

**MID·OHIO**

**MINIATURE FOOTBALL LEAGUE**



**RULES AND HANDBOOK**

**2023**

## EQUIPMENT

1

### THE FIELD

Boards from all manufacturers past or present are allowed provided they are at minimum 24 inches wide and 48 inches long.(23"x47") also accepted. All boards will be inspected and approved by Committee Members. League Committee Members reserve the right to choose their Championship Board. Fields must operate properly with a smooth consistent speed that does not cause the players to fall excessively. The field must be level and free from obstructions that protrude to cause a player to change direction. Any board with frayed wires or improper electrical connections will not be used. If any coach finds a game board in a condition that is unsafe or not within the game board standards a Committee Member should be alerted immediately so the board may be repaired or removed from play.

### GOAL POSTS

Spacing: 4" opening or foam core board that is 4" wide.

Crossbar: 1 7/8" from field to top of crossbar.

Uprights: Uprights must be at least 18" - 24" tall.

Homemade goal posts must be to scale. The home team must provide goal posts that correspond with their field and must be approved by Committee Members at check-in. The goal posts have to be 4 in in width no more than 4 in, so if the ball hits it, it is good.

### YARD MARKERS AND TEN YARD CHAINS

The designated home team is responsible for providing the yard markers and 10-yard chain for their field. Before a game can commence, there must be a verbal agreement between the two coaches who will be responsible for moving both the yard markers and the 10-yard chain.

### BOARD SPEED

The two coaches must mutually agree on the speed of the board. If 2 or more players fall down consistently throughout the game than a third party, mutually agreed upon, will determine whether the board speed selected by the two coaches is at an acceptable level. Opposing coaches should agree on the board speed prior to the start of the game. If they cannot agree, the Committee Members will set the proper speed.

### THE FOOTBALL

1. The football ball must be in an ovoid or prolate spheroid shape with a length of no greater than 10mm, a width of no greater than 6mm, and a height of no greater than 6mm.
2. Magnetic footballs or footballs on a string must conform to the same size and construction requirements as the football.
3. The football may only be constructed with felt, foam rubber, or plastic.



4. The football may be marked with ink, glue or paint.

## FIGURE BASES OTHER TEAM EQUIPMENT

### FIGURES

Figures are the playing pieces in miniature football. They consist of the human form and the platform that the human form is permanently affixed on. There are 3 types of figures:

1. *Regular Figures*-Figures from any manufacturer or customizations of figures are allowed if they meet the following technical specifications:

- a. Height: Figures shall not exceed 39mm in height as measured from the top of the head to the bottom of the platform.
- b. Width: Figures shall not exceed 36mm as measured fingertip to fingertip.
- c. Platform length: the platform of a figure shall not exceed 25mm in length.
- d. Platform width: the platform of a figure shall not exceed 16mm in width.
- e. Extension over platform: no portion of a figure may extend beyond 8mm from the front, left side, right side, or back of the platform.
- f. All figures must be proportional to human scale with a head, torso, 2 arms, and 2 legs.
- g. At least one foot must be permanently affixed to the platform.
- h. Pins may be used to stabilize a figure on a platform if they do not interfere with play.

*Passing Quarterback Figures*- Passing quarterbacks from any manufacturer or customizations of figures are allowed if they are meeting the following technical specifications:

- a. Height: Figures shall not exceed 39mm in height as measured from the top of the head to the bottom of the platform.
- b. Platform length: the platform of a figure shall not exceed 25mm in length.
- c. Platform width: the platform of a figure shall not exceed 16mm in width.
- d. All figures must be proportional to human scale with a head, torso, passing device, and at least 1 leg. Only the passing device may deviate from human scale.
- e. At least one foot must be permanently affixed to the platform.
- f. The figure has a passing device that may be an arm or similar instrument that allows the ball to rest on the figure before it is passed to the target.
- g. If the figure's passing device initially extends from the figure or platform in a vertical manner, the passing device shall not exceed 51mm in maximum height as measured from the bottom of the platform to the top of the passing device.



h. When passing the ball, it may not be shot out of a tube or similar instrument. The figure may not aid in the flight of the ball after it leaves the area of ball placement.

*Kicker Figure*-Kickers from any manufacturer or customizations of figures are allowed if they meet the following technical specifications:

a. Height: Figures shall not exceed 39mm in height as measured from the top of the head to the bottom of the platform.

b. Platform length: the platform of a figure shall not exceed 25mm in length.

c. Platform width: the platform of a figure shall not exceed 16mm in width.

d. All figures must be proportional to human scale with a head, torso, at least 1 arm, 1 leg and 1 kicking device.

Only the kicking device may deviate from human scale.

At least one foot must be permanently affixed to the platform. The figure must have an area of ball placement that allows the ball to rest before it is kicked to the target. This may be a tee, or the ball may be placed directly on the kicking device.

When kicking the ball, it may not be shot out of a tube or similar device. The figure may not aid in the flight of the ball after it leaves the area of ball placement.

## FIGURE UNIFORM

All figures must be painted and numbered. The following regulations apply:

a. Offensive figures must have dark jerseys.

b. Defensive figures must have light jerseys. Light jerseys are white, light gray, or yellow.

c. During an onside kick, a figure with any color jersey may be used.

d. Special teams can wear any combination uniform color.

## BASES

*Base Attachment*-Base attachments to create angle, arrow, u, round and bullet fronts are allowed provided that when added to the base, the combination meets technical specifications in 3.1.

a. Base attachments may not be changed, added or removed on any player during a tournament after check in.

b. Base attachments may be secured to the base by tape, putty or glue but no such material should interfere with play or place residue on the board.

c. When creating a base for a passing quarterback or kicker, a thin strip of rubber not exceeding 1mm in thickness may be added to the front of the base. This may not leave residue on the field.



*Alterations of Bases*-The following rules apply to alterations of bases:

- a. The prongs of a base may be altered (tweaked) or removed.
- b. The exterior of a base shall not be structurally altered in any way.
- c. Bases may not be altered as to increase their height from the original form.
- d. No chemical alterations or additions are allowed to any part of the base.
- e. Frankenstein bases are not allowed. Frankenstein bases are bases that have a portion of one base cut off and applied to another. However, you may interchange dials from different manufacturers.
- f. No painting, coating or usage of a permanent marker to color the outside of a base is allowed.
- g. With a marker, you make notations on rear of the base.
- h. When creating stationary bases, foam, felt, rubber pads, magnets or other substances that touch the board may not be used.

#### PLAYERS

Players are the combination of figure and base or stand.

- a. Figures may be attached to bases or stands by glue or non-magnetic tape.
- b. Any defensive figure may be placed on a stationary base to become a stationary defender.
- c. Offensive figures in a normal quarterback pose such as passing, running, or lining up under center may be placed on a stationary base to become a stationary quarterback. Stationary quarterbacks may not be laying down, sliding or in a 3 or 4-point stance.
- d. With the passing quarterback figure secured to its base or stand, inclusive of any base attachment, the apex of the passing device shall not exceed 62mm as measured from the highest possible pass release point of the passing device (apex) to the playing surface.
- e. Offensive players, defensive players, passing quarterbacks, and kickers may not change bases or stands during games.

#### *Player Weight:*

*The maximum weight of a regular player or stationary player is 4.00 grams.*

- a. *Additional weight may be added to a player so that they can achieve 4.00 grams. Weight can only be added via tape to attach the figure and base, or nonstick putty under the base.*
- b. *Additional weight may not interfere with player mobility or leave any residue on the field.*
- c. *Metallic paint, metal devices, or magnets are forbidden on all players.*
- d. *Kickers and passing quarterbacks may exceed 4.00 grams but*



all added must remain under the base and it may not contact the field nor leave residue.

e. Weight that falls off a player during a game may not be reapplied during that game.

#### TEAM ROSTER

A team may have a maximum roster of 60 players, not inclusive of stationary figures, kickers and passing quarterbacks.

- a. Offensive players must wear the same uniforms.
- b. Defensive players must wear the same uniforms.
- c. Kickers and passing quarterbacks do not require a uniform.
- d. Stationary defenders must wear the same uniform as the defense. A team may have two stationary defenders.
- e. Stationary quarterbacks must wear the same uniform as offense. A team may have one stationary quarterback.

#### PASSING STICKS

Subject to rules of game play, passing sticks are allowed. The following regulations apply to their construction and roster space:

- a. A set of passing sticks will not count as a roster spot.
- b. The short passing stick must measure 2 inches.
- c. The medium passing stick must measure 4 inches.
- d. The long passing stick must measure 6 inches.
- e. The head-to-head measuring stick must be 10 inches with a line at 5 inches denoting the halfway mark.
- f. The passing stick ball must meet size regulations specified in rule 2.0 and it must have a magnet attached to secure its placement on the field.

#### PIVOT STICKS

Coaches may utilize sticks to pivot players during game play. Pivot sticks do not count as a roster spot.

#### GAME TIMING PIVOTS MOTIONS OVERTIME REGULATIONS

**LENGTH OF GAMES:** Each game will be played in a specific amount of time utilizing a running clock divided into two halves. For example, each half may be 30 minutes long and 1 time out per half. There is one time out per half.

During a FG attempt near end of regulation you can just declare a FG attempt and no need to place any men or 5 lineman down set to declare. Just as long as you declare before time runs out.

#### SET UP CLOCK:

Set-up clock will be used for both offense and defense.

(Please inform your opponent when the clock has started.)

The offense is allowed 40 seconds once the teams are separated to complete their set-up and MUST SAY "Set" upon completion.

The defense has 10 seconds once the offense says "Set" to



complete their set-up and must also say "Set" upon completion. As an example, if the offense only takes 20 seconds to set-up and calls "Set," the defense would have only their additional 10 seconds for a total of 30 seconds to set up. If the offense fails to get setup and is in an illegal formation, then NFL penalties (Delay of Game) applies. If the Defense fails to get setup, then they are forced to play that play with what is on the field at the end of the play clock.

#### **TIME FOR CHANGE OF POSSESSION-COP**

*ALL C.O.P. will be 1 full minute= offense set + 10 seconds for defense + 6 seconds offense pivots + 6 seconds defense pivots= 82 seconds total time elapsed for C.O.P.*

#### **AUDIBLES PIVOTS BLIND PIVOTS ADVANCE PIVOTS MOTIONS ADVANCE MOTIONS TOGGLE SUBSTITUTIONS**

1. *Pivots – to push the rear or back of a player's base to face in a different direction, keeping the front of his base in the same orientation.*
  2. *Blind Pivots – To mark a player's position during pre-snap audible (mark with a magnet, referee, pivot stick or finger), pick up your player, do not look at the dial and place him back down in the same orientation.*
  3. *Advance Pivots – To mark a player's position (with a magnet, referee, pivot stick or finger) pick up your player and look at his dial and place him back down in the same orientation. This may be done on kickoffs after the kick, after a completed pass by the offense or defense.*
  4. *Motions – Moving a player from one place to another. You may look at his prongs doing this action.*
  5. *Advance Motion – This refers to two or more receivers on the same side of the field. Moving one player from the line of scrimmage and having another player go to the line of scrimmage. (Pre-snap only and is considered one of your two audibles)*
  6. *Toggle – A toggle is when you replace a stationary defensive player with a mobile defensive player when the offense has motioned a player.*
  7. *On defensive pivots you can spot a non-engaged player with your finger and turn or pick up him and turn them around.*
- These pivots and motions are called audibles. Each coach has 6 seconds to make audibles. Offense goes first and then the defense counters. Any offensive player may receive an audible. However, offensive linemen may not be motioned, and offensive linemen may only be pivoted if uncovered by a defender. An offensive lineman is considered covered if a defender is within 5 yards of the line of scrimmage in front of the offensive lineman. The offense is allowed up to two audibles. The defense can match the audibles with the addition of one extra audible.*



*Point of clarification 1:* If the offense makes one pivot, then the defense can make only two pivots. If the offense makes a pivot and motion, then defense can make a pivot and a motion, plus one extra pivot or motion.

*Point of clarification 2:* Anytime a coach has a player that can be rotated on his platform, and he is picked up and rotated and that rotation causes the base to move in a different direction it is considered a motion.

*Point of clarification 3:* When countering a motion by the offense and the when the defense has at least one stationary defender on the field, the defense may replace a stationary defender with the mobile player designated for that stationary defender at the initial play set. If the mobile player was not in the back of end zone after the initial setup, he cannot be brought on the field. The mobile player being brought in does not have to remain in the same orientation as the stationary defender.

A mobile QB can be replaced with a stationary QB under the following 2 circumstances:

1. Upon the initial set-up of both the offense & defense and after the defense calls set, the offensive coach may substitute a mobile QB with a stationary QB during their pivot phase. This does not count as a pivot.

2. After all pivots have been made.

However, a stationary QB cannot be replaced with a mobile QB. The defense may counter the mobile/stationary QB substitution by bringing in a stationary or mobile defender. The incoming defender (mobile or stationary) may only enter the field with the exact orientation as the player that is exiting the field.

*Point of clarification 1:* When bringing in a mobile player for a stationary player when responding to the placement of a stationary QB, if the mobile player was not in the back of end zone after the initial setup, he cannot be brought on the field.

*Point of clarification 2:* When responding to the placement of a stationary QB, the defensive player being brought in (stationary or mobile) must remain in the same orientation as the one being replaced.

## STATIONARY DEFENDERS

Up to two stationary defenders may be placed on the defensive side of the field at any position. They shall be deployed in the following manner:

1. A maximum of 2 players can be set on stationary bases.
2. When using stationary defenders, the mobile players that will replace the stationery defender(s) must be on the board facing the back of the end zone they are defending. That way they do not disrupt the play. Make sure the defenders are on opposite sides of the end zone, so it is easily identified which defender plays the left and the right side of the field.



3. The defensive team must have their stationary defender(s) on the field of play with their mobile defenders(s) aligned in the back of their end zone before the expiration of the defensive setup clock.

If the defensive clock expires without this requirement being met the following applies:

a. If the mobile defender(s) are on the field without the stationary defender(s) in place, then the play is initiated with no further action.

b. If the stationary defender(s) is placed on the field without the mobile defender(s) in their designated area the defender(s) shall remain stationary. They are eligible to make tackles, intercept the ball etc. If a stationary player intercepts the ball without a mobile player declared, the play is dead at that point of the interception.

4. The numbers on the stationary figures do not have to match the player which they are being substituted for. The stationary figure being used automatically represents the number of the player he is substituting for.

5. If your stationary defender becomes engaged with an offensive player (base to base) your mobile player cannot be adjusted later in the play.

### **PLAYS FROM SCRIMMAGE**

**START OF GAME COIN TOSS:** All games are to begin with a coin toss. The visiting coach will call "Heads" or "Tails" while the coin is in the air. The winner of the coin toss has two options:

- (a) Elect to receive the opening kickoff.
- (b) Elect to kick off.

Point of clarification: if the team that won the coin toss elects to kick off in the first half, the receiving team gets to choose the direction.

The team receiving the kickoff to open the game will kick off to begin the second half. (Both teams must change directions to start the second half.)

Before the snap of the ball the Offensive coach must declare run or pass. On pass you have 20 seconds to pass the ball, and pivot receiver. Point of clarification. If you hit receiver you are allowed to pivot up field within the 20 seconds. If you hit another receiver other than your callout, it is complete but cannot pivot. If you forget to callout receiver you still have a completion but cannot pivot.

**STACKING:** Stacking is always allowed on Defense. Put your defenders anywhere on their side of the LOS. On offense



stacking is allowed with receivers.

#### POSITION OF THE OFFENSIVE PLAYERS AT THE SNAP:

The offensive team must have the following in their formation:

- (a) No more and no less than seven players on the line of scrimmage at the snap.
- (b) All players lined up outside of the tackles must be no farther than 5 yards from the line of scrimmage at the snap.
- (c) Offensive line can be lined any way you want on the LOS.
- (d) QB can be no further than 15 yards from LOS and running backs can be no further than 20 yards from LOS at the beginning or start of the play.

#### POSITION OF THE DEFENSIVE PLAYERS AT THE SNAP:

The defense is set up with a neutral zone at the line of scrimmage. The neutral zone requires that no part of a defender or defender's base can touch or cross the line of scrimmage.

- 1. The defense will have 10 seconds after the offense says "set."
- 2. Stationary defenders can be used and placed anywhere on side.
- 3. No portion of a defensive player on a boat or bullet base may be placed within 5 yards of the line of scrimmage within the tackle box.

#### RUNNING PLAYS:

- 1. QB must remain at some point behind the center prior to the start of the play.
- 2. The quarterback may never be the lead blocker ahead of the ball carrier on any run play that goes into the tackle box. If the quarterback acts a lead blocker for the ball carrier, then it is illegal procedure and results in loss of down.
- 3. For a running back to carry the ball; and the QB is under center, the front of the designated runner's base must be behind the back of the quarterback's base. If the QB is in the shotgun, the runner can be even with the front of the QB's base.
- 4. Two backs can run in the same direction at any time if the third back is turned away from the play and now running inside of the tackle box of the offensive line.
- 5. The QB can run into the LOS as a ball carrier, but he cannot be pushed by another offensive player. If this occurs, it will be a loss of down.
- 6. The ball carrier is considered tackled when any defenders front of base contacts the ball carrier. After 10 yards from LOS is considered a tackle any touch. However, a QB is considered any touch at any time.
- 7. ***You can have up to 4 players in the back field. But only 2 players can run into the line between the tackles at start of play.***



8. The QB may start the play facing forwards towards the LOS along with two other backs, to disguise the play call. Upon announcing a pass, the stationary QB may be substituted in, the defense will then be allowed to bring in one stationary Defender in place of a mobile Defender if the QB is swapped out on Offense. If a run is announced and three players are moving forward the offense will be called for a Loss of down. Due to violating the 3 players cannot go forward into the line within the tackle box. It is incumbent upon the Offensive coach to manage that scenario. The QB may also start the play running backward toward his own end zone or sideways but on his own turn up field and run (i.e., bootleg or roll out). If the QB runs and his base is completely twenty 25 yards behind the LOS the play is dead, AND the offense takes a 10-yard loss, and loss of down.

1. Stationary Defender(s) may be replaced by the mobile players if the stationary players are not engaged.

2. The offense then hands the switch to the defensive coach and the play runs to its conclusion.

NOTE: The ball will ALWAYS be marked at the forward progress for the offense. You must turn off the switch to end the play. If you leave the switch on AFTER a tackle then forward progress continues, even if he scores! (This is the Ball carrier Dragging the Defender after contact).

3. The quarterback may never be the lead blocker ahead of the ball carrier.

#### PASSING PLAYS:

If your mobile QB touches the back of the any linemen, they are still eligible to pass the ball.

1. A coach must choose a Passing Quarterback (PQB) at the start of the game and must use the method chosen for the entire game.

2. All eligible players that remains inbounds and unengaged at the start of the play.

3. A forward pass is the forward movement of the ball to an eligible receiver. Eligible receivers are tight ends, wide receivers, running backs and quarterbacks who are either lateral with or downfield from the quarterback at the time the pass is to be executed.

4. If pass is declared initially, and the QB runs past the LOS the play is dead. Offense has 20 seconds to complete the pass and make the receiver pivot. The referee or defense will run the passing clock or count out the time down. (Please show sportsmanship and inform the offensive coach that the 20 second passing clock has started) If the ball is not thrown to the intended receiver by the time the 20 seconds has elapsed, the pass is incomplete. He must still pass the ball. If the QB is outside of the tackle box, he can elect to throw the ball away. If he is not outside of the tackle box and no other receiver is open (eligible)



to pass the ball to, it will be considered a coverage sack.

If the QB is not outside of the tackle box and a receiver is eligible he can throw the ball away.

5. For pass attempts the PQB shall be placed in the same space occupied by on field quarterback. After completion of the pass (or interception) the PQB will be replaced at the same spot with the original QB.

6. During the running of the board on a pass play, if the QB falls over, he is still considered live and can attempt a pass. As soon as the QB falls over the board must be turned off. The QB can be sacked in this situation as well. If any part of the QB is touching a defensive player, it is considered a sack.

7. The offensive coach must identify his intended receiver by number or name; verbally calling out the number or pointing directly at the receiver prior to the pass attempt.

8. There will be NO Turn and Burn adjustment AFTER stick passing "completions." That adjustment already occurred before the Stick Passing catch.

9. If a lateral pass is incomplete, it is a fumble. Coin toss to decide. Heads offence, Tails Defense.

10. When a receiver catches a complete pass, you are allowed to call the receiver down at that spot.

**PASS COMPLETION: NOTE-** Passing is to be done without the interference of your hands or the PQB itself with the players on the field. It is your responsibility to not interfere with any players. If the passing QB or the passing coaches' hands knocks down a player on defense on the field while passing the ball the pass is incomplete. If the hands knock down an offensive player, the pass is complete, but no adjustment can be made at that point.

1. A PQB pass is complete when the ball is thrown to an eligible receiver and hits the player or his base directly without hitting the playing field or another player first. It is up to the referee to determine if a pass is completed or not.

2. A receiver, who is eligible, may catch a ball if he is unengaged with a defender. If the pass is not completed to the intended receiver and hits another eligible receiver the pass is complete, but no pivots or adjustment can be made. You may throw a pass to an eligible player that is laying down on the field provided no part of him or his base is touching a defensive player. If the pass is completed you can pick him up and pivot within the allotted time of count down.

3. After completion of the pass, Turn and Burn Rules apply; the defense then has 10 seconds to adjust all unengaged players. The offense can make no further adjustments.



1. In the event the pass hits an engaged defensive player first, it is considered a knock down, not an interception. This includes safeties and cornerbacks downfield “engaged” with an offensive player, since an engaged WR is also considered ineligible.

2. Receivers out of bounds: Are ineligible once identified. It is very important to make the declaration prior to the player being identified as the “intended receiver”. This will avoid interfering with the timing of the pass. If there is a dispute, with no third party to confirm one way or the other, then a coin (offense heads/defense tails) will determine eligibility.

#### INTERCEPTIONS:

A PQB pass is intercepted whenever it hits any unengaged defensive player first while in the air. In the event the ball is intercepted, the defense is allowed to run the ball from the point the interception occurred. The Defense will then have 10 seconds to adjust all unengaged players to block. The defense will then pivot the player who made the interception in any direction within 10 seconds. The team who threw the interception will have 10 seconds to adjust all unengaged players to tackle. And the offense, which is now playing defense, will control the switch. Summary of events upon an interception:

- a) Defense has 10 seconds to adjust all unengaged players.
- b) Defense has 10 seconds to adjust the intercepting player.
- c) Offense has 10 seconds to adjust all unengaged players.
- d) Offensive coach runs the switch until the play ends.

NOTE: If the PQB pass hits an unengaged fallen defender, it is an interception. The player can be picked up to advance the ball and can be pivoted as well. NOTE: Any fallen defender unengaged can be picked up and pivoted.

#### SACKS:

There are three situations in which a sack can occur:

A sack occurs when any part of a defensive player’s base touches any part of the quarterback’s base behind the line of scrimmage.

NOTE: If the QB has fallen, any part of the QB base and figure that is touched by a defender’s base is also considered a sack.

If not, then the QB can pass to any eligible receiver. If the defensive player hits a stationary QB and he falls it is considered a sack and fumble. At this point you flip a coin, Offense is Heads, Defense is Tails. If Defense wins coin toss, they can also advance, as long as he is not engaged with any part of the offensive player. A coverage sack occurs when the switch is turned off and the quarterback is still inside the tackles (tackle box) and does not have an eligible receiver (unengaged) to throw to. Also, an unengaged receiver who is behind the QB when the board is turned off; is an eligible receiver, however, the lateral rule will apply if the coach attempts a lateral pass. If the coach does not attempt the lateral pass, then the Coverage sack rules apply, and



the ball is down where the QB is stopped.

Clarification:

- a) If a defensive player's base contacts a stationary QB and then falls over, it is still considered a sack. A broken tackle rule cannot apply since the QB is stationary.
- b) If the QB was rolling out and contacts a defender and that defender falls over due to the impact, then it is considered a broken tackle and the QB may pass or run. If they both fall over after that contact, it is only a sack. The defender must remain standing for a fumble determination. The quarterback may drop back no farther than 25 yards behind the line of scrimmage. If his base completely exceeds the 25-yard distance from the line of scrimmage, the passer is considered downed with a (- 10) yard loss penalty and loss of down, from original LOS.

**SAFETY:**

A safety is worth 2 points. The following actions will result in a safety:

- a) When a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone.
- b) When any portion of an offensive ball carrier's base crosses the back or side of the end zone or out-of-bound lines in the end zone.
- c) When a QB exceeds the 25 yards drop-back barrier while in his own end zone it is not a safety, but a 10-yard loss from the LOS.
- d) When the QB's base is completely in end zone, within the pocket on a mobile base and no receivers are eligible for a pass. The results in a coverage sack in the end zone which is also a safety.
- e) After a safety, the non-surrendering team will get the ball at their 30-yard line.

**QUARTERBACK SET UP:**

- 1. The QB can set anywhere he wants behind the center., the Defense can line up anyway they want as always.
- 2. The QB can't set up any deeper than within 15 yards from the line of scrimmage.

**KICK OFFS:**

For any special teams play they can wear any combination jersey. The kicking team lines up at their own 30-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. The receiving team's second wave of blockers can be lined up no closer than 20 yards behind their first line of blockers, (at their 30-yard line). The receiving team must tell the kicking team which player will be used to return the kickoff.



Prior to turning on the board the kicking team dictates where the receiver will "catch" the ball in the end zone (between the numbers) prior to the kick. The receiver will be located behind to the goal line, but in the end zone. The receiving team may opt to forgo the kickoff process and take the ball on their 25-yard line but must announce this prior to setup of the kickoff play. If they do not forgo the kickoff, they must receive and take ball out of endzone for the kickoff.

#### HANG TIME:

Hang time: There will be a 3 second hang time on kickoffs. The offense has 10 seconds to first set their kick returner and angle him for the return, then pivot all his unengaged blockers. The defense then has 10 seconds to adjust all unengaged players. Any player out of bounds and unengaged can be turned and set i in field of play on the sideline.

#### ON-SIDE KICKS:

NOTE: Your team must be trailing or tied in the game to attempt an onside kick.

1. Ball on the String or a Magnetic football will be used for all onside Kicks. (BOS must touch the play field)
2. The Kicking team lines 11 players on their own 30-yard line.
3. The receiving team lines up 11 players on their 50-yard line.
- 4 .Two six-sided dice will be rolled by the kicking team to determine ball placement. Odd numbers the ball travels 10 yards and even number the ball is placed 12 yards from the kicking team.

EXAMPLE: The dice show "10"



5. The kicking team will number their players 2-12 going left to right along their own 30-yard line.

EXAMPLE: Kicking Team Numbering



SCENARIO: Based on the dice roll of "10" and the numbering of the kicking team 2-12, the ball on the string or magnetic football will be placed 12 yards away but in front of the player the number represents, In this case it is identified as number "10" in the picture above.



6. The kicking team will then have 5 seconds to aim 3 figures on the ball.
7. The receiving team in-turn aim 3 figures in 5 seconds after the kicking team completes their adjustments identified in above picture.
8. The switch is then turned on for 3 seconds by a referee or by default the kicking team if a referee is unavailable. The first figure to touch the ball on the string or magnet will have assumed possession of the ball. The Kicking team cannot advance the ball if they recover the onside kick.
9. The switch will remain on until the ball carrier is tackled, scores, runs out of bounds or falls over.
10. If the ball carrier is knocked over during a tackle, it is considered a fumble and the rules regarding fumbles in Section 9 apply.

#### EXTRA POINTS AND KICKS:

Extra Point: 1-Point Conversion - These will be considered automatic (7 points) when a touchdown is scored unless the team scoring opts to go for a two-point conversion.

Extra Point: 2-Point Conversion - Two-point conversions are worth 2 points. Two-point conversions may be attempted after any touchdown. Following a touchdown, if the scoring team decides to go for a two-point conversion, they must line up at their opponents 5-yard line and must line up no differently than any other play from scrimmage. The offensive team must score just as they do for any other touchdown for the conversion to be successful. If unsuccessful, only 6 points awarded for the TD.

PUNTS: Punts are automatic. All punts are 45 yards. If the result of punt is in the endzone, then ball is spotted at the 20-yard line.

NOTE: Punting is an option, not a requirement. You may elect to go for its 4th down anywhere on the field and at any point in the game. Understand that you control your team's destiny not the rules.

#### FIELD GOALS:

Field goals are worth 3 points. Field goals must be kicked with the Kicker. There are no fake field goals. Field Goals must be declared by the attempting team by simply stating "Field Goal" within 5 seconds of the next play if that play is fourth down or before the clock sounds prior to the end of the half or game. The coach kicking the field goal will have 20 seconds to physically complete the field goal kick once the field goal is properly placed down on the board. When possible, the coach attempting the field goal should make sure that the field goal posts are within reach prior to declaring his field goal attempt. If we are in a tournament and an official is officiating the game, it is their responsibility to complete this task. Should the kick not be completed within the allotted 20 seconds the ball is marked down at that point where



the kick was attempted and the possession changes. Field goals may be attempted on any down once the offensive team is within field goal range. Once a field goal attempt has been tried it ends that possession for the offensive team unless a penalty is called or there was an equipment or similar problem during that attempt. Those instances will be handled by the referee and/or event staff.

The maximum field goal attempt that can be attempted is 67 yards. You must be at the 50 yd line for an attempt, which is a 67 yd total FG. The kicker must be lined up in the center of the field but may be angled. The front of the kicker's base must be 7 yards behind the line of scrimmage. This means that the line of scrimmage must be at the 50-yard line or closer to attempt a field goal. The Field Goal will now be attempted from the appropriate spot on the field unopposed. The kick must clearly travel between the uprights and over the crossbar for the attempt to be successful. Note the size of the home teams FG post to accommodate the rule in place for size of posts. All field goal attempts will be kicked unopposed i.e., only the kicker will be on the field.

#### MISSED KICKS:

All missed kicks result in the defensive team obtaining possession of the ball automatically at the spot of the kick.

#### OVERTIME:

Both teams will have 1 play from the 50-yard lines with the winner being determined by total points, or total positive yards whichever applies. However, the winner must have at least one positive yard. You cannot run three men into the line for any overtime play. Games won in overtime by yardage will have 6 points added to their score.

#### FUMBLES:

1. A fumble occurs when the front of the base of a defensive player makes direct contact with either side or the front of the ball carrier that causes that player to fall over. Simply stated, the collision itself must cause the fumble.
2. The player is considered knocked over (fumbled) when the player is completely on its side or back.
3. Once a fumble is established, a coin toss is performed to determine who will have possession of the ball. Heads the offense will keep the ball and Tails the defense will take possession of the ball. If defender is unengaged, he can pivot and return the fumble. Any down players can be stood up and pivot on play.
4. Should the ball carrier and the defender both fall over during the attempted tackle the possession remains with the offensive team.



**BROKEN TACKLES:**

A broken tackle occurs when a defender falls as a result of contact with the ball carrier. Simply stated, the collision itself must cause the tackler to fall. The defender who fell during the tackle may not be placed upright and the play continues to its conclusion.

**FALLEN PLAYERS:**

All players must be set up on all prongs prior to the start of play. If a player is not upright at the start of the play, he is not eligible and therefore removed from the field of play. On pass plays and after the pass is completed, defensive players may be placed upright to react to the ball carrier. Care should be taken, and markers used so that the defender cannot be placed upright in a way to gain distance toward the ball carrier. A fallen QB may still throw a forward pass if no contact has been made by a defender to the QB's base or body which would result in a sack. On kick returns both offense and defensive players may be placed upright to block or react to the ball carrier.

**TAPPING OUT EARLY:**

All games are to be played! Tapping Out early during a game for any reason beyond health or personal tragedy is to be discouraged. If the trailing coach quits while on or before the final 5 minutes of the game, the coach will be given a ( -1) pt in the standings point system.

**STANDINGS AND POINT SYSTEM:**

Standings are Wins, Losses and Ties.

Points are rewarded as follows:

1. Win = 3 points
2. Tie = 2 points
3. Loss = 1 point

\* Points will assist in Rankings and seeds for the Championship Final Gameday.\* Also tie breakers for final standings are strength of schedule first, which is determined by Coaches opponents' total wins. Second tie breaker is head-to-head vs that coach if played.\* Third is total points scored verse your opponents.\*Each Gameday schedule will be made by the Committee on that day by location of coaches or by draw.

\*Every Coach must pay league dues prior to Opening day. \$50 is League fee. If you have any issues or problems with fee, please contact Committee and we will work with you.

COMMISSIONER: Frank Jacobs