

THE OFFICIAL RULE BOOK OF THE LAS VEGAS ELECTRIC FOOTBALL LEAGUE



- Weight limit is 4.0 grams (figure on base)
- Offense in dark jersey and defense in light jersey
- Kickoff team in white
- Receiving team in dark
- Roster 53 +
- Dark room timer used for kickoffs, field goals and extra points

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PAGE 1.

THE FIELD

Dimensions: All games will be played on custom constructed boards provided they have approximately the same playing field dimensions as the vintage 620 field or larger. Monster boards are accepted.

Player side lines: all fields **MUST** have adequate home and visitor side line accommodations in order to be eligible for use on game day.

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 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.

Field surface shall be free of any chemicals, polish, etc. If a field is thought to have a chemically treated surface and is brought to the attention of the Commissioner/BOD 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.

GOAL POSTS

All goal posts will be offset from the end line and be constructed in the same width as the vintage Tudor single post type. The uprights can extend indefinitely above the crossbar with a net or backstop to catch the ball. The size shall be 4" wide cross bar 1 7/8" from field to top of cross bar.

BOARD SPEED

Prior to starting game play, both coaches will settle on a mutually agreed board speed.

THE BALL

The football can either be felt, foam or leather as chosen by the individual coach.

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.

TOUCHBACK/FAIR CATCH

Should a player from the kicking team hit the intended kick returner or enter into the end zone before the dark room timer shuts the field off in the 4 seconds then the ball is at the 20 yard line. If a player from the kicking team DOES NOT enter the end zone or hit the return man in the 4 seconds then he can elect to run it out or take a knee.

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. Both teams will set their guys up for the play, **the dark room timer will be set to 1 second** to give the defense time to block the kick. In the event the field goal is missed, the opposing team takes over from the spot of the ball. In the event it is blocked then the ref shakes the box to determine the spot of the ball, unengaged players can be angled towards the ball.

(NO PLAYER CAN SET UP IN FRONT OF THE CENTER ON A PUNT, X POINT OR A FIELD GOAL HE MUST BE ATLEAST 4YARDS BACK FROM THE LINE OF SCRIMMAGE THEN HE CAN LINE UP IN FRONT OF HIM.)

FAKE FIELD GOAL

In the event a coach calls a fake field goal then the kicker or passer who is on the field at that time and will be switched out prior to the snap must have the same number as the player who will come in to replace him to either pass or run the ball. Or the player who is on the field is a mobile player then it is up to the coach if he will keep him in or not. (COACHES DISCRETION) but has to have the same number.

COACH CONDUCT

As adults we are expected to know right from wrong and maintain a family atmosphere at all times. Excessive cursing, foul language, name calling, berating of others, vulgar photos, derogatory statements with regards to one's person, race, creed, religion, sexuality, skin tone or any semblance thereof will not be tolerated whether related to game play, general fellowship at game day

DICIPLINARY ACTION

First offense will result in a written warning. The second offense will result in immediate dismissal from the league. The offending coach may petition the board for league re-entry.

TARDINESS

The game day schedule must be strictly adhered to by all coaches and referees. If a coach is late past 15 minutes then he/she will give up 3pts and the ball to the opposing team prior to the start of the game.

ATTENDANCE

All coaches are encouraged to set these days aside. All coaches are required to attend all game days unless an approved absence has been scheduled.

UNEXCUSED ABSENCE – DICIPLINARY ACTION

All coaches will forfeit the games that they had scheduled on the game day missed. 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 mandatory expulsion for the following season.

COACH'S RESPONSIBILITIES

All coaches must be prepared to stay for the COMPLETE game day unless extenuating circumstances arise. If coaches have completed their games and wish to vacate the premises before game day has been completed they must seek approval from the Commissioner.

OFFENSIVE LINE SPREADS

The offensive line, tight end etc. (5- 7 players) **MUST BE a pencil** apart at all times on any given play, (NO BUNCHING THEM TOGETHER)

OFF SIDES

A player is offside when his base is over the line of scrimmage. 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 hash mark.

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. In the event that the quarterback's base completely crosses 15 yards behind the line of scrimmage, he is considered sacked.

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 and have the same number as the other player on the board. If desired, a prong less 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 TTQB is brought in to throw the ball (the only exception being a scramble). **If there is no receiver open to pass to then the QB must physically throw the ball away, a receiver has to be in the area within 5 yards or else it is intentional grounding and loss of down unless the QB is outside of the tackle box.**

QB SCRAMBLE

You get 1 scramble per series. 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 he can adjust his players, players from out of bounds engaged or not **can** also be angled in play before starting the board but not again after 10 yards. If the coach designates the QB as the runner at the beginning of the play, the defense cannot adjust until after the QB has run at least 10 yards.

If the QB is rolling out and he crosses the line of scrimmage, the board must be stopped and the defensive coach takes control of the switch. At this time the defensive coach can angle unengaged players towards the QB. The game board is turned on and the play resumes as a running play. If the quarterback advances more than five yards beyond the line of scrimmage without the offensive coach turning off the switch, he is down at a three-yard point (he is only allowed a three-yard gain).

If a quarterback falls down, he is down at that point and forward progress is marked at forward part of the base.

COMPLETE / INCOMPLETE / INTERCEPTED

A TTQB pass is **complete** when the ball is thrown to and hits an eligible receiver that was verbally identified without hitting the game board. Referee rulings are **FINAL!** Both coaches must remain silent until the referee makes his call.

A TTQB pass is **incomplete** when it hits the board prior to hitting a receiver. In the event the pass hits any ineligible offensive lineman first, the pass is incomplete and the down advances.

A TTQB pass is **intercepted** whenever it hits any defensive player (other than engaged defensive linemen) first while in the air.

In the event the ball is intercepted, the intercepting player (if unengaged) 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.

A receiver, who is eligible, may catch a ball if he is engaged with a defender or has fallen down and remains in bounds; however, he will be down at that spot and further forward progress will not be allowed. From the time the switch is turned off during a pass play from scrimmage, the offense has 20 seconds to complete the pass. The passing coach must verbally announce the jersey number of his intended receiver in order for the pass to be considered complete should it be successfully thrown. The opposing coach will operate the 20-second clock. If a pass cannot be attempted or thrown, the **offensive coach must physically throw the ball away** and game clock continues to run unless the game is in the final one/two minutes of the first and second half. During this sequence, there will be no stoppage of the 20-second clock to find the football.

PUNT

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

RUNNER AND RUNNING PLAY

Only two players can plunge into the line on any given play unless there are 2 yards or less for a first down or touchdown, then 2 may plunge only also if the quarterback is the designated runner. The QB can run the ball with RB pushing behind him (RB must start 4yds behind the QB), the other back must be turned out. **3 can run towards the line of scrimmage only outside the tackle box but the QB cannot lead block around the outside.** Two backs can run in the same direction at any time as long as the third back is turned away from the play. **In order for a running back to carry the ball, the front of the designated runner's base must be behind the back of the quarterback's base, or beside the quarterback (shotgun formation and also must be 5 yards behind the line of scrimmage).**

Only two running backs are allowed in the backfield, and must be positioned between the tackles. If a runner falls down he is considered down at that point and forward progress is marked at the forward part of the base. The quarterback can run the ball provided the front of his base is two yards (or more) behind the back of the center's base. If the runner is other than the quarterback, the quarterback must be turned away from the line of scrimmage (either backwards, toward either sideline, or any angle in between). He cannot plunge directly into the line unless he is the runner.

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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 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. If the QB is standing in the end zone and haven't released the ball and the 20 second clock runs out then it is a safety.

AUDIBLE

An audible can be conducted after the defensive coach has completed placing his players. The offensive coach is allowed to reposition 2 players at 1 time including the QB, one or both of the running backs and the QB, 2 receivers and the QB or 1 receiver, 1 RB and the QB. The quarterback must remain in line with the center, but can be angled if he is not the runner. If the QB is announced as the ball carrier, his base must be a minimum of 2 yards behind the back of the center's base. If the QB location or position changes it is considered an audible.

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 direction i.e. pushed in backwards by his teammates.

EXTRA POINT (1 or 2 point)

After a touchdown, the team scoring the touchdown may kick for an extra point from the **15 yard line** and or elect for two points by performing a run or pass from the **2 yard line**. The dark room timer will be used for the extra point, each team will set up as normal and 1 second will be set on the timer, In the event a defensive man hits the kicker within that 1 second then it is considered blocked and then the box is shaken and all unengaged players will be angled towards the ball for recovery.

INJURIES

An injury will only be used for the 1 series either the offense or defense (example, the box is shaken an injury occurs and the designated player offense or defense is out for only that series) he can return next series.

THE BOX

Only the defensive team can shake the box.

The box is only allowed to be shaken **4 times per quarter** .

The box must be shaken before the play begins and at the time you make your defensive adjustments when the offensive team is passing) but not after the offense has began to pick up his players or it is a touchdown.

FUMBLES

The defense will get 4 shakes per quarter. If the center six sided dice land on double 1's within the 4 shakes in any giving quarter, it is a fumble. If the single six sided die in the side compartment lands on an even number, the defense recovers. If the single six sided die lands on an odd number, the offense recovers. **1.** If QB is knocked down by a defensive player, it is considered a fumble and the box must be shaken to determine who recovers the fumble **2.** If the ball carrier falls down when he collides with a defender there is a fumble on the play. box is shaken (single die, odd: offense, even: defense) **3.** If one or more defenders fall down from the runner, it is a broken tackle and the ball carrier continues to carry the ball until tackled **3.** If a QB throws behind the player in the backfield it is a fumble.

COACH'S CHALLENGE

Each team is allowed one challenge per half.

Team must have a time out available in order to challenge.

If the box causes a fumble or penalty, the affected coach can challenge (using available time out). A roll of "odd" on single six-sided die will reverse the call, an "even" roll keeps play as called.

12 men on the field

If there is a stray player on the field for either team nowhere near the line of scrimmage, he can be removed from the field (no penalty), as we say... **"Just pick him up"**.

If the offense or defense has more than 11 men lined up for a set play, there will be a 5 yard penalty flagged against the offending team.

OFFSIDES

"Just move him back".

GAME TIMING

LENGTH OF GAME (Game Clock)

All game clocks used must be of the audible talking type, this applies to the official game clock, the set up clock, the passing clock and any additional clocks used.

The length of the game is 60 minutes, divided into four quarters of 15 minutes each, with intervals of 5 minutes between the first and second quarters (first half) and between the third and fourth quarters (second half). In the final one minute of the second quarter and the final two minutes of the fourth quarter, the clock is stopped for incomplete passes, player redirection, pass attempts, scrambles, out-of-bounds, while defense shakes the box and kicks. If the score is tied at the end of regulation teams will play NFL overtime rules.

SET-UP TIME

Clocks

Clocks stop on change of possession

The 35 second clock must be started after separation on every play

In between every change of possession and score both sides will be given 35 seconds to swap their players out, once that time period expires there will be a standard play clock for set up, 35 seconds for offense and 45 seconds for defense, then play commences.

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

Once 35/45-second clock has expired for the offense or defense, coaches may not continue to touch and set up their men. If they do not have enough men on the field, the coach may elect to take a time out. If a team has too many men on the field, the referee shall assess a penalty of 5 yards and replay the down. Once the player with the ball has been identified, no timeout can be called.

The 35/45- second clocks will begin once the teams are separated. Once separated, the 35/45 clocks will begin counting down and the box cannot be shaken for the previous play.

PASSING DURING FINAL ONE /TWO MINUTES OF EACH HALF

All incomplete pass attempts in the final one/two minutes of each half and overtime requires an eight (8) second run off of the game clock.

If the pass is complete, no additional time is run off the clock.

PLAYERS

The game is to be played by two teams of 11 players each, **the same number can be used for multiple players but, only 1 player with the same number is allowed on the field at a time.** If a snap or free kick is made while a team has fewer than 11 players on the field the ball is in play and there is no penalty. More than 11 players on the field, ball is in play and there is a five yard penalty, replay the down. Custom poses created from any of the listed figures as well as figures created by individuals. The figures can be manipulated to create custom poses providing they are not disproportionate to the figure.

All questionable figures will have their eligibility decided by the Commissioner, said questionable figures will not be eligible for game play until the ruling is rendered. **The maximum height allowed to the tallest point of a figure, measuring on the base from field level to the tallest point can be no more than 1 13/16".** The maximum allowable width of a **figure's arms can be no more than 1 1/16" across from tip to tip.** The **TTQB can be no taller than 2 1/2" including base**

The players can come in any action pose, providing he has all of the following intact: two arms, two legs, one head, one torso and at least one foot attached the base (no players floating on wires, etc...)

BASES

Boiled bases and or chemically treated bases are **NOT ALLOWED** for play.

All bases are allowed are, examples: Frankenstein (not encouraged), Tudor Games, Diamond, ITZ, & Munroe bases. They may be altered from their original form only where the prongs are concerned, length, width and height cannot be altered and the original shape of the base must be intact.

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

No magnets can be affixed to any Players base.

INSPECTION

Prior to start of the tourney or game day, both coaches are subject to have their teams inspected and weighed by the referee. The referee or opposing coach will ensure that all players do not exceed 4.0 grams in weight and that they do not exceed set height and width requirements. A scale will be used to weigh each figure.

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

STACKING NOT ALLOWED

OFFENSE – Running backs must be positioned behind the quarterback (front of running back's base must be behind the back of quarterback's base), a minimum of 4 yards behind the offensive linemen. If the quarterback is in a shotgun formation (at least 4 yards behind the back of the center), the running backs can be even with the quarterback. The coach can designate either the RB or QB the ball carrier.

DEFENSE - Stacking of defensive players (placing one player directly behind another) **is not allowed**. If there is a defensive player on the line of scrimmage any player behind him must be separated by a minimum of 4 yards between the players. The only time a player can be closer than 4 yards is when there is no player fully or partially in front of him or when mirroring the QB.

Exceptions:

Defense is allowed to stack anywhere on the field in **2 yard or less or goal line** situations anytime during the game.

CONTROL OF THE BOARD

The offensive coach will have control of the switch if he calls a pass. If a run is called, the defensive coach operates the switch. Wherever players stop after the switch is turned off is where the play is blown dead. An offensive coach can say, "stop" if a runner turns toward his own goal. Forward progress is given to the point where stop was said.

COACHES

There can only be one coach per team, bystanders or referees cannot interfere with a game being played by offering suggestions, tips, strategy or advice to either coach. In the event they do, the down will be replayed.

Hurry-up offense

In the event the offense chooses to run a hurry-up offense any time during the course of the game and announces, "HUT", the defense will have 10 seconds to finish setting their team. The defense may call timeout during their 10 second set up period. After both are set, neither team can call timeout. The offense is not allowed an audible or replacement of the quarterback after announcing "HUT".

PLAY FROM SCRIMMAGE

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 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.

PLAY FROM SCRIMMAGE (CONTINUED).

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 unengaged 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 **REAR** point of his base. In the event that he is “trapped” by other players impeding his movement, he can be lifted up to face the opposite direction. If he is out of bounds, the back of his base can be placed on the in-bounds line. Magnetic ball marker can be used to mark the spot of the player if it is trapped so to assure when figure is rotated and put back down it is in the same spot.

ELIGIBLE RECEIVERS

Eligible receivers are numbered 1 - 49 and 80 – 89. Those who are numbered 50 - 79 and 90 – 99 are considered ineligible receivers, but may become eligible by notifying the referee and opposing coach and then lining the player up in an eligible position. Eligible positions are RB, WR, and TE. Number 00 may be either depending upon his position.

SACKS

The quarterback may drop back no farther than fifteen yards behind the line of scrimmage. If his base completely exceeds the 15-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. A sack is considered when any part of a defensive player's base touches any part of the quarterback's base, behind the line of scrimmage. For a TTQB pass, 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.

PASS DEFLECTIONS

If a pass first hits any defensive player whose base is in any way out of bounds, the pass is a deflection. If a pass is short of both the receiver and defender, this is considered a pass defended and incomplete. If a pass hits any ineligible offensive lineman first, the pass is incomplete and the down advances. If the pass hits an offensive intended receiver first and then hits or lands on any other player, the pass is considered caught by the intended receiver.

BATTED DOWN PASS

Any player engaged with an offensive lineman cannot intercept a pass, the pass will be considered a batted down ball.

If the pass hits a defensive player first (other than an engaged defensive lineman), the pass is intercepted by the first player hit.

If the pass hits an engaged defensive lineman at the line of scrimmage, it is a defended pass or batted down. It is not an interception.

If the pass hits an eligible receiver, but not the intended receiver, the ball is complete, but down at the spot of the receiver who caught the ball.

INTERCEPTIONS

If an errant TTQB pass hits a defensive player first, without hitting the ground, this is considered an intercepted pass. All engaged players, (except defensive linemen or any player engaged with an offensive lineman) are eligible to intercept a pass. After an interception, the defense may then redirect the figure that intercepted the ball. The team intercepted has 10 seconds to redirect any unengaged players on the defensive player who intercepted the ball.

FOURTH DOWN SITUATIONS

The offense must punt on fourth down unless they are on or across the 50-yard line or need 4-yards or less for a first down.

In the fourth quarter, if losing or in overtime the offense may go for the first down anywhere on the field regardless of distance needed for a first down.

In the second or fourth quarter or in overtime, whether winning or losing, the offense may elect to run 35 seconds off of the game clock (simulating set up time) in order to run the remaining time out, provided that the defense has no timeouts and that the game clock has not stopped during game play i.e., ball out of bounds or incomplete pass.

SPECIAL TEAMS

Special Teams can consist of only white jersey to represent the defense and dark jersey's to represent the offense, **no mixed jersey's are allowed** on special teams.

KICKOFFS

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

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.

ON-SIDE KICKS

An on-side kick may be attempted in the 4th quarter providing the kicking team is behind in the score. The kicking team must inform the receiving team of the on-side kick attempt prior to the placement of figures on the board. If desired, the receiving team may have all 11 players 15-yards from the spot of the kick. A TTQB/TDQ must be used to kick the ball.

If the ball goes 10 to 20 yards from the spot of the kick and remains in-bounds, the attempt is good. If the ball hits a return team member and bounces back toward the kicking team, the ball is in play. If the ball goes farther than 20 yards from the spot of the kick, the closest receiver to the ball will run the ball and the on-side kick attempt has failed. If the attempt has failed, the kick team has one more attempt after penalty of 5 yards. If the second attempt fails, the receiving team gets the ball at the 35-yard line.

Once the kick is determined to be a successful on-side kick, there will be no adjustment of any players by either side. The switch will be turned on and the first player to touch the spot of the ball with their base will recover the on-side kick. In the event that no player touches the ball after 10 seconds, all unengaged players may be directed on the ball and another 10 seconds is allowed for recovery. Once a ball carrier touches the ball, he is now the ball carrier. The team who did not recover the kick may redirect any unengaged players on the ball carrier. The team who recovered the kick may aim the ball carrier. If no one recovers the ball it goes to the receiving team at the spot when the board is turned off.

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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.

MAKE-UP GAMES

Must be scheduled and played prior to the end of the regular season and before any playoff rounds.

DUES

For the 2015 Las Vegas EFL season all dues are waived. No payment required.

FRANCHISE OWNERSHIP

Any coach may play with any team he wishes to play with providing that he use a different year and different uniform than another coach with the same team.



THE LAS VEGAS ELECTRIC FOOTBALL LEAGUE 2016