

REFN's Rule Set

Effective beginning in Season 4 of the MegaBowl Era

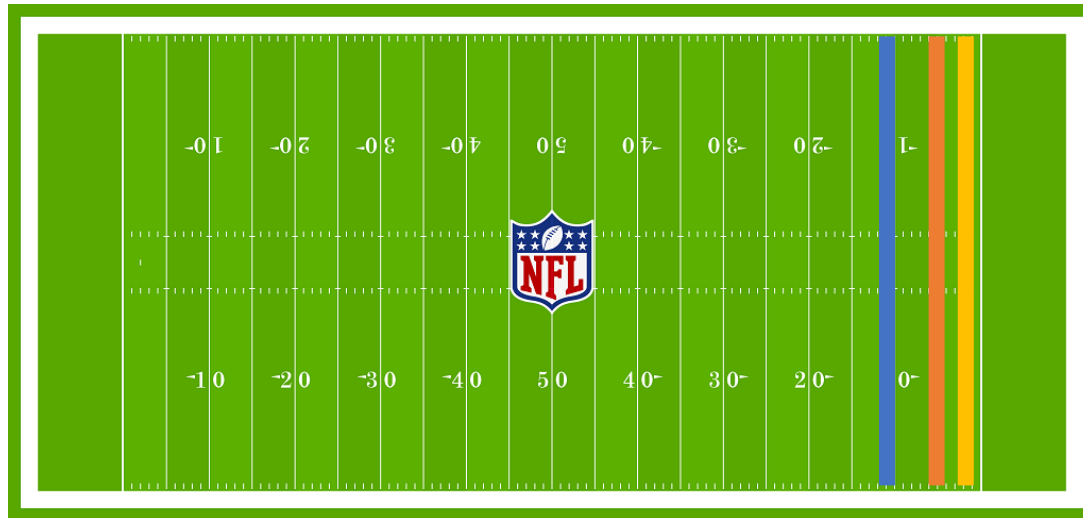
The diagram shows a football field with yard lines from 10 to 50 on both sides of the 50-yard line. The Kicking Team (K) is positioned at the 30-yard line on the left side of the field. The Return Team (R) is positioned at the 10-yard line on the right side of the field. The 50-yard line is marked with the NFL logo. The Kicking Team is represented by a blue circle with a white 'K', and the Return Team is represented by a red circle with a white 'R'.

- Kickoff formation is taken from XFL rules and applies for conventional kickoff scenarios.
 - NOTE: The diagram shows traditional kickoffs. A safety means the ball is kicked from the 20-yard-line, but the coverage formation stays the same. The coverage formation also stays the same in the event that a penalty alters the origin of a kick.
- Kicks must clear the 20-yard-line **ON THE FLY AND** stay in bounds to be legal. Failures to do one or the other (or both) gives the ball to the receiving team on the **PLUS-45** yardline regardless of where the ball is kicked from.
- If a kick legally comes to rest in the field of play (meeting the criteria above), it is returnable. The return man with ball in hand is moved to where the ball came to rest, and the return sequence is run as the clock begins to run.
- Touchbacks:
 - **MAJOR TOUCHBACK:** When the kick crosses the goal line **ON THE FLY**...return team takes possession at their own 35.
 - **MINOR TOUCHBACK:** When the kick legally bounces or rolls over the goal line (provided it first touches down inside the 20)...return team takes possession at their own 15.
 - If a kick legally comes to rest straddling the goal line in bounds, it is returnable, and the return sequence goes as described above.

Onside Kicks

- No such thing as “surprise” or “accidental” onside kicks.
- Onside kicks MUST be declared.
- Onside kicks are timed from the kick.
- Onside attempts MUST travel 10 yards BEFORE being touched by the kicking team (failure results in a penalty, and the return team takes control at the SPOT OF THE KICK).
- Only ONE ATTEMPT at an onside kick (penalties nullify this one attempt and are assessed as rules regulate).
- Onside alternative – 4th & 15: If TRAILING in the FOURTH QUARTER ONLY, a team off of a scoring play may attempt a 4th & 15 from their own 25 yard line in lieu of an onside kick (20 if the opposition scored a safety). Clock runs on the snap. IF the point differential is within one possession, this may still be attempted with NO TIME on the clock and is successful if the play results in a TOUCHDOWN (if PATs are needed and unsuccessful, this sequence may not be repeated and the game will be over).

Point After Touchdown Options



- 2-yard-line: 1 Point
- 5-yard-line: 2 Points
- 10-yard-line: 3 Points
- PATs are timed unless they are run out of necessity at the end of a quarter.

Fumbles

- Fumble recoveries are determined by a coin toss with one exception:
 - Fumbles behind the line to gain on 4th down automatically go to the defense unless the fumble lands in an end zone and stays in bounds.
 - A fumble in an offense's own end zone prompts a coin flip to determine whether the fumble results in a safety against the offense or a touchdown for the defense.
 - A fumble in the defense's end zone prompts a coin flip to determine whether the fumble results in an offensive touchdown or a defensive recovery for a touchback.
- If the fumble lands in the field of play and stays in bounds, it is dead where the ball comes to rest regardless of who recovers. Offensive recovery continues sequence of downs.

Punts

- If available, punters may line up up to 15 yards back of center (and the line of scrimmage) at the beginning of the play. The ball must be teed up on the kicker prior to initially running the board.
- The board is first run for two seconds to simulate the snap.
- Punts are only returnable if they make contact with a member of the return team. Otherwise, they are marked dead where they come to rest, and the return team takes over offensively on the dead ball spot.
 - Thus, blocked punts that stay in the field of play are treated like a fumble on 4th down.
- Blocked punts that come to rest in bounds in the punt team's end zone are treated like a fumble in their own end zone – a coin flip decides whether the play results in a safety or a touchdown for the return team.
- Punts that go out of bounds inside the 35-yard-line or cross the opposite goal line result in a MAJOR touchback which brings the ball out to the 35 where the return team takes over offensively.
 - Punts that come to rest straddling the goal line in bounds are deemed major touchbacks IF AND ONLY IF they touch the end zone. If a punt straddles the goal line and the field of play, it may be marked down at the 1.

Goal Line

- Players must be completely across the goal line for a score to be counted (safety or touchdown). If any part of the player's base straddles the goal line when they are deemed down by contact or touch out of bounds, the ball is to be spotted at the 1-yard-line by default for the next snap.
- Kicks that straddle the goal line in bounds are still returnable provided the kick legally clears the 20-yard-line.
- Punts that straddle the goal line on the end zone side are to be ruled major touchbacks. Punts that straddle the goal line on the field side are to be ruled dead at the 1.

Boundaries

- Players are not deemed to be out of bounds until they touch the wall of the board.
- Balls at rest that straddle the boundary are deemed out of bounds.

Passing Game

- NOTE: This rule set favors beginners as well as those who have mastered the use of the triple-threat quarterbacks but have acquired new ones to grow accustomed to.
- Up to THREE attempts are allowed to complete a pass (to help get the feel for the physics of TTQB). Unused attempts are nullified by the following scenarios:
 - Interceptions – which can only be made if the pass attempt makes first contact with a defender ON THE FLY (as long as contact is still made on the fly, interceptions can still be made off ricochets from objects such as down markers, goal posts, or whatever other objects are enhancing the gameboard)
 - If the throw first makes contact ON THE FLY with an offensive lineman (offensive linemen are ineligible receivers, and a penalty is assessed (see Penalties))
- Skill players and defensive players are eligible anywhere on the field...even if they are touching out of bounds (a reception by such players simulates the action of momentum carrying a receiver out of bounds with a toe tap) or engaged with opponents (a reception in this scenario simulates the action of a contested catch).
- While interceptions must be made on the fly, offensive receptions are legal off the ground (the “on the fly” rule for interceptions are meant to simulate the act of a defensive player high-pointing a throw while the luxury of catching a throw “off the ground” merely simulates the flight of the throw).
- IF the action of a throw comes into question (who did it carom off of?, did it make contact with anyone?, did it change trajectory?, what caused it to change trajectory?, etc.), it is to be deemed an incomplete pass (a la replay, the result of a throw must be clear and obvious beyond all doubt), and unused attempts to complete a pass may still be exhausted.

Field Goals

- Kickers line up 13 yards back from center. Ball must be teed up prior to running the board.
- As with passing, kickers are allowed up to three attempts to successfully kick a field goal. Unused attempts are nullified by the following circumstances:
 - Blocked field goal (to be explained)
 - If the kick hits the U-shaped frame of the goal post and bounces away (if the kick first hits the post that holds up the frame, unused attempts may continue to be executed)
- Blocked field goals are treated like blocked punts and 4th down fumbles (if a blocked field goal still clears the line of scrimmage, the defense takes over offensively on that line of scrimmage as it then counts as a mere missed field goal).
- On missed field goals, the defense goes on offense from the spot of the snap.

Penalties

- All penalties kill the play with some exceptions
 - False Start (5 yards against the offense) – if a play is run without a football on the field
 - Offsides (5 yards against guilty team) – if a player is discovered to have been on the wrong side of the line of scrimmage
 - Illegal kickoff (ball given to return team at PLUS-45) – kickoffs that travel out of bounds or fail to clear the 20 yard line
 - Illegal onside kick (ball given to return team at spot of kick) – if an onside kick attempt makes contact with the kicking team behind the 10-yard checkpoint
 - Ineligible receiver (10 yards against offense + loss of down) – pass attempt makes contact with offensive lineman ON THE FLY
 - Roughing the passer/unnecessary roughness (15 yards against guilty team) – if a tackle attempt knocks over the ball carrier

Overtime

- If tied at the end of regulation, overtime is as follows:
 - Regular Season: Each team will attempt a PAT option, and the last team to possess (as determined by a coin toss) MUST attempt a bigger attempt than the first team to go, make or miss.
 - Meaning the first team is NOT allowed to go for 3 to start overtime—but if they attempt a 2-pointer, then the second team MUST go for 3 even if the first team fails to score.
 - This approach minimizes possessions and plays, and while a regular season game CAN end in a tie if both teams fail, there exists the guarantee of a win provided SOMEBODY scores.
 - Postseason: Follow the same procedure, except you play until somebody wins if necessary.