



Miniature Pro Football are thrill-seeking individuals enjoying high stakes football. Nothing beats the rush you get from throwing a Touchdown pass with no time left on the clock for the game winning score! If you're anything like us, after your first game you will be hooked! Whether you're interested in just a league or Tournament play, we are where you want to be. Win or go home tournaments that gives you the opportunity to earn an income as well as honors as being the best of the best.

The game is played on a small metal field, with plastic players placed on the field in formations. (Just as in real football) The ball is a football shaped small piece of foam. When the players are set up, a switch is activated that turns on a small electric motor which causes the field to vibrate and moves the players around the field. The imagination then takes flight as players run around the field in a deliberate manner. Each player is attached to a base, with prongs on the bottom that allows the players to move as well as control bases with dials to turn to make players go left or right. A Quarterback, Kicker combo allows players to pass, punt or kick field goals. The ball has a slit that lets the game player place it on the hand

of the quarterback. The hand is pulled back and released to pass the ball. Use of this figure is a very difficult skill to master and is the primary form of advancing the ball. Kicking the ball is placed on the tee of the Quarterback and a plastic leg is flicked to kick the ball.

High intense electric speed, plastic cracking, with the pressure packed moments and being cool as a cucumber is what Miniature Pro football is all about! Football enthusiasts all over the world can now love the game they once knew as a kid. The ability to pass, run and kick is the difference of winning and losing. The same aspects of real football is applied in Miniature Pro Football and it gives you the sweet taste of victory and the agony of defeat.

Mission Statement

Mission Statement of Miniature Pro Football is to provide a safe and productive environment that enables everyone to learn and apply the principles of teamwork, discipline, dedication, and sportsmanship. We facilitate the development of strength and character in everyone that participates. Participation in our league is open to all race, creed, or national origin.

We are sustained by the efforts of volunteers who display an extraordinary amount of commitment and hard work, ensuring that our league is a positive influence in the lives of everyone. We also strive to provide a service to our community by providing a healthy outlet for children, opportunities for the community to gather together, and endless hours of entertainment. We appreciate the generous support of the community, local merchants, and civic organizations.

Objective

The objective of the rules is to implement uniform guidelines for all the Tournament/League participants. If there are any questions regarding the interpretation of these procedures, please forward your questions to the Miniature Pro Football League Officials.

There will be no rule changes during games. We know that issues will come up during a play which is not covered in this document. The Referee will try to make a call on such issues and it will be reviewed and possible added to the following year rules.

Every Tournament/League participant is expected to be fair and honest during games, which will keep disputes to a minimum. Here are several suggestions to achieve this goal:

1. Referee Respect: accept your calls, what the Referee says goes.
2. Alternate disputed calls: something can be missed, "I'll get the next one."
3. Ask for a set of eyes: Referee assistance.

Referee's Authority

The Referee is to have general oversight and control of the game. The Referee is the final authority for the score. If there is a disagreement regarding the number of down, any decision, or the application, enforcement, or interpretation of a rule, the Referee's decision will be final.

Section I

Article 1 - Rosters

- a. Maximum of 50 players per team.
- b. Minimum of 25 players per team.
- c. Offense players can only play offense and Defense only defense.
- d. One player per base.
- e. One player per number on offense and defense.

f. Offense in Dark and Defense in white.

Article 2 - Numbers

All players must wear numbers on the front and back of their jerseys.

Each playing position has corresponding numbers.

Quarterbacks, punters, and placekickers: 1–19

Running backs and defensive backs: 20–49

Centers: 50–79

Offensive linemen: 60–79

Wide receivers: 10–19 and 80–89

Tight ends and H-backs: 40–49 and 80–89

Defensive linemen: 50–79 and 90–99

Linebackers: 40–59 and 90–99

Article 3 - Figures

Figurines that are allowed for game play in Miniature Pro Football play:

1. VMGTOYZ

2. WATTS

3. GAMEDAY

4. UNDEFEATED

Figures cannot be manipulated to create custom poses.

All figures must have 2 arms, 2 legs, 1 head, and a torso.

Any questionable figures will have their eligibility decided by League Officials.

Figures will not be allowed for game play until the ruling by the League.

Players cannot weigh more than 4.0 grams (including base).

Players cannot be taller than 3.7 cm in height (including base.)

Figures must have at least one foot on the base of the figure's platform.

Players must have numbers on both sides of their jerseys to distinguish them.

If numbers are not affixed to both sides of the jersey, that player(s) is ineligible for game play.

Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field, this includes stationary figures.

Passing QB must be painted.

Cover corners are defined as any figure whose arms are outstretched forward and are capable of grabbing an opposing figure to impede their progress down the field.

Cover corners are allowed on the field anytime, anywhere, and unlimited.

Figures must look neat, clean and evenly painted.

Article 4 - Bases

The following bases are allowed in Miniature Pro Football

1. ITZ Bases

2. Evoq Bases

3. Miggle/Tudor Bases

a. Bristles may be "tweaked", but the outside of the base may not be altered in any way.

b. Bases may not be altered to increase their height from the original form.

c. Bases must remain on the player during the game and cannot be changed.

d. At no time can anything be added to prevent a player from moving.

e. Lead tape is allowed under the platform only to make weight.

Article 5 - Inspections

Prior to each game, both Coaches will have their teams inspected by the Referee or League Officials. The Referee or League Official will make sure that all offensive and defensive players shall not exceed a weight of 4.0 grams.

Any player that is deemed unacceptable, for any reason, by the other Coach will be offered up for inspection to the referee or league official for a ruling.

The Referee's or League Official's ruling is final for the purpose of playing the game.

The challenging Coach may appeal to the Commissioner for a final ruling.

A roster/depth chart of all players on a Coach's team listing player numbers, base number and corresponding positions will be made available to the Referee and League Officials prior to the start of the game.

The game cannot proceed until this roster/depth chart is made available.

Names of players are not necessary.

This roster/depth chart will help easily identify players in the event of a penalty or confusion of a player's position.

Article 6 - Key Rules

- a. No "Frankenstein" bases or adding "Created front tips" on bases.
- b. Not Allowed: Bases over 4 and a half centimeters long and boiled bases.
- c. Prongs may be tweaked using pliers, sand paper, clippers, lighters, etc....
- d. Lead tape and two sided tape for weight only underneath platform.
- e. A player's platform must be in contact with the whole base.
- f. Base can be put on backwards to run forward.
- g. Bases must be free of all obstructions.

Article 7 - Footballs

Foam footballs by Tudor.

Article 8 - Playing Fields

- a. League Standard 52 x 30 playing fields.
- b. The Official boards are voted by Miniature Pro Football Board of Directors. The choice of boards can be modified according to the agreements between the Miniature Pro Football League and manufacturers.

Article 9 - Speed Regulations

- a. Tournament Officials will determine speed.

Article 10 - Weight Restrictions

- a. Max figure and base limits: 4.0 grams.
- b. You can add a piece of two sided tape underneath platform.
- c. No objects such as nuts, bolts, washers, clay, or magnets are allowed.

Article 11 - Roster Requirements

- a. At any time your team could have a surprise inspection for violations.
- b. Written roster with player position, player number and base number.

Section II

Article 1 - Game Play

Every Game begins with each team being weighed in.

Article 2 - Coin Toss

- a. Visiting team calls toss.
- b. Winner chooses to receive, defend or defer to 2nd half.
- c. Loser chooses which goal to defend, except on defer.
- d. Switch sides of the field at the end of half.
- e. Game Length is 2 Halves 30 minutes each, running clock.
- f. Semi-finals / Championship game(s) are four 15 minute quarters on a game clock.

Article 3 - Time Outs

- a. No timeouts until semi- finals of tournament (3 each).
- b. Timeouts stop setup clock.
- c. Timeout is 2 minutes.

Article 4 - Overtime

- a. Coin toss follows the guidelines to begin the game.
- b. Each team has a max of 2 possessions to score. First team to score wins.
- c. No score after 2 possessions by each team, then 1 play each most yards win.
- d. 1 Timeout per team in overtime.

Article 5 - Set up clocks

- a. Offense: 35 seconds, time begins once everyone is on their side of LOS.
- b. Defense: 10 seconds after the offense is set.
- c. Offense: 5 seconds to audible.
- d. Defense: 5 seconds to react.
- e. Offense running "hurry up" and call "Hut" offense cannot audible.
- f. Offense running "hurry up" and call "Set" offense can audible.

Article 6 - Kickoffs

- a. No kickoffs or punts until Semi-finals. (Tournament Rule)
- b. Custom 52 x 30 with a 3 second hang time.

Article 7 - Passing clocks

20 seconds to pass. Time begins once the game is turned off.
If time elapse, an incomplete pass is the rule.

Article 8 - Punt clock

- a. Automatic Punt (40 yards) until Semi-finals.
- b. Punt block time is 1 second.
- c. 2 second hang time for covering the punt.

Article 9 - Field Goal Clock

- a. 1 second to block.
- b. 4 seconds to kick.
- c. Fake can be attempted with 3 second run time with all rules applying.
- d. No fakes can be attempted until semi-finals.

Article 10 – Tackling

- a. ATT (ANY TOUCH TACKLE).
- b. ATT on PASSING PLAYS, RUN PLAYS, KICKOFFS AND PUNTS.

- c. Ball carrier runs into a tackler and the tackler falls, is a broken tackle.
- d. Ball carrier is hit by FOB (FRONT OF BASE) of defender is a fumble.
- e. FOB TACKLE on FUMBLES, BLOCK KICKS AND SACKS.

Article 11 - Point System

- | | |
|----------------------------|----------|
| a. Kicked Extra point | 1 points |
| b. Pass or run extra point | 2 points |
| c. Safety | 2 points |
| d. Kicked Field goal | 3 point |
| e. Touchdown | 7 points |

Section III

Article 1 - Kick Off

The kicking team lines up at their own 35 yard line (considered their line of scrimmage). The receiving team begins their formation at the 50 yard line.

The kicking team can align all 11 defenders on the line of scrimmage if they so choose. The receiving team may only have 5 players on the line of scrimmage (unless on side attempt then only 10.)

The receiving team's second wave of blockers can be lined up no closer than 5 yards behind their first line of blockers. The receiving team must tell the kicking team which player will be used to return the kickoff.

After determining the yard line that the kick will be returned from, the kicking team decides the spot that the ball will be returned from by placing a stationary figure on the field at directed spot of kicking team.

During the kickoff, the kick returner must remain stationary until time allowed for hang time is complete. Should a player from the kicking team hit the intended KR the ball is spotted at the spot of the contact, if the contact is in the end zone the ball is at the 20 yard line.

After the period for hang time has been run off and the kick is to be returned the receiving team will replace the stationary figure with the actual kick returner.

The receiving team will now have 10 seconds to redirect all non-engaged players for blocking.

The kicking team will then have 10 seconds to adjust any of their non-engaged players toward the ball carrier.

Once the kicking team has adjusted, the receiving team will aim the kick returner in the direction of their choice and the play will then resume until the kick returner is tackled, runs out-of-bounds or scores.

Article 2 - Key Rules

1. The kicking team lines up at their 35 yard line.
2. The receiving team lines up at their 50 yard line.
3. Board on for 3 seconds, defender reaches end zone, automatic touchback.
4. Receiving team may execute a return. Non engaged players may be turned.
5. Defensive players untouched by offensive players may be rotated.
6. Turn the game back on. All tackles on Kickoff returns are ATT.
7. The new LOS is marked when the ball carrier is tackled or out of bounds.

Article 3 - Punt Return

Punts are not mandatory.

Punts can be attempted on any down.

The offensive is not required to inform the defensive of their intent to punt.

When the teams are set, one (1) second will be given for a rush. Should a defensive player make contact with the punter the punt is considered blocked and the receiving team will take over at the spot of the punter.

If contact is not made then the punting team has 10 seconds to redirect any non-engaged players and if they used a stationary base for their punter, they can also replace the punter.

After the rush, a period of 2 seconds will be given for hang time. During a punt, the receiving team may elect to fair catch and be down at the spot or return the ball regardless if an offensive player has passed the spot of the player.

After determining the yard line that the punt will be returned from, the punting team decides the spot that the ball will be returned from by placing a stationary figure on or between the hash marks. During the punt, the punt returner must remain stationary until time allowed for hang time is complete.

After the hang time has been run off and the punt is to be returned, the receiving team will replace the stationary with the punt returner. The punting team will then have 10 seconds to adjust any of their non-engaged players toward the ball carrier. Once the punting team has adjusted, the receiving team will aim the punt returner in the direction of their choice and the play will then resume until the punt returner is tackled, runs out-of-bounds or scores.

Article-4 - Key Rules

- a. Punts are 40 yards and are not mandatory.
- b. Punt team has 7 guys on the LOS, 1 up back 10 yards behind the Center.
- c. 2 gunners on each outside hash mark outside running down the field.
- d. 1 punter (stationary) 15 yards behind the center.
- e. Punt return man is set after the yardage is decided by shaking the box.
- f. The punt team can angle the up back toward the blitzing man.
- g. Punt block time is 1 second. FOB TACKLE for block.
- h. An additional 2 seconds to cover the punt.
- i. If return is attempted rotate any non-engaged players. Then punt returner.
- j. Punt team player goes past the punt returner it's an automatic fair catch.
- k. Punt returns are not allowed until semifinal. (Tournament rule)

Article 5 - Field Goals

A Field Goal is made by kicking the ball from the field of play through the plane of the opponents' Goal, which is an area either between the goal posts and above the cross bar, or, if above the goal posts, between the outside edges of the goal posts.

A field goal can be attempted anytime and anywhere on the field. There must be a minimum of 15 yards behind the line of scrimmage.

Field goals will be attempted with the board turned off.

The offense and defense will both set up their players and the kicking team will instruct the referee to turn the board on by saying "Ready" at which point the board is turned on and the kick is attempted.

Should a defensive player make contact with the kicker or the kicking team's coach (fingers, hand, arm etc.) prior to the field goal attempt, the kick is considered blocked and the defense will take over the ball at the spot of the kicker.

The event the field goal is no good, opposing team takes over from spot of the kick.

Article 6 - Key Rules

- a. Field goal can be attempted anywhere on the field.
- b. Kicking team must put 9 men on the LOS.
- c. Stationary player represents the kicker.
- d. The kicker is placed 15 yards behind the LOS with one man in front to block.

- e. Defense sets up man to man with one free man to blitz.
- f. Free man can come off the corner or mirror the defender in front of kicker.
- g. Field goal block time is 1 second, with FOB TACKLE applying.
- h. No block, replace the stationary player with your passing QB and kick.
- i. If the kick is no good the ball is placed at the spot of the kick.

Article 7 - Extra Points –Dead Ball Play

Extra Point (1 point) ball placed at the 2 yard line. One play to score.

After a touchdown, the team scoring the touchdown may elect to kick an extra point or go for two points by performing a running or passing plays from the 2-yard line.

Extra points will be attempted with the board turned off.

Should a defensive player make contact with the kicker prior to the extra point attempt, the kick is considered blocked and the extra point is no good.

If a fumble or an interception occurs during an extra point attempt, the defense has 5 seconds to turn any unengaged player to block and the new ball carrier as well. The kicking team can turn any non-engaged player to make the tackle on ball carrier. The team that originally scored the touchdown will then kick-off (unless defense scores, then kicking team will receive possession.)

Two point conversions (2 points) ball placed at the 2 yard line. One play to score.

Article 8 - Safety

A safety occurs when a defensive man tackles an offensive ball carrier in the offense own end zone.

A safety also occurs when any part of an offensive ball carrier's base crosses the back of the end zone or out-of-bound markers in the end zone.

After a safety, the team surrendering the safety will then free kick from their 20 yard line. The kicking team will then follow the kick-off procedures as outlined.

Article 9 - Free Kick after a Safety

a. After a safety, the team surrendering the safety will then free kick from their 20 yard line. The receiving team will lineup on the kicking team's 35 yard line. The kicking team will then follow the kicking procedure rules.

- 1. If the ball carrier is tackled and the entire base is in the end zone.**
- 2. The team giving up the safety must kickoff at their 20 yard line.**
- 3. Receiving team lines up 5 players at the kicking team's 40 yard line.**
- 4. Second wave at their 45 yard line.**
- 5. Kick returner is at their 30 yard line.**
- 6. Follow the kickoff return procedures.**
- 7. Onside kicks are not allowed following a safety.**
- 8. Defense receives ball at 20 yard line until semi-finals. (Tournament rule)**

Article 10 - Onside Kick

Onside kicks can be used anytime.

Kicking team lines up at 35 yard line, receiving team lines up at 50 yard line.

Ball is kicked, has to go a minimum of 10 yards.

Each team can angle one man toward the ball.

The board is turned on for 3 seconds. The first to touch the ball recovers the kick.

If the ball goes out of bounds a penalty is enforced the ball is placed at the receiving teams 40 yard line.

If the ball is not touched in the 3 seconds, it is the receiving team's ball at the spot of the ball.

If the ball goes less than 10 yards it's a penalty, ball placed on the receiving team 40 yard line.

No onside kicks until semi-finals. (Tournament rule.)

Section IV

Article 1 - Offense

- a. Seven men on the LOS.
- b. Lineman more than a yard is considered "offside."
- c. Lineman cannot have their arms extended over the LOS.
- d. RB's no closer than 10 yards and no further than 15 yards from the LOS.
- e. RB's must be inside tackle to be considered a Running Back.
- f. QB's can be no more than 15 yards back from the LOS.
- g. Receivers can be no more than 5 yards back from the LOS.
- h. Offensive lineman cannot be more than a base width apart.
- i. Offensive lineman cannot touch each other, by base or figure.
- j. Offense must say "Hut" or "Set" when ready to start "hurry up" offense.
- k. No Offensive player can be touched in "Hurry up". No audible allowed.
- l. Once both teams are set, offense says "pass" or "run".
- m. Offense must identify intended receiver. Offense don't identify receiver pass is incomplete.

Article 2 - Forward Progress

The Forward Progress of a runner or receiver is the point at which his advance toward his opponent's goal ends and is the spot at which the ball is declared dead by rule regardless of the runner or receiver being pushed forward or backward by an opponent.

Article 3 - Running plays

A Running Play begins in the following situations:

If there is not a subsequent kick or legal or illegal forward pass from behind the line of scrimmage, a running play begins with the snap.

If there is a legal or illegal forward pass thrown from behind the line of scrimmage, a running play begins when the forward pass is caught by a player of either team.

Running play ends when the ball is declared dead.

1. Offense calls out the ball carrier.
2. The game is turned on by the Referee.

Article 4 - Passing plays

A Pass Play begins with the snap and ends when a forward pass thrown from behind the line of scrimmage is caught by a player of either team or is incomplete. At the instant that a pass is caught, a Running Play begins.

Any forward pass (legal or illegal) is incomplete and the ball is dead immediately if the pass strikes the ground or goes out of bounds. An incomplete pass is a loss of down, and the ball returns to the previous spot.

Article 5 - Eligible Receivers

The following players are eligible to catch a forward pass that is thrown from behind the line of scrimmage.

Any non-engaged defensive player and any defensive player who did not start play on the defensive line. Offensive players who are on either end of the line, provided they either have the numbers of eligible players (1-49 and 80-89) or have legally reported to play a position on the end of the line.

Offensive players who are legally at least one yard behind the line at the snap, provided they either have the numbers of eligible players (1-49 and 80-89) or have legally reported to play a position in the backfield.

Article 6 - Ineligible Receivers

Players who are not on either end of their line or at least one yard behind it when the ball is snapped.
Offensive players wearing numbers 50-79, unless they have reported a change in their eligibility status to the Referee and have assumed a position on their line or in their backfield.
Defensive players that are engaged and defensive players who start play as a defensive lineman (would be considered "batted ball".)
Any eligible receiver who has been out of bounds prior to or during a pass.

Article 7 - Illegal Touching of a Forward Pass

It is a foul for illegal touching if a forward pass, thrown from behind the line of scrimmage is first touched or is caught by an ineligible offensive player.

Article 8 - Key Rules

- a. If offense is passing, offense must identify his intended receiver.
- b. The result of plays is determined by the Referee.
- c. Eligible receivers – RB, WR, TE and declared players.
- d. Players must not be out of bounds or have not run out of bounds during play.
- e. Players must not be engaged. ATT is considered engaged on receivers.
- f. The stationary QB is replaced with the passer in the exact same position.
- g. If the QB is to be turned, it is turned on its axis towards the receivers.
- h. Once pass is completed defense can angle any non-engaged players.
- i. Offense cannot angle any players
- j. Offense can "throw it away" if it has a receiver open and not behind the QB.
- k. If no receiver is open and play started with stationary QB it is a cover sack.
- l. The stationary QB cannot have anything under its base to keep it from falling over.

Article 9 - Pass Completions

The ball must hit the receiver (figure or base) in flight without bouncing. If the ball hits the field and the base of the player at the same time it is a completed pass.

Article 10 - Interceptions

- a. When a pass hits a non-engaged defensive player in flight without bouncing.
- b. Any defensive player that is unengaged may intercept passes.
- c. The interceptor can be angled and rotated (dial may be adjusted).
- d. Any non-engaged players on offense can be rotated.
- e. ATT applies.
- f. Interceptions can be challenged. (Challenge rules apply.)

Article 11 - Sacks

- a. FOB TACKLE for a sack.
- b. QB rolls out more than 25 yards from the LOS is a sack. (Entire base)

Article 12 - QB running out of the pocket

If a stationary QB is used, the offense is allowed the scramble option. If the QB begins the play as a mobile QB with the ball at the beginning of the play, he CAN scramble.

If the play is started as a pass play with the offensive coach controlling the switch. The offense then stops the board (at which time the 20 second passing clock begins) and can then call scramble rather than attempting a pass. Once the coach calls scramble the 20 second clock is temporarily halted. The defense now has 20 seconds to adjust all unengaged players toward the QB or any other offensive player they

choose. The offensive coach will then substitute a mobile QB for the stationary QB and may pivot his QB from that spot and aim him in a new direction.

The offensive coach now has the choice to either declare a run from that point or to keep the run/pass option open. If the offensive coach decides that he wants to run their QB at this time, he must declare this and the referee will now be given control of the switch. The play will be completed in accordance with the rules of a running play.

If the offensive coach decides to scramble keeping his run or pass option open he retains control of the switch. The offense is allowed to turn the board back on to scramble the QB and is allowed one more stoppage of the board. After stopping the board for a second time, the offensive coach must now declare run or pass (the 20 second passing clock is re-started with whatever time is left on it when the board is stopped for the second time). If he declares run then the switch is handed to the referee and the play will be completed in accordance with the rules of a running play. If he declares pass, the offensive coach must now attempt the pass in accordance with the passing rules.

Once the QB goes 10 yards from the line of scrimmage and remains untouched by the defense, the defense may adjust any non-engaged players (only once) to the ball carrier. The defensive coach may also elect to shake the box at this time. The board will then be turned back on and the play will be run to completion.

If the QB passes the line of scrimmage while the offensive coach is in control of the switch, the play is stopped and read and react will apply.

Article 13 - Key Rules

- a. QB must be put in the exact position that the stationary QB was at.
- b. QB may run on any play.
- c. QB can be pivoted and the dial adjusted as long as he is behind the center for pre snap.
- d. QB on the bootleg can run but can't be adjusted.
- e. ATT for any QB run.

Article 14 - Defense

- a. Offensive lineman can go unaccounted for by a defensive lineman.
- b. Defensive must be full yard off sides to be a penalty.
- c. Defense can mirror the QB, only at nose tackle as long as the QB is under the center.
- d. Players behind the DL (inside the box) must be 10 yards behind the LOS.
- e. If the offense is within the defensive team's 10 yard line players (inside the box) can move up 5 yards.
- f. If a defensive player falls over he can be picked up. (Non-engaged players)
- g. Cover corners cannot have arms extended over LOS.
- h. Stacking of players is not allowed. Must be at least 5 yards between defensive players.

Article 15 - Angles, Shifts, and Motions

- a. Angling is spinning the player left or right on its axis.
- b. Shifts are moving a player up the LOS and a player back off the LOS.
- c. Shifts are considered Motions.
- d. Motions are moving 1 player from one spot on the field to another.

Article 16 - Offense

- a. Option 1 Angle 2 players.
- b. Option 2 Motion 1 player and angle 1 player.
- c. Option 3 Shift players or Motion 1 player.

Article 17 - Defense

Defense mirrors what the offense does.

Article 18 - Players falling over

- a. Ball carrier falls over is down at that spot.**
- b. Any non-engaged receiver that falls can still catch a pass but is down at spot.**
- c. QB falls over must either pass the ball or if no one is open it is a sack.**

Article 19 - Defense

- a. Any non-engaged defender can be picked up if they fall over.**
- b. A defender can make an interception on the ground but it is down at that spot.**

Article 20 - Challenge Rule

When there is a disagreement between the referee and a coach regarding a pass completion, fumble or ball spotting the coach can challenge the call.

The challenging coach will shake the box if it has a timeout available.

If the dice roll is a 7, 11 or doubles the call on the field is over turned.

If the challenge is denied, the team that challenged the call loses a timeout.

If a team wins a challenge, they do not lose a timeout.

Each team is allotted challenges as long as they have a timeout.

A team cannot initiate a challenge if they are out of time-outs.

You cannot challenge the outcome of any shake of the box.

Article 21 - Fumbles

- a. A fumble occurs when a FOB TACKLE causes the ball carrier to fall over.**
- b. 2. Ball is placed at the spot of the fumble.**
- c. 3. All non-engaged players are rotated. (Offense first)**
- d. 4. Fumbles can be challenged. (Challenge rules apply.)**
- e. 5. Fumbles can be returned, all non-engaged players may be adjusted.**

Section V

Article 1 - Penalties

A Penalty is imposed upon a team that has committed a foul and may result in loss of down, loss of yardage, an automatic first down, a charged timeout, a loss of playing time, withdrawal or disqualification of a player, extension of a period, the award of a score, or a combination of the preceding.

Off sides - Any offensive or defensive players lined up over the LOS is a 10 yard penalty. The play is ran if it is a defensive off sides and the offense can accept or decline the penalty based on the results of the play.

Delay of game - (Failure to setup in time) Offense is a 5 yard penalty. Defense – Run what's on the field and offense decides what it wants. (Result of the play or the penalty)

Illegal Formation - A team moves a player after set is called, more or less than 7 men on LOS, or defense leaves a tackle uncovered. (A player outside of the tackle is not on the LOS TE, WR) 5 yard penalty.

Too many men on the field - results in a 5 yard penalty, run the play if on defense.

Ineligible receiver/Illegal touching - Offense hits any unengaged offensive lineman on a pass, 5 yards and loss of down.

Half-Distance Penalty - If the enforcement of a distance penalty would move the ball more than half the distance from the spot of enforcement to the offender's goal line, the penalty shall be half the distance

from the spot of enforcement to its goal line. This general rule supersedes any other general or specific enforcement of a distance penalty.

Unsportsmanlike Conduct – 15 yard penalty and refer to Code of Ethics guideline for fine.

Article 2 - Box penalties

- a. Double 1's Offside Odd is offense even is defense.
- b. Double 6's Holding Odd is offense even is defense.
- c. Craps Interference Odd is offense even is defense.
- d. 7, 11 or doubles Win challenges.
- e. Box penalties apply when the semi-finals start.
- f. All box penalties are 10 yard infractions.
- g. Need a timeout to challenge

Article 3 - Code of Ethics

Breaking Code of Ethics: The penalty for breaking the Code of Ethics will be forfeiture of a game or expulsion from the tournament, and/or a fine. Whether or not the Code of Ethics has been broken, and what is the appropriate penalty for the infraction will be determined by the Miniature Pro Football Board of Directors or if not present by the Head Official and Tournament Director.

Unsportsmanlike Conduct: Any action of an unsportsmanlike or unethical nature during tournament play, in the tournament room, or on the grounds of the host facility, will be considered a violation of the Code of Ethics. Mutual respect between all players, officials and/or spectators is a requirement. It shall be the aim of every player and official to represent The Electric Pro Football League in the most positive and sportsmanlike manner possible.

General Appearance: Players must present a professional and appropriate appearance and conduct on and off the Tournament Circuit before the public. Among the types of activity that are prohibited are use of tobacco products (smokeless included) while in the Tournament area. League apparel is mandatory as well as slacks and/or jeans free of holes. No sagging and offensive wordage on clothing and/or skin tattoos is allowed. Violation of this rule during pregame or during the game, player will be advised to make appropriate correction. If the violation is not corrected, player will not be permitted to play the game.

Trash talking: Any attempt to humiliate or assault your opponent will not be tolerated. If the referee, after first warning a coach, feels that talk is excessive, he will call an unsportsmanlike conduct penalty and mark off fifteen yards.

Abusive language: Cursing will not be tolerated in Miniature Pro Football. The goal of Miniature Pro Football is to incorporate a clean and thriving environment for individuals in the game of electric football.

Throwing/Destroying Equipment: Any individual throwing or destroying equipment will not be tolerated in Miniature Pro Football. The referee will penalize the offending coach 15 yards for unsportsmanlike conduct.

Arguing with the referee: A coach may dispute a call but if he begins to get abusive toward the official, he will be flagged with an unsportsmanlike conduct penalty. If a second flag is thrown for this same offense (at the official's discretion), the violator will automatically forfeit the game and The League Commissioner will be notified. Upon a second forfeiture of game for this offense, the individual will be removed from Miniature Pro Football and not be allowed to return to the league for a period of one year from the date of the removal from the league.

Insubordination: Any coach found to be insubordinate of league rules, league officials, or referees will be dismissed from the league for a period of one year by the Commissioner.

The Commissioner hearing of such violations will give a verbal and written warning to the offending coach during the season. He will then be fined \$25 per offense, not to exceed 2 offenses (beyond the

warning) during a season. All games of the offending coach will be forfeited unless the fines are paid to the Miniature Pro Football Executive Assistant.

Once a coach reaches his code of conduct infraction limitations (3) set by the league, he/she will be removed from Miniature Pro Football, forfeiting all games and monies paid to the league.

He/she will not be allowed to return to the league for a period of one year from the date of removal from the league.

Article 4 - Offenses

- a. 1st Offense Unsportsmanlike penalty of 15 yards.
- b. 2nd Offense Immediate forfeit of game and Tournament play.
- c. 3RD Offense Immediate Termination of membership for 1 year.
- d. No refund of any Tournament /Membership fees.

Article 5 - No call/No show

- a. 1st Offense Forfeit game.
- b. 2nd Offense Forfeit game and out of Tournament.
- c. No refund of any Tournament/Membership fees.

Article 6 - Key Rules

- a. Lead Tape Only.
- b. No "Frankenstein" or "Created front tips on bases".
- c. No Magnets.
- d. No Punt Rule/No Field Goal Rule.
- e. No Stacking.
- f. Any receiver engaged is ineligible.
- g. 4.0 grams weight limit.
- h. FOB Tackle on FUMBLES, BLOCK KICKS AND SACKS.
- i. 35 seconds setup offense, 45 seconds setup defense, 5 seconds offense/defense adjustment.
- j. Can't have 2 of the same numbers on offense or defense.
- k. Offense in white defense in dark.

Article 7 - Eligibility for Championship Weekend

Sweet 16: The top 16 Coaches with the most points over the first 3 Tournaments of the Circuit will earn a spot in Championship Weekend.

The Circuit: 3 Miniature Pro Football annual tournaments to earn qualifying points to participate for the right to play in Championship weekend for the Mega Bowl. Provided they have finished in the top 16 in points and attempted to qualify for every Tournament (except in rare circumstances). The 16 qualifying positions will go to the point leaders after the third Tournament.

Elite 8: If there are fewer than 16 Elite 8 status Coaches in the first 3 Tournaments, the remaining Championship Weekend positions will go to the Coaches with the highest points total remaining. If there are 16 or more different Elite 8 status Coaches in the first 3 Tournaments, the ties will first be broken down by number of highest placed finishes, followed by Miniature Pro Football League points.

Final Standings: As Coaches are eliminated from the Tournaments, their points total will be readjusted to their current total. This will allow all Coaches not in contention for the Championship to continue to play for the best possible standing.

Article 8 – Circuit Point System (MPF Scoring)

1500 Miniature Pro Football points for Tournament Wins.

1000 Miniature Pro Football points for Runner up finish.

750 Miniature Pro Football points for Final 4 finish.
500 Miniature Pro Football points for Elite 8 finish.
250 Miniature Pro Football points for Sweet 16 finish.
100 Miniature Pro Football points for Showing.

Article 9 - Board of Directors

The Miniature Pro Football League Board of Directors will be responsible for implementing and clarifying all rules governing The Miniature Pro Football League. Any misinterpretations of these guidelines will be explained by the Board of Directors.

If a coach is in violation of any of these rules that coach will be directed to the Board of Directors. The board will be responsible for finding resolution to all violations.

CEO/President:

Erick Thompson Sr.

Vice President:

Brian Thompson

Director of Marketing & Sales:

Richard Hiner

Commissioner:

Western Conference Commissioner:

Eastern Conference Commissioner: