



GAME Rules

All authorized equipment can be found on www.tudorgames.com.
No other vendor is allowed.

Figures: Two sets of "Fab 5" regular sized figures are the only figures allowed.

No ProLine or 67 Big Men.

The offense will be in Home Team uniform

The defense will be in Visiting Team uniform (preferred)

On offense, the blocker figure can only play on offensive line

Classic standard size Tudor or Miggle teams are also allowed

Figures cannot be modified, and no weight can be added

No Passing Sticks

Bases: Only bases from Tudor Games will be used.

Offensive and Defensive Linemen: Pro Line bases only

All other positions: Use the Convention TTC's and Rookie bases

One additional player on offense or defense may use a ProLine base

No more than 6 players per side will have ProLine bases

Invisibases are allowed, and may be mixed with standard bases

Boards:

Only Tudor Games Deluxe, Pro Bowl, or Miggle Toys Super Bowl or Model 620 boards can be used.

Part 2 Play

Setup

Offensive Formations: 7 players must be one yard off the Line of Scrimmage

Offensive Line: 5 players set perpendicular to line and not touching elbows

Receivers: Set straight or slanted, & at least one base width away from OL.

Tight Ends: Set straight or slanted, not touching Offensive Line.

Running Backs: Maximum of 2, must be 10-15 yards behind LOS, and inside the tackles. May be slanted to face any direction.

Quarterback (QB): May be set 5-15 yards behind LOS, directly behind the center.

No other player can be set between the center and quarterback.

Quarterback and running backs may not be stacked.

Defensive Formations. Stacking (see definition) is not allowed on defense. A coach is given free reign to line up his defense however deemed necessary, but must follow these conditions:

The defense keeps all players one yard off of the Line of Scrimmage.

No player can begin a play lying down.

FOLLOW THE RULES OF PROFESSIONAL FOOTBALL

Part 3 game

play

Pre-Snap:

1. Offense and Defense will begin to set up players simultaneously
2. Offense will complete setup and announce "Set"
3. Defense will make final adjustments and announce "Set"
4. Offense may make up to two player moves (no Offensive Line)
5. Defense can respond with an equal number of moves (any)
6. Offense announces if play is a Run or a Pass (see below)

If the play is a running play:

1. Offense identifies the ball carrier and places ball in hand or tucked into the arm
2. Defense gets control of the switch, adjusts defenders, and runs board until ball carrier is tackled, runs out of bounds, scores, or fumbles.
3. In the event the runner goes backward, the board is switched off and the play is considered down at his point of best progress (by base)
4. The ball is set up for the next play.

If the play is a passing play:

1. Offense identifies the quarterback and states "Pass"
2. Offense gets control of the switch, and runs until QB is sacked, runs out of bounds, fumbles, or finds an open receiver.
3. When the QB finds an open receiver, he will turn off the board.
4. In the event no receivers are open when the board is turned off, the play is considered an incomplete pass, and set up for next play.
5. In the event the QB runs more than 20 yards completely behind the LOS, the play is considered an incomplete pass.
6. The QB is replaced with the TTQB, and the pass is attempted.
 - If it misses everyone, the pass is incomplete.
 - If it hits an open receiver, it is a catch - go to Step 8
 - If it hits a defender, it is an Interception
7. The TTQB is not needed to throw to receivers within 5 yards of the QB. This is a "shovel pass" and is an automatic completion.
8. The receiver must have the ball placed in hand or under the arm.
9. Defense gets control of the switch, adjusts defenders, and runs board until ball carrier is tackled, runs out of bounds, scores, or fumbles.
10. The ball is set up for the next play.



GAME Rules

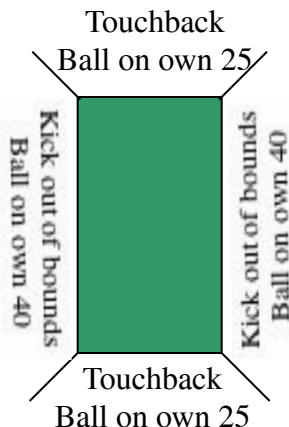
Game Timing: 10 plays per quarter
Overtime plays like NFL rules

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Kickoff

SETUP and KICK:

1. Kicking team lines up all players on own 35
2. Receiving team lines up at least 5 on own 30
3. Receiving team waits to place kick returner
4. Ball is kicked, see graphic below if ball flies off board (3 seconds in the air)
5. If ball flies off board, kickoff is over, spot ball for next play



RETURN THE KICK: (Kickoff or Punt)

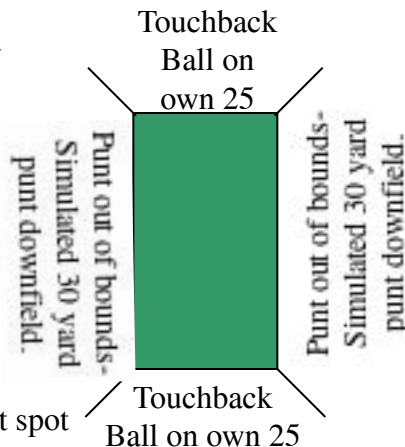
1. If ball lands in bounds on board, place kick returner at spot of ball, angle, and tuck ball under arm.
2. If ball strikes a receiving team player, place ball under that player's arm or off the elbow.
3. Receiving team may opt for no return and take possession where ball landed, or touchback to 25 (if in end zone)
4. If kick is to be returned, the kicking team gets the switch and returner runs until tackled, goes out of bounds, scores, or fumbles.
5. Spot ball for next play, returning team is now on offense.

FOLLOW THE RULES OF PROFESSIONAL FOOTBALL

Punt:

SETUP and KICK:

1. Kick team lines up, marker is placed 15 yards behind center (for punter)
2. Receiving team lines up, await to place punt returner (ends and backs must be set to run toward punt returner)
3. Ball is kicked, see graphic below if ball flies off board (2 seconds in the air)
4. If ball flies off board, punt is over, spot ball for next play



If the kicker or punter is tackled by a defender, it is a Roughing the Kicker penalty, the offense is give 15 yards and a 1st down.

Field Goal & Extra Point:

SETUP and KICK:

1. Kick team lines up, marker is placed 7 yards behind center (for kicker)
2. Defense lines up to block kick
3. Defense turns on board for 2 seconds for rush
4. Marker replaced by TTQB to kick
5. Ball is kicked, Good or No Good
6. If no good, Defense takes over at spot of kick. If Extra point, proceed to Kickoff.

2-point Conversion:

Set up as a normal play and spot ball at defense's two yard line. (Does not count as a play)

Safety and Safety Kick:

In the event of a Safety, the offense will kickoff to the defense from their own 20. Use Kickoff rules to resolve, but move receiving team forward 15 yards.

Fumble Resolution:

In the event of a Fumble -

1. The board is turned off, marker placed at spot of ball.
2. Both teams can turn unengaged players to recover the ball.
3. First player to touch ball has possession, and it is up to recovering team to advance or down the ball.



DEFINITIONS

ADJUST. An adjust is the process of marking your players closest portion of the base to the ball carrier with a down marker (or other player markers), then picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in accordance with the marker used to spot the base.

ANGLE. An angle is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. The defender's proximity to the ball carrier will be taken into account, but the final position of the defender after being rotated will be the overriding factor. Players out of bounds may be angled, but remain out of bounds.

COMPLETION. A TTQB pass is complete when the ball is thrown to an eligible receiver and hits the player or his base directly without hitting the playing field or another player first. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may be angled or adjusted after the catch to complete the play.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Any pass hitting that receiver is incomplete.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If an eligible receiver is a fallen player, then they may be passed to, and if the pass is complete, they are down there by the forward most portion of the base, NOT the figure. If a defender is a fallen player he may be lifted and placed on the field provided he is not engaged.

FUMBLE. A player fumbles when he loses possession of the ball while running. The board is stopped and a marker is placed where the ball fell. The ball may be advanced on a fumble recovery.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach may elect to turn off the game and call the play down at that point.

GAP. The gap is the space between players on the offensive line. The offensive linemen (center, guards and tackles must be spaced exactly 1/2 base width apart when setting up a play from scrimmage. Any tight end or wide receiver on the line of scrimmage must be at least one base width outside of the tackle

INTERCEPTION. Any pass that hits any defensive player (engaged or unengaged) or his base directly without hitting the playing field or another player first is an interception. The "covered receiver" rule does not apply to defenders. If the player who intercepted the pass is not engaged, it may be angled and adjusted for an interception return. Exception: a player cannot intercept if engaged on offensive linemen.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

STACKING. Stacking is defined as lining up one player directly behind another with little or no space between the players' bases in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least 5 yards farther behind the back of the defender's base.

On offense, stacking behind offensive linemen or receivers is also illegal. One exception is limited stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center. Running backs cannot be stacked as they must be set at least 10 yards behind the line of scrimmage. Running backs and quarterbacks must be offset.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.