

THE OFFICIAL ELECTRIC PLAYING RULES OF



FOOTBALL

PREFACE

These rules contain all current rules governing the playing of electric football with same the methodology of professional football during the upcoming season. Member clubs of your league may amend the rules from time to time, pursuant to your leagues applicable procedures, constitution or bylaws.

Because inter-conference games are played throughout the preseason, regular season, and postseason in your leagues, all rules contained in this book apply uniformly to all electric football conferences.

There are also many rules where events in American football are dynamic but in electric football are static. In each instance, consider the rule and act in accordance to the rules of professional football and fair play.

Coaches,

You have now put together your Tudor Games Electric Football set. Now is the time to play it "just like football". This rulebook will give any electric football coach or league that wishes to play electric football with a ruleset and gameplay just like American football an opportunity to so. I read an entire professional football rule book (every rule, section and article) and put it into a version for electric football. This rulebook highlights the rules, laws, timekeeping measures and scaled distances of professional football. We want coaches to play it. The game can be played with the new scoreboard app or a scoreboard clock.

In this gameplay, just as it in football, the defensive coach has to defend the field. The offense does not give away the play until it is time to execute. The offensive coach controls the time, read blocking schemes and have an array of passing skills. Special teams are important and included. Played to scaled distances. Returns are possible also. The game moved along quickly and it started with this simple yet profound component. That is, "the OFFENSE knows how and where it wants to attack". Read the rule book, examine each procedure and try it.

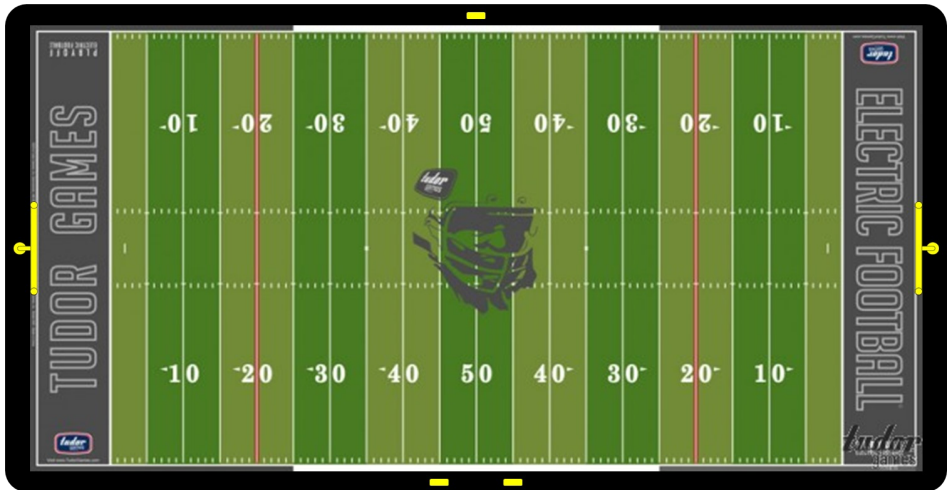
Korin "Kit" Kinchen
Coach, TOEPRO-Football

BEFORE THE START OF THE GAME

FOOTBALL FIELD

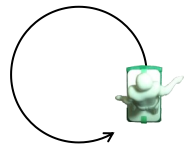
FIELD ASSEMBLY

Ensure all parts in including goal posts, down marker, ten yard marker are assembled correctly. The motion generator is mounted under the field to provide even movement.



FIELD SPEED

Test the motion generator for player speed. Field speed is mutual, constant and will allow for a player with Speed Cleats to travel in tight circle without falling over.



FOOTBALLS

Each team will share footballs if one team does not have any.



USING THE FOOTBALL FROM SCRIMMAGE

The felt or rubber football is typically used only for passing and for kicking. For all other plays, the offensive and defensive coach are both aware of which action figure is the RUNNER.

DEFINITIONS

DEAD BALL The offensive or receiving team failing to act, being stopped by an end of the play (runner tackled, runs out of bounds, turns around, or scores a touchdown) or stopping the play. In a dead ball, the down ends and the next down is at the furthest line gained.

OFFENSE The team with the ball to start the down. The goal of the offense is to move the ball into the opponent's end zone for a touchdown.

DEFENSE The defensive team's goal is to keep the offense from moving the ball into their end zone.

KICKOFF A placekick made from the kicking team's 35 yard line to start each half or after a score (kicking team is the offensive team).

FIRST DOWN The offensive team has 4 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.

DOWN a period of action that starts when the ball is put in play and ends when the ball is declared dead.

SCRIMMAGE DOWN is one that starts with a snap (not a kickoff).

PUNT Kicking the ball to the opponent instead of running a play. If the offense did not make its 10 yards in 3 downs, they usually punt the ball away or kick a field goal on 4th down.

TACKLE The runner is considered tackled when:

- The standing opposing player's cleats or player platform touches ANY part of runner's cleats or player platform.
- If the runner turns and starts running towards his own goal line.

The down ends and the ball is spotted at the furthest yardage gained by the front of runner's cleats.

PIVOT Rotating a player within his original resting footprint or adjusting his Speed Cleats without changing its position. A pivot is a type of offensive audible and defensive adjustment.

TOUCHBACK A kicked ball landing inbounds and travels out of bounds through the opponent's end zone, or the defensive team choosing not to return a change of possession from their end zone. The ball is spotted at offensive team's 25 yard line for kickoffs. The ball is spotted at offensive team's 20 yard line for all other touchbacks.

RUNNER The player identified as the ball carrier.

PASSER The runner attempting to pass the ball.

KICKER The player attempting to punt or kick the ball.

BLOCKED PLAYER Any player touching a player of the opposing team.

ELIGIBLE RECEIVERS Defensive players, the outermost players on the offensive line (ends) and offensive backs by number or reporting.

INBOUNDS The area between the sidelines and the end lines (back of end zones). Anything not completely within it, goes or recovered outside it during the down is "out of bounds".

BACKFIELD The area between the offensive tackles.

FORWARD PASS A pass going toward the opponent's goal after leaving the passer's hands. Only one per scrimmage play. All other passes is a backward pass.

ADJUST(MENT) Rotating and/or replacing a player anchored from the corner of its base and/or aligning cleats after lifting the player from the field. Done to an onside unblocked player during the down after the snap or kick.

TIME OUT Pause of the game clock and/or reset of a formation. Each team has 3 per half. Not used twice by the same team/same down.

NEUTRAL ZONE The distance no player, except the center, is within at the start of the down; usually the ball or one yard rearward.

CONVERSION After your team scores a touchdown, you can run a play from the 2-yard line to attempt to score two points, or kick a "point after" for one point with offense at the 15-yard line. Rules for the set-up of a point after are similar to a field goal (the defense gets 1 second to rush).

AUDIBLE Changing a player's direction, location or QB type.

GAME TIMING

A game consists of four quarters, two quarters per half. Coaches agree before the start of the game on a certain number of scrimmage plays to be run in each quarter or half. The number of scrimmage plays allowed per quarter may be as few as eight (8) or as many as fifteen (15). This allows each team to have at least one possession of the ball per quarter and gives each team an equal opportunity to score during that period of play.

After each quarter the two teams switch sides of the field. The second half begins with a kickoff to the team that lost the coin toss, unless the winner of the coin toss chose to kick off in the first half. If the score is tied at the end of four quarters, play an extra quarter. The first team to score in overtime wins.

If the game is timed by a clock the number of minutes allowed per quarter may be as few as eight (8) or as many as fifteen (15).

Timed actions are counted up (one-thousand-one, one-thousand-two, and so on).

Timed actions are as follows:

- Rush kick (field on): 1 seconds
- Recover kicked ball (field on): up to 3 seconds
- Adjust players to recover, advance, tackle; change possession: 5 seconds
- Offensive Formation setup: 40 seconds
- Defensive Formation setup: 10 seconds after offense
- Creating the play: 5 seconds
- Pass attempt time (starts when PASS play begins): 10 seconds
- Kick attempt time (starts when KICK play begins): 5 seconds

When the team with the ball is acting the clock will run until the down is over.

To save time, pivots are made as if player are moving. (tackle; recover ball)

JERSEY NUMBERING SYSTEM

Player jersey numbers are pre-cut and ready to use. Once you have decided on what positions you will use your players, peel off the numbers and place them on the back and front of your player's jerseys.

1–19 Quarterbacks, Punters, and Kickers

20–49 Running Backs and Defensive Backs

50–79 Centers

60–79 Offensive Guards and Tackles

10–19 and 80–89 Wide Receivers

40–49 and 80–89 Tight Ends and H-backs

50–79 and 90–99 Defensive Linemen

40–59 and 90–99 Linebackers

JERSEY NUMBERING SYSTEM-NCAA

NCAA players use the following number plan for the offensive players.

1-49 All Backs

50-59 Snapper

60-69 Guards

70-79 Tackles

80-99 Ends

START OF THE GAME

Now you're ready to play by TOEPRO-Football. The next section will cover the game from start to finish. Toss a coin to decide which team receives the ball first. The winner may choose to receive or kick off.

NUMBER OF PLAYERS

The maximum number of players INBOUNDS at any time is 11. Only the Triple Threat Quarterback™ (TTQB) for a PASS/SCRAMBLE is substituted in during any down.

PLAYER PLACEMENT ON FIELD

Players on the field, before the play starts, when placed side by side will be:

- at least a base width apart and
- eligible receivers not lined directly behind another.

Exception: Quarterback, Runner, Punter, Holder and Kicker.

HOW TO PLAY

KICKOFF

The kicking team is on the kickoff line, five each side of kicker, two outside the numerals. The TTQB is placed on the kickoff mark (at center) with the ball placed on the kicking tee. The receiving team is at least 10 yards and with eight players no less than 20 yards downfield.

Two kicking team players may be pivoted. The ball is kicked toward the opponent's goal line. If the football goes at least 10 yards, does not hit a player before touching the field (a catch), remains inbounds and is not a TOUCHBACK, the ball is considered "live" and it must be recovered or "touched" to gain possession. The receiving team turns on the power switch for a count of one second (one-thousand-one) then releases the switch. If any player first touches the ball, they gain possession and the game is immediately switched off. If possession is not gained, pivot any unblocked players toward the ball. Turn on the power switch for a count up to three seconds then pivot or until recovery.

If the kicking team gains possession, the play is a dead ball at the spot of possession. FIRST DOWN kicking team.

If any receiving team's player gains possession, it is now the RUNNER and may be pivoted to advance the ball. Both teams may pivot any unblocked players to either block or tackle. Power is switched on by the kicking team until the runner is tackled, runs out of bounds, fumbles, turns around, or scores a touchdown.

If the kicked ball first touches out of bounds, not through the end zone, the receiving team is awarded the ball at their 40-yard line.

If it does not travel 10 yards downfield, the receiving team is awarded the ball at the spot.

If the ball is kicked through the end zone before landing inbounds, the receiving team may call a TOUCHBACK or return the kick from the end zone with the closest player to their end zone.

PLAYING FROM SCRIMMAGE

The line of scrimmage (where the ball is placed) is determined by spot at the end of the previous play.

After both teams are on their side of the line, set up your teams for play using the following sequence:

1. Offense sets their players in a LEGAL FORMATION, declares, "SET".
2. Defense sets their players, declares, "SET".
3. Offense makes any audible calls to create the play (see CREATING THE PLAY), then declares RUN, PASS or KICK play.

- If a RUN play is called, the offense must declare the RUNNER's number.
- If a PASS play is called, then the quarterback has the ball.
- If a KICK play is called, then the kicker/punter has the ball.

4. Offense presses the power switch on the PlayAction Remote.

Switch is released (vibration stops) for a pass, kick, scramble, pitch-out, fumble, run or at the end of the play.

LEGAL SCRIMMAGE FORMATION

A legal scrimmage formation has each player inbounds, on-side with:

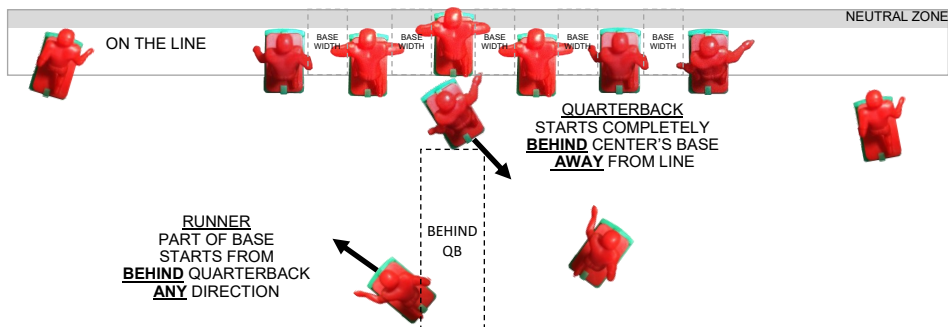
- All players: Spaced at least base width apart when side by side and eligible receivers not lined directly behind another.
- Offense: Between NEUTRAL ZONE and 20 yards behind line.
 - Center at spot, 7 to 10 players on the line (within center's base); eligible receivers on ends.
 - All other players completely rearward of the players on the line.
 - QB within 10 yards behind line.

AUDIBLES, SHIFTS AND CREATING THE PLAY

After the defense declares "SET", the offense may call an audible to create the play. An audible allows up to any two offensive, non-center players, to be pivoted. The quarterback may be pivoted, shifted to another location behind the center or changed, with each action as an audible. After the quarterback is audibled, the type of play is called.

THE RUNNING GAME

If a RUN play is called, the declared runner and the play is run until the runner is tackled, runs out of bounds, fumbles, turns around, or scores a touchdown. Only players with any part of its cleats vertically behind the quarterback may run with the ball in any direction. The quarterback cannot run initially toward the line, even when traveling in a circle.



THE PASSING GAME

If a PASS play is called, start the play by pressing the power button on the PlayAction Remote and watch to see if an ELIGIBLE RECEIVER breaks open. If he does, and before a defender touches your quarterback, release the power button to pause the play and call "PASS". The defense may apply PASS DEFENSE.

When creating the play, make sure your quarterback figure has cleats that will make him drop back, roll out, or stay in the pocket. Be careful not to get flagged for an Illegal Forward Pass (see the Penalties section).

TO PASS

To pass, replace your quarterback with the TTQB, ball in hand and throw to an unblocked ELIGIBLE RECEIVER. The TTQB must be substituted in the original quarterback's location and can be pivoted, tilted, or angled. Beginners may get 3 attempts, while advanced players get just 1 attempt to hit the receiver.

PASS COMPLETION

If the ball hits an unblocked player or his cleats without hitting the field or a defender first, the pass is completed. Beginners may allow the ball to hit the field first, then the player, and still be complete. Following the completion, the offensive coach may pivot the receiver. The defense is then allowed to pivot or adjust any unblocked players to tackle the receiver. If not tackled, the defensive coach presses the power switch on the PlayAction Remote until the receiver is tackled, turns around, runs out of bounds, fumbles or scores.

INTERCEPTION

If the ball hits an unblocked defensive player first, the ball is intercepted. This defender, may be pivoted to advance the ball and all unblocked offensive and defensive players may be pivoted to block or tackle. The offensive coach presses the power button on the PlayAction Remote and until the RUNNER is tackled, turns around, runs out of bounds, fumbles, or scores.

INCOMPLETE

If the ball hits a blocked player, any player having gone out of bounds, anything out of bounds or hits the field first, the pass is incomplete.

PITCH-OUT

On any PASS play, the offense may RUN with the quarterback, or it may call a pitch-out. Here's how it works:

The offensive coach releases the power switch to pause the play and call "pitch-out". Then, declare the number of the player who will take the pitch. The quarterback can pitch to any eligible receiver who is behind or lateral to him and within 10 yards. This player becomes the new runner. Any unblocked defensive player adjustments can be made on a pitch-out. Then the defensive coach presses the power switch on the PlayAction Remote until the runner is tackled, turns around, runs out of bounds, fumbles or scores.

RUN/SCRAMBLE

In order to run or scramble on a called PASS play without creating a fumble if tackled, the offensive coach must pause the play before the quarterback crosses the line and declare RUN or SCRAMBLE with the TTQB. The defensive coach may adjust any unblocked defenders to chase down the quarterback and make the tackle. Then the defensive coach presses the power switch on the PlayAction Remote until the runner is tackled, turns around, runs out of bounds, fumbles or scores.

PASS DEFENSE

Following a pause in the play, the defense may make adjustments defending the pass. Defensive players are not allowed to hold receivers at the line of scrimmage. (The outermost players lined up outside of the tackles) Defensive players may run backwards (back-pedal), side-by-side (man-to-man coverage), be angled to push the receiver (chuck or redirect), or have their cleats set to turn in a small circle to cover an area of the field in a zone defense.

FUMBLES AND BLOCKED KICKS

When back of runner's cleats are touched by front of the defender's cleats, a standing defender knocks over the runner, a downfield tackle with offense controlling the PlayAction Remote, an inbounds incomplete backward pass or blocked kick.

The play is paused and the following happens:

Flip a coin to determine possession by each team's closest player to spot of fumble: Heads-Offense; Tails-Defense.

- If Defense: May advance if unblocked; the offense may adjust players to tackle.
- If Offense: Downed at spot; next down.

PUNTING

Set up a scrimmage formation with the TTQB 15 yards behind the center, ball on the tee/foot. The return team places no one in front of center and should place at least one player 50 yards behind the line of scrimmage to receive the punt. When both teams have called "SET", the audibles are completed, then call "KICK".

Switch on the power for one second (one-thousand-one) allowing the return team a chance to block the kick and the kicking team to release to down the ball or tackle the runner. Release the power switch to pause play. With the ball on the kicking tee and or foot, kick it.

Rules for returning a punt are the same as returning a kickoff except:

- If touched by the offense it is a FIRST DOWN defensive team at the spot.
- If it bounces out of bounds it is a FIRST DOWN defensive team at the spot.
- If the punt first touches out of bounds and not through the end zone, it is considered a "shank" and is placed 20 yards from spot of kick.

FIELD GOAL

You must be within 50 yards of the opponent's goal line to attempt a field goal. To kick a field goal:

Set up a scrimmage formation with the TTQB 8 yards behind the center, ball on the tee. A second player (holder) is placed beside the kicker. The defense places no one in front of center and tries to block the kick. When both teams have called "SET", and the audibles are complete, call "KICK".

Switch on the power for one second (one-thousand-one). Then release the power switch to pause play. With the ball on the kicking tee, kick the field goal. Beginners get 3 attempts, while advanced players get just 1 attempt to kick the ball through the Goal Posts. If it does not go through the Goal Posts it is FIRST DOWN to the defensive team at the spot of the kick, no further than own 20-yard line.

BLOCKING THE KICK

The defense may rush to block all scrimmage kicks. The defense does not tackle during rush on KICK play. If a kick is blocked, it is a FUMBLE.

RECOVERING THE KICK

When recovering a kick, any pivoted players must be pivoted to recover the ball. The receiving team presses the power switch on the PlayAction Remote for a count up to three seconds then pivot or until recovery. Once recovered, both teams may pivot any unblocked players to either block or tackle. Power is switched on by the kicking team until the runner is tackled, runs out of bounds, fumbles, turns around, or scores a touchdown.

SCORING POINTS

- Touchdown = 6
- Field Goal = 3
- Safety = 2
- Conversion by run or pass = 2
- Conversion by kick = 1

TOUCHDOWN

The offensive team is awarded 6 points when any part of the runner's cleats crosses the opponent's goal line, a pass is completed in the opponent's end zone or a fumble is recovered in an opponent's end zone.

SAFETY

When the offensive team's down ends behind his own goal line. The defensive team is awarded 2 points and also receives the ball on a safety kick. (A kickoff made from opponent's 20 yard line.)

CONVERSION

After your team scores a touchdown, you can run a play from the 2-yard line to attempt to score two points, or kick a "point after" for one point with ball place at the 15-yard line. Rules for the set-up of a point after are similar to a field goal (the defense gets 1 second to rush).

KEEPING SCORE

The scoring sheet can be used to track the score and number of plays per quarter. Photocopy the last page of this booklet for additional score sheets.

PENALTIES

Offsides

Occurs when a team lines up one or more of their players across the line of scrimmage or inside the neutral zone.

Penalty is 5 yards from the previous spot.

Ineligible Receiver

Occurs when a pass hits an unblocked ineligible receiver (offensive tackle, guard or center) on the fly.

Penalty is 5 yards and loss of down.

Ineligible Receiver Downfield

Occurs when an innermost lineman (offensive tackle, guard or center) is the furthest downfield player, to a downfield receiver, beyond the line, when thrown to on a forward PASS play.

Penalty is 5 yards and the down remains the same.

Illegal Forward Pass

Occurs when a quarterback crossing the line of scrimmage, throws a forward pass.

Penalty is 5 yards and loss of down.

Illegal Formation or Procedure

Occurs when either team lines up not by the rules or does not follow the rules.

Penalty is 5 yards and the down remains the same.

Defensive Holding

Occurs when the defender's arm "hooks" the receivers arm and prevents him from going up field by spinning together in circles.

Penalty is 5 yards, automatic first down.

Illegal Kickoff

Occurs when the ball does not go at least 10 yards, out of bounds and is not a touchback on a kickoff.

Penalty is receiving team FIRST DOWN 25 yards from spot of kick.

VERSIONS OF ADVANCED GAMEPLAY

There are different ways, in addition to creating timed actions, higher skilled coaches can play; here are a few.

No-Base Tilt

A version where the passer, punter and kicker of a football are NOT allowed to lift any portion of the base to pass, punt and kick.

Penalty is illegal procedure 5 yards from the previous spot.

Line Play Area

A version where the line play area is defined as 10 yards on each side of the line between the numerals. Where:

- no two eligible receivers is lined behind another within it
- no double team or backward blocking allowed outside it.

Penalty is illegal procedure 10 yards from the previous spot or spot of foul.

Ineligible Receiver Downfield

Occurs when an ineligible receiver (offensive tackle, guard or center) is the furthest player beyond the line on a forward PASS play.

Penalty is 5 yards and the down remains the same.

QB Half of Backline

A version where the QB's base is completely within half of the Offense's backline during scrimmage setup.

Penalty is illegal procedure 5 yards from the previous spot.

Illegal Block

Occurs when a player is pivoted to block in a direction towards their goal line.

Penalty is illegal block 15 yards from the spot of foul or previous spot whichever is further.

COACHES



	1	2	3	4
VISITORS				
HOME				

[illegible]

COACHES



	1	2	3	4
VISITORS				
HOME				

[illegible]

COACHES



	1	2	3	4
VISITORS				
HOME				

[illegible]

