

**TUDOR ADVANCED PLAY
“TAP”
RULES**

October 2023

Welcome to “TAP” – TUDOR ADVANCED PLAY

TAP was created to enhance the playing experience by creating a simplified approach to gameplay. This game experience is like chess – more of a strategic approach to this great game of electric football.

TAP is designed for both solitaire and tournament play. Practice this at home in your solitaire game and take what you have learned into the tournament world to compete with other great coaches!

TAP requires no passing or kicking skill – leave your TTQB at home! The skill of your players will determine the outcome of the game. Will they perform in the game like they did in practice???

WHAT KIND OF FIGURES CAN WE USE IN TAP?

- Of course, all of the standard mass-produced figures are allowed.
- Just make sure the figure with the base weighs 4.0 grams or less.
- If you want to use custom figures, make sure they are within these guidelines to keep it fair for everyone:
 - Maximum height: 48mm
 - Maximum length: 33 mm
 - Maximum width: 29mm

ARE YOU ALLOWED TO MODIFY THE FIGURES?

- You would be amazed at what some people try to do to their players to make them perform better! Basically, you are allowed to add weight to the player and base by adding putty underneath the base. Also, you are allowed to add two-sided tape to the player connection to the base. That's about it.

WHAT ARE THE RULES ABOUT BASES?

- Once again, you can use any mass-produced base that is available to the public. No home-made bases are allowed – keeping it real.
- Of course, you are encouraged to tweak your bases to make them

run like a hall-of-famer! You can add putty weight to the bottom of the base but make sure it doesn't stick out the sides or stick to the board during play.

- You can mark on the outside of the base but no sticky substance on the outside like the Lester Hayes old-school stick-em.

WHAT ARE THE REQUIREMENTS FOR THE UNIFORMS/NUMBERS?

- In TAP, you must have the offense and kick-off return teams in the dark jersey. The defense and kickoff coverage teams in white jerseys! This allows for dark jersey vs white jersey play in every instance which helps color-blind coaches like me!
- In TAP, we are old-school on the numbering system. Use the following guide for numbering your team:
 - o Offense: OL 50-79 (you can use 00 for center if you are Jim Otto fan)
 - o Offense: QB, RB, WR, TE: use 0-49; 80-89
 - o Defense: Number however you want!
- Some coaches don't take pride in how their team looks on the field but make sure you at least have a number on the back of the jersey. Remember Prime Time: "If you look good – you feel good; if you feel good – you play good; if you play good- you know the rest.
- Make sure you don't have two players on the field at the same time with the same numbers!

WHAT KIND OF EQUIPMENT DO I NEED TO PLAY "TAP"?

- You need a good-looking field (I recommend the Tudor Ultimate Board) for home field advantage.
- You need at least 11 figures in dark jersey and 11 figures in white jersey.
- You need a coin for the coin toss.
- You need a pair of dice. (Included in the "TAP" upgrade kit)
- You need passing sticks! (Included in the "TAP" upgrade kit)
- I like to have a device nearby playing fight songs – "ROCKY TOP" is my favorite

HOW LONG IS A GAME OF “TAP”?

- It's your choice – you can play with a game clock or by the number of plays but make sure you and your opponent are on the same page on this one!
- For game clock play, we recommend 45 minute halves with a running clock.
- For the number of play method, we recommend 20 plays per half.
- NOTE: If you are looking for a more relaxed social method of playing, I recommend using the number of play method – it is not timed and more relaxing and social. You can get a soft drink or go to the bathroom between plays.

WHAT ARE SOME OF THE GENERAL RULES OF PLAY IN “TAP”?

- Passing is done with passing sticks only – leave those TTQB's at home!
- Field Goals are performed using two dice with a probability chart that will be mentioned later. Those kickers never worked anyway!
- A tackle occurs when the BASE of the defensive player makes contact with the ball carrier. There is a catch – if the defensive player falls over while making contact, it is not a tackle – it is actually a broken tackle!
- Pivots! What is a pivot? A pivot is made by angling your player in another direction during play. Make sure you don't go any closer to your desired target during a pivot – you just angle your player without moving closer to your target.
- Can you switch bases out between players during a game? NO! The only base switching that is allowed is the QB – he can go from a moving base to a stationary base and vice-versa during a play.
- What about when a player falls down during a play? If a player with the ball falls down on it's, he is down at the point, and you mark the ball at the most downfield part of the base. If a ball

carrier falls down during a tackle, it is a FUMBLE! We will discuss fumbles later! If a non-ball carrier falls down, he is dead for that play – he can't tackle or intercept, but he can get in everyone's way.

- What is an engaged player? This is not a player that is getting married. It is a player that has its base in contact with the opposing team player's base. An engaged player is not eligible to catch a pass and cannot be pivoted while engaged.
- How do you mark forward progress? On any play, the coach may let the ball carrier continue to run if the figure is moving toward his own end zone. If the ball carrier is facing the desired end zone and is being pushed back towards his own goal, the coach may allow the play to continue but no forward progress will be made. When a ball carrier runs out of bounds or tackled, forward progress is marked at the most downfield part of the player's base.
- How does a player fumble? You create a fumble by knocking down a player during a tackle! If this happens, the offensive coach flips a coin: heads the offense keeps it, tails the defense takes over! If the defense gets the ball, that player can pivot along with any other non-engaged player. The defense pivots any non-engaged player. Then go for the scoop and score! NOTE: If both players fall down during a tackle, it is not a fumble!
- Can a player have a stationary base? Stationary bases are bases with the prongs cut out, so the player doesn't move. Only the QB can be on a stationary base! All other players have to be on a base that moves.
- What about stacking players? "Stacking" is placing one player up directly behind another when lining up. Only the QB can be stacked behind the center. If the QB is stacked behind the center, the defense can stack a linebacker behind the nose tackle. All other players but have a base-length separation when lining up.

- Are there penalties in “TAP”? Nobody likes penalties – but if you break the rules, you must pay for it. There are only a few penalties in “TAP”. Here are the don’ts:
 - Don’t have too many men on the field when the ball before the ball is snapped! This is a 5-yard penalty but here is the thing to remember: the penalty must be declared by the opposing coach prior to snapping the ball. Coaches, you might want to count your opponents’ men every now and then when they line up.
 - If you go over the allotted time to line up, the opposing coach may call delay of game. It is a 5-yard penalty!
 - On pass plays, pass interference may be called – both offensive and defensive. For offensive pass interference, it is a 15-yard penalty and loss of down! For defensive pass interference, we use the pro rules, and the offense takes over at the spot of the foul- automatic first down!
 - On punt plays, gunner interference can be called. We will discuss this more later, but interfering with a gunner is a 10-yard penalty and automatic first down!

HOW DO KICKOFFS WORK?

Here’s how a normal (non-onside) kickoff works:

The kicking team (in white jersey) lines up on the 30-yard line. The receiving team (in dark jersey) lines up on the 50-yard line. All players must be lined up inbounds.

The receiving coach designates the kick returner, and the returner is left off the field for the first three seconds of the kick. The switch is turned on for three seconds.

If any player from the kicking team reaches the end zone during the three seconds, the play results in a touchback.

After the board runs for three seconds, the receiving coach may elect to take a touchback (first down place at the 20-yard line) or attempt a return.

If attempting a return, the kick returner will be placed on the goal line in the middle of the field. The receiving team has 10 seconds to pivot all non-engaged players.

The kicking team then has 10 seconds to pivot all non-engaged players. The kicking team coach runs the switch for the rest of the play.

NOTE: The kick-return coach may elect to take a touch-back before attempting a kickoff.

HOW DOES AN ONSIDE KICK WORK?

First, you must be trailing to attempt an on-side kick!

The first thing you must do to attempt an on-side kick is to declare to your opponent – “I’m kicking an on-side!” The coach of the kicking team rolls a pair of dice. The roll of the dice determines how far the kicker kicks the ball. If the dice is less than a 10, the on-side is unsuccessful, and the return team gets the ball at that location on the field.

If a 10, 11 or 12 is rolled: the kicking team (white jersey – all 11 players) lines up at their own 30-yard line for an on-side kick; the return team (dark jersey all 11 players) lines up at midfield.

The kicking team rolls a pair of dice again. This roll (along with the roll of the first pair of dice) determines the location on the field for the on-side kick.

On the second roll of the dice. In the illustration below, x is a kicking team player at the 30-yard line, o is a return team player at midfield. A magnet ball from the passing sticks will be placed at the location according to the roll of the second pair of dice as shown below. The first roll of dice determines the yard line (10 will be on the 40, 11 will be on the 41 yard-line and 12 will be on the 42-yard line) and the

second roll of dice determines the placement of the magnet ball. If this doesn't make sense, watch the video on this one!

x 2 o
x 3 o
x 4 o
x 5 o
x 6 o
x 7 o
x 8 o
x 9 o
x 10 o
x 11 o

Once the magnet ball is placed on the field, each coach can pivot three players toward the ball. Turn the board on and the first player to contact the ball gets possession!

WHAT ARE THE RULES ABOUT LINING UP ON A PLAY FROM SCRIMMAGE?

To keep it simple in "TAP", the center will always line up in the center of the field between the hash marks.

Let's talk about the offense first. You must have at least 7 players on the line of scrimmage!

The offensive lineman must have a 1-yard gap between them.

Any player lining up outside of the tackles – must be on the line of scrimmage or five yards off the line of scrimmage and cannot be stacked.

All players in the backfield must be less than 20 yards from the line of scrimmage and cannot be stacked.

QB must be lined up behind the center – anywhere from directly stacked behind the center to a max of 20 yards behind the center.

All players in the backfield must have a base-length separation.

What about the defense – what are the rules about lining up? The defense can line up any way you want except no stacking! Exception – if the QB lines up stacked behind the center, the linebacker can be stacked behind the nose tackle.

PLAYS FROM SCRIMAGE!!! LET THE FUN BEGIN...

Ok, let's talk about what happens when you line up for a play! After a play, each coach picks up your own men and separates them from your opponent. Once the players are separated, the offensive coach must fully lineup his team in less than 40 seconds.

All plays are read-option plays! No need to call run or pass before the play.

The offense puts the center down first between the hash marks. The offense and defense teams will be lining up simultaneously – (unless you are playing solitaire – that would be something to see).

Once the offense is done lining up, the offensive coach declares “set”. At that point, the defensive coach has 10 additional seconds to line-up.

Before snapping the ball, the offensive coach must motion one of the five eligible receivers. This is done by picking up an eligible receiver and moving to another location (must still meet the rules for lining up). The defensive coach is allowed to motion one player if the offense motions.

The offense announces who has the ball at the snap before the board is cut on. Most of the time, the coach will announce that the QB has the ball. But you can snap directly to a running back but the running back must be lined up behind the QB. If the ball is snapped to a running back directly, he cannot pass or pitch the ball!

Once the offensive coach announced who has the ball, the offensive coach controls the switch and turns the board on! Game on!

Here's what happens next: The offensive coach controls the switch and

may stop the board up to three times before crossing the line of scrimmage!!! Once a ball carrier reaches the line of scrimmage, the board is immediately cut off and the defensive coach controls the switch. At that point, no more stoppages are allowed – the defensive cuts the board on and the play finishes.

During each stop, here's what can happen:

- The offensive coach may pivot any unengaged player including lineman and QB. The defense gets to pivot one more player than the offense pivots. But here's something to remember strategy-wise: If the offense doesn't pivot, the defense cannot pivot at all. So, you don't have to do anything during a pivot but read the defense. Each coach has 10 seconds to complete pivots during a stoppage. Once the offensive coach completes the pivots, the defense has 10 seconds to complete pivots.
- The offensive coach may switch the QB to a stationary (base that doesn't move) or a running base. This counts as a pivot.
- The offensive coach may pitch the ball back to an RB provided that the RB is behind the ball carrier and within 2 base lengths with no defensive player in between. The pitch does not count as a pivot.
- The offensive coach may attempt a pass (if the ball carrier is the QB and is behind the line of scrimmage). To attempt a pass, the offensive coach will declare "Pass" during a stoppage.

The offensive coach will use the pass simulation measuring stick to determine the passing stick to be used –(short), (medium), (long) passing stick. The measurement is from the center of helmet from QB to center of helmet of receiver.

Once the length stick is determined, the offensive coach can pivot the receiver in any direction using the passing stick. The magnetic ball is placed at the end of the stick. The offensive coach then removes the stick from the field of play. This must be completed in 20 seconds from the time of declaring "Pass" to the removal of the passing stick.

The defensive coach may pivot any unengaged player toward the ball. The defense has 10 seconds to make all pivots.

The switch is controlled by the offensive coach and the board stops as soon as an offensive or defensive player contacts the ball.

If the receiver passes the magnetic ball by more than one base length, the offensive coach may stop the board and the play is dead and no interception can be made.

When a player contacts the magnetic ball, that player and any other unengaged player may be pivoted. The opposing team then gets to pivot any unengaged players. Pivoting time rules apply – 10 seconds for offense and 10 seconds for defense.

NOTE: A pass may be attempted to a player behind the QB, but the pass must be attempted in front of the QB using the passing stick.

If an offensive and defensive player contact the passing ball at the same time, the ball is awarded to the offensive player.

- Here's another unique rule for "TAP": The QB cannot throw the ball away! He must attempt a pass to an eligible receiver, keep the ball or pitch the ball at each stoppage.

HOW DO YOU PUNT IN "TAP"?

Punts are not automatic!

Here's the sequence for punting. The offensive coach declares "PUNT".

The punter is located on a stationary base behind the center within 20 yards of the line of scrimmage.

The offensive coach designates and declares either one or two "Gunners" on the play. What is a gunner?

Gunners are lined up in a wide receiver position and are not eligible to receive a pass if a fake punt is attempted. Gunners are designated to go downfield to cover the punt. The punting team coach will declare to the punt return coach which players are gunners.

The defensive coach may not locate defenders to interfere with the gunners going downfield. It is a penalty to interfere with gunners! See the penalty section.

The defensive coach designates one player to return the ball – this player is placed on the sideline in the end zone and will return the punt if a punt is attempted.

Prior to the snap of the ball when the offensive coach surveys the field, the punting team may declare a fake. At that point, the switch is controlled by the offensive coach like any other play from scrimmage – but remember the gunners aren't eligible to receive a pass!

If a punt is attempted, the punting team may still stop the board up to three times. During each stop, a punt may be attempted, or the punter may hang on a little longer. If a punt is attempted during the stop, the punt lands 10 yards past the most downfield "gunner" (so shoot for the 11-yard line – that will place the returner at the 1!). The designated punt returner takes control of the ball at that point and pivots take place – the punting team controls the switch, and the punt return is attempted. If the punt travels into the end zone, the punt returner may elect a touchback.

EXTRA POINTS

The dice are used for all extra points and field goals. Two dice are rolled, and the extra point is good unless snake eyes (2) are rolled.

TWO-POINT CONVERSIONS

The offensive coach may elect to go for a two-point conversion from the five-yard line if desired. The two-point conversion does not count toward the play count. The game clock stops during a two-point conversion!

FIELD GOALS

Field Goals: Field goals may be attempted if the offense is on or inside the opposing team's 40-yard line. The kick will be attempted using dice with the probabilities based upon the length of kick. The following dice probabilities are derived from actual football statistics:

Dice: 0-15 line of scrimmage: 2-11: made field goal
16-25 line of scrimmage: 2-10: made field goal
26-30 line of scrimmage: 2-9: made field goal
31-35 line of scrimmage: 2-8: made field goal
36-40 line of scrimmage: 2-7: made field goal

OVERTIME

Overtime: Each team will be given one play from the 50-yard line in overtime. The team with the most yards gained wins, but it must be positive yards to win. The away coach will call the coin toss and the winner of the coin toss will decide to go on offense or defense first. If each team ties with the number of yards gained, or if each team scores a TD or if each team gets negative or 0 yards, play will continue to the second overtime and so forth.

TIMING SUMMARY

No time-outs if using a running game clock.

60 seconds between change of possession and after scoring (including the extra point or two-point conversion). Kicking coach has 60 seconds to be lined up for a kick after the scoring has occurred. If change of possession, the 40 second set-up clock will occur after the 60 second time has elapsed.

If a field goal is attempted, the kicking coach must roll the dice within the 40 second setup period.

Offense has 40 seconds to line up for a play from scrimmage. The offense may declare "set" anytime during that time period. Once "set" is declared, the defensive coach has 10 seconds to finish setting up.

For each stoppage, the offense has 10 seconds to adjust, pitch the ball or pass. The defense then has 10 seconds to adjust.

If a pass is attempted during a stoppage, the pass must be completed in 20 seconds.

VIDEOS

How to play "TAP" videos are on the Tudor Website and are posted on Youtube – search Tudor Games TAP. Good luck coaches!!