

## **Simple Electric Football Rules**

**By Capanther**

Here are some very basic and simple solitaire rules that Charles Angell (aka Capanther) uses in his electric football play.

“I play 10 plays per qt....game takes me a little over an hour to play....I use the same 22 bases each tournament....after each game I base up the next 2 teams alternating the 22 onto the next 2 teams....punts...passes and extra points and fg I use a standard dice....for example for a pass to be complete the dice has to be ...4..5..6....if I roll a 1 it is an interception...( The interception is by closest def player to the rec) .if I punt or kick fg....a 2 is 20 yds...4 is 40 and so forth...on extra point a 1 means the pat is no good.....I play base on base alignment meaning def must line up head up on offensive player....offense can have 4 men in backfield and def can only have 4 as well..( prevents stacking ).....I do not turn players and a tackle occurs when the front of the def base touched the ball carrier ( if a def player has back to ball carrier I do not count the touch.....I typically run out of a 1 back set but will use a T in short yardage....on passes the QB is 25 yds from Line of scrimmage and must pass or run when he gets back to line.....onside kick can only be used in 4th ...I line up both teams on each 35 and place ball on 50...who ever touched gets possession gets the ball”

“This has worked out well for me and I can finish a game quickly and I don't have to sit there all day”

From a post on the Tudor Games Forum 7/11/2022