



757-EFL Rulebook v-4.0

WEIGHT LIMITS

- 1) Figure + Base = PLAYER
- 2) A PLAYER may weigh 3.3 grams or less
- 3) All teams are subject to being weighed at any time
- 4) Final approval comes from the League Commissioner

FIGURES AND BASES

- 1) All manufacturer's figures are allowed
- 2) Customizing is allowed
- 3) Figures may not be wider than 36mm
- 4) Figures may not be taller than 39mm with base on
- 5) Bases may be no bigger than 20mm wide (left side to right) and 32mm long (front to back) ITZ Double Dial bases ARE NOT allowed
- 6) EVOQ Bullet bases MUST BE REVERSED TWEAKED! The "pointed" end must be on the back side of the base
- 7) ITZ bases may only use the rounded or flat bumpers. No wedge, concave, or any other type of bumper will be allowed
- 8) Offense will be in dark jersey and defense is to be in light jersey, unless agreed upon before kickoff, by both coaches. Both Dark and Light jersey players may be used for special teams
- 9) Coaches may use the TTQB, Gameday, 808, Toe Pro, or GENO QB. Once you start a game with a passer or passing sticks you must play the rest of that game with that figure. Exceptions will be made for broken passers BUT **MUST** BE APPROVED BY THE COMMISSIONER!
- 10) The League Commissioner will have scales and a template to check size and weight of any players. The Commissioner reserves the right to check or weigh ANY player/figure at ANY time for ANY REASON

- Coaches may have no more than 45 players/figures on the roster, plus one TTQB and one TT kicker. YOU CANNOT USE DIFERENT QB'S OR KICKERS FOR DIFFERENT SITUATIONS. In the event one breaks you may use another as back up and ALL stats will go to original starting players.

FIELDS

- Board should be no smaller than Tudor/Miggle 620 and playing surface, actual field, should be no larger than 24"X 48"
- Board must run smoothly and quietly and any field decorations, dents, or dings should not impede players
- Board must run fast enough for a player to make it from the 50 yard line to the goal line in 4-5 seconds
- If one or more players fall over when the board runs, then the board is too hot and must be adjusted to a speed that both coaches agree upon

STAT SHEETS

- Stat sheets must filled out to keep all stats and scores
- Both coaches and referee, if present, must sign and date to validate

757EFL OFFICIAL SCORE SHEET													
DATE OF GAME: ____/____/____													
VISITOR:		TEAM NAME	1ST QTR	2ND QTR	3RD QTR	4TH QTR	OVERTIME	FINAL	FUMBLE MAN		NUMBER	NAME	
HOME:													
FIRST HALF							SECOND HALF						
PLAY #	TEAM	DOWN/LOS	PLAY TYPE	OFF PLAYER(S)	RESULT	DEF PLAYER(S)	PLAY #	TEAM	DOWN/LOS	PLAY TYPE	OFF PLAYER(S)	RESULT	DEF PLAYER(S)
1							1						
2							2						
3							3						
4							4						
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_____ SIGNATURE OF HOME TEAM COACH	_____ SIGNATURE OF REFEREE (IF PRESENT)	_____ SIGNATURE OF VISITING TEAM COACH
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MANDATORY EXTRA EQUIPMENT

- 1) Talking timer
- 2) Strategy Divider
- 3) Field Goal Cut out
- 4) A coin for kickoff and fumbles
- 5) A stat sheet
- 6) First down markers
- 7) 2 freeze frames (optional) 1 only on QB on offense and 2 on defense/ *base contact from the other team will = tackled on offense /ALL FREEZE FRAMES MUST BE ON BOARD, UNDER FIGURE, WHEN DIVIDER IS LIFTED*
- 8) If a defensive player runs completely off his freeze frame, no pass interference penalty can be called (player must be COMPLETELY clear of his FF)
- 9) All manufacturers' balls (felt or foam) will be allowed *except for the Tudor/Miggle ice cream sandwich ball*

TIMING

- 1) Games will be 2 hours on the clock. Any game with 39 plays or less left on the score sheet will be over at that time. Games with 40 or more plays left on the score sheet will be given an additional 30 minutes to finish the game. If it is agreed upon by BOTH coaches that the additional time is not needed to determine the winner, then the game can be ended at that point.
- 2) Play clock/Setup time will be 50 seconds between plays and double 50's after kickoffs and punts. A 50 second set up clock will be used if a referee is available or if the home team chooses to use one.

▼ ABSOLUTELY NO TWEAKING BASES DURING GAME!!! Game Day is play day!!! ▼

GAME PLAY

KICKOFF (Both teams must designate a Fumble Man before kickoff)

- 1) After the coin flip (visiting team calls heads / tails) RECEIVING TEAM CAN TAKE A TOUCHBACK WITH NO PLAY ON STAT SHEET AND TAKE THE BALL AT THE 25 YARD LINE, if not then kickoff team sets up behind their own 40 yard line and chooses (left, right, or middle) placement for the kickoff return man inside of freeze frame
- 2) Receiving team must have at least 5 players on the 50 yard line and may place the 5 other players anywhere between the 45 yard line and goal line (unless an on-sides kick is being attempted) NO BLOCKERS IN THE ENDZONE
- 3) The kickoff team turns on the board for 4 seconds
- 4) The board turns off and if any kickoff player runs through and out of the end zone it is an automatic touchback or, if the return team calls a touchback, then the ball is placed at the 25 yard line and the play is counted on the stat sheet
- 5) If no touch back is declared then the return team removes the ball carrier from the freeze frame and pivots him to run up field, and pivots all unengaged players to block
- 6) The kickoff team then pivots any or all unengaged players to make a tackle

- 7) The kickoff team turns the board back on until either base-to-base contact is made on the ball carrier from opposing team, the ball carrier runs out of bounds, turns back in the opposite direction, falls down, or scores

NOTE: If ANY ball carrier runs into a defender who has already fallen over the board is to remain on until either forward progress has stopped, the ball carrier turns back in opposite direction, or falls over. At that point the board is to be shut off and play is over and marked at the appropriate yard line.

OFFENSE

- 1) Once a line of scrimmage is declared, the strategy divider will be placed down on the board
- 2) The offense will have 50 seconds to set up the formation, two 50 second periods if after a kickoff , punt, or free kick after a safety
- 3) The offense must declare all eligible receivers within 20 seconds of the play clock starting. Eligible receiver slots will be 1-2-3-4-5-6-outside 5 and outside 6.
Offense may use up to 5 eligible receivers at once and only 1 Freeze Frame on QB only.
- 4) Any eligible receiver or tight end in a declared slot may be pivoted, or set back no further than 5 yards from the line of scrimmage prior to play clock expiring or strategy divider being lifted
- 5) Full house/Wishbone formations (3 RBs + QB) are allowed in college season only. Pro season will use standard formation(2 RBs + QB)
- 6) RBs cannot setup any closer than 1 base-length from back of offensive line
- 7) RBs may not setup further than 20 yards from line of scrimmage
- 8) RBs may not setup wider than the outside edge of offensive tackles
- 9) QBs must start with any part of their base within the frame of the CENTER slot on the divider, and may start as far back as 15 yards from the LOS and drop back as far the Offensive coach wishes

DEFENSE

- 1) The defense may set up in any formation and use up to 2 freeze frames (no FF on D-linemen)
- 2) The defense cannot stack behind players who are on the line of scrimmage
- 3) Any and all line backers and defensive backs must be at least 1 base length behind a defensive linemen
- 4) Any contact of an eligible receiver with a FF when the board gets shut off by the offense will be a spot foul and an automatic first down at that spot
- 5) Any contact by a non-eligible receiver or linemen with a FF when the board is shut off will NOT result in any foul, but if a pass is completed the player on the FF may be pivoted as 1 of 3 defensive pivots and the non-eligible receiver or lineman must be moved back behind the line of scrimmage and the play will continue

RUNNING THE BALL

- 1) When the offense and defense are set or the play clock expires, the strategy divider is to be lifted
- 2) After any and all adjustments the offense is to declare RUN or PASS
- 3) If the offense declares RUN they must then declare which player in the back field (back field=between the tackles and behind the line of scrimmage) will be the ball carrier and QB must run away from the line of scrimmage, stand still (dead base) or be on a FREEZE FRAME
- 4) After the play has been declared, any defensive player on a freeze frame can be removed from the freeze frame but not pivoted
- 5) The board is to be turned on by the defense
- 6) The board will run until base-to-base contact is made by the opposing team, the ball carrier runs out of bounds, turns back in the same direction, falls over, or scores a touchdown

PASSING THE BALL –TTQB

- 1) If the offense declares PASS after any and all adjustments the offense is to turn the board on
- 2) The board will run until the offense finds an open receiver or base-to-base contact is made with the QB by the opposing team(Sack)
- 3) If no receiver is open and the offense stops the board and the QB is inside the tackles in the backfield, it is a coverage sack, and will be awarded to the defensive player closest to the QB.
- 4) If the QB is outside the tackle box when the board is shut off; the offense can either “dump” the ball out of bounds, try to attempt the pass, or the QB can keep the ball
- 5) If offense declares QB keep, no pivots will be allowed to the QB or the defense. And defense will run the board until base-to-base contact is made, the player runs out of bounds, turns back in same direction, scores a touchdown, or falls over
- 6) If the QB crosses the line of scrimmage before the board is shut off; No pass can be attempted, the QB cannot be adjusted, and the defense may pivot 3 unengaged players
- 7) PASS MUST BE ATTEMPTED TO THE INTENDED RECEIVER CALLED
- 8) If the offense chooses to use a TTQB then they must place TTQB in exact same spot as the QB figure, pivot, and attempt throw (NO ELECTRIC SLIDE)
- 9) The ball must hit the intended receiver or receiver’s base without hitting the ground, or a defensive player first, to be complete. Any pass that hits any offensive or defensive engaged player will be incomplete. Any pass that hits an unengaged defender will be an interception. Any pass that hits an unengaged offensive lineman will be a 5 yard “illegal touching” penalty. If a pass hits an unintended and unengaged eligible receiver, the board will be turned back ON with NO pivots given to the offense; however, the defense will get its normal 3 unengaged pivots. If pass knocks down the receiver, the pass will be complete and down at that spot
- 10) After a completed pass the offense may pivot (*Turn N Burn*) the ball carrier in any direction, then the defense can pivot up to 3 unengaged players to make the tackle
- 11) The defense will turn the board back on and run until base-to-base contact is made by the opposing team, the ball carrier runs out of bounds, turns back in same direction, falls over, or scores a touchdown

- 12) Any player laying down on the board, or leaning against ANY other player will NOT be eligible for a pass reception/interception or make a tackle
- 13) ANY offensive lineman more than 10-yds past the line of scrimmage on pass completions MUST BE MOVED BACK BEHIND THE LINE OF SCIMMAGE

FIELD GOALS

- 1) Field goals may only be attempted if the offense is on or across its own 45 yard line
- 2) No fake field goals will be allowed
- 3) The kicking team must have 7 men on the line of scrimmage with a wing on each side, a place holder and kicker in the backfield. The kicker must be at least 7-yards behind the line of scrimmage
- 4) A kicker may kick the ball from either the TEE or the foot of the figure
- 5) The defense may set up in any formation without stacking the line of scrimmage
- 6) The defense will turn the board on and kicking team will attempt kick
- 7) The ball must hit the field goal post cut out above the crossbar to be good
- 8) If the field goal attempt is NO GOOD, the ball will be placed at the spot of the kick

EXTRA POINT

- 1) The offense can choose to kick the extra point (1 point) or they can go for a 2 point conversion
- 2) If the offense chooses to kick then they will place the kicker at the 20 yard line, uncontested-no offensive or defensive set up and attempt kick
- 3) The ball must hit the field goal post cut out above the crossbar to be good
- 4) If the offense chooses to go for a 2 point conversion then the offense will set up at the extra point hash mark (All Previous Offensive And Defensive Rules And Set Ups Will Apply) and have only 1 attempt to run or pass the ball into the end zone

PUNTING

- 1) Teams MUST PUNT on fourth down UNLESS TRAILING in the 2nd, 3rd, or 4th quarters
- 2) Teams may go for any fourth down (at any time) when they are on, or across the 50 yard line and need 2 yards or less
- 3) Punts will be an automatic 45 yards when punting from outside the defensive 45 yard line.
- 4) If punting from or inside defensive 45 yard line, ball will be spotted at the 10 yard line.
- 5) The play will be recorded on the stat sheet

KICKOFF AFTER A SAFTEY

- 1) The team that was scored upon must punt the ball from their own 20 yard line
- 2) The kicking team will line up on the 20 yard line like a kick off and place the flag or marker left, right, or middle of the field at the return teams 20 yard line

- 3) The return team may line up in any formation between the 30 yard line of the kicking team and the 25 yard line of the return team
- 4) From here the Kick Off procedure will be followed

FUMBLES

- 1) Any tackle (BASE-TO-BASE CONTACT) that causes the ball carrier to completely fall over. [NOT CAUSED BY BOARD STOPPAGE!!!] It is NOT a fumble if a ball carrier is knocked over and leaning on another player's body (offense or defense) but if the ball carrier leans on the platform or base of another player then a fumble has occurred. A fumble must be all 4 corner prongs off the board.
- 2) When a tackle is made by the fumble man, the referee will toss a coin (HEADS=Fumble/TAILS=NO Fumble) if heads and a fumble occurs the referee will toss coin again (HEADS=Offense Recovers/TAILS= Defense Recovers)

PIVOTS ADJUSTMENTS AND MOTION

- 1) After the strategy divider is lifted the defense gets first adjustment to adjust to any offensive eligible receiver who is angled at the line of scrimmage or receivers (angled or straight) 5 yards off the line of scrimmage
- 2) The offense may make 0-1-2 pivots to any player EXCEPT OFFENSIVE LINEMEN
- 3) The defense now gets the same number of adjustments + 1 more free pivot
- 4) NO defensive linemen who are on the line of scrimmage, and between the tackles can be moved.
- 5) Defensive linemen between the tackles who are off the line of scrimmage by a base length CAN be pivoted

MOTION MAN

- 1) After lifting the strategy divider the offense may put 1 man in motion
- 2) A player may be moved from the backfield to any eligible receiver slot NOT already occupied by a defender
- 3) A player may be moved from any eligible receiver slot to the back field
- 4) A player may be moved from one side of the formation to the other NOT already occupied by a defender
- 5) A player may be moved from any eligible receiver slot to another eligible receiver slot on the same side of the formation NOT already occupied by a defender
- 6) If offense uses a motion man they may NOT take any other pivots or adjustments
- 7) The offense can however motion an eligible receiver into a slot, next to a slot occupied by a defender and pivot to block

ONSIDES KICK

- 1) Teams may only attempt an onside kick if trailing in the fourth quarter
- 2) The kicking team will place the strategy divider just on the other side of their own 45 yard line and place the flag or marker anywhere along the 45 yard line
- 3) The kicking team will line up at their own 35 yard line
- 4) Return team will set up 8 players along their own 45 yard line

- 5) The kickoff team must have 6 players to the right and 4 players to the left or 4 players to the right and 6 players to the left of the kicker figure
- 6) The return team will be allowed to hold 3 players until strategy divider is lifted and may then place them in any open spot on the 45 yard line after the divider is lifted
- 7) The board will be turned on by the kicking team and if the return team runs into the flag or marker, the receiving team takes possession of the ball at the kicking teams 45 yard line
- 8) If the kicking team hits the flag or marker before the receiving team, the referee will toss a coin.
- 9) The kicking team will "call it" in the air (heads or tails)
- 10) If the correct call is made then the kickoff team retains possession of the ball at their own 45 yard line. If not, then possession goes to the return team at kicking team's 45 yard line
- 11) If there is no base-to-base contact to ball carrier that recovered the kick ,the board will be turned back on until base-to base-contact is made by opposing team, ball carrier runs out of bounds, turns back in same direction, falls over, or scores a touchdown

REDZONE RULE

- 1) At any time during the game (winning or losing) a pass may be attempted to an ENGAGED eligible receiver in the end zone when the line of scrimmage is at or inside the red zone (Defensive 20 yard line to goal line)
- 2) ALL of the base of the receiver and the defender MUST be across the goal line AND in bounds to attempt a pass (If the offense chooses not to make an attempt at an engaged receiver then an incomplete pass attempt will be recorded on the score sheet) -NO coverage sacks on Red zone pass attempts unless all receivers are out of bounds or not beyond the goal line
- 3) If the pass is completed to the receiver then the referee, or offensive coach (if no ref is available), will toss a coin
- 4) The defensive coach will call Heads or Tails and if he wins the toss an interception and touch back will be declared, and the ball will come out to the 20 yard line
- 5) If he loses the call, a touchdown will be awarded to the offense
- 6) If the pass hits the defender than an interception with a touch back will be declared
- 7) When going for a 2 point conversion if the offense throws an interception either by coin toss or physical interception, the intended receiver MUST BE REMOVED FROM THE PLAYING FIELD
- 8) The intercepting player may then be pivoted for a return attempt
- 9) The offense/now defense now has 10 seconds to may pivot up to 3 unengaged players to attempt a tackle

OVERTIME

- 1) If a game ends with the score tied, overtime will consist of 1 play from the 50-yd line
- 2) A coin toss will determine who gets the ball first, visiting team will make the call and can choose offense or defense first

- 3) A team can choose to go either way down the field they wish
- 4) Both teams will have 1 play to gain as many yards as possible
- 5) Zero yardage and negative yards count as well (i.e. 1 yd > 0 > -1 yd > -2 yds, and so on)
- 6) A tie can only occur if the teams have the exact same yards (whether that yardage is positive, negative, or zero) after both teams have had their initial attempt. In case of a tie, overtime will continue with both teams getting another attempt in reverse order until one team gains more yards than the other.
- 7) The team that gains the most yards wins the game by receiving 1 point

FOREFITS

- 1) In the event of a forfeiture a 14-0 victory will be awarded to the present coach
- 2) The winning team will be given 200yds of offense for the stats
- 3) 1 touchdown must awarded to passing and 1 to rushing
- 4) The QB will receive 100 yards passing and 1 TD
- 5) 100 yards receiving must be divided between 2 wide receivers (50/50) and 1 receives a TD stat
- 6) 100 yards rushing must be split (50/50) between 2 running backs with 1 receiving a rushing TD stat
- 7) The defense will receive 5 tackles to be given to 5 different players. No one player will be awarded more than 1 tackle per forfeit. NO FUMBLES, SACKS OR INTECEPTIONS WILL BE AWARDED FOR FOREFITS
- 8) It will be up to the winning coach to provide names and numbers for forfeit stats

NOTE: ANY coach caught not following these rules can be subject to being KICKED OUT of The 757EFL with NO refund of your league fees!!!

IF IT IS NOT COVERED IN THIS RULE BOOK, THEN YOU CANNOT DO IT!!!
PLEASE WAIT UNTIL THE OFF-SEASON TO BRING UP RULES THAT NEED TO BE FIXED OR
AMMENDED!!! RULES WILL NOT BE CHANGED DURING THE SEASON!!!

GOOD LUCK AND HAVE FUN!

Receipt of Rules and Regulations

My signature below certifies that I have received an official copy of the 757 Electric Football League Rulebook, have read and understand the rules and regulations contained therein, and agree to play all league games by those rules and regulations. I also acknowledge that if I am caught violating the 757 Electric Football League rules I am subject to being kicked out of the 757EFL with NO refund of my league fees.

Team Name: _____

Coaches Name: _____
(Print)

Coaches Signature: _____

Date: _____

