

DIXIE EFL

2009

RULES OF PLAY

2008 CHAMPION

CHARLES LANE

DIXIE EFL 2009 LEAGUE RULES

THE LEAGUE

The Dixie EFL is a league based in the Southeast dedicated to good Christian based fellowship through the venue of electric football. The members of the league represent seven states – South Carolina, North Carolina, Georgia, Tennessee, Alabama, Maryland and Florida. **League information and statistics will be found on our website: www.dixieleague.net.** These rules will also be posted on this message board – www.miniaturefootball.com/forum. **NOTE: TEXT IN RED ARE CHANGES OR ADDITIONS MADE IN 2009.**

THE 2009 SEASON

The season will consist of two meetings on Saturdays during the 2009 calendar year: **DATES: Saturday April 18th and Saturday June 27th.** Both meetings will be held in the Spartanburg/Greenville area at the Hampton Inn (see Hotel Information below).

Hotel Information:

Hampton Inn

108 Spartangreen Blvd.

Duncan, SC 29334

\$94/night : must mention Dixie Miniature Football League

This year we will be playing with PRO teams so get your teams ready!

Saturday 1: April 18: The first meeting will be the regular season. The league will be divided into 4 divisions with 4-6 coaches in each division. Each coach will play the other coaches in their division in a round-robin format. The team with the best record in each division will automatically qualify for the playoffs. If two teams are tied for the best record in the division, then the first tie-breaker is head to head. The second tie-breaker is points scored during the regular season. If three teams are tied, then the tie breaker is points scored during the regular season. The next tie-breaker is points differential during the regular season. Teams who fail to win the division still may qualify for the playoffs by playing in the wild card rounds on the second Saturday.

Saturday 2: June 27: The second meeting will be the playoffs and championship. Wild card rounds: Coaches who did not win their division will be entered into the wild card playoffs. The wild card playoffs will consist of games under a single elimination format. The four remaining teams will be entered into the divisional playoffs joining the four division winners. Divisional playoffs: The division winners will play a team from the wild card playoffs in a single elimination format. The remaining four teams will enter the conference playoffs. Conference playoffs: The remaining four teams will play in the conference playoffs in a single elimination format. The two winning teams from the conference championship will compete in the DIXIE EFL CHAMPIONSHIP 2009.

NOTE: If the game ends in a tie, each team will have one play from the 50-yard line to determine the winner. This must be done because of the time-limits due to the amount of games to be played on each Saturday.

FIGURES

FIGURES – All figures are allowed as long as they meet weight and dimension requirements.

NO BODY PART(S) ALLOWED ABOVE TOP OF HELMET. Hand(s) may not be **BELOW** the highest knee. Arms forward figure rule still applies as in the past (can not play skills positions).

Accessories may be added so long as the figure meets size and weight restrictions, and the accessories do not interfere with game play. **Coaches may add putty to the bottom of the base to add weight. No substance may be added to the outside of the base.** Two-sided tape (no glue) may be used to connect the figure with the base. The tape may not extend beyond the figure's platform. The tape must be applied so it does not give the figure a "jacked" or "leaner" appearance when placed on its base, keeping in mind the weight and height restrictions on the figures.

***Arms Forward Figures** - Arms forward figures are figures that have any portion of both arms that extend to the front edge of their stand or beyond. These figures are legal for play but may not be used at and skills positions on offense (QB, RB, WR, TE, KR), but are allowed anywhere on defense. A figure with more than one appendage extending to or beyond a side or rear edge of their stand will be treated as an Arms Forward figure.

***Blocker Figures** - Blocker figures are figures that have both arms folded at the elbows with the forearms and hands connected to the upper arms. The blocker figures are also known as the FAB5 "Guard" figure. These figures are legal for play but may not be used in the backfield or as Wide Receivers or Tight Ends. Blocker figures (guards) may be used anywhere on defense.

UNIFORMS

Each coach in the Dixie EFL must be the coach of only one **pro** team. Each coach can pick any **pro** team even if that team has already been taken. Each coach will coach that team throughout the season.

*Figures for the Offensive unit will be wearing Dark Jerseys.

*Figures for the Defensive unit will be wearing Light Jerseys.

*** Figures on stationary bases do not count toward the total of 36 figures!**

***Total Figures - Minimum Total - 22 (11 Dark, 11 Light), Maximum Total - 36**

***Numbering System:** Offensive figures must also follow a numbering system to so for certain positions.

OFFENSE - OL 50-79, 90-99, (00 at Center only). QB, RB, WR, TE - 00, 0-49, 80-89.

DEFENSE - No Restrictions.

***All figures except TTQB's must be numbered on the front and back of their jerseys.** Each figure must have a unique and different number from all others on a given team and the number on front and back of a given figure must be the same number.

WEIGHT RESTRICTIONS

***Maximum Weight (player + base) - 4.1 grams with base**

***Maximum Height (player + base) - 48mm.**

***Maximum Length - 33mm. *Maximum Width - 29mm.**

BASES

BASES - All bases produced by Tudor/Miggle/Buzzball/ITZ are allowed! No boat bases are allowed!

BASE TWEAKING: Prongs - Base prongs may be pulled, stretched, curled, clipped, or otherwise physically manipulated, keeping in mind it must meet the overall stated base height specifications.

Shells - Base shells must be free of sprue remains or slag (flashing) and must be free of any recesses or protrusions. Base shells may not be otherwise altered. **No substance may be added to the outside of the shells.**

NOTE: No chemical alterations are allowed to any base. No boiling!

Bases may be painted and/or marked for identification.

TEAMS: Each team entered may have up to 36 players plus up to five (5) TTQB's. TTQB's do not need to be painted or have numbers. Those that are numbered can be in duplicate with respect to one another or any of the other 36 players.

TTQB's: TTQB's are not allowed to play any on-field position with other players except to kick FG's. If used to pass, they will be subbed in at the spot of the on-field QB to pass, then replaced with the original on-field QB. If an onside kick, they will be used to kick, then replaced by a legal player designated during setup. **The QB and Kicker produced by Geno Hendricks are allowed for play in the Dixie League.**

TTQB MODIFICATIONS: Springs may be added to the TTQB to aide in kicking. The TTQB must have an approved base when used during play. Kicking leg may be removed for passing. Notches are allowed in the throwing hand and/or arm to aid for gripping, ball positioning, etc. Forward arm may be bent but not removed. Rear tab can be present and can be bent as desired, or removed. QB figure may be bent in any manner so long as the head does not extend past any portion of the base shell's top deck area. Arms can be bent in a desired position. If you want to do something not described here please get permission and a clarification in advance.

PASSING EQUIPMENT & GAME BALLS

Pass Simulation Equipment - Each coach will be supplied with Pass Simulation equipment for this event. It is the responsibility of each coach to keep and maintain their own balls and PS sticks and each coach must bring their equipment to the events.

Passing Footballs - Miggle/Tudor/SIW/EFDW footballs are allowed. Other balls are allowed so long as they are made of felt or foam and are not too big. If you are not sure, ask before using. Coaches are permitted to enhance footballs with glue or paint products so long as the ball does not damage the board or players.

TEAM INSPECTION AND CHECK-IN

Each coach will have their fully-assembled team in one container labeled with the coach name on it. The container should include everything you need such as the figures, qb's, footballs, passing sticks etc. Each container will be inspected by the league committee. Each player will be weighed and every base will be inspected. If the player + base are too heavy, the coach has the option of shaving off some of the player or removing part of the underside of the base to make the weight. Every coach should try to have a team with every player + base under the weight limit before checking to speed the check-in process. Once your container of equipment has been approved, the container must not leave the tournament area. No other equipment will be allowed in the tournament area. The tournament area is the room where the tournament is being conducted.

LEAGUE RULES

CONDUCT: The main purpose of this league is to provide good Christian fellowship through the game of electric football. Each coach should keep this in mind when playing in these events. Everyone is expected to conduct themselves in an orderly fashion during the event. ANYONE who causes or engages in inappropriate and/or unsportsmanlike behavior will be warned ONCE. Any one committing a second offense WILL be banned from the league. Anyone caught cheating will be banned from the league!

RULE #1: Anything not covered in the rules will be handled by the officials within the spirit of the rules.

PLEF RULE: PLEF is an abbreviation for Player-Ref. During a game the participating competitive coaches will be required to make their own calls to resolve plays. This includes but is not limited to proper setup, complete passes, incomplete passes, interceptions, pass interference, tackles, sacks, engaged or unengaged players. In the case of setup with respect to proper player positioning, each coach is expected to POLITELY INFORM their opponent if there is some violation, be it minor or otherwise. They will then allow their opponent to correct the problem without penalty. During pass attempts each coach will agree as to the result without outside intervention or comment. If the competing coaches do not agree or can not decide on the result, the ref and/or designated non-participating coach(es) will make the call. The same procedure will be followed for resolving tackles, sacks, etc. In cases where both opponents agree, the agreed upon result IS FINAL! In cases where neither opponent agrees or if either or both are unsure of the result, the decision of the appointed ref/official/designated non-participating coach(es) is final. **DO NOT ARGUE WITH THE REFEREES (THEY ARE NOT BEING PAID).**

GAME LENGTH

All games will consist of two **16** play halves with no timeouts.

DEFINITIONS

Tackle - ANY base contact by an opponent's player constitutes a tackle. Contact between two figures without base contact is not considered a tackle. Uncertain tackles are treated the same as uncertain pass completions. If it is not a clear tackle, it is not a tackle.

Pivot - When pivots are stated in the rules, it is understood that the coach may angle the figure. You must be careful not to move other surrounding players when performing a pivot. When pivoting, no portion of the base is to be moved closer to the desired end zone or target.

Advanced Pivot - When advanced pivots are stated in the rules, it is understood that the coach may angle and pick up the figure and turn the dial as desired. If the figure is picked up, the coach must replace the figure in the original location and then angle the figure as needed. You must be careful not to move other surrounding players when performing an advanced pivot. When pivoting, no portion of the base is to be moved closer to the desired end zone or target.

Base Switching - Switching a player's base during a play is not allowed unless specifically called for in the rules or by an official. Otherwise this must be done before setup is complete or after completion of a play. This also means no changing out base components (dials or prong bars).

Standing Players: To begin any play, all players must be upright on their bases without any portion of a player's figure touching the playing surface. If a player tips over during the progression of a play and any portion of that figure is contacting the board, that player has fallen. A player that is leaning into or on another player, figure, or platform has not fallen if the leaning player has no portion of the figure contacting the board. Such a player may be set upright at its current facing, and later pivoted (when/if eligible) so long as doing so does not involve dislodging the players in which it has made contact from their current position and/or facing.

Fallen Players: A player that has fallen is considered to be a part of the field, must remain down until that play is complete, can not be adjusted by a coach, and can not make a tackle or receive a pitch or pass, and can not carry the ball. Consider a fallen player as temporarily shaken up (injured) for the remainder of that play. A fallen player can affect a play by simply being in the way of another/other players. If a ball carrier falls during a play he is down at that point and the play is over. The ball will be marked for forward progress at the most downfield portion of its base.

Engaged Players: Players are engaged if they make base contact with any player of the opposing team. Offensive players who are engaged are ineligible to receive a pass. Defensive players who are engaged **may** intercept a pass. Engaged players are ineligible to be pivoted during plays.

Forward Progress: On any play, the coach may let the ball carrier continue to run if the figure is facing moving toward his own end zone. If the ball carrier is facing the desired end zone and is being pushed back towards his own goal, the coach may allow the play to continue but no forward progress will be given. When a ball carrier runs out of bounds, forward progress is marked at the most downfield part of the player's base.

Fumbles: If a defensive player makes contact with the ball carrier and causes the ball carrier to fall over, it will be deemed as a fumble and the defensive player that caused the fumble will obtain possession of the ball. That defensive player may now be pivoted and three opposing players who are not engaged may be pivoted. The ball carrier that had fallen over may not be pivoted. It must be clear that the defensive player caused the ball carrier to fall over in order for a fumble to be called. See "Fallen Players" for ball carriers falling on their own accord.

START OF GAME PLAY

To begin the game each team will be designated as "visitor" or "home". A coin will be tossed by the referee allowing the coin to hit the floor.

The visiting coach must call "heads" or "tails" while the coin is in the air. The coach that wins the toss must make a choice of either receiving the ball or kicking off.

The kick coverage team decides which end zone they will defend for the first half.

Teams will switch ends of the field to begin the second half and the team that received the opening kick off will kick away to begin the second half.

KICKOFFS

The kicking team will be in the light jersey. The receiving team will be in the dark jersey.

Kickoff: Normal – The kicking team lines up on the 30 yard line. The receiving team lines up on the 50 yard line. **All players must be lined up inbounds.** The receiving coach designates the kick returner and the returner is left off the field for the first four seconds of the kick. The switch is turned on for four seconds. **If any player from the kicking team reaches the end zone during the four seconds, the play results in a touchback. After the four seconds, the receiving coach may elect to take a touchback and the play counts as a play on the game play count.** After four seconds, the kicking coach points out the location of where to place the kick returner. The kick returner must be placed in the end zone and between the hash marks. The kicking team may pivot/advance pivot up to three non-engaged players. The kicking team coach runs the switch for the rest of the play.

***NOTE:** All kickoffs that involve setting up a return team or running the board to achieve a result of any kind will count as a play for time keeping purposes. The receiving team can elect to accept a touchback by taking the ball at their own 20 yard line without setting up a return team. In such a case the return team must clearly state "touchback" BEFORE completing setup for their return team. A touchback will not count as a play on the game clock.

Onsides Kick: A team MUST BE TRAILING IN SCORE to attempt an Onsides Kick.

Both teams line up their players on or behind their respective 40 yard lines. Normal kickoff spacing rules for all players are in affect.

The kicking team must now designate a legal on-field player as their kicker. The kicking team will use a TTQB kicker to sub for the legal on-field player and place that TTQB somewhere on and along their own 40 yard line with a legal kicking ball ready to kick.

The kicking team then gets 1 attempt to kick the ball. The ball must be kicked with the TTQB's kicking leg. Any part of the kicked ball must travel at least 10 yards, no more than 30 yards, and not travel OB for the kick to be successful.

If the kicked ball goes out of bounds or fails to travel within the required distances it is the receiving team's ball at the 50 yard line.

If the kicked ball travels within the required distances and makes contact with a player (base or body) on the receiving team, the receiving team has recovered the ball at that spot and the play is over. Contact with a player out of bounds is not a recovered ball and is a kick that went OB.

If the kicked ball travels within the required distances, does not go out of bounds, and does not make contact with any player on the receiving team, it is a live ball. To resolve possession of a live ball after the

kick the referee will replace the kicked ball with a PS ball in the same spot and in the same position on the field where the original ball was removed.

The kicking team must now remove the TTQB kicker from the field and may replace it with their previously designated on-field kicker player. The receiving team's coach may pivot any players towards the ball, followed by the kicking team. The referee then turns the board on to resolve the play. The board will remain on for up to 10 seconds or until a player from either team touches the ball with any portion of its base, designating a recovery and possession, and ending the play. If after the 10 second time limit expires and no player has recovered the ball, possession goes to the receiving team at the spot of the ball (closest part of the ball to their own end zone).

PLAYS FROM SCRIMMAGE

Sequence: Players are separated to their designated sides of the line of scrimmage - Players may be separated by the referee and/or by their respective coaches. No coach may handle another coach's players at any time without permission from that player's coach and/or the referee.

Offense and defense begin setup - All players must be lined up inbounds without any portion of the base being out of bounds. Offense must begin setup by completing placement of their interior linemen, beginning with the Center placed in the middle of the hash marks at the LOS. Offense should try to set up in 60 seconds or less! Once set the offensive coach must say "set." Defense may begin setup as soon as the offensive Center is placed in proper position at the LOS. The defense will be allowed an additional 30 seconds to complete their defensive set in a legal formation. Once set the defensive coach must say "set."

The snap of the ball – Once the defense is set, the offensive coach will turn the board on for 1 second to simulate the snap of the ball. After the snap of the ball, the offensive coach may pivot any unengaged players. The time limit for offensive pivots is 15 seconds. After the offensive pivots are made, the defensive coach may pivot any unengaged players (no rover players are allowed). The time limit for defensive pivots and **rover** is 15 seconds. Once all pivots are made, the offense will begin the play by stating the ball carrier. If the ball carrier is directly behind the center (QB), the coach may elect to run or pass during the play. If the ball carrier is an RB, the defensive coach operates the switch and the play is run from that point.

SLOW PLAY (DELAY OF GAME): If a coach repeated violates the setup time limits, a referee will begin to monitor the team for slow play. The coach will be given one warning for the first offense. That coach will then be placed on a clock for each setup and must complete the setup in the time limits or be awarded penalties. Each violation for delay of game will be a 5 yard penalty and loss of down (if on offense).

FORMATIONS

Offense: The center of the field at the LOS will always be used to begin plays from scrimmage. This is the spot where the offensive center must be set. The offense must have at least 7 players on the line of scrimmage. **Offensive lineman may not be angled and must be set up perpendicular to the line of scrimmage. The interior linemen must have one yard of space between them.**

The receivers on the line of scrimmage may be placed or spaced anywhere along the line of scrimmage so long as they are completely inbounds, not touching another player, and not in the shade of another offensive player. Any receiver not on the line of scrimmage must be at least 1 yard and no more than a base length off of the line of scrimmage (most downfield portion of their base), must be completely outside any portion of the hash marks, and may not be stacked or in the shade of another player.

There must be at least 1 player in the backfield (QB), and no more than 3 players in the backfield (between the tackles) including the quarterback.

The quarterback may be set anywhere behind the center so long as it is directly in line with the center's base and no portion of its base may be beyond 20 yards behind the line of scrimmage. **RB's may not be placed between the center and the QB.**

RB's must maintain a minimum distance of a base length if the QB is directly in front of them (closest portion of their bases) or in the shade. All RB's must be at least a base length behind the OL. RB's must maintain a base width space between any offensive player beside it and without being in the shade of another team mate. A base length of separation must be maintained between all figures in the backfield. Running backs must be touching some portion of a hash mark or be inside of them and no portion of their base may be beyond 20 yards behind the line of scrimmage.

WR's must be either on the LOS or no more than a five yards off of the LOS.

Defense: The defense is not limited to any recognizable formations but no players may be stacked. That is, a minimum of a base length separation must be maintained between all defensive players.

There is a 40 yard limit from the line of scrimmage that a defensive player or players can be placed during setup (no portion of base can exceed 40 yds from LOS).

If the defense is pinned back inside the 5 yard line and a base length of space can not be kept for defensive players in the secondary, defenders still may not be stacked or in the shade of another AND must be lined up with enough of their base out of the back of the end line, but inside the sidelines to prevent stacking. Otherwise all defenders that are directly behind or in the shade of another defender must be a base length behind that player in front of them and maintain some space without touching another team mate beside them.

RUNNING PLAYS

There are 2 types of running plays that can be performed: (1) Straight Handoff, (2) Pitch/Keep Option. A Reverse falls under the "Pitch" category. No players may be pivoted during a running play.

Straight Handoff: If a running back is to carry the ball from a straight handoff, that running back's position and jersey number is to be clearly stated and the switch is to be controlled by the defensive coach. The defensive coach will turn on the board until the play is resolved. A RB must be even with or at least somewhat behind the most downfield portion of the QB's base in order to be able to carry the ball on a straight handoff.

Pitch/Keep Option: Once the board is turned on the offensive coach is allowed up to one 1 stoppage of the board (except on a double reverse). All rules below concerning pitching the ball are applicable to the double reverse except the board is switched on and off twice. After the second pitch, the defensive coach controls the switch.

Once the board is stopped the offensive coach has the options of letting the quarterback keep the ball or pitch the ball to a running back or other eligible offensive player (Reverse). The offensive coach must again clearly state if the quarterback is keeping the ball or clearly state the player's position and jersey number who is to receive the pitch. No pivoting by either team is allowed during running plays.

Once the offensive player states "keep" or "pitch" and states the player(s) involved the switch is turned over to the referee or defensive coach. The board then runs until the play is resolved.

To pitch the ball there must be a clear path between the player who is pitching and the player who is to receive the pitch. No opponent's players or team mates can be within the confines of the involved player's bases, including appendages.

The QB or other player pitching the ball (1) must not have touched the LOS or ran OB, (2) neither the Pitcher nor Receiver can be engaged by an opponent's player(s), and the Receiver must be even with or somewhat behind the Pitcher's base (most downfield portions).

All pitches are automatic (you do not have to throw the ball for the pitch). However, the figures receiving the pitch must be within two base lengths of the QB to receive the pitch. If the receiver is more than two base lengths and is behind the pitcher, you cannot pitch the ball or throw the ball.

PASSING PLAYS

The offensive coach controls the switch to begin a pass play and is allowed only 1 stoppage of the board. The quarterback may sit, drop back, roll out, or step up during the progression of a pass play and may throw the ball at any time before:

- (1) touching the line of scrimmage (any portion of its base),
- (2) being sacked,
- (3) running out of bounds, or
- (4) going beyond the 20 yard drop-back limit (any portion of its base).

If the quarterback touches the line of scrimmage the quarterback must keep the ball.

If the quarterback goes beyond the 20 yard drop-back barrier it is a sack and the ball is to be marked at the most forward (downfield) portion of its base.

Downed Ball - The offensive coach may elect at any time during play progression to "down the ball" so long as other descriptive rules or circumstances do not prevent it. A downed ball ends the play at the spot of the ball carrier.

QB Run - The QB is the ONLY player allowed to run when the offensive coach has called for a pass play.

Sacks - Sacks can occur in two ways. First, a sack occurs if any defensive player makes base contact with a QB. Second, a sack occurs if the QB has any part of its base more than 20 yards behind the line of scrimmage during the play.

Automatic Incompletion - The offensive coach may call for an automatic incompletion without attempting an actual pass.

PASSING

There are two ways to attempt a pass - 1. TTQB 2. Pass Simulation (Passing Sticks)

The coach has the option of which passing method to use on each passing play. Before discussing each method, the following rules apply to passing in general for both methods. To attempt a pass, the intended receiver's base must be at least somewhat in front of (downfield) of the quarterback's most downfield portion of its base. Passes must be thrown forward, not laterally or backwards, or it is a pitch (running play). NOTE: If a pass attempt under either method is not an obvious completion it is a definite incompletion. If an eligible receiver is within a TTQB length of the quarterback (closest portions of their bases), there is a clear path between those two players (no other player or players appendages are within the confines of either player's bases), then the pass is considered to be an automatic completion. If this case, the receiver cannot be pivoted but any defensive player not engaged may be pivoted/advance pivoted.

Timed Passing Plays - All passing plays are now timed. This will be enforced! Once the offensive coach calls for a passing play and the switch is turned on, the offensive coach will have forty seconds to attempt the pass. **This applies to both methods of passing. In pass simulation, the stick and the ball magnet must be laid in position and the stick must be removed from the field of play before the 40 second clock expires. In TTQB passing, the ball must be "in the air" before the 40 second clock expires. The pass is incomplete if the pass is not attempted within the 40 seconds.**

TTQB PASSING METHOD

The Triple Threat Quarterback (TTQB) only is to be used to pass the ball for this method.

During the pass attempt and until after the ball is released, the offensive coach nor the TTQB can dislodge any player on the field from its current position from any action used to attempt the pass. Doing so will result in an incompletion.

The offensive coach states "pass" and retains control of the switch. The board is turned on.

Once the offensive coach wishes to attempt a pass the board is then turned off. The offensive coach then points to and states the player's number to which the pass will be attempted.

The normal quarterback player is to be replaced during the pass attempt with a legal TTQB, legal passing ball in place, and the TTQB's base must be within the confines of the on-field referee. The TTQB can be leaned and/or pivoted at its base within those confines.

The offensive coach then attempts the pass. The pass is complete if the ball first hits any portion of the receiver (figure or base) in the air.

If the pass is completed, the TTQB is to be replaced on the same spot with the on-field quarterback player that began that play so it has assumed its original facing and position.

First touch method is used to determine who caught the ball. This means the first player that makes contact with the pass in the air and before hitting anything else is the only player that counts in determining the outcome of that pass play.

If the pass is complete using the **TTQB method, the receiver may not be pivoted (not advanced pivoted)**. However, a maximum of (3) defensive players not engaged may be pivoted/advanced pivoted.

Once a pass is completed and all defensive pivots are made the switch is given to the referee or defensive coach to control, the board is turned on and the play is resolved.

Incompletion: TTQB - A pass is incomplete if it first hits the ground, hits an ineligible (engaged or unengaged) offensive player (10 yard penalty and loss of down), strikes some other object beside a player, or if the pass flies off the playing field without hitting any player or if the pass is not completed within the 40 seconds.

Interception: TTQB - A pass is intercepted if it first hits any defender in the air (even if the defender is engaged). If an interception is made by an engaged defender, the play stops at that point. If the interception is made by a non-engaged defender, the defender may be pivoted/advanced pivoted followed by the opposing coach pivoting **up to 3** players to attempt a tackle. The switch control is given to the referee or coach who threw the interception and the board is turned on to resolve the play.

Eligible Receiver: TTQB - Any player other than an offensive lineman and the quarterback that is at least somewhat downfield from the on-field QB, is inbounds, and is unengaged by any of the opponent's player(s) when the board is stopped for a pass attempt is an eligible receiver. Receivers are eligible to receive a pass even if they have gone out of bounds during the play. **Completing a pass to any offensive lineman (engaged or unengaged) is a penalty - 10 yds from the LOS and loss of down.**

Pass Attempt: TTQB - The TTQB must release the ball from pressure applied by the offensive coach who is pulling back on the TTQB in order to constitute a pass attempt. If the ball falls off before an attempt it does not count as a pass attempt nor is it a fumble. In such a case the ball will be placed back on the TTQB and a pass will be attempted as normal.

PASSING SIMULATION (PASSING STICKS) METHOD

During the pass play, the coach may decide to use the passing sticks method.

Once the offensive coach wishes to attempt a pass, the board is then turned off.

The offensive coach then points to and states the player's number to which the pass will be attempted.

The referee will then measure the distance (center of helmet to center of helmet) from the quarterback to the intended receiver using the long passing gauge stick.

Once the distance has been determined the offensive coach may pivot the intended receiver only. The receiver may not be advanced pivoted. The offensive coach now places the appropriate passing stick on the field with one end making base contact with the intended receiver's front portion of the base and between the front corners. The passing stick may be angled in any desired direction from that point so long as the passing stick remains in contact with intended receiver's base as previously described and does not cause the eventual placed ball to make contact with any player.

The referee or offensive coach will next place the PS ball (magnetic ball) on the field so it contacts the opposite end of the passing stick, the closest point of the ball is centered on the end of the stick, and closest point of the ball is facing the quarterback to simulate a spiral pass from his direction.

The defensive coach may now pivot **up to 3 unengaged players** to either make an interception attempt or to make a tackle on the receiver after the catch.

From this point on no players may be pivoted to resolve the play unless the pass is intercepted (see Interception). The referee or offensive coach takes control of the switch and turns the board on until the pass is determined to be caught or incomplete. ***NOTE:** See Pass Interference Section Below.

Eligible Receiver: TTQB - Any player other than an offensive lineman and the quarterback that is at least somewhat downfield from the on-field QB, is inbounds, and is unengaged by any of the opponent's player(s) when the board is stopped for a pass attempt is an eligible receiver. Receivers are eligible to receive a pass even if they have gone out of bounds during the play. **Completing a pass to any offensive lineman (engaged or unengaged) is a penalty - 10 yds from the LOS and loss of down.**

Catch: After the ball has been placed and the board turned back on, any player who makes (any) base contact with the ball before the play is over has caught the ball. **This means engaged players, unengaged players, legal receivers, and illegal receivers all count except the quarterback.**

Completion: Pass Simulation - **ANY BASE CONTACT** with the ball constitutes a catch for all players. Situations where it is not a clear completion will be treated the same as an unclear passes with the TTQB (incomplete) and treated the same as an unclear tackle with respect to base contact (not a tackle). Additionally, and just as a TTQB pass, the first player to make base contact with the ball has made the catch.

Once a pass is completed to an intended receiver the referee will make the call and remove the magnetic ball. The ball can be advanced after the catch if that receiver is still unengaged. In such a case the referee will turn the board back on to resolve the play.

A pass is complete if an unintended receiver makes contact with the ball as described above before any other player but the ball can not be advanced and is down at that spot.

Simultaneous touching of the ball between offensive and defensive players is awarded to the offense as a completion but the ball can not be advanced even if no base contact between those 2 players is made (ball sometimes keeps bases from making contact on simultaneous contact).

Simultaneous touching of the ball between offensive players will result in having the catch awarded to one of the involved offensive players chosen by the offensive coach, with priority in favor of the intended

receiver over all others.

Simultaneous touching of the ball between defensive players will be awarded to one of the involved defensive players chosen by the defensive coach.

Simultaneous contact between players from the same team can be advanced so long as the player awarded the catch is an eligible ball carrier (not an OL player or QB).

Incompletion: Pass Simulation - A pass is incomplete once and if any offensive or defensive player's base (any portion) passes the target within a radius of a base length around the placed target. At that point the play is over and it is the next down. The play is still alive until that occurs, no other player has caught the ball, OR 5 seconds has passed since the board was turned back on to resolve the play. After 5 seconds the ball is considered to have hit the ground and is an incomplete pass. If for some reason the quarterback catches the ball it is an incomplete pass.

Interception: Pass Simulation - A pass is intercepted if any player on defense makes contact with the ball as described above before any other player on offense. After an interception the intercepting coach may now pivot the ball carrier only if still unengaged after the catch, followed by the opposing coach pivoting **up to 3** unengaged players to attempt a tackle. The switch control is given to the referee or coach who threw the interception and the board is turned on to resolve the play.

Pass Interference: Pass Simulation - Pass interference occurs when an offensive or defensive player contacts the opposing team player causing that player to turn off course. No pass interference will be called within a base length radius of the magnetic ball (this is the area where both teams are going for the ball).

Running into the back of an opponent player's base or side to side bumping does not constitute interference unless it causes the player to turn off course.

On offense, only the intended receiver can cause offensive pass interference.

On defense, any unengaged defensive player can cause pass interference, even if that player was engaged when the ball was placed. Any base contact within a base length radius of the magnetic ball is considered to be incidental contact and is not a penalty.

SPECIAL TEAMS

Extra Point: 1 Point Conversion – Extra points are automatic and do not count as a play.

Extra Point: 2 Point Conversion - Two point conversions are worth 2 points and do not count as a play. Two point conversions may be attempted after any touchdown. Following a touchdown, if the scoring team decides to go for a two point conversion, they must line up at their opponents **5 yard line** and must line up no differently than any other play from scrimmage. The offensive team must score just as they do for any other touchdown for the conversion to be successful.

Punts: Punts are automatically performed and all punts count as a play. All punts result in a **net 50 yard** play with the receiving team taking over at that spot. Any punt that lands on or beyond the goal line results in an automatic touchback.

Field Goals: Field goals are worth 3 points and count as a play.

Field goals must be kicked with the TTQB kicker.

There are no fake field goals.

Field goals may be attempted if the offense is on or inside the opposing team's 40 yard line. The kicker must be placed 7 yards behind the line of scrimmage when attempting the field goal.

The offense and the defense lines up in regular formations with the kicking team having the holder and a stationary figure as the field goal kicker lined up seven yards behind the center. The board is turned on for two seconds to allow for an opportunity for a blocked field goal. If a defensive player comes in contact with the kicker in two seconds the field goal is blocked and the defense gets the ball at the point where the block is made. If no defensive player makes contact with the kicker, the stationary figure is replaced with a TTQB and the kick is attempted.

The kick must clearly travel between the uprights and over the cross bar for the attempt to be successful.

All missed kicks result in the defensive team obtaining possession the ball automatically at the spot of the kick (7 yds behind LOS) unless that spot is less than 20 yards away from the defending team's end zone. In this case the defending team will start their possession at their own 20 yard line.

PENALTIES

Pass Interference - On Defense: 1st down at spot of infraction. **On Offense:** 10 yds from LOS and loss of down.

Delay Of Game - 5 yds from LOS and loss of down

Illegal Receiver - 10 yds from LOS and loss of down

Note: Each game half cannot end on a defensive penalty. If defensive pass interference is called on the last play of the game or the half, the offensive coach may elect to run an additional play. In this case, the offense will receive the ball at the spot of the foul with a 1st down.

Any accepted penalty counts as a play on the game play count.