

**2015  
OFFICIAL  
PLAYING RULES  
OF THE  
EXPERT  
FOOTBALL LEAGUE**



**SPECIFICATIONS, PROCEDURES, REGULATIONS,  
AND GUIDELINES  
(THE SHORT BOOK)**

Originally Published January 17, 2015  
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# POSITIONS AND RESPONSIBILITIES

## COMMISSIONER

Provide supervision of all league activities.  
Provide an environment for committee activities.  
Provide final determination on league actions.

## COMMITTEE (Chairman)

Answer questions relating to league activities.  
Pre-approve any substance in question.  
Grant waivers on a case-by-case basis for player deficiencies.  
Submit rules and guidelines for league play.  
Provide commissioner with feedback.  
Solicit tournament directors' feedback.

## TOURNAMENT DIRECTOR

Oversee all tournament functions.  
Provide any equipment specific to the event for all coaches to compete.  
Provide guidance to all members of any provisions not stated and/or exceptions to the rules.  
Supervise tournament officials.

## TOURNAMENT OFFICIAL

Ensure all equipment and players are in compliance throughout the event.  
Perform pre-tournament inspections by various means of equipment and players.  
Provide determination of equipment and players fit for competition.  
Assign/supervise referees.

## REFEREE

Conduct officiating of assigned game in accordance tournament rules.  
Approve/set the proper vibrating speed.  
Ensure etiquette, fair play and sportsmanship are enforced throughout game.  
Provide updated status on game.

## TIMEKEEPER/SCOREBOARD OPERATOR

Operate the clock and/or scoreboard at the direction of the referee.  
Notify all of time status.

## MEMBER COACHES

Ensure and provide for inspection all equipment and players for compliance throughout the event.  
Play the game in accordance with the rules.  
Establish the speed of the board.  
Declare the metal element to the inspector and its location on the figure prior to detection.  
Establish who will be responsible for moving both the yard markers and the 10-yard chain.

## HOME TEAM COACH

Provide the equipment for the field in use. (If not provided by tournament director).



## Preface

This edition of the Official Playing Rules of the Expert Football League contains all current rules governing the playing of Miniature Football at an expert level during the upcoming season. Member clubs of the League may amend the rules from time to time, pursuant to the applicable voting procedures of the EFL Constitution and Bylaws.

Any intra-League dispute or call for interpretation in connection with these rules will be decided by the Commissioner of the League, whose ruling will be final.

Because inter-conference games are played throughout the preseason, regular season, and postseason in the EFL, all rules contained in this book apply uniformly to both the American and National Football Conferences.

At many places in the text there are approved rulings which serve to supplement and illustrate the basic language of the rules. There are also many rules where events in American Football are dynamic but in Miniature Football maybe static. In each instance consider the rule and act in accordance to the rules of the National Football League and fair play.

The masculine terms used throughout this rulebook is gender neutral and does not indicate a preference.

This short book through illustrations and words summarizes specifications, procedures, rules, and violations in Expert rules Miniature Football.

Coaches,

I created expert rules using some of what Tudor, leagues today, and some of what we played as a kid. I read the entire NFL Rule book and incorporated it into a shortbook for expert play. I want coaches to look it over. We believed EVERYTHING should happen on the board. No dice, sticks, or too much stopping, avoiding anything that would distract from the skillset that was good play calling, execution, and some luck. I watched your leagues on the internet (thanks DSMFL and PhillyNEFL) and found them to be fun. I love the monster "TOC" board and found it to provide the most realistic play in the hobby. A four foot inbound length was optimum. We played a style where TTC bases were the best thing to have and the defense HAD to defend the entire field because the offense did not give away run locations based on formations until it was too late and passes were executed. The quarterback/coach needed to read blocking schemes and have an array of passing skills. Blitzes, if timed right, could shoot a gap and wreck the entire play or get caught over pursuing and burned by cutbacks from a patient runner. Zone defenses, contain LBs and my twin brother's favorite "Cover-3 Pinch Willie Blitz" was the entire rave. The kicking game was just as important and not this bullet kick stuff, but real (scaled) distances. Returns were possible also. The game moved along quickly and it started with this simple yet profound component "Defense goes first". Observe my rule book, examine each procedure, and try it. You might like it EMFers.

Coach "Kit" Kinchen



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# SPECIFICATIONS AND STANDARDS

## FIELD

Boards from all manufacturers past or present are allowed starting at model 620 and larger. Personalized versions must contain a sideline, endcap and meet the following:

### Shape:

Flat; replicating a regulation American Football field (120 yards long by 53.33 yards wide).

### Dimensions to Scale: (Playing field)

Min: Model 620= 90;1 (13/32 in=1yrd)

Max: Monster=72:1 (1/2 in=1yrd.)

### Conditions:

Level on all sides, free from concave or convex areas (dips or mounds).

Free from obstructions that protrude to cause a player to change direction.

## MOTION GENERATOR

Motors from all manufacturers past or present are allowed. Personalized versions will contain and meet the following:

### Conditions:

**Contain no exposed, frayed wires or improper electrical connections.**

Switched with a control knob for tuning

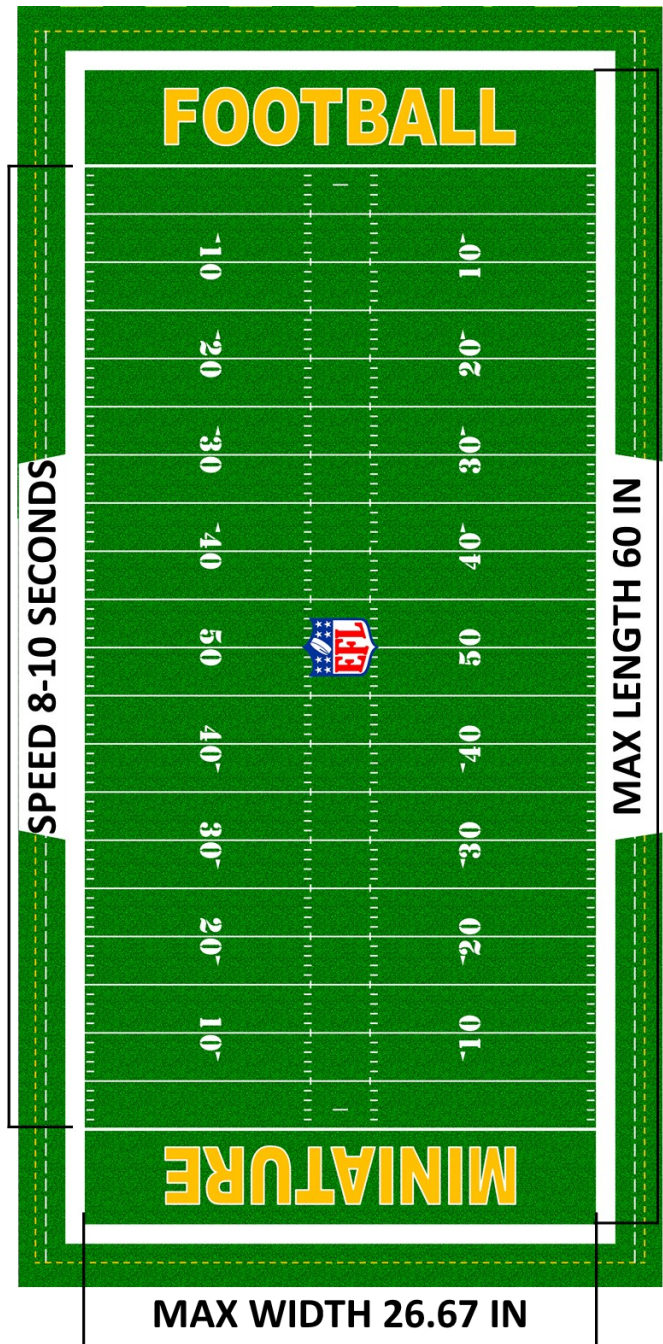
### Voltage:

AC or DC

### Board speed:

Smooth consistent vibration that does not cause the players to fall down excessively.

A fast base travels from goal line to goal line in 8 to 10 seconds.



# SPECIFICATIONS AND STANDARDS

## FOOTBALL

Balls from all manufacturers Miggle, Tudor or Buzzball, past or present are allowed.  
All others must meet the following:

### Material:

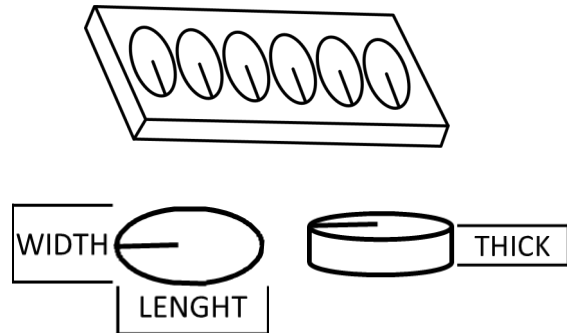
Foam, felt, leather, plastic, rubber or any non metallic, non abrasive material that will hold its shape.

### Dimensions: Oval shape

Width 6mm

Length 12mm

Thick 6mm



## GOAL POSTS

Goal post from all manufacturers past or present that meet established specifications are allowed. Personalized versions will contain and meet the following:

### Spacing:

Beginners: 4" opening or foam core board that is 4" wide.

Expert: Scaled to your board size, max 4" opening or foam core board that is 4" wide.

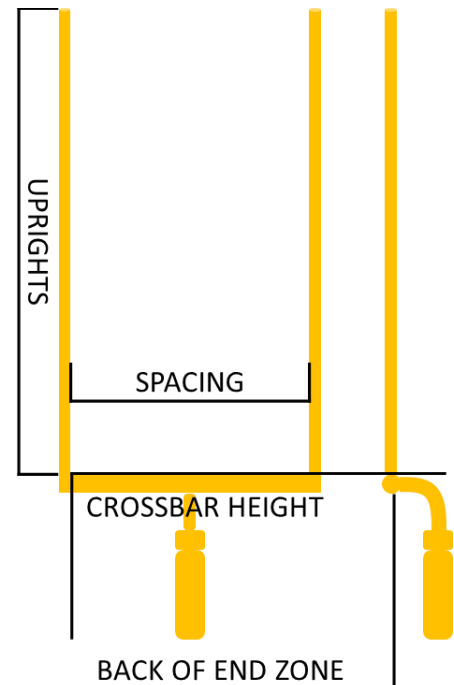
### Crossbar:

1 7/8" from field to top of crossbar.

### Uprights:

Uprights must be at least 5" tall.

Must permit extension exactly over the back of the end zone.



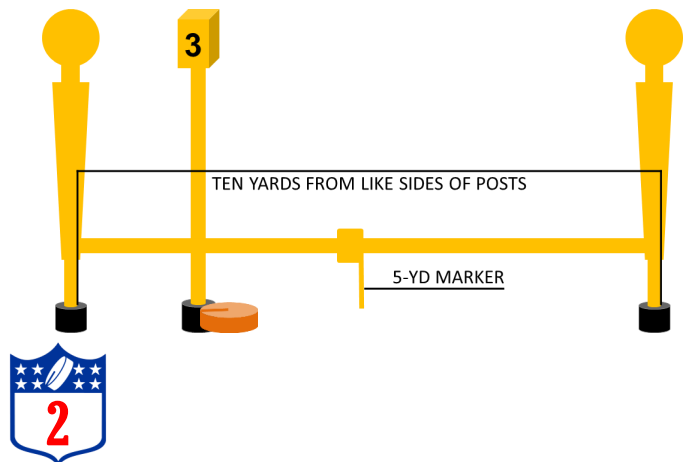
## YARD MARKERS and 10-YARD CHAINS

Yard markers and 10-yard chains from all manufacturers past or present that meet established specifications are allowed. Personalized versions must meet the following:

### Conditions:

Visible; 2 in high, 1/4 in wide max

Chains must extend from center of ten yard mark.



## SPECIFICATIONS AND STANDARDS

### PLAYERS (EXCLUDING THROWING AND SPECIAL TEAMS FIGURES)

#### Weight limit (Figure and Base):

4.00 grams

#### Materials:

Lead tape, non-stick putty, metallic paint and glue and pre-approved materials.

#### Where applied:

**Lead tape:** Under platform of figure or base.

**Non-stick putty:** Only under the base.

**Metallic paint:** Used to paint or stabilize custom figures on their platforms only.

**Glue:** (Super, Elmer's', Epoxy) under base to secure weight.

#### Prohibited practices:

- Metallic materials, or magnets applied on a figure.
- Exposed tape or putty.
- Weights placed to deter or prevents movement.
- Weights that cause any foreign substance or residue to be left on the field.
- Weights that interfere with another player's ability to move freely .



### COACHES' NOTE:

The coach of the team under inspection must declare the metal element to the inspector and its location on the figure prior to detection.

If during team inspection, a figure is picked up by the inspection magnet, it will be the tournament inspection official's determination as to whether the figure passes the magnetic inspection.

For instance, if a figure is attracted to the inspection magnet and not the base, then the figure will be allowed. If the base is the main point of attraction to the inspection magnet then the figure has failed inspection and is disqualified. The coach may not utilize that player at any time during the tournament. Use extreme caution when choosing the type of material to weight your players.

Any weight of any type that falls off from under the platform or base during play is disqualified and cannot be reapplied.

Any subsequent issues thereafter, during the same game, will be cause for forfeiture of the game by the coach in question.





# SPECIFICATIONS AND STANDARDS

## FIGURES (TYPES)

Figures from all manufacturers past or present that meet established specifications are allowed. Personalized versions will fall into one or more player types and meet the following:

**Lineman:** a bent over figure; elbows out so he can make contact with players beside him

**All Purpose:** a squatting figure with his arms hanging to his sides

**Backer:** a tall player standing figure with his hands out to his sides







**Runner:** a stiff-arming figure with a ball carrying opposite arm

**Sprinter :** a slim design figure with a slightly lean forward pose

**Triple threat QB (TTQB):** a figure that is able to pass, kick, and run

With the creation of various poses, the Dual Threat QBs and, Special Kickers, these are only guidelines but should not deviate far from what appears to be natural shape of the figure. Parts that appear unnatural e.g. extra length on an arm for holding, blocking are disqualified from play at anytime they are discovered.

The League Officials, on a case-by-case basis, may grant waivers.

	Player Type	On offense can be...	On defense can be...
	LINEMAN	Center (C) Guard (G)	Defensive Tackle (DT)
	ALL PURPOSE	Quarterback (QB) Running Back (RB) Tight End (TE)	Cornerback (CB) Defensive Tackle (DT)
	BACKER	Offensive Tackle (OT) Tight End (TE)	Linebacker (LB) Defensive End (DE) Safety (S)
	RUNNER	Running Back (RB) Slot Receiver (SLT)	Defensive End (DE) Cornerback (CB)
	SPRINTER	Wide Receiver (WR)	Safety (S) Defensive End (DE)
	TTQB	Quarterback (QB) Kicker (K) Punter (P)	



# SPECIFICATIONS AND STANDARDS

## FIGURES (EXCLUDING THROWING AND SPECIAL TEAMS FIGURES)

Figures from all manufacturers past or present that meet established specifications are allowed. Personalized versions will contain and meet the following:

### Figure and Platform Height limit:

39MM

### Figure height limit (Figure hand raised):

50MM

### Figure distance of outside platform (From above):

8MM

### Platform length limit:

25MM

### Platform width limit:

16MM

### Materials:

Non metallic material

### Resemblance:

Of a football player to include all body parts.

(head, torso, 2 legs 2 arms)

One foot must be in contact with the platform

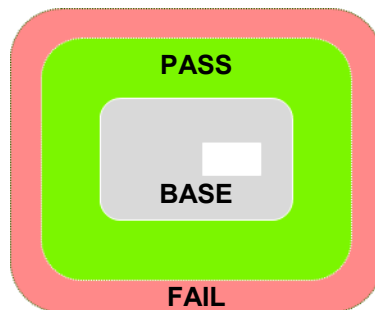
Both feet must be within the base

### Players Numbers/Uniforms:

Players must be affixed with numbers to front and back of jerseys to distinguish them. The League Officials, on a case-by-case basis, may grant waivers.



FINGERTIP WIDTH



## COACHES' NOTE:

NFL numbering systems will be used to determine player eligibility.

1-19 QUARTERBACKs, KICKERs, PUNTERs

10-19 Wide Receivers

20-49 Running Backs, Cornerbacks, Safeties

50-59 Linebackers

50-79 Offensive Line, Defensive Line

80-89 Receivers , Tight Ends, Halfbacks

90-99 Defensive Line, Linebackers

Players recreated prior to initiation of NFL numbering system (pre 70's), will be honored.

Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field; this includes stationary figures.

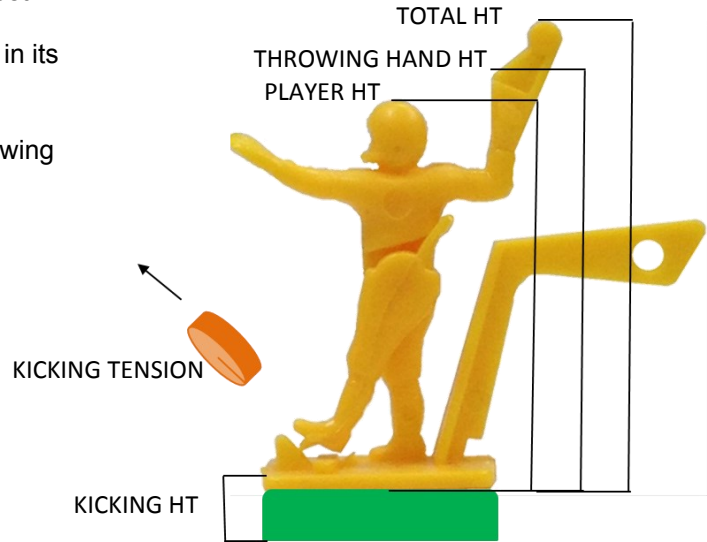


# SPECIFICATIONS AND STANDARDS

## FIGURES (THROWING AND SPECIAL TEAMS FIGURES)

Throwing QBs and special teams figures from all manufacturers past or present are allowed starting at 1970 model. Personalized versions must meet figure specifications and meet the following:

- Must have a platform that covers the base in its entirety.
- Must be placed directly on the base.
- May have springs or metal to assist in throwing or kicking only.



WEIGHT MAX: 4.00 GRAMS	TOTAL HT	MAX PLAYER HT	THROWING HAND HT	MAX TEE HT	MAXIMUM TENSION IN SCALE YARDS (FLAT BASE)
THROWING	50MM	39MM	45MM		75 YARDS
KICKING				8MM	75 YARDS

## BASES (THROWING AND SPECIAL TEAMS FIGURES)

Bases from all manufacturers past or present that meet established specifications are allowed. Personalized versions will meet the following:

- May or may not have prongs.
- Cannot contain magnetic material.

## COACHES' NOTE:

All current production PQB's are approved for play including G-Force TDQ, Carl Coley "Superman Flutie" QB (SFQB), Footballfigure.net "Gamechanger" QB and all Tudor Games/Miggle TTQB's. However, if any mobile PQB starts off as a running QB, he must remain on the field until the completion of the play, including attempting the pass if that is the play. He may however, be replaced temporarily by a stationary QB, following the pass attempt. The knob or trigger in the back of the player will be considered as part of the base for contact purposes since it protrudes away from the player. It cannot interfere with "base" contact.



# SPECIFICATIONS AND STANDARDS

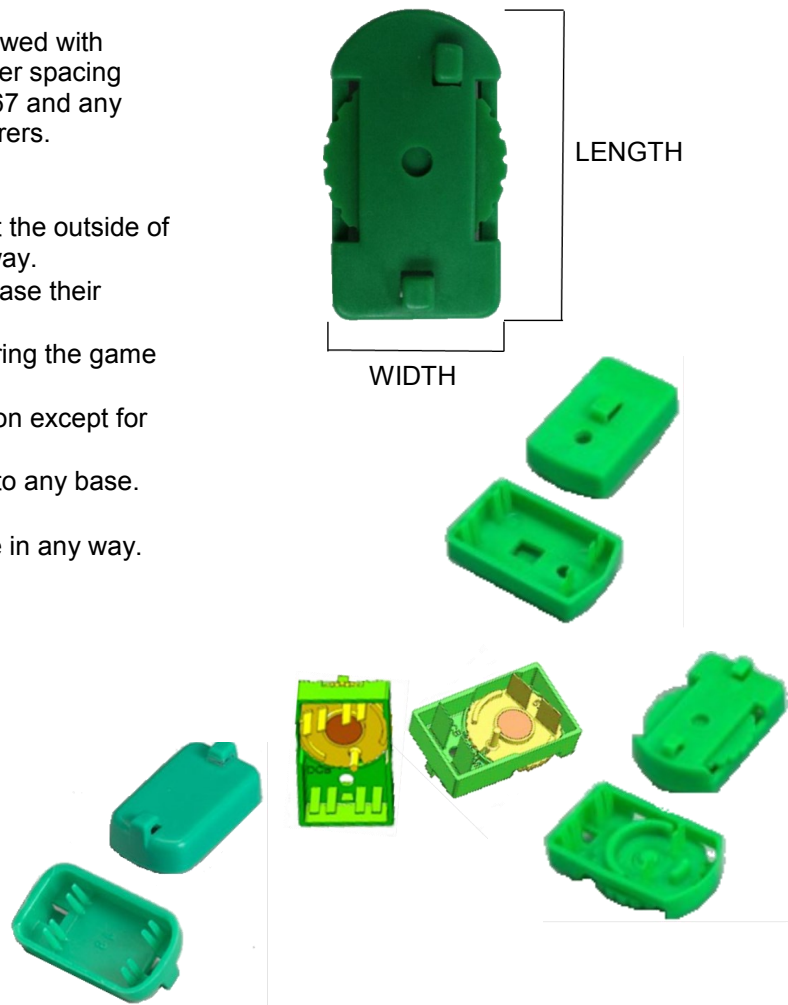
## BASES

All bases, from all manufactures, are allowed with exception to any bases that prohibit proper spacing i.e.; Giant Tudor bases made prior to 1967 and any similarities produced by other manufacturers.

**Max length:** 32MM

**Max width:** 20MM

- Prongs may be altered on bases, but the outside of the base may not be altered in any way.
- Bases may not be altered as to increase their height from the original form.
- Bases must remain on the player during the game and cannot be changed.
- Boat bases are allowed at any position except for the offensive and defensive lines.
- No chemical alterations are allowed to any base.
- No Frankenstein bases.
- Bases cannot have a concave shape in any way.



## REFEREES (ON FIELD)

Referees from any recognized manufacturer or custom, are allowed on the field during the game. Provided they meet the same figure specifications and appendices do not extend outside the base.

The referees are to be placed on bases to keep them from falling over. The referees may be used to spot players when adjustments must be made during a play from scrimmage. The switch may be turned off and the referee can be moved out of the way in the event a player is going to run into the referee or does run into him.



## DEFENITIONS

ITEM	DEFINITION
<b>ADJUST(MENT)</b>	Changing of a player's direction by pivoting or rotation of dial after the snap. Picking up a player is a form of adjustment.
<b>AUDIBLE</b>	The changing of a players' type, location or direction or a play before the snap.
<b>BACKWARD PASS</b>	A pass not thrown toward the opponent's goal line.
<b>BASE</b>	The item under a platform; usually contains prongs for player movement.
<b>CATCH</b>	A catch is made when a player inbounds secures possession of a pass, kick, or fumble in flight.
<b>CHUCKING</b>	Warding off an opponent who is in front of a defender by contacting its base.
<b>CLOSE LINE PLAY</b>	The area between the positions normally occupied by the offensive ends, extending five yards on each side of the line of scrimmage.
<b>COACH</b>	A coach is a member of an team controlling the movement of the players.
<b>DEAD BALL</b>	Ball not in play.
<b>DEFENSE</b>	The Defensive Team's goal is to keep the offense from moving the ball into their end zone.
<b>DISQUALIFIED PLAYER</b>	A player banished from further participation in the game.
<b>DOUBLE FOUL</b>	A foul by each team during the same down.
<b>DOWN</b>	The period of action that starts when the ball is put in play and ends when it is dead.
<b>DOWNED BALL</b>	A ball touched by the punting team prior to being received; is downed at the closest point to opponent's goal.
<b>DPQB</b>	Dual-Purpose QB, figure with throwing arm; without extended base or handles; can run also.
<b>ENCROACHMENT</b>	When a player enters the neutral zone and before the ball is snapped.
<b>FAIR CATCH</b>	An unhindered recovery of a kick by a member of the Receiving Team.
<b>FIGURE</b>	The item above the platform; when attached forms a player.
<b>FIRST DOWN</b>	The first of 4 Offensive Team tries (called "downs") to gain 10 yards. If 10 yards are gained, the team earns a first down and a new set of downs begins.
<b>FOUL</b>	Any violation of a playing rule.
<b>FRANKENSTEIN BASE</b>	Bases that have a portion of one manufacture's base cut off and applied to another. For example: A section including the prongs cut from a speed type base and glued under a boat base platform.
<b>FREE KICK</b>	A Free Kick is one that puts the ball in play to start a free kick down: It includes: (a) kickoff; (b) safety kick.
<b>FREE KICK LINES</b>	The most forward point from which the ball is to be kicked. The Free Kick Line for the Receiving Team is a yard line 10 yards in advance of the Kicking Team's free kick line.



## DEFENITIONS

ITEM	DEFINITION
<b>FUMBLE</b>	The loss of possession of the ball.
<b>GAME CLOCK</b>	Scoreboard game clock.
<b>IMPETUS</b>	The action of a player that gives momentum to the ball.
<b>INTERCEPTION</b>	An interception is made when a pass (forward or backward) is caught by an opponent of the passer.
<b>KICKER</b>	A KICKER is the player of the Offensive Team who legally punts, or placekicks the ball. The Offensive Team is known as the KICKERS during a kick.
<b>LIVE BALL</b>	A ball legally kicked or snapped. It continues in play until the down ends.
<b>LOOSE BALL</b>	A live ball not in possession of any player.
<b>MONSTER FIELD</b>	Any field with an inbounds (area inside the white boundary) playing surface equal to or above 60 x 26.2/3 inches with a scale of 1 yard = 1/2" or greater.
<b>MOTION</b>	Lateral moving a player from his original resting footprint to another place on the Playing Field.
<b>NEUTRAL ZONE</b>	The space the length of a ball between the two scrimmage lines. The Offensive Team and Defensive Team must remain behind their end of the ball. Exception: The offensive player who snaps the ball.
<b>OFFENSE</b>	The team with the ball. The goal of the offense is to move the ball into the opponent's end zone for a touchdown.
<b>OFFSIDES</b>	A player is offside when any part of his body is beyond his scrimmage or free kick line when the ball is snapped or kicked.
<b>OUT OF BOUNDS</b>	Any portion of ball carrier's base that touch the sideline or break the plane of the sideline; causes the play to stop.
<b>OWN GOAL</b>	The goal a team is guarding.
<b>PASS</b>	A pass is the movement of the ball caused by the RUNNER who throws, shoves (shovel pass), or pushes (push pass) the ball.
<b>PIVOT</b>	Rotating a player within his original resting footprint and/or adjusting his speed base without lifting him from the field. A pivot is also a type of offensive audible and defensive shift.
<b>PLAY CLOCK</b>	The time the offensive has to get the next play snapped. Usually 45/60 second clock.
<b>PLAYER</b>	A player is a member of a team eligible for play consisting of a figure, platform, and a base.
<b>POCKET AREA</b>	An area inclusive of the offensive tackles and includes the tight end if he drops off the line of scrimmage to pass protect. Pocket extends longitudinally 20 yards behind the line toward Offensive Team's own end line. Also call offensive backfield.
<b>POSSESSION</b>	A player that controls the ball inbounds.



## DEFENITIONS

ITEM	DEFINITION
<b>POST POSSESSION FOUL</b>	A foul by the Receiving Team that occurs after a ball is legally kicked from scrimmage prior to possession changing. The ball must cross the line of scrimmage and the Receiving Team must retain possession of the kicked ball.
<b>PUNT</b>	Kicking the ball to the opponent instead of running a play.
<b>RECEIVER</b>	A Receiver is any defensive player during a kick. The Defensive Team is known as the Receivers during a kick.
<b>RECOVER</b>	The term recover indicates securing possession of a loose ball by either the offense or defense after it has touched the ground.
<b>RUNNING PLAY</b>	A Running Play is a play during which there is a RUNNER and which is not followed by a kick or forward pass from behind the scrimmage line.
<b>SAFETY</b>	The situation in which the ball is dead on or behind a team's own goal if the impetus comes from a player on that team.
<b>SAFETY KICK</b>	A punt made from the Kicking Team's 20 yard line after a safety.
<b>SCRIMMAGE LINE</b>	The Line of Scrimmage (LOS) is the yard line (plane) passing through the forward point of the ball after it has been made ready for play. The term scrimmage line, or line, implies a play from scrimmage.
<b>SHIFT</b>	The vertical movement of one or more offensive players at the same time before the snap.
<b>SNAP</b>	The initial action when beginning a play from scrimmage by starting the motion generator.
<b>STACKED PLAYER</b>	Any portion a player's base front lined directly behind another on a front to back vertical plane.
<b>SUDDEN DEATH</b>	The continuation of a tied game into sudden death overtime in which the team scoring first (by safety, field goal, or touchdown) wins.
<b>SUSPENDED PLAYER</b>	A player temporary removed from participation in the game.
<b>TACKLE</b>	To physically stop with the forward progress of a player in possession of the ball.
<b>TOUCHBACK</b>	When a ball is dead on or behind a team's own goal line, provided the impetus came from an opponent and provided it is not a touchdown or a missed field goal.
<b>TOUCHDOWN</b>	When a ball carrier legally possesses in or in any part of the base breaks the plane of the opponent's goal line, provided it is not a touchback.
<b>UNSPORTSMANSLIKE CONDUCT</b>	Any act contrary to the generally understood principles of sportsmanship.



# GAMEPLAY PROCEDURES

## Game Timing

### **COIN TOSS**

Identify Visiting Team.

Show coaches the coin; Identify HEADS and TAILS.

Visiting coach chooses HEADS or TAILS. (The side the coin will land FACE UP)

Coin is flipped by referee, third party or home team.

Verify Coin; Choice by Visiting Team:

Correct; Won the Toss,

Incorrect: Loss the Toss.

The winner chooses are: receive, kick off, defer to second half (giving winner choices to the loser)

The loser chooses which end zone to defend (opposite direction of offense).

## Free Kicks

### **KICKOFF**

Place Kicking Team on the kickoff line (35 yard line) with KICKER on center; ball on kicking tee.

Place Receiving Team behind the restraining line (45 yard line).

Kick ball toward the opponent's goal line. (Receiving Team has switch).

### **SAFETY KICK**

Place Kicking Team on the kickoff line (20 yard line) with KICKER on center; ball on kicking foot.

Place Receiving Team behind the restraining line (30 yard line).

Kick ball toward the opponent's goal line. (Receiving Team has switch).

## Ball in Play, Dead Ball, Scrimmage

### **HUDDLE/SET UP**

Players on side; play clock start; teams set up together (Offensive Team has switch).

#### **25 seconds remaining:**

Defensive Team set up completed.

#### **15 seconds remaining:**

Offensive Team set up completed.

#### **5 seconds remaining:**

Defensive Team audible completed to any players.

#### **Before end of play clock:**

Offensive Team complete audible of (two max) eligible receivers;

Pivot, shift;

Motion (one only);

Change QB type (not counted).

Snap ball.

### **HUDDLE/HURRY UP**

Offensive Team announces HURRY UP.

Players not on side; play clock start; teams set up together (Offensive Team has switch).

#### **15 seconds remaining:**

Offensive Team set up completed.

#### **10 seconds after offensive set up:**

Defensive Team set up completed.

#### **Before end of play clock:**

Snap ball.





# GAMEPLAY PROCEDURES

## SCRIMMAGE RUN

Play stopped.

Announce new RUNNER (Receiver behind QB In Pocket Area).

Defensive Team (In Defensive Zone) if QB/P/K keep-(All Zones):

Adjust unengaged players (5 seconds).

Offensive Team (In Offensive Zone):

Adjust RUNNER (5 seconds).

Run Play (Defensive Team has switch).

## Forward Pass, Backward Pass, Fumble

### FORWARD PASS

Play stopped.

Announce Receiver (QB In Offensive Zone);

Receivers covered:

Yes-(QB In Pocket Area) Sack; (QB out Pocket Area) Throw Away;

No-Attempt Pass (in 15 seconds):

Incomplete: Dead Ball; Next Down.

Complete-hit unengaged Receiver:

Adjust Defensive Team (Defensive Zone)(5 seconds);

Adjust RUNNER (In Offensive Zone)(5 seconds);

Run Play (Defensive Team has switch).

Interception-hit unengaged defender:

Adjust Offensive Team (5 seconds);

Adjust RUNNER(5 seconds);

Run Play (Offensive Team has switch).

Batted Ball-tips engaged defender:

Hits ground-Dead Ball.

Hits Offensive Team-Complete.

Hits Defensive Team-Interception.

Hits Ineligible Receiver-Penalty.

Hits different eligible receiver-Complete; downed at spot.

### BACKWARD PASS

Play stopped.

Announce Receiver (QB In Offensive Zone);

Receivers covered:

Yes-(QB In Pocket Area) Sack; (QB out Pocket Area) Throw Away;

No-Attempt Pass (in 15 seconds):

Complete:

Adjust Defensive Team (Defensive Zone)(5 seconds);

Adjust RUNNER (Outside Pitch Zone)(5 seconds);

Run Play (Defensive Team has switch).

Interception-hit unengaged defender:

Adjust Offensive Team (5 seconds);

Adjust RUNNER(5 seconds);

Run Play (Offensive Team has switch).

Batted Ball-tips engaged defender:

Hits ground-FUMBLE.

Hits Offensive Team-Complete.

Hits Defensive Team-Interception.

Hits Ineligible Receiver-Penalty.

Incomplete-FUMBLE.



# GAMEPLAY PROCEDURES

## FUMBLE

RUNNER knock off base by a tackler, backward pass inbounds, or blocked kick.

Play stopped.

Offensive Team drops loose ball hitting RUNNER.

If inbounds:

Players are adjusted toward the ball by both teams to gain possession.

Run motion generator for one second.

Possession is not gained:

Unengaged players are adjusted toward the ball by both teams;

Run motion generator between 0-3 seconds.

Possession is gained by Defensive Team:

Offense adjust to tackle (Offense has switch).

Adjust defender to advance; down ball (end zone touchdown);

Possession is gained by Offensive Team:

Defense adjust to tackle (Offense has switch).

Adjust RUNNER to advance; all others-down ball (end zone safety);

If bounces out bounds:

End zone-touchback Defensive Team, All others–Offensive Team furthest spot; next down.

## Scrimmage Kick

### SCRIMMAGE KICK (PUNT)

Offensive Team announces PUNT.

The PUNTER is placed on the field 15 yards behind line of scrimmage; ball on kicking foot.

Players on side; play clock start; teams set up together (Offensive Team has switch).

**25 seconds remaining:**

Defensive Team sets up.

**15 seconds remaining:**

Offensive Team sets up.

**5 seconds remaining:**

Defensive Team audible any players.

**Before end of play clock:**

Offensive Team audible eligible receivers;

Motion (ends only);

Snap ball; Run for two seconds;

Kick ball toward the opponent's goal line (5 seconds).

If FAKE-Scrimmage Rules, If blocked-FUMBLE

### SCRIMMAGE KICK (FIELD GOAL)

Offensive Team announces FIELD GOAL.

The KICKER is placed on the field 8 yards behind line of scrimmage; ball on kicking tee.

Players on side; play clock start; teams set up together (Offensive Team has switch).

**25 seconds remaining:**

Defensive Team sets up.

**15 seconds remaining:**

Offensive Team sets up.

**5 seconds remaining:**

Defensive Team audible any players.

**Before end of play clock:**

Offensive Team audible eligible receivers;

Motion (ends only);

Snap ball; Run for two seconds;

Kick ball toward the opponent's goal posts (5 seconds).

If FAKE-Scrimmage Rules, If blocked-FUMBLE



# GAMEPLAY PROCEDURES

## Opportunity to Catch a Kick, Fair Catch

### OPPORTUNITY TO CATCH A KICK

Ball Kicked;

Blocked-FUMBLE.

Not blocked-proceeds toward the opponent's goal line. (Receiving Team has switch).

If inbounds:

Possession is not gained:

Players are adjusted toward the ball by both teams to gain possession (5 seconds);

Unengaged players are adjusted toward the ball by both teams;

Run motion generator between 0-3 seconds until recovery or,

Scrimmage Kicks-Dead ball; First Down Receiving Team (End Zone-Touchback).

Possession is gained by Receiving Team:

Kicking Team adjust to tackle (Kicking Team has switch);

Adjust RUNNER to advance; down ball (End Zone-Touchback).

Possession is gained by Kicking Team:

Free Kicks-Dead ball; First Down Kicking Team (End Zone-Touchdown).

Scrimmage Kicks-Dead ball; First Down Receiving Team (End Zone-Touchback).

If bounces out bounds:

Free Kicks-End Zone-Touchback; All others-Penalty illegal free kick.

Scrimmage Kicks-Dead ball; First Down Receiving Team at spot, End Zone-Touchback.

If flies off the field:

Free Kicks-End zone-adjust RUNNER to advance at goal line or touchback; All others-Penalty illegal free kick

Scrimmage Kicks-End zone-adjust RUNNER to advance at goal line, touchback; All others-25 yards from kick.

### FAIR CATCH

Kicked Ball; not blocked-proceeds toward the opponent's goal line.

Receiving Team Announces FAIR CATCH before balls hits ground.

If ball hits:

Receiver on fly-Catch

Receiver after field-Muffed Catch; FUMBLE

Field and nothing else-Downed at Spot

### FAIR CATCH KICK

FAIR CATCH completed.

Place Kicking Team on line with KICKER at spot of fair catch; ball on kicking tee.

Place Receiving Team behind the restraining line (10 yards back).

Kick ball toward the opponent's goal posts (5 seconds).

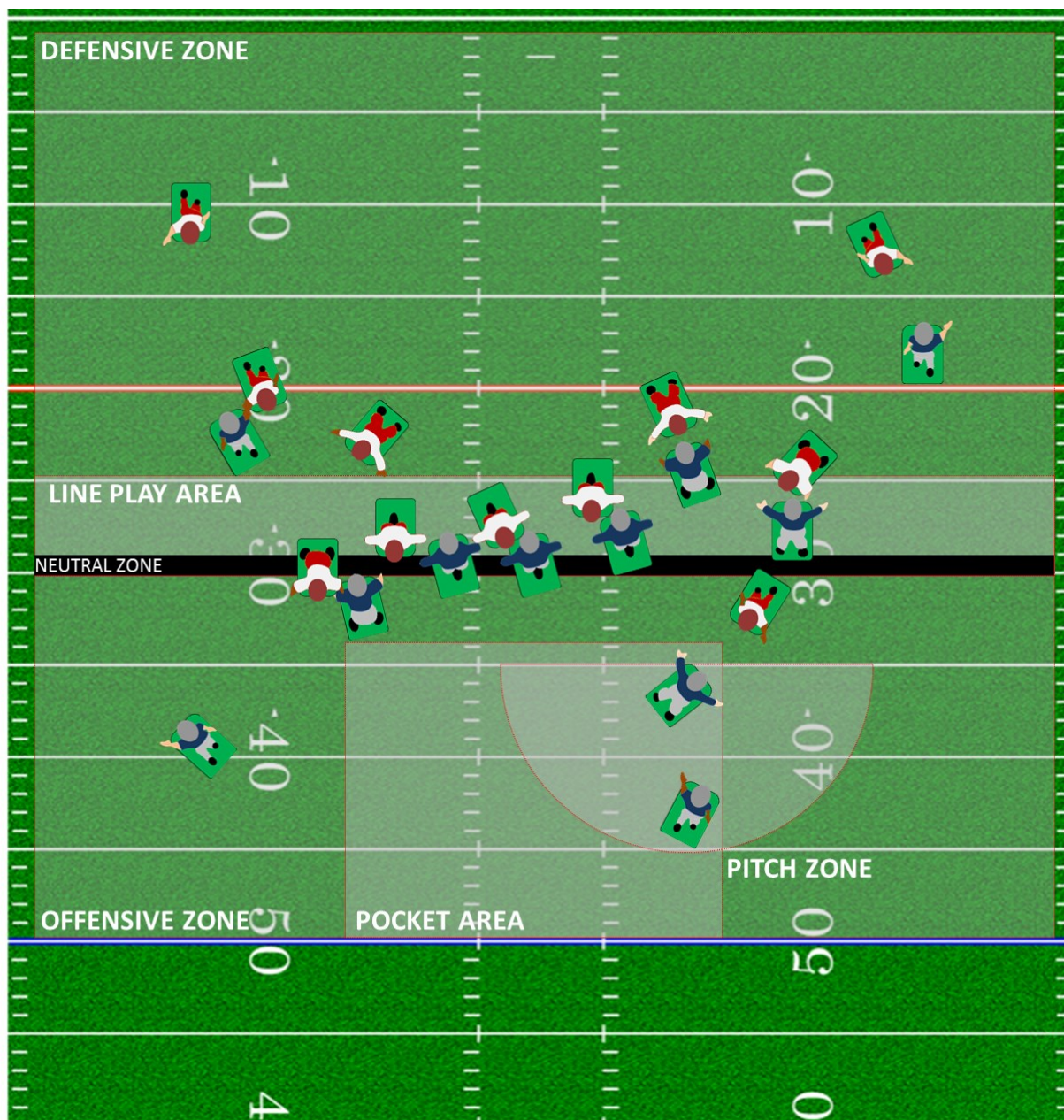
FIELD GOAL rules apply. (Receiving Team has switch).

## SPECIAL GAMEPLAY PROCEEDURES

- Mobile QUARTERBACK/KICKER/PUNTER's initial move must be away from LOS.
- QUARTERBACK/KICKER/PUNTER's pivot may be at any point on it's base to avoid rush when attempting passes and kicks.
- QUARTERBACK/KICKER/PUNTER's base must be flat on the field when attempting passes and kicks.
- Once mobile QUARTERBACK reach LOS, QB KEEP (Scrimmage Run Procedures).
- KICKER/PUNTER are not tackled when attempting kicks.
- A tackler must remain on base to tackle the RUNNER.
- FAKES are counted as 1 audible.



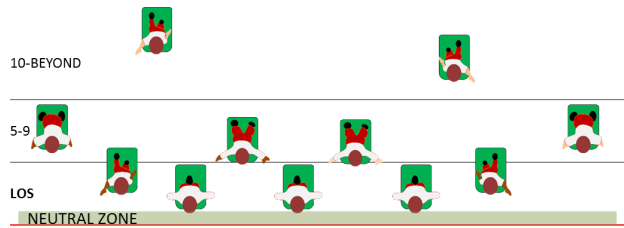
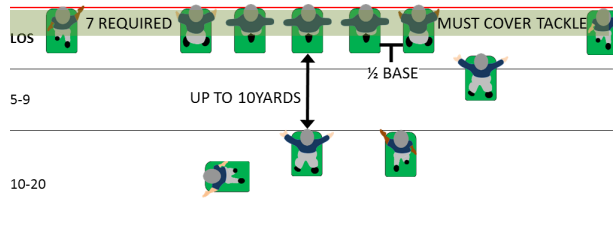
## ZONES OF FIELD



	OFFENSIVE TEAM	DEFENSIVE TEAM	BOTH TEAMS
OFFENSIVE ZONE	ADJUST RUNNER	NO ADJUST	ADJUST ALL UNENGAGED PLAYERS ON LOOSE BALLS AND CHANGE OF POSSESSION
POCKET AREA	HANDOFF AREA		
PITCH ZONE	COMPLETED PITCH		
DEFENSIVE ZONE	NO ADJUST	ADJUST UNENGAGED PLAYERS	
CLOSE LINE PLAY	LINEMAN LIMIT ON PASSES	DEFENDERS LIMIT ON RECEIVERS	
NEUTRAL ZONE	NO PLAYER BEFORE SNAP		

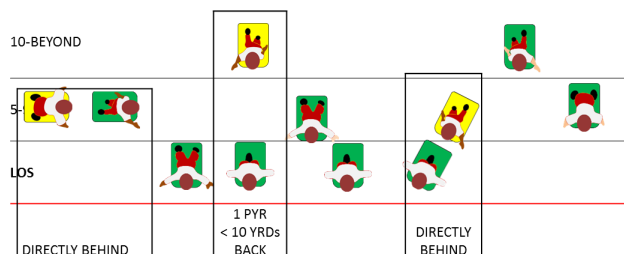
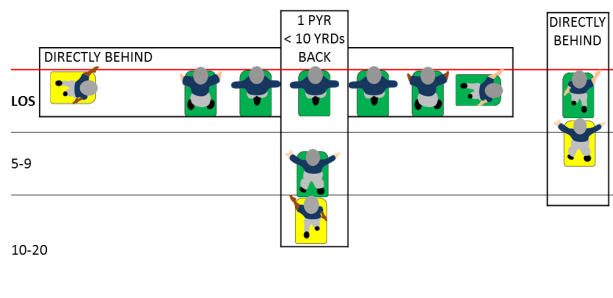
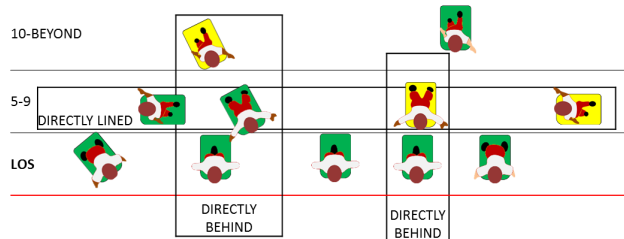
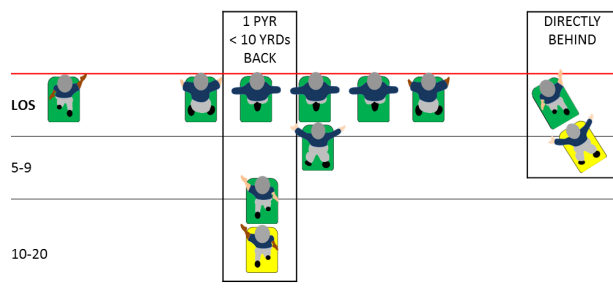
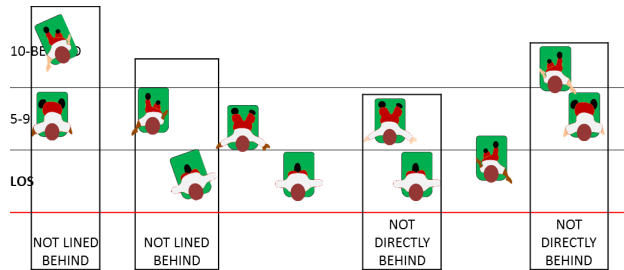
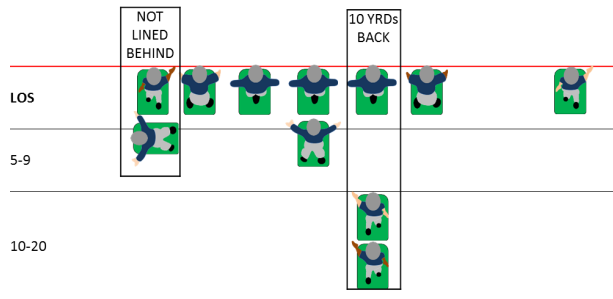
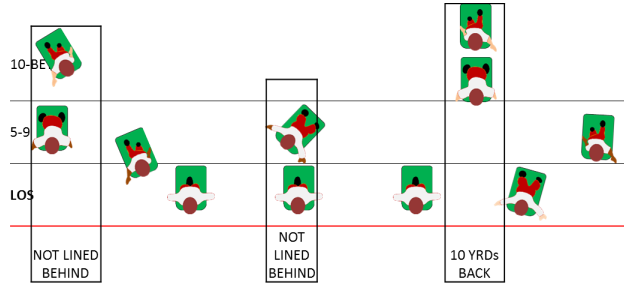
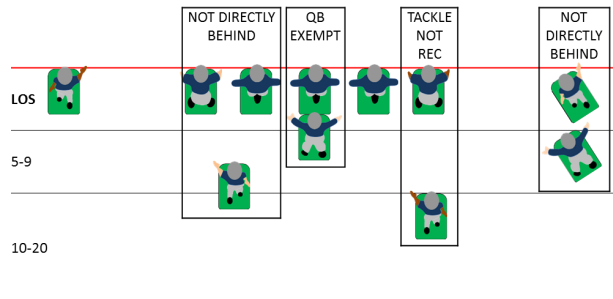


# FORMATIONS

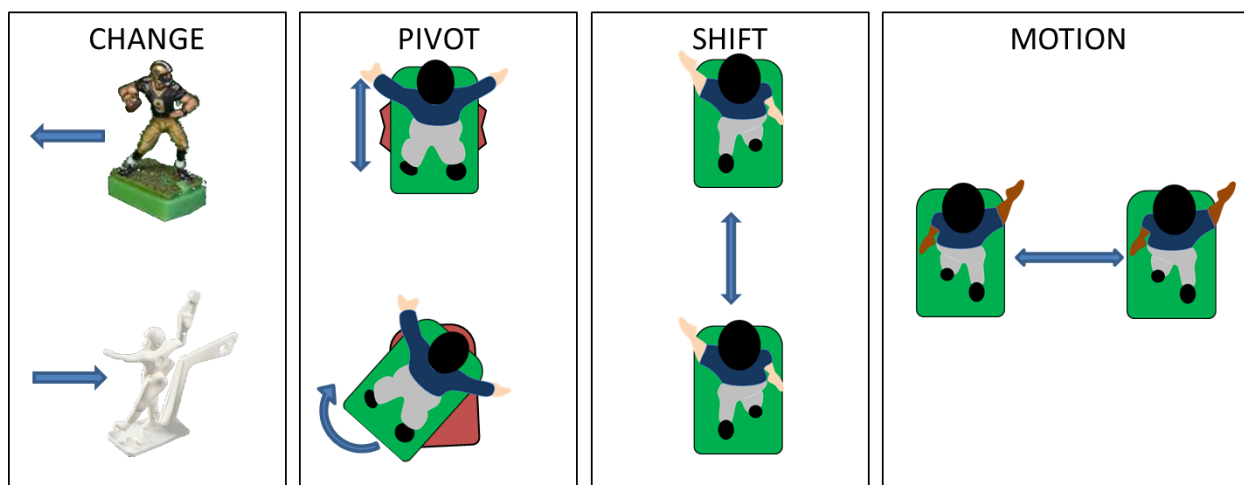


## STACKED PLAYER PROHIBITIONS

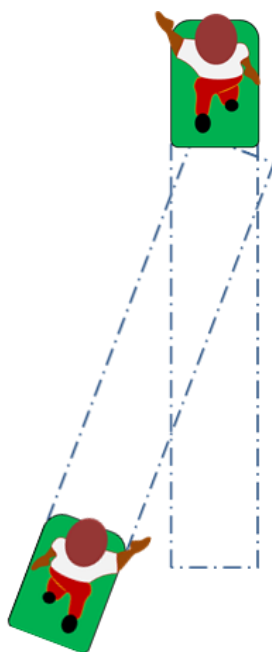
- OFFENSE/KICKING TEAM-No two (2) eligible receivers within 10 yards LOS
- DEFENSE/RECEIVING TEAM-No two PLAYERS within 10 yards LOS



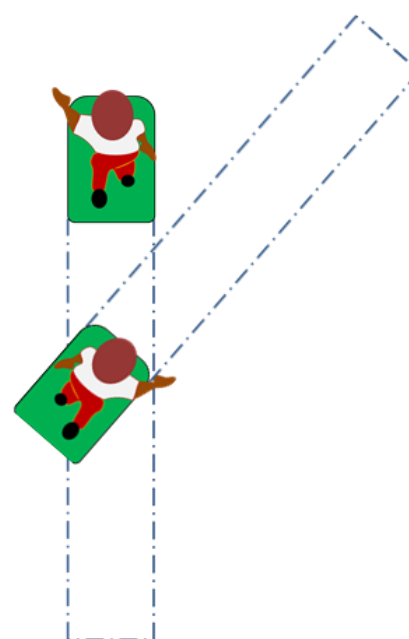
# FORMATIONS



STACKED PLAYER



NOT STACKED



NOT STACKED

## PENALTIES

PENALTY	DEAD BALL	OCCURS WHEN	AGAINST OFFENSE/ KICKING	AGAINST DEFENSE/ RECEIVING
<b>DELAY OF GAME</b>	Y	Either team has not acted in the required time.	5 yards; maintain down.	
<b>FALSE START</b>	Y	A mobile QUARTERBACK/KICKER/PUNTER's initial move is toward the line of scrimmage on the SNAP. Stopping the play on scrimmage kick before the allotted time.	5 yards; maintain down.	
<b>HOLDING</b>	N	The offender's arm hooks or holds the opposing player by use of the upper extremities and prevents him from going up field.	10 yards; maintain down, or result of play.	5 yards; first down, or result of play.
<b>ILLEGAL FORMATION/ PROCEDURE</b>	N	Either team lines up in a formation not established by the rules. Following the final "SET". Fails to follow established format.	5 yards; maintain down, or result of play.	
<b>ILLEGAL FORWARD PASS</b>	N	A QUARTERBACK crosses the line of scrimmage on a called PASS play.	5 yards; loss of down, or result of play.	
<b>ILLEGAL KICKOFF/ FREE KICK</b>	Y	The kickoff/free kick leave the field along the sidelines not in the end zone.	Kickoff-25 yards from kick. Safety Kick-30 yards from kick.	
<b>ILLEGAL SHIFT</b>	Y	When more than 2 players audibled before the snap.	5 yards; maintain down.	
<b>ILLEGAL MOTION</b>	Y	When more than 1 player being motioned before the snap.	5 yards; maintain down.	
<b>INELIGIBLE RECEIVER/ DOWNFIELD</b>	N	A pass hits an ineligible receiver on the fly or is unengaged 5 yards forward of LOS during pass.	5 yards; maintain down or results of play.	
<p style="text-align: center; color: red;">OFFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL 10 SECOND RUNOFF</p> <p style="text-align: center; color: red;">DEFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL PLAY FOR THE OFFENSE</p>				



## PENALTIES

PENALTY	DEAD BALL	OCCURS WHEN	AGAINST OFFENSE/ KICKING	AGAINST DEFENSE/ RECEIVING
<b>INTENTIONAL GROUNDING</b>	Y	When a PASSER inside the backfield to a downfield receiver never crosses the line of scrimmage or leaves the playing surface to avoid a sack/loss.	10 yards from spot; loss of down.	
<b>INTERFERENCE WITH FAIR CATCH</b>	N	Punting team directs player into receiver to prevent recovery.	10 yards from spot of foul or result of play.	
<b>INTERLOCKING, INTERFERENCE, PUSHING OR HELPING RUNNER</b>	N	Players on the same team lock arms to create wall. One or more teammates in the same zone are pushing RUNNER.	5 yards from spot or result of play.	
<b>OFFSIDE/ ENCROACHMENT OR NEUTRAL ZONE INFRACTION</b>	Y	A team lines up one or more of their players across the line of scrimmage. Following the final "SET".	5 yards or result of play.	
<b>PALPABLY UNFAIR ACT (NON-PLAYER)</b>	Y/N	A non-player commit any act which is palpably unfair.	Make such ruling as he considers equitable.	
<b>TWELVE (12) MEN IN OFFENSIVE HUDDLE OR TOO MANY MEN ON THE FIELD</b>	Y/N	12 or more players are on the field following the first "set", during play.	Before snap: 5 yards. After snap: 5 yards or result of play.	
<b>UNSPORTSMANLIKE CONDUCT</b>	Y/N	Either coach acts in a manner detrimental to good play.	15 yards and/or Ejection and forfeit Depending on severity.	15 yards; first down, and/or Ejection and forfeit Depending on severity.
<p style="text-align: center; color: red;">OFFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL 10 SECOND RUNOFF</p> <p style="text-align: center; color: red;">DEFENSIVE PENALTIES INSIDE WARNING TIME COULD INCUR AN ADDITIONAL PLAY FOR THE OFFENSE</p>				



# REFEREE

TASKS	LEGAL STATEMENT	ILLEGAL STATEMENT
<b>PRIOR TO SNAP</b>		
ESTABLISH THE OFFENSIVE BACKFIELD	This is the backfield.	
NOTIFY THE FIELD OF LEGAL FORMATIONS PRIOR TO SNAP	The field is proper.	The field is not proper.
NOTIFY THE FIELD OF QB SETUP STATUS	The (Im)moble QB (is/not) under center.	
<b>AT THE SNAP</b>		
QB/P/K DIRECTION AT SNAP (IF MOBILE)		False Start QB/P/K.
ENSURE PROPER COUNTDOWN OF KICKS	You may (fake/kick). Kick is blocked.	False Start K/P.
<b>AS PLAY PROCEEDS</b>		
QB STATUS (IF REQUESTED)	QB is/not in backfield.	
PROPER/TIMELY ACTIONS ON OFFENSE	Action complete.	Delay/Not proper.
PROPER/TIMELY REACTIONS ON DEFENSE	Action complete.	Delay/Not proper.
OBSERVE GENERAL GAMEPLAY		Flag on the play.
ASSISTED RUNNING IN THE SAME ZONE		Flag on the play.
DOWNFIELD INELIGIBLE RECEIVERS ON PASS PLAYS		Flag on the play.
HOLDING BY DEFENSE/OFFENSE		Flag on the play.
MARK SPOT OF FUMBLES/RECOVERY	Fumble at (yard). Recovered by # at <yard>.	
PROVIDE STATUS OF RUNS	Handoff to #. QB will keep.	
PROVIDE STATUS OF PASSES	Forward/backward pass to # (in)complete/intercepted by #.	
<b>AFTER THE TACKLE/PLAY</b>		
PROVIDE TACKLE STATUS	(Tackle/Downed) by (player/method) (in/out of) bounds.	
RESOLVE ALL PENALTIES	(Penalty),(of/de)fense, #, explanation. Excepted/declined. (Penalty yards)	
PROPER SPOT OF THE NEW LINE OF SCRIMMAGE	(Line is #), (# line to go), (# down).	
ENSURE BOTH TEAMS ARE SEPARATED	Players are onside.	Players are offside.
SET AND START PLAY CLOCK	Set play clock to #. Start.	

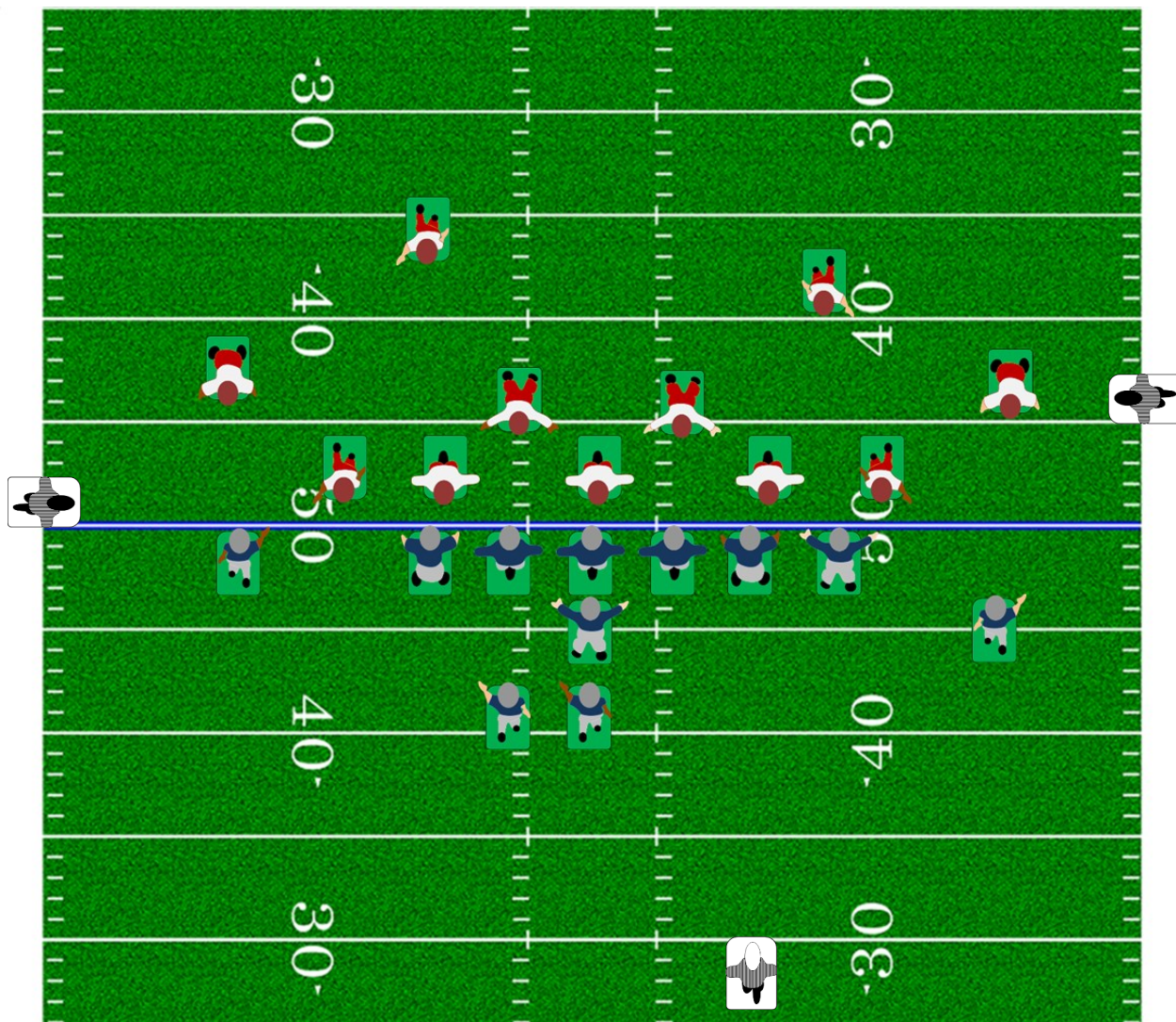


# REFEREE

## REFEREE (ON FIELD FIGURES)

Referees and other on field figures can be helpful guides to assist in officiating the game. They should never interfere with the flow of the game here are a few examples.

- Referee: 20 yards back over the tackle to mark boundaries of backfield/sack line
- Linesman: on LOS with secondary mark to indicate neutral zone
- Umpire: 5 yards downfield to mark secondary



# TIMEKEEPER/SCOREBOARD OPERATOR

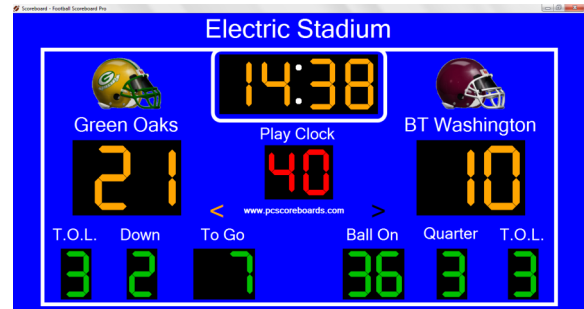
## TIMEKEEPER/SCOREBOARD OPERATOR

In games where there is a timekeeper or a scoreboard operator they will operate the clock and/or scoreboard at the direction of the referee.

If there is no scoreboard:

1. The coaches can inquire of the time remaining of the game and receive countdown for actions.
2. Notify all of time status.

If there is a scoreboard it should be visible to the coaches.



EVENT	PLAY CLOCK	GAME CLOCK
TIME OUT	45	STOP
OFFENSIVE "SNAP"	STOP	RUN
OUT OF BOUNDS BALL CARRIERS	45	RUN/STOP*
INBOUNDS BALL CARRIERS	45	RUN
WARNING MINUTES NOTIFICATION	60	STOP
INCOMPLETE PASSES	45	RUN/STOP*
CHANGE OF POSSESSION	60	STOP
* INSIDE WARNING TIME		

## EQUIPMENT

ITEM	MINIMUM	MAXIMUM	NOTE
FOOTBALL TEAM "A" FIGURES IN VARIOUS POSITIONS	23/11 Dark, 11 White 1-TTQB	53 2-Throwing QB 2-Kicking	Includes special players
FOOTBALL TEAM "B" FIGURES IN VARIOUS POSITIONS	23/11 Dark, 11 White 1-TTQB	53 2-Throwing QB 2-Kicking	Includes special players
MINIATURE FOOTBALL PLAYING FIELD		1	
MOTION GENERATOR	1	As required	
REMOTE CONTROL WITH CORD	1	As required	
MINIATURE FOOTBALL	6	12	6 per team
GOAL POST	1 movable	2	
YARDSTICK MARKER	1		
10-YARD CHAIN	1		
COIN	1		
OPTIONAL EQUIPMENT			
REFEREE	1	2	
SCOREBOARD OPERATOR	1		
GAME CLOCK/STOPWATCH	1		
DARK TIMER	1		
COMPUTER/LAPTOP/ MONITOR	1		



# SCHEDULE



# SCHEDULE





GAME SCORE SHEET															
QUARTER 8—15:				PLAYS PER QUARTER MIN TIMED BOARD MIN TIMED				CONTINUOUS:				MIN WARNING:			
KICKS OFF BOARD PENALTIES:				YES NO				ONSIDE NOTIFICATION:							
RETURN KICKOFFS:				STATIC RECOVERED				RETURN PUNTS:				STATIC RECOVERED			
SCRIMMAGE PLAY CLOCK TIME:				NONE 45/25 60/30				AUDIBLE LIMIT:				OFF/DEFENSE REACTION:			
PASSING/FIELD GOAL ATTEMPTS:				ONE THREE (BEGINNERS)				TIME IN SECONDS:				COMPLETION REDIRECT:			
SPECIAL TEAMS FAKES:				YES NO				HOLDING:				PENALTY NO PENALTY			
TACKLES:				ANY PART FRONT OF BASE NO BACKS				LOCK DOWN FIGURES:				YES NO			
FUMBLE:				BACK OF BASE KNOCKED OVER				RECOVERY:				COIN FLIP BALL DROP			
RULES NOT SPECIFIED:								RULES NOT SPECIFIED:							
HOME TEAM UNIFORM:				COACH:				SIGNATURE:							
VISITING TEAM UNIFORM:				COACH:				SIGNATURE:							
REFEREE:				NAME				SIGNATURE:							
TIMEKEEPER:				CLOCK SCOREBOARD				SIGNATURE:							
1															
2															
3															
4															
								1	2	3	4	OT	TOTAL		
HOME						○○○						○			
						○○○						○			
VISITING						○○○						○			
						○○○						○			