

REFN Rule Set 2020

Ryan's Electric Football Network

Synopsis

- This is a rule set that could be described as a multi-way marriage between high school, NFL, and XFL football from the real life game brought to the electric game.

Bases

- Only the 11 regular men for each team stand on bases. Triple-threat quarterbacks do NOT get bases (this can allow quarterbacks to give the ball the lift necessary to get over obstacles standing between them and their receivers).
 - For those curious, the white felt balls that Tudor is making nowadays float quite nicely when they get broken in to a certain degree...and the kicker can kick them flat-footed.

Timing

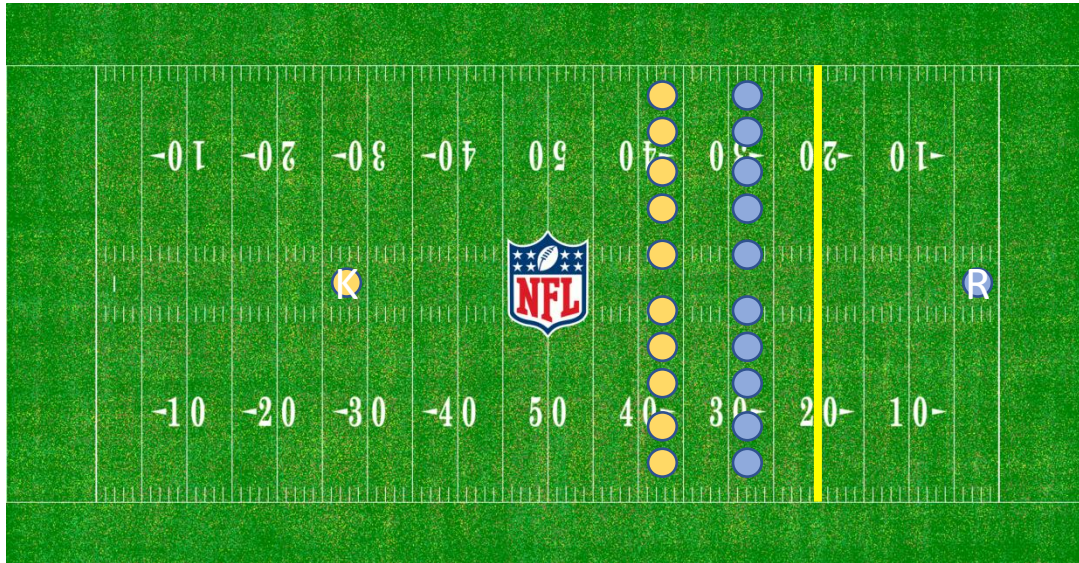
- Timing rules are based on the behaviors of Tudor Games' Electric Football Challenge scoreboard app (such behaviors exist when MiniApps are DISABLED)
- Each quarter is 12 minutes (like high school—with the intent to shorten the game)
- Clock runs until the ball marker (and chains if necessary) are set to complement the upcoming set of downs for an offense, with the following exceptions:
 - Automatic clock stoppages to acknowledge scores or change of possession
 - Timeouts (each team is allotted 3 per half which do not carry over)
- If at any point the point differential between the two teams hits 40, the clock runs until the automatic stoppages or exercised timeouts as previously mentioned (taken from high school football—their version of a “mercy rule” with the intent of shortening the game).

Kickoffs

- Taken from the XFL:
 - The kicker stands alone at his own 30-yardline. His 10 teammates line up on the opposite 35-yardline while the coverage people for the return team line up parallel on the 30-yardline. The return man stands alone behind this formation.
 - If the kick fails to clear the 20-yardline on the fly, it is regarded as a kick out of bounds, which in either case gives the ball to the return team at the PLUS-45 yardline.
 - Touchbacks – two kinds (touchback is assessed when ball breaks the goalline):
 - Major: Kickoff crosses the goalline in the air – ball goes to the 35
 - Minor: Ball bounces between 20-yardline and goalline and rolls through the endzone – ball goes to the 15
 - The returner may run the ball back if any of the following occur:
 - Ball dies in the field of play (even as the result of ricochets, which can simulate the travel or hangtime of the football and the time for the return man to get to it) – returner is put where the ball died and runs from that point
 - Ball hits the return man
 - The 20-yard-line checkpoint remains even if the kickoff has to be adjusted due to a penalty or a safety (safety would result in a free kick from the 20 yard line).

Kickoff Demos

Kickoff



Free Kick after Safety



Onside Kicks

- There are NO “surprise” onside kicks, and the kickoff rules take away “impromptu” onside kicks (that were never intended as such).
- Onside kicks MUST be declared (they can occur at normal kickoff situations or on a free kick).
- The kicker’s receivers can be on the tee-line while the other five players stand back 20 yards (so as to not interfere with the coach’s ability to handle the kicker).
- The receiving team’s receivers that comprise their “hands team” while line up on the same side of the hashes as the kicking team’s receivers at the 50, with another receiver back near the goalline (if so desired) to guard against a deep kick and the other 5 players also on the 50 on the other side of the hashes.
- The board may be run until one of the kicker’s receivers has gone 10 yards to set the kick’s checkpoint. Once the board stops, the kicker must kick.
 - If the ball touches a kicker’s teammate BEFORE the 10-yard checkpoint or goes out of bounds anywhere, the play is illegal and the ball automatically goes to the receiving team at the spot of the infraction. NOTE: The ball MAY ricochet off an out-of-bounds wall back into the field of play and still be live.
 - If the ball misses the players but stays in the field of play, the board is turned on for the teams to pursue with the clock running.
 - The ball is dead if the kicking team recovers and they take over on offense at that spot.
 - The receiving team may attempt a return if they recover.

Passing Game

- Because the quarterback throws flat-footed, meshing the correct angle and power in a throw is difficult, no matter how long his coach has been playing the game of electric football. That said, a quarterback can have UP TO 3 attempts to complete a pass.
 - An ELIGIBLE RECEIVER (those who don't make up the tackle box pre-snap) is deemed to have caught a pass if it touches any part of his figure whether on the fly or off the ground (even ricochets as ricochets simulate the flight of a real football).
 - If a throw hits an offensive lineman ON THE FLY ONLY, it is an ineligible receiver penalty (see Penalties).
 - This instance nullifies any unused attempts of the 3 maximum allowed for completing a pass.
 - If a throw hits any defensive player ON THE FLY ONLY, it is an interception. If the defender is not engaged, he may run the ball back.
 - This instance nullifies any unused attempts of the 3 maximum allowed for completing a pass.
 - Of the three attempts to complete a pass, if it is UNCLEAR what the result of the pass is, it is deemed an INCOMPLETE attempt (i.e.: If the pass ricochets off of a defender but you don't know WHICH defender, you cannot credit an interception because you are unsure who to credit the interception to).

Punting

- If room permits, the punter can slide along his line (15 yards back from center) to avoid having the punt blocked (a la, rugby style like in high school or college).
- Punts will only be returned if they either make contact with the return man or are blocked behind the line of scrimmage.
- If a punt goes out of bounds inside the 35-yardline, it will be assessed as a major touchback to come out to the 35. Punts that land in the endzone are also major touchbacks.
- If a punt goes untouched and stays within the field of play, the receiving team takes over at the spot of the dead ball.

Fumbles

- Fumbles only occur if the ball carrier loses the ball in such a way that entire football leaves the full figure (body and base). They can happen in the following ways:
 - Ball falls off the triple-threat quarterback's catapult with the running board.
 - The ball slips out from or off of the ball carrier's arm.
 - The ball carrier falls over on his own teammate and loses the football in the process.
- Fumbles are automatic turnovers if they happen within the field of play unless they occur in the offense's own endzone (which will be ruled a safety against the offense).

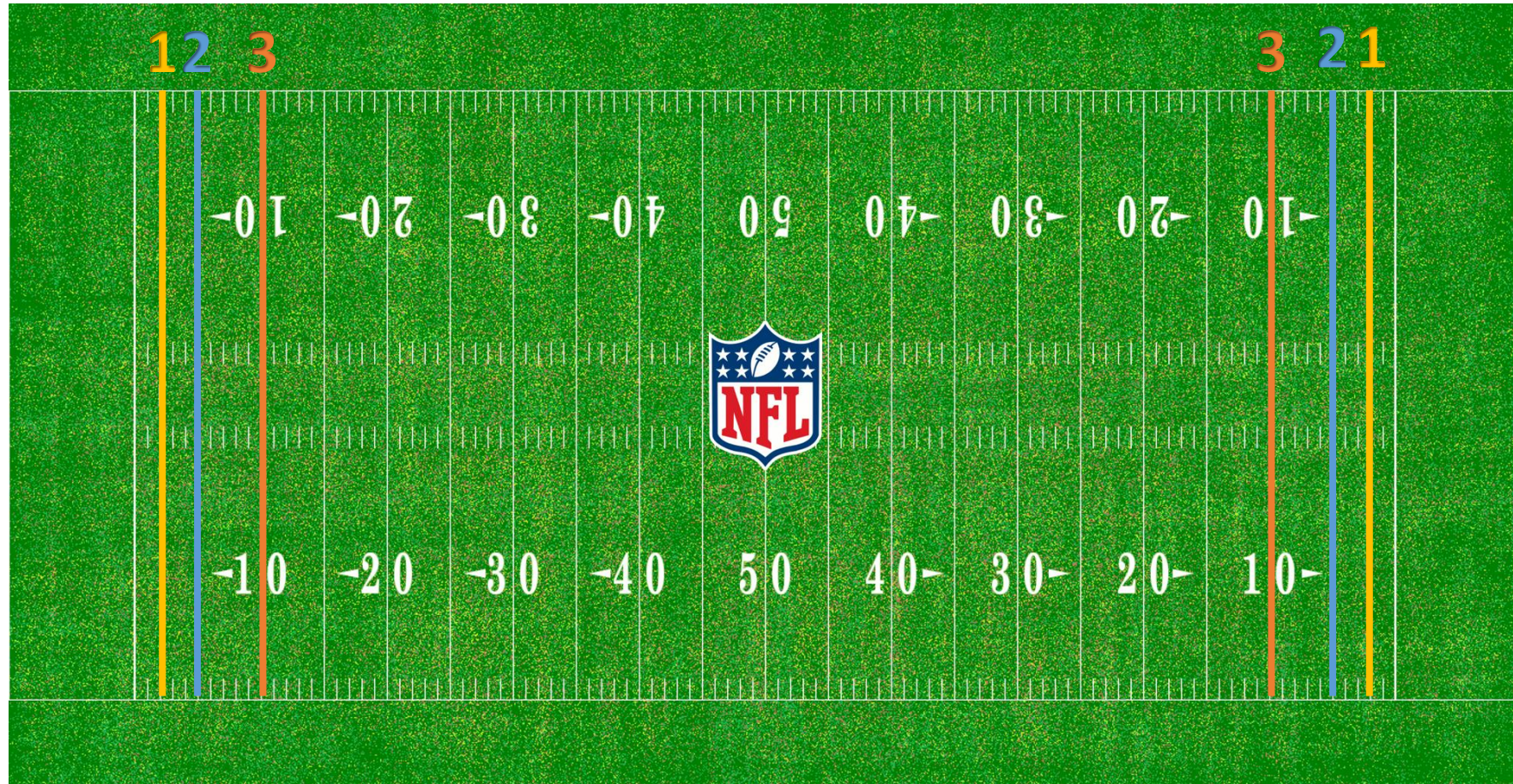
Board's momentum

- A player's forward progress can ONLY be stopped by the defense or the walls of the board. If a teammate alters the direction of the ball carrier, the play DOES NOT END.

Points after Touchdowns

- Touchdowns will no longer be followed by extra point kicks. Teams have the following options for scoring after touchdowns:
 - 1 point from the 2-yardline
 - 2 points from the 5
 - 3 points from the 10
- If the play results in an interception or fumble, it is simply a failed conversion and the defense cannot score.

Points after Touchdowns (Demo)



Field Goals

- Kickers kick field goals 13 yards back from center (ideal room to kick the ball in the air and not have it blocked).
- Kickers get up to 3 attempts UNLESS:
 - One of the attempts goes off any part of the goal post's U shape (crossbar or uprights) and misses.
 - One of the attempts is blocked which can result in one of the following:
 - If a blocked field goal lands beyond the line of scrimmage, the defending team takes over at the previous line of scrimmage.
 - If a field goal is blocked behind the line of scrimmage and is untouched, the board may be run until the ball is touched.
 - If the blocked kick is touched by the defense, they may return it for any additional yardage.

Overtime

- If necessary, overtime is played in the following manner:
 - Order of possessions to be determined by coin toss
 - Each team will try a different point-after-touchdown option (refer back to 2 previous slides)—the team playing offense last MUST attempt more points regardless of if the first team makes or miss.
 - EXAMPLE: The first offense CANNOT attempt 3 points, but may attempt 1 or 2.
 - If the first offense attempts 2, the last offense MUST attempt 3 points EVEN IF the first offense FAILS to score the 2.
 - In the regular season, if both teams fail on their attempts, the game ends as a tie.
 - Postseason games will continue until there is a winner.

Penalties

- Kicks out of bounds/Kicks failing to clear the 20 yard line (see kickoffs)
- False starts – play is run without a football on the field (5 yards against offense)
- Offsides (5 yards against guilty team)
- Ineligible receiver – if a throw touches an offensive lineman ON THE FLY (10 yards plus loss of down)
- Unnecessary roughness – if a tackler knocks over the ball carrier (15 yards – automatic first down for offense if against defense)