- 1) Offense executes the snap with the QB in control of the ball
- 2) Offense stops the board and announces “Pass”
- 3) Offense has the option to “Turn & Burn” any or all eligible Receivers
- 4) Defense pivots any unengaged defenders into coverage
- 5) Offense announces intended Receiver and places the appropriate Passing Stick on the front edge of his base:
 - A) Red- Pass thrown from behind the LOS to 10 yards down-field
 - B) White- Pass thrown between 11 and 30 yards down-field
 - C) Blue- Pass thrown more than 30 yards down-field
- 6) After a completion the offense may “Turn & Burn” the Receiver if he was not pivoted during his route
- 7) Any pass that is thrown “Across the Field” will require the offense to use a passing stick of the next longest color
- 8) An “Across the Field” pass of more than 30 yards is not permitted

Stick Passing Sack Rule:

- 1) A QB who is positioned within the Tackle Zone and has no eligible Receiver must QB Escape or take an automatic Sack
- 2) A Stationary QB who is positioned within the Tackle Zone and has no eligible Receiver must take an automatic Sack

Quick Screen:

- 1) Offense must announce “Quick Screen” before the snap
- 2) Offense must immediately designate the receiver
- 3) Pass is only allowed to be thrown to a Receiver in the Outer Offensive Zone
- 4) Receiver is allowed to “Turn & Burn” his route
- 5) Offense snaps the ball and executes the pass using either the TTQB (“Ball in Air”) or the Passing Stick (Red) method
- 6) **Defense is not allowed to react to the pass, but they can react after the catch**
- 7) Receiver is allowed to “Turn & Burn” after the catch

Defensive Play:

- 1) When attempting to tackle a ball carrier defenders must always react or pivot first
- 2) Only unengaged defenders are allowed to react (pivot/advanced pivot)
- 2) Defense is allowed 2 stationary defenders per play
- 3) A defender becomes stationary when the defense places a figure on felt during their Set-up Pivot sequence:
- 4) When attempting to tackle a ball carrier **stationary defenders are allowed to react or pivot after a ball carrier pivots**
- 5) On running plays engaged stationary defenders are blocked and can not be touched
- 6) On passing plays, stationary defenders who are engaged to receivers, are penalized for holding (on 1 st stop only)
 - A) **Note: No penalty occurs if an offensive line-man is engaged to a stationary defender:**
 - a) Offense must remove the offensive line-man from play
- 7) Defense may remove stationary defenders at any time during the execution of a play
- 8) Receivers must “Turn & Burn” their pass routes away from stationary defenders: Any contact is Offensive Pass Interference
- 9) During the “Ball in Air” defenders are allowed to contact the front or rear base of Receivers
- 10) During the “Ball in Air” defenders are not allowed to contact down-field Receivers on the sides of their bases: Defensive Pass Interference
- 11) Defenders are not permitted to grab or lock up Receivers

Defensive Reaction (Pivot/Advanced Pivot):

- 1) The type of play call by the offense determines how the defense may react
- 2) The following play chart specifies the rules for how the defense is allowed to react during the execution of each offensive play:

Offensive Play:	Key Details:	Defensive Pivot Rules:
Designated Hand-off Shuttle Pass QB Hand-off	Ball Carrier is positioned in the Tackle Zone. A designated hand-off by the offense comes with a risk. A fumble occurs if the ball carrier is tackled before the offense stops the board. A fumble occurs if the QB collides with the RB on the QB Hand-off.	Only unengaged defenders positioned in the Middle or Outer Defensive Zones are allowed to react. Stationary defenders can react after a cut-back by the ball carrier.
Designated Hand-off	Ball Carrier is positioned in the Outside Offensive Zone. A designated hand-off by the offense comes with a risk. A fumble occurs if the ball carrier is tackled before the offense stops the board.	All unengaged defenders are allowed to react. Defenders who are positioned within the Offensive Zone are not allowed to react if they are A) positioned behind the ball carrier (front edge of base to front edge of base), or B) out-of-bounds
QB Run	QB is positioned in either the Outside Offensive Zone or the Tackle Zone. QB is not allowed to Cut-Back. A fumble occurs if the QB gets tackled in the Outside Offensive Zone before the offense stops the board.	All unengaged defenders are allowed to react. Defenders who are positioned within the Offensive Zone are not allowed to react if they are A) positioned behind the QB (front edge of base to front edge of base), or B) out-of-bounds.
QB Option	Both the QB and the RB (pitch man) must be positioned in the Outside Offensive Zone. Pitch is automatic if both players are positioned near enough to each other (red passing stick). If they are out of the red passing stick range then the pitch can be made with the TTQB. QB is not allowed to Cut-Back if he keeps the ball, but if the pitch is made the RB can Cut-Back. A fumble occurs if the QB gets tackled in the Outside Offensive Zone before the offense stops the board.	All unengaged defenders are allowed to react. Defenders must respect both the QB and the RB. Defenders who are positioned within the Offensive Zone are not allowed to react if they are A) positioned behind both the QB and the RB, but if the defender is only behind the QB, he is allowed to pivot toward the RB, or B) out-of-bounds. If the ball is pitched to the RB, stationary defenders can react after the cut-back.
QB Escape	QB must be positioned in the Tackle Zone. QB is allowed to Cut-Back, but at a risk. A fumble occurs if the QB does not get back to the LOS.	All unengaged defenders are allowed to react. Defenders who are positioned within the Offensive Zone are not allowed to pivot if they are A) positioned behind the QB, or B) out-of-bounds. Stationary defenders can react after the QB Cut-Back.
Reverse Option	RB and the Reversing Receiver can be positioned in the Outer Offensive Zone or the Tackle Zone. Both players must be positioned near enough to each other for the automatic hand-off/fake option to occur (red passing stick). A fumble occurs if the RB gets tackled before the offense stops the board . A fumble occurs if the RB collides with the Receiver on the Hand-off/fake.	All unengaged defenders are allowed to react. Defenders must respect both the RB and the Receiver. Defenders who are positioned within the Offensive Zone are not allowed to react if they are A) positioned behind both the RB and the Receiver, but if the defender is only behind the RB, (or vice versa) he is allowed to pivot toward the Receiver, or B) out-of-bounds. Stationary defenders can react after a Cut-Back by the ball carrier.
TTQB Pass	1st stop~~1) Offense announces Pass 2) Offense exercises their option to "Turn & Burn" any or all Receivers 3) Defense reacts 4) Offense designates the Receiver 5) Defense may release and pivot any stationary defenders into coverage 6) Offense turns on the board for a second time and executes the "Ball in Air"	All unengaged defenders are allowed to react. Stationary defenders may remain on their felt or they may release and pivot into coverage. Note: Any unengaged defenders A) who have run past the QB, or B) who are out-of-bounds in the Offensive Zone are not allowed to react.

TTQB Pass	2nd nd stop~~ 1) Offense throws a completed pass to the designated Receiver using the TTQB 2) Defense reacts 3) Offense can “Turn & Burn” the Receiver if he is eligible 4) Defense can release and pivot any stationary defenders toward the ball carrier (receiver)	All unengaged defenders are allowed to react. After a reception and ensuing “Turn & Burn by the offense, the defense can release and pivot any stationary defenders toward the ball carrier (receiver)
Stick Pass	1st stop~~1) Offense announces Pass 2) Offense exercises their option to “Turn & Burn” any or all Receivers 3) Defense reacts 4) Offense designates the Receiver and places the target 5) Defense may release and pivot any stationary defenders toward the target 6) Offense turns on the board for a second time and executes the attempted pass.	All unengaged defenders are allowed to react. Stationary defenders may remain on their felt or they may release and pivot toward the target Note: Any unengaged defenders A) who have run past the QB, or B) who are out-of-bounds in the Offensive Zone are not allowed to react.
Stick Pass	1) After designated Receiver hits the passing target for a completion 2) 2 nd stop~~Defense Reacts 3) Offense can “Turn & Burn” the Receiver if he is eligible 4) Defense can release and pivot any stationary defenders toward the ball carrier (receiver)	All unengaged defenders are allowed to react. After a reception and ensuing “Turn & Burn by the offense, the defense can release and pivot any stationary defenders toward the ball carrier (receiver)
Quick Screen	1) Before the Snap ~~Offense designates a receiver positioned in the Outer Offensive Zone 2) Receiver may “Turn & Burn” 3) Defense is not allowed to react 4) Offense throws a pass to the intended receiver using either the TTQB or the Red Passing Stick 5) 1 st stop~~After a catch the Defense reacts 6) Receiver can “Turn & Burn” for a second time 7) The defense can release and pivot any stationary defenders toward the ball carrier (receiver)	After the catch all unengaged defenders are allowed to react, except any A) who have run past the receiver, or B) who are out-of-bounds in the Offensive Zone . Defense can release and pivot any stationary defenders toward the ball carrier (receiver)

Kick-off:

- 1) Kicking team must line up on the 35 yard-line
- 2) Receiving team must line up 20 yards away on their own 45 yard-line
- 3) Kicking team may use the TTQB or any other Custom kicker when kicking off
- 4) Kicking team may elect to kick off automatically instead of actually kicking the ball with a TTQB or Custom kicker (See Kick-off Return Rules #2 below)
- 5) Kick-off rules- TTQB/Custom Kicker
 - A) When using TTQB/Custom kicker to kick-off, the kick-off team can place the kicker anywhere behind the 35 yard-line
 - B) An illegal kick is one that a) goes out-of-bounds outside either sideline, or b) flies completely off the playing board over the end zone
 - C) A legal kick is one that a) lands in the field of play, or b) lands out-of-bounds behind the back of the end zone:
 - a) Legal kicks are considered to be a **Live Ball** that can be recovered by either team
 - b) **Note:** When playing on a pan field the ball must hit on the field surface before going out or over the back of the end zone
 - D) **Legal kick-** Kicking team gets an automatic 2 second hang-time
 - E) **Illegal kick-** Kicking team gets no hang-time
 - F) On Legal kicks the kicking team will get additional hang-time because the receiver must field the Live Ball

Kick-off Return Rules:

- 1) **Legal kick using the TTQB/Custom Kicker-** Receiving team must field (catch) the ball in order to return the kick-off:
 - A) A magnetic ball marker will be placed at the spot of the ball
 - B) Receiving team will control the switch
 - C) The receiving team may **pivot 1 player** toward the magnetic ball in order to make the catch
 - D) Receiving team turns on the board and allows the receiver to run to the magnet:
 - a) Receiving team may stop the board multiple times to pivot the receiver until he catches the ball
 - E) Kicking team may pivot any unengaged defenders after each stop:
 - a) **Note:** If a defender touches the magnetic ball first, then the Kicking team recovers the kick at the spot
 - F) The following pivots occur after the receiving team catches the ball:

- a) Kicking team may pivot any unengaged defenders
- b) Receiving team may pivot the ball carrier
- G) Kicking team controls the switch
- H) Receiving team may take an **automatic touchback** for kicks that land in the end zone- Ball would be spotted at the 20 yard-line
- 2) **Illegal/Automatic Kick-** Receiving team is allowed to return the kick by placing a return man anywhere along the goal-line:
 - A) Receiving team will control the switch
 - B) Receiving team is allowed 1 stop before the ball carrier moves past the 20 yard-line (base) in order to cut-back the ball carrier
 - C) If B above occurs, then the kicking team must **react first** by pivoting any unengaged defenders

Onside Kick- Kick that travels 10 to 20 yards down-field:

- 1) TTQB/Custom Kicker must be used when the kick-off team attempts an onside kick
- 2) Kicker must kick the ball from a point along the 35 yard-line and in between the hash marks
- 3) Legal kick- The ball must travel at least 10 yards down-field
- 4) Immediately after an onside kick the kicking team may pivot any or all players toward the ball
- 5) Receiving team controls the switch
- 6) Receiving team may **pivot 1 player** toward the ball:
 - A) Receiving team may stop the board multiple times to pivot the receiver until he recovers the ball
- 7) Kicking team is allowed to pivot any unengaged defenders after each stop:
 - A) **Note:** If a defender touches the magnetic ball first, then the kicking team recovers the kick at the spot
- 8) **Note:** Onside kicks can only be returned if the ball hits a receiving team player on the fly

Squib or Pooch Kick- Legal Kick-off that does not travel past the opponents 20 yard-line:

- 1) Kicking team may pivot any or all players toward the ball
- 2) Receiving team controls the switch
- 3) Receiving team may **pivot 1 player** toward the ball:
 - A) Receiving team may stop the board multiple times to pivot the receiver until he recovers the ball
- 4) Kicking team may pivot any unengaged defenders after each stop:
 - A) **Note:** If a defender touches the magnetic ball first, then the kicking team recovers the kick at the spot

Punt Rules- TTQB/Custom kicker:

- 1) Kicker must be positioned 15 or less yards from the LOS (front edge of base):
 - A) Kicker may be on a) a stationary base, or b) a running base held in a stationary position using the QB Bar
- 2) Defense controls the switch
- 3) Defense turns on the board for 2 seconds to simulate the punt rush
- 4) A blocked punt occurs if a defender (base) contacts either the QB Bar or the base of the kicker:
 - A) Defense gains control of the ball at the front edge of the kicker base
- 5) A **legal punt** is one that lands a) in the playing field, or b) out-of-bounds within the confines of the playing board:
 - A) **Note:** When playing on a pan field the ball must hit on the field surface before going out-of-bounds
- 6) A magnetic ball marker will be placed at the spot of the ball
- 7) Kicking team may pivot any unengaged defenders
- 8) Receiving team can return a legal punt by following the same procedure as in returning a legal kick-off (See Kick-off Return Rules #1)
- 9) **Note:** A punt is not a **Live Ball**
- 10) Receiving team has the option of not returning a punt by announcing "Fair Catch"

Punt Rules- Illegal/Automatic Punt:

- 1) An Illegal Punt is one that flies completely off the confines of the playing board
- 2) An Automatic Punt is executed automatically without the use of a TTQB/Custom kicker
- 3) **Note:** Both Illegal and Automatic punts require the defense turning on the board for 2 seconds to simulate a punt rush
- 4) Illegal/Automatic Punts can be returned as follows:
 - A) Defense positions a receiver 50 yards down-field at a point anywhere between the hash marks:
 - a) A receiver would be positioned at the goal-line if the LOS is less than 50 yards away (example: LOS is the 40)
 - B) Kicking team may pivot any unengaged defenders
 - C) Ball carrier may pivot in any direction
 - D) Kicking team will control the switch

Fake Punt- Offense executes a run or pass play from punt formation:

- 1) Standard play execution rules apply, except for the following:
 - a) Offense is not allowed to Audible
 - b) Offense is not allowed to Cut-Back a ball carrier
 - c) Pass plays must be thrown using passing sticks
 - d) **Note:** Red Stick is not used
 - e) **Note:** White Stick takes the place of the Red Stick, and the Blue Stick takes the place of the White Stick
 - f) Any RB who is positioned within the Tackle Zone and is 5 or more yards from the LOS (entire base) can receive a direct snap from center

Field Goal- TTQB/Custom Kicker:

- 1) Offense must line the TTQB/Custom Kicker 8 yards from the LOS
- 2) The holder for the kicker must be taken off the field
- 3) Defense controls the switch
- 4) Defense turns on the board for 2 seconds to simulate the FG rush
- 5) A blocked FG occurs if a defender (base) contacts the base of the kicker:
 - A) Defense gains control of the ball at the front edge of the kicker base
- 6) Offense kicks the ball with the kicker

Field Goal- Running Ball:

- 1) The Running Ball is a tweaked base that has an extended arm with a football mounted at the top. The ball is high enough to make contact with the crossbar on the goalpost.
- 2) FG rules (1-5) above apply
- 3) Running Ball kick:
 - A) Offense places Running Ball at the spot of the kicker
 - B) Both teams remove all of their men from the playing field
 - C) Offense turns on the switch allowing the Running Ball to move toward the goal-post
 - D) FG attempt is good if the ball makes contact with the crossbar

Extra Point Attempt:

- 1) Offense has the option of scoring the automatic 7 points or they can attempt a 2 point conversion from the 5 yard-line
- 2) A 2 point conversion attempt counts as one scrimmage play and the attempt must be added to the game clock

Length of Game:

- 1) A game consists of two 20 play halves
- 2) All scrimmage plays, FG attempts, punts, and kick-offs add 1 to the game clock

Play Clock :

- 1) Offense has 1 minute and 30 seconds to set-up, audible, and announce their choice of play execution
- 2) Offense uses a **20 second count-down method after announcing** their choice of play execution
- 3) Defense uses a count-down method for timing their reaction moves:
 - A) After the offense is set-up, the defense must complete their set-up using a 10 second count-down
 - B) Defense must use a 10 second count-down to complete their audible sequence
 - C) Defense must use a 20 second count-down to complete their pivot sequences for the remainder of the play
- 4) Example play #1:

<u>SEQUENCE</u>	<u>OFFENSE</u>	<u>DEFENSE</u>
Set-up	1) Start timer 2) Announce "Set" 3) Pause timer	1) 10 second count-down to complete set-up
Audible	1) Start timer 2) Announce "Set" 3) Pause timer	1) 10 second count-down
Pre-Snap Pivots	1) Start timer 2) Announce "Set" 3) Pause timer	1) 20 second count-down
Pre-snap Play	1) Start timer 2) Announces "Designated Hand-off" 3) Stop timer 4) Timer is no longer in use for the remainder of the play	No Reaction
Snap	1) Turn on the board 2) Stop the board to cut-back the ball carrier	1) 20 second count-down (reaction pivots)
Cut-Back	1) 20 second count-down (ball carrier)	1) 20 second count-down (stationary pivots)

5) Example play #2:

<u>SEQUENCE</u>	<u>OFFENSE</u>	<u>DEFENSE</u>
Set-Up	1) Start timer 2) Announce “Set” 3) Pause timer	1) 10 second count-down to complete set-up
Audible	1) Start timer 2) Announce “Set” 3) Pause timer	1) 10 second count-down
Pre-Snap Pivots	1) Start timer 2) Announce “Set” 3) Pause timer	1) 20 second count-down
Snap	1) Turn on the board with QB in control of the ball 2) Stop the board	No Reaction
Offense Announces Type of Play Execution	1) Start timer 2) Announces “Pass” 3) Stop timer 4) Timer is no longer in use for the remainder of the play	No Reaction
Pass Play Execution	1) 20 second count-down for receiver route Turn & Burn pivots (optional)	1) 20 second count-down (coverage pivots)
TTQB Timer/Passing Stick Target Placement	1) 20 second count-down	1) 20 second count-down (reaction pivots)
Pass Completion	No move	1) 20 second count-down (reaction pivots)
Turn & Burn	1) 20 second count-down	1) 20 second count-down (stationary pivots)