

ALL-PRO RULE BOOK  
2023 Season



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CAPITAL KINGS ELECTRIC FOOTBALL LEAGUE

# Building Your Team - What is CWD?

CWD is short for Cumulative Weight Distribution. Instead of having all your players weigh the same specific weight, now you can decide what each player will weigh, and have two players on your roster with unlimited weight. We call these your Franchise players.

## **What are Franchise Players?**

You get one on offense and one on defense. These represent your “highest-paid” or “superstar” players. These two players are not factored into the cumulative weight of the entire team. Offensive linemen cannot be designated as Franchise players.

## **And everyone else?**

The rest of your team is weighed as a collective group. That collective group of 38 players must weight no more than 171 grams.

## **What if I have less than 40 players?**

Then multiply the number of players on your team (minus the two franchise players) by 4.5g. The total is your Cumulative Weight that your team must be equal in weight or less.

Your roster will not exceed 40 players. Remember, one must be a kicker/punter TTQB.

## **So I can have a 7g Center? A 6g receiver? A 7g edge rusher? An unlimited weight cornerback?**

Yes. This is a game of matchups. Your options are only limited by your creativity. Do you want to emphasize offense with heavy receivers and offensive linemen? Do you want to focus on defense with a mighty d-line? The choice is yours, you are truly the GM and Coach of your team.

# Part 1: Players

## Figure Type:

Electric Football figures may be from any product line produced after 2000, and meet the listed criteria below.

## Figure Height:

All EF Figures shall be no more than 2 1/4 inches tall including base and extended arms.

## Figure Weight:

A roster of forty players must have a combined total weight (including bases) of 171 grams. Two players per team (one on offense and one on defense) are considered franchise players, and are exempt from the 171 grams weight cap.

See Appendix B for a sample team roster.

*If the Team Roster has less than 40 players, then use the formula: Total Number of players minus 2, then multiplied by 4.5g.*

A Team Roster must contain a minimum of 24 players.

Team Name							
COACH:							
NUM	Name	POS	Wt.	NUM	Name	POS	Wt.
		QB1				DE1	
		QB2				DE2	
		HB1				DT1	
		HB2				DT2	
		HB3				DE3	
		FB1				DT3	
		WR1				LB1	
		WR2				LB2	
		TE1				LB3	
		WR3				LB4	
		WR4				LB5	
		TE2				LB6	
		LT				SS	
		LG				FS	
		C				LCB	
		RG				RCB	
		RT				S3	
		G3				CB3	
		T3				FLEX	
		FLEX				K/P	
		Total:	0.0			Total:	0.0
	Total Team Weight: (171 grams)						0.0
		FRAN				FRAN	

Example List of a 40-man Team Roster

**Uniforms:**

Teams may use all home jersey, all away jersey, or offense in home jersey and defense in away jersey.

**Allowed Poses:**

Coaches may modify the appearance of a player to gain a competitive advantage.

Figures cannot be molded or modified to have attributes not found in standard football players.

Each team will have one TTQB to be the kicker and punter. The TTQB must be on a base and must be able to move. The figure does not have to be painted.

Questions about the legitimacy of a player or a base will be brought to the league commissioner.

The commissioner may rule any player is ineligible for use before any game begins.

## Part 2: Equipment

**Bases:**

Electric Football bases may be from any product line produced after 1970.

**Base Height:**

Electric Football Bases will not be excessively modified to a point where the player base plate exceeds the height of the base clips.

**Base Bumpers, Stationary Plates, and Base Wraps:**

These are allowed in the league.

**Frankenstein Bases:**

The practice of building a new base from components of other bases is allowed, provided the overall size of the base does not visibly exceed the size of a typical Electric Football base.

### **Base Tweaking:**

Prongs may be pulled, pressed, flashed, boiled, clipped, or shaped in order to improve mobility. Dials and shells may be interchanged as needed. Shells may be cut as needed in order to reduce weight.

### **Securing a Base to a Player:**

A base should be secured to a player primarily by its base clips. If the base clips are removed, or for extra support, the base may be adhered to the figure by the use of glue or double-sided tape.

The use of mounting tape or adhesive putty to adhere a figure to a base is not allowed.

No lead tape or putty shall overflow the player's base and interfere with the performance of other players.

Play will not stop in the event of a damaged base. The base and figure must be removed from game play until repaired.

Base tweaks requiring test runs on the board will not be allowed once the game has begun. (Including halftime)

Magnets are only allowed on a stationary figure set to return a kick or a punt. Kickers/punters must be on mobile bases.

Questions about the legitimacy of a player or a base will be addressed prior to the game. The game official may rule any player is ineligible for use before any game begins.

### **Required Game Equipment:**

A game must have the following equipment available at a minimum:

- (1) Two teams in compliance with league player and base regulations.
- (2) An approved Electric Football 2'x4' board with a field made of metal.
- (3) A Triple-Threat Quarterback (TTQB) with the kicking leg in order to pass and kick. Alternate passers and kickers are allowed, but they cannot be modified except for a small dab of glue at the ankles and to attach the figure to a base TTQB's will follow the same requirements as standard players.
- (4) First down chain and markers for Line of Scrimmage and Rear Limit.
- (5) A goalpost in order to attempt field goals.
- (6) A copy of the current rules in hard copy or electronic format.
- (7) A score sheet to track plays (game timing) and the score.

**Game Balls:**

Footballs used during a game may be from any manufacturer, provided they are made of felt or foam rubber, and are non-modified. Homemade or misshapen footballs are not allowed. The practice of applying a small amount of ink or paint to a football to make it easier to see is allowed. Footballs used to kick must be able to fit securely on the TTQB tee.

In the event the ball does not leave the tee once kicked, no re-tries will be allowed, and the play will be blown dead.

**Team Inspection:**

Coaches are allowed to inspect an opponent's team before the start of a game. Players who do not pass inspection will be allowed to be modified to become compliant or not be permitted during the game.

Additional officials will be available to answer questions either in person, by e-mail, or by telephone. Coaches are encouraged to limit pre-game inspections to thirty minutes.

**Board Vibration and Speed:**

Coaches are encouraged to test their players on the board to be played on before the start of a game, and agree on the speed of the board. In the event the two teams cannot agree, the home team will have the final determination of the speed setting of the board to be played on. In the event of a dispute, the commissioner will have the final authority.

**Additional Equipment:**

Coaches are encouraged to create a unique home-field experience. However, the following items are not allowed -

- No pyrotechnics

- Coaches may not wear any special equipment while in the process of attempting a pass.

- Eyeglasses are permitted, magnifiers are not.

- Banging tables or chairs near the playing board is not permitted.

- Music must be played at a level where the instructions from an official or dialogue between coaches can still be easily heard and understood.

- Equipment which shows a clear electrical or fire hazard will not be permitted.

# Part 3: Starting The Game

## **Coin Toss:**

A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" while the coin is tossed in the air. The winner of the coin toss gets first choice of one of the following:

- (1) Receive the kick-off
- (2) Kick-off
- (3) Defend the goal of choice
- (4) Defer first choice to opponent in exchange for first choice at the start of the second half.

## **Game Timing:**

The game is divided into two halves of 20 plays each. Extra points and two-point conversions do not count as plays. Touchbacks from kickoffs and punts will count as a play. Each team has three time-outs per half. A half of play should take 75-90 minutes in real time.

Time-outs may be called anytime, and will only allow for reset of the players.

See Appendix A (Game Sheet) for Game Timing.

# Part 4: Kickoff

Kick-off plays will be the first play of each half and after a touchdown or field goal is scored. A kickoff counts as a play.

## **Kicking Team Formation:**

The kicking team lines up all players at their own 30-yard line. The TTQB kicker is in the center of the formation.

## **Receiving Team Formation:**

The receiving team must have at least five players on their thirty yard line. One player, the kick returner, must be set centered behind its own goal line. The remaining five players may be set anywhere between the 30 yard line and the receiving team's goal line.

# Part 4: Kickoff, continued

## **Kickoff Play Procedure:**

Play begins when the TTQB kicks the football.

The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores, or has his forward progress stopped.

The kick returner may turn the board off to angle and adjust up to 3 players. The kicking team may also angle and adjust up to 3 players, and the kicking team takes control of the switch for the duration of the play.

## **Onside Kick Play Procedure:**

A team may attempt an on-sides kick only twice per game in the 4th quarter and only if losing. The procedure is as follows:

The kicking team announces its intention to attempt an on-sides kick, and then the kicking team and receiving team can both get set.

A magnetic marker will be placed ten yards in front of the intended target of the kick. Both teams may adjust the facing of up to five players on each side in order to receive the kick.

The board is turned on for (3) three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball upon completion of the (3) three-second runoff, the receiving team gains possession at the spot of the ball.



# Part 5: Play Setup

Offensive and defensive players will line up one yard before the line of scrimmage. Stacking (players in a line with less than 2 yards between bases) is not allowed on defense. A minimum of (2) two defensive linemen must be one yard off the line of scrimmage for any play. The teams set its players in the following manner:

**Offensive Linemen-** Centers are lined up at the center of the Line of Scrimmage. Guards and Tackles are set one yard off the line of scrimmage with a space between them measuring one “rookie” base width at a minimum. All hands and head must be behind the LOS at the start of a play. These linemen should be set perpendicular to the line (straight). If the base is moving backward, then it may be set straight or slanted. They may have their dial adjusted in response to the defense. Offensive linemen may be positioned backwards.

**Tight Ends-** Any tight end on the line of scrimmage must be at least one base width outside of the tackle. The tight ends may be set straight or slanted up to a 90-degree angle. All hands and head must be behind the LOS at the start of a play. A tight end not set on the line of scrimmage must also be outside the tackle and no more than ten yards behind the line of scrimmage. Tight ends may not be stacked.

**Receivers-** Any receiver on the line of scrimmage must be at least two bases width outside of the tackle, or one base width from a tight end. Receivers may be set straight or slanted. All hands and head must be behind the LOS at the start of a play. A receiver not set on the line of scrimmage must also be outside the tackle and set no more than ten yards behind the line of scrimmage. Receivers may not be stacked.

**Quarterback-** The offense must always have a player designated as the quarterback. The quarterback must be set such that its entire base is inside the center area and the spacing before the guards’ area, as well as no more than 15 yards (front of base) behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction. A minimum base length (base to base) between the quarterback and center must be maintained before the snap of the ball. A quarterback may not change its base during a play.



**Running backs-** A maximum of three players may be set as running backs. A running back must be set such that its base at a minimum makes visible contact with the “hash marks” and at least five (5) (front of base) but no more than (15) fifteen yards (front of base) behind the line of scrimmage. Running backs can be set up directly behind each other in the backfield, or behind linemen, provided there is a base length (base to base) space between them.

**Defensive Linemen-** A defensive lineman can be set one yard off the line of scrimmage and directly opposite an offensive lineman, or not. All hands and head must be behind the LOS at the start of a play. A defensive linemen can be slanted.

**Linebackers-** Linebackers must be set at least five yards off on the outside of the LOS or 1 base length off the LOS if they are inside the defensive linemen. All hands and head must be one base length off the LOS (if that is the most protruding part) at the start of a play. Linebackers may be set directly behind defensive linemen, provided there is a base length (base to base) between them.

**Defensive Backs-** Defensive backs must be setup at least five yards behind the line of scrimmage. All hands and head must be one base length off the LOS (if that is the most protruding part) at the start of a play. Defensive backs shall not begin a play laying down on the field, but may begin a play stationary.

# Part 6a: Plays - Running Plays

(1) The offense and defense simultaneously begin to set their players in the desired formations. Any figures not in play will not be kept on the board. Speed is encouraged, but not directed. Offense has up to 60 seconds to set up players. Defense has additional time equal to the amount of seconds after offense says "Set". When the offense is set, turn the timer over.

(2) The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.

(3) Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set." The defense must set up all players upright.

(4) The offense may now angle and adjust a maximum of two players. This can include physically moving any two players to another location on the field. The maximum number of players who can be moved under any circumstances is two. The offense has up to 10 seconds to complete all moves and adjustments.

(5) In response to Step 4 above, the defense may move as many players as the offense did. No defensive players can have a magnetic base. The defense has 10 seconds to complete all moves and adjustments.

(6) The offense announces the number of the ball carrier and turns on the game board. The quarterback is allowed one chance to turn off the board and do one of two things:

(A): Attempt a pass with the TTQB. (Quarterback only) Go to Step 7.

(B): The offense controls the switch for the running back. The offense will turn off the board when needed and re-angle for one adjustment on the ball carrier.

If a running back never crosses the line of scrimmage and is never tackled, the switch can be turned off if the ballcarrier is running for a loss of yards. The play is blown dead and is counted as No Gain.

A maximum of 2 unengaged offensive blockers will be adjusted after the running back is adjusted.

A total of 3 unengaged defenders can also be adjusted upon completion of all offensive adjustments.

The running back is considered tackled if the front of a defender's base makes contact anywhere on the running back's base.

Defense turns on the switch and turns it off as soon as the play is over.

# Part 6b: Plays -

## Passing Plays

(1) The offense and defense simultaneously begin to set their players in the desired formations. Any figures not in play will not be kept on the board. Speed is encouraged, but not directed. Offense has up to 60 seconds to set up players. Defense has additional time equal to the amount of seconds after offense says "Set". When the offense is set, turn the timer over.

(2) The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.

(3) Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set." The defense must set up all players upright.

(4) The offense may now angle and adjust a maximum of two players. This can include physically moving any two players to another location on the field. The maximum number of players who can be moved under any circumstances is two. The offense has up to 10 seconds to complete all moves and adjustments.

(5) In response to Step 4 above, the defense may move as many players as the offense did. No defensive players can have a magnetic base. The defense has 10 seconds to complete all moves and adjustments.

(7) The offense may attempt a pass if all of the following conditions are met:

(A) The quarterback has not been tackled (sacked). A sack is contact with a defender base to base only.

(B) The quarterback has never had his entire base drop back more than 20 yards behind the line of scrimmage, otherwise known as the "Rear Limit". A play where this occurs is ruled dead as an incomplete pass.

(C) An eligible receiver is open to receive a pass. A receiver is eligible to receive a pass if the base is completely inbounds. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt. A receiver who is engaged may only be thrown to if the receiver is more than 5 yards (front of base) past the LOS.

(D) The quarterback has never had any part of its base past the line of scrimmage. If the quarterback's base goes past the line of scrimmage, play continues with the quarterback as the ball carrier. The offense can not turn blockers. If the offense turns the board off, the offense can change the quarterback's direction and adjust the base, and the defense can turn any unengaged defenders.

(E) The quarterback has not run out of bounds. If the qb does, this is considered a loss of yards. The quarterback may run if he is still behind the line of scrimmage and all possible receivers are out of bounds or otherwise engaged. The quarterback can be angled and adjusted. Defenders may turn as many non-engaged players as possible to stop the quarterback run.

(8) If the intended receiver is within five yards of the quarterback, and has an unobstructed line of sight, no TTQB is necessary as the pass is considered a "shovel", and is automatically complete. A shovel pass cannot be attempted to a receiver who is engaged.

# Part 6b: Plays - Passing Plays

(1) The offense and defense simultaneously begin to set their players in the desired formations. Any figures not in play will not be kept on the board. Speed is encouraged, but not directed. Offense has up to 60 seconds to set up players. Defense has additional time equal to the amount of seconds after offense says "Set". When the offense is set, turn the timer over.

(2) The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.

(3) Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set." The defense must set up all players upright.

(4) The offense may now angle and adjust a maximum of two players. This can include physically moving any two players to another location on the field. The maximum number of players who can be moved under any circumstances is two. The offense has up to 10 seconds to complete all moves and adjustments.

(5) In response to Step 4 above, the defense may move as many players as the offense did. No defensive players can have a magnetic base. The defense has 10 seconds to complete all moves and adjustments.

(6) The offense announces the number of the quarterback and turns on the game board. The quarterback is allowed one chance to turn off the board and do one of two things:

- A. Attempt A Pass - Go To Step 7
- B. Scramble - Go to Step 10a.

# Part 6b: Plays -

## Passing Plays

(7) The offense may attempt a pass if all of the following conditions are met:

(A) The quarterback has not been tackled (sacked). A sack is contact with a defender base to base (any touch) only.

(B) The quarterback has never had his entire base drop back more than 20 yards behind the line of scrimmage, otherwise known as the “Rear Limit”. A play where this occurs is ruled dead as an incomplete pass.

(C) An eligible receiver is open to receive a pass. A receiver is eligible to receive a pass if the base is completely inbounds. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt. A receiver who is engaged may only be thrown to if the receiver is more than 5 yards (front of base) past the LOS.

(D) The quarterback has never had any part of its base past the line of scrimmage. If the quarterback's base goes past the line of scrimmage, play continues with the quarterback as the ball carrier. The offense can not turn blockers. If the offense turns the board off, the offense can change the quarterback's direction and adjust the base, and the defense can turn up to three unengaged defenders.

(E) The quarterback has not run out of bounds. If the qb does, this is considered a loss of yards. The quarterback may run if he is still behind the line of scrimmage and all possible receivers are out of bounds or otherwise engaged. The quarterback can be angled and adjusted. Defenders may turn as many up to three non-engaged players to stop the quarterback run.

(8) If the intended receiver is within five yards of the quarterback, and has an unobstructed line of sight, no TTQB is necessary as the pass is considered a “shovel”, and is automatically complete. A shovel pass cannot be attempted to a receiver who is engaged.

# Part 6b: Plays -

## Passing Plays

(9) The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. The first player struck by the ball is the recipient of the pass.

NOTE: If any eligible receiver catches the pass, it is a completed pass.

If the pass is complete (see definition of completion), proceed to Step 10.

The offense cannot move defensive players in order to get an advantageous position with the TTQB. The TTQB may not be positioned to interfere with a defender. The TTQB may be positioned further back (no more than a base width) to avoid contact with a defensive player.

The quarterback may throw to a receiver behind him. If the pass is missed, and the ball lands on the board in the field of play, it is considered a fumble, the ball is replaced with a magnet, and both teams turn all unengaged players to recover the fumble. First player to touch the magnet recovers the ball. Unengaged defenders may be turned again to pursue the new ballcarrier. Either team may advance the ball upon recovering the fumble. If no player touches the magnet after a period of three seconds, the play is over with the offense keeping possession (unless it is 4th down) at the spot of the ball.

The offense may elect to take an automatic incompletion ("throw it away"). If the offense misses the pass or opts to "throw it away," then go to Step 11.

If the offense throws an interception, then the defensive player becomes the ball carrier. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then he may be angled and adjusted. Blockers may also be angled. Play continues with Step 10, but with the defender as the ball carrier and with the offense becoming "the defense."

# Part 6b: Plays - Passing Plays

(10) The receiver and blockers, upon catching the pass, may be angled by the offense. The defense may angle and adjust up to three of its players who are not engaged upon completion of all offensive adjustments. After making all adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play. A receiver who catches a pass can be tackled by any touch on the base.

(11) The line of scrimmage is marked for the next play.

**SPECIAL “GOAL LINE” RULE ADJUSTMENTS:**  
(Plays where the LOS is inside the 5-yard line)

- 1.No spacing is required between offensive linemen.
- 2.Running back ballcarrier may not be pivoted upon crossing the line of scrimmage.
- 3.The two yard gap between stacked players (offense and defense) is not required.
- 4.These special adjustments may be used in either goal line situation.

# Part 7: Special Adjustments

**NOTE:**

In order to turn blockers on a play where the quarterback is the primary runner, you must announce “Quarterback run” before the play begins.

**IN THE EVENT OF A TIE:**

If the score is tied upon completion of regulation play, one period of overtime will be allowed. A coin toss will be performed to determine who gets starting possession. Playoff games must be played until someone wins.

The Overtime Rules gives both teams 4 plays each from the opposing 25 yard line (no first downs) to score a Field Goal or Touchdown. In the event both teams are tied after one period of overtime the game ends in a tie (unless in playoffs). PAT's are not allowed in any overtime period. In the event of a turnover, a return attempt is allowed, and the offense forfeits possession of the ball to the defense. There are no punts in overtime.



# Part 8: Field Goals and PAT's

A field goal may only be attempted when the offense is on or beyond the 50-yard line.

PAT's will be attempted unobstructed from the opponent's 5 yard line. Coaches may mutually agree to an "Automatic PAT" which negates having to set up for a PAT play. Once called, it is in effect for the duration of the game.

2-point Conversions will be attempted from the opponent's 2 yard line.

Formations. The rules for offensive and defensive formations previously described apply to field goal and PAT attempts.

The player at the quarterback position is the kicker, and this must be the figure that will attempt the kick. The kicker must be set 15 yards (front of base) behind the LOS, and be on a moving base.

Play Procedure. Plays are run as follows:

(1) The offense announces its intention to attempt a kick.

(2) The board is turned on for one second to allow the defense an opportunity to block the kick. The kicker must run forward for the one-second rush. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick, and the play is over. If after the one-second count the kick is not blocked, proceed to Step 3.

(3) The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off.

NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as a passing play. A "fake" must be called before the one-second rush.

# Part 9: Punts

(1) The offense announces its intention to punt. Coaches may also use “Automatic Punts”, which go as follows-

(1) If the punting team is in their own territory, the punt travels 50 yards, without a return.

(2) If the punting team is on the 50 or closer to the goal line, the punt travels 35 yards, without a return.

(2) The punter is set 15 yards (front of base) behind the LOS on a moving base. The board is turned on for one second to simulate a punt rush. The punter moves forward. If the punter is tackled, the ball is down at the point of the tackle.

(3) The punt is made with the triple threat quarterback. When making the punt, the punter may be tilted as long as some part of its base remains in contact with the board.

(4) As a result of the punt, one of the following situations will occur:

(A) The punt flies out of bounds without touching anything. Go to Step 5.

(B) The punt hits the field of play and stays inbounds. If this happens, move the punt returner to the spot of the ball and proceed to Step 5.

(C) The punt hits a player on the fly or after bouncing on the field of play. This player is now the punt returner. Proceed to Step 5.

(D) The punt hits the field of play and then goes out of bounds. The ball is dead and return team starts possession at the spot the ball went out of bounds.

(5) The punting team may angle three unengaged players and the punter figure to cover the punt. The return team makes no adjustments. The board is turned on for three seconds .

(6) The stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot. The punt returner and two unengaged blockers may be angled.

(7) The punting team may then adjust and angle any of its players not engaged with a player from the return team.

(8) The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped by any touch on the base.

# Part 10: Terminology and Definitions

**ADJUST:** An adjust is the process of 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 the same exact spot and orientation.

**ANGLE:** An angle is the process of turning a base to face in a different direction. When angling a base, it must maintain the original distance between itself and the object it is being angled toward, and be turned on an imaginary axis. Being out of bounds does not disqualify an eligible player from being angled.

**BROKEN TACKLE:** A defender who falls immediately after tackling a ball carrier allows him to continue to advance the ball until he is tackled again, runs out of bounds, or scores. No adjustments are allowed.

**MOVE:** A player can be moved by physically lifting the player from the board and setting the player down at another location on the board at any desired angle. A coach may adjust a player's base while being moved.

**INTERCEPTION.** A pass hitting a defensive player on the fly is an interception. A player cannot intercept a pass if engaged with an offensive lineman. The pass is considered incomplete.

**PASSES:** The first player struck on the fly by the ball has "caught" the pass.

**ENGAGED:** A player is considered engaged when any part of a player is in contact with any part of an opposing team player. An engaged player is never allowed to be angled or adjusted.

**TACKLE:** The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. (Except for running plays with running backs) The ball is downed at the forward point of the ball carrier's base.

**FRONT-OF-BASE TACKLE:** Applies only to running backs on running plays. A running back carrying the ball must be touched by the front portion (including the corners) of the defender's base, and the defender cannot fall as a result of the tackle. Quarterbacks, receivers, tight ends, kick returners, punt returners, and defenders do not use this to resolve plays. Running backs who catch a pass cannot use front-of-base tackling.

**FRANCHISE PLAYER:** Each team has one franchise player on offense and one on defense. These players are exempt from the CWD requirements, and may be set to weigh any amount.

**FALLEN PLAYERS:** Figures may fall during the course of a play. On a pass play, if the fallen figure is a ball carrier, then the play is ruled a FUMBLE (See FUMBLE). If fallen player is an eligible receiver, he cannot be thrown to while fallen.

If the fallen player is the quarterback, then the quarterback has FUMBLED (botched snap).

If a pass knocks down the intended receiver, then it is a bobbled ball, and is considered a FUMBLE.

**FORWARD PROGRESS:** At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point. Forward progress is the furthest point of forward advance by the ball carrier's base.

**FUMBLE:** A ballcarrier is ruled to have fumbled the ball if he falls during the course of a play. A fumble is resolved by the game official tossing a coin. Heads=offense and tails=defense (nearest defender). If the offense recovers, the play is blown dead at the spot of the recovery. If the defense recovers, the defense will move its closest player to the spot of the fumble and advance the ball (unless previously engaged) in the same manner as an INTERCEPTION.

**GAP:** The gap is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one base width apart when setting up a play from scrimmage. Players in a column must have a base length of spacing between them.

**RED ZONE:** The area of the field from the opposing team's 20 yard line to the opponent's goal line.

**STACKING:** Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is allowed, provided there is a base-length gap between the players (base to base)

**STATIONARY PLAYER:** A stationary player is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players can only be used to mark the spot of a kick returner or punt returner. Defensive backs can start a play stationary with the use of freeze frames. It is the coaches' responsibility to place and remove freeze frames between plays within the allotted setup time.

# Appendix A: Game Sheet

	1	2	3	4		F
Home						
Visitor						

Date:

1st Quarter

1	
2	
3	
4	
5	
6	
7	
8	
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10	

3rd Quarter

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

2nd Quarter

1	
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3	
4	
5	
6	
7	
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4th Quarter

1	
2	
3	
4	
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6	
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9	
10	

# Appendix B: Team Roster

<b>COACH:</b>							
<b>NUM</b>	<b>Name</b>	<b>POS</b>	<b>Wt.</b>	<b>NUM</b>	<b>Name</b>	<b>POS</b>	<b>Wt.</b>
		QB1				DE1	
		QB2				DE2	
		HB1				DT1	
		HB2				DT2	
		HB3				DE3	
		FB1				DT3	
		WR1				LB1	
		WR2				LB2	
		TE1				LB3	
		WR3				LB4	
		WR4				LB5	
		TE2				LB6	
		LT				SS	
		LG				FS	
		C				LCB	
		RG				RCB	
		RT				S3	
		G3				CB3	
		T3				FLEX	
		FLEX				K/P	
		Total:	0.0			Total:	
<b>Total Team Weight: (171 grams)</b>							
			<b>FRAN</b>				<b>FRAN</b>