



AEFL INTRODUCTION 2024 RULE BOOK FOR SOLITAIRE PLAY

IN THE FOLLOWING PAGES THE SOLITAIRE PROCEDURE FOR THE AMERICAN ELECTRIC FOOTBALL LEAGUE WILL BE BROKEN DOWN IN DETAIL

I WANTED TO CREATE A RULESET THAT IS FUN AND COMPLETELY FREE OF ANY BIAS FOR EITHER TEAM COMPETING

I ALSO WANTED TO MAKE THE GAME STREAMLINED AS MUCH AS POSSIBLE, KEEPING GAMEPLAY UNDER 2 HOURS. IN THIS SYSTEM YOU ARE THE SETUP GUY AND THE REFEREE
ULTIMATELY IN THIS RULESET YOU ARE AN IMPARTIAL OBSERVER, LETTING THE TALENT ON THE FIELD DECIDE THE OUTCOME.

THE GAME WILL ALWAYS BEGIN WITH A KICKOFF AND THEREAFTER THE TYPE OF PLAY RUN AND OTHER GAME DECISIONS ARE DICTATED BY DICE ROLLS
YOU WILL USE A 20 SIDED DICE FOR THIS GAME PLAY AND A 12 SIDER

KICKOFF PROCEDURES

THE KICK IS SIMULATED WITH A BALL ON BASE GAME PIECE

KICKOFFS BEGIN THE GAME AND BEGIN THE SECOND HALF. BOTH THE RECEIVING TEAM AND KICKOFF TEAM LINE UP IN A STRAIGHT LINE ALONG THEIR OWN 40 YARD LINES. THE RECEIVING TEAM HOLDS TWO RETURNERS BACK FROM THAT LINE AND THOSE TWO RETURNERS CAN BE KEPT OFF THE BOARD OR ON THE SIDELINES UNTIL THE BALL ON BASE RUNS ITS COURSE SEE FIGURE 1

EACH RETURNER IS ASSIGNED A SIDE OF THE FIELD, LEFT OR RIGHT SIDE

THE BALL ON BASE IS PLACED BEHIND THE CENTER FIGURE OF THE RECEIVING TEAM TURNED TOWARDS THE RECEIVING TEAM'S GOALLINE

THE SWITCH IS ACTIVATED AND IF THE BALL ON BASE STAYS BETWEEN THE NUMBERS ON EITHER SIDE OF THE FIELD AS IT CROSSES THE GOALLINE THEN THERE WILL BE A RETURN

NOTE WHICH SIDE FROM THE CENTER OF THE FIELD THE BALL CROSSES THE GOALLINE, RIGHT OR LEFT

RIGHT SIDE RETURNER RETURNS FROM THE RIGHT SIDE OF THE FIELD FROM THE POINT WHERE THE BALL CROSSES THE GOALLINE AND LEFT SIDE RETURNER DOES THE SAME IF THE BALL CROSSES THE GOALLINE ON HIS SIDE OF THE FIELD.

THE OFF BALL RETURNER WILL THEN BE PLACED ON THE FIVE YARD LINE ON THE HASH MARKS ON THEIR SIDE OF THE FIELD TO LEAD INTERFERENCE.(SEE FIGURE 2)

FIGURE 1



FIGURE 2



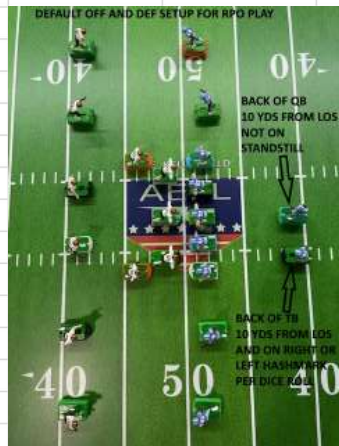
AFTER THE RETURN MAN RECEIVES BALL HE IS POSITIONED TO HEAD STRAIGHT UP FIELD. UNENGAGED DEFENDERS ARE PIVOTED TO INTERCEPT HIM AND THE SWITCH IS ACTIVATED UNTIL CONCLUSION OF PLAY: TOUCHDOWN, PLAYER TURNS ON OWN OR GOES OUT OF BOUNDS, HE IS TACKLED OR LOSES FUMBLE(SEE FUMBLE PROCEDURE

IF BALL ON BASE TRAVELS OUTSIDE NUMBERS BEFORE HITTING GOALLINE, THAT IS A PENALTY ON THE KICKING TEAM AND RECEIVING TEAM BEGINS POSSESSION ON ITS OWN 40 YARD LINE.

1st DOWN	2ND DOWN 11 PLUS YARDS		2ND DOWN 5-10 YARDS		2ND DOWN 1-4 YARDS		3RD DOWN 5 PLUS YARDS				
1-2 RPO	1-2 RPO		IF LAST PLAY WAS RUN		1-2 RPO		1 RPO				
3-11 RUN	3-4 RUN		1-2 RPO		3-16 RUN		2 RUN				
12-20 PASS	5-20 PASS		3-4 RUN		17-20 PASS		3-20 PASS				
			5-20 PASS								
			IF LAST PLAY WAS PASS								
			1-2 RPO								
			3-16 RUN								
			17-20 PASS								
3RD DOWN 3-4 YARDS		3RD DOWN 1-2 YARDS		4TH DOWN SAME AS 3RD DOWN							
1-2 RPO		1-2 RPO									
3-11 RUN		3-16 RUN									
12-20 PASS		17-20 PASS									
1ST AND GOAL		2ND AND GOAL 11 PLUS YARDS		2ND AND GOAL 6-10 YARDS		2ND AND GOAL 5-1 YARDS					
10 YL 1-2 RPO 3-11 RUN 12-20 PASS		1-2 RPO		IF LAST PLAY WAS RUN		1 RPO					
9-8 YL 1-2 RPO 3-14 RUN 15-20 PASS		3-5 RUN		1-2 RPO		2-17 RUN					
7-6 YL 1-2 RPO 3-15 RUN 16-20 PASS		6-20 PASS		3-4 RUN		18-20 PASS					
5-4 YL 1-2 RPO 3-16 RUN 17-20 PASS				5-20 PASS							
3-1 YL 1-2 RPO 3-17 RUN 18-20 PASS				IF LAST PLAY WAS PASS							
					1-2 RPO						
					3-16 RUN						
					17-20 PASS						
3RD AND GOAL 11 PLUS YARDS		3RD AND GOAL		4TH AND GOAL SAME AS 3RD AND GOAL							
1 RPO			10+-6 YL 1-2 RPO 3-18 RUN 19-20 PASS								
2 RUN			5-4 YL 1-2 RPO 3-14 RUN 15-20 PASS								
3-20 PASS			3-1 YL 1-2 RPO 3-17 RUN 18-20 PASS								
EXCEPTIONS		LAST PLAY OF HALF IS 1 RPO 2 RUN 3-20 PASS (DOES NOT APPLY IN GOAL TO GO)									
	TEAM TRAILING ON LAST PLAY OF GAME 1 RPO 2 RUN 3-20 PASS										
	TEAM IN LEAD WITH BALL ON LAST 4 PLAYS OF GAME 1 RPO 2-19 RUN 20 PASS (DOES NOT APPLY IN GOAL TO GO)										
	TEAM DOWN THREE SCORES IN 1ST 2ND AND 3RD QTR OR DOWN 2 SCORES IN 4TH QTR 1 RPO 2 RUN 3-20 PASS (DOES NOT APPLY IN GOAL TO GO)										
	ALL PLAYS GO FOWARD PER DICE ROLL UNLESS BROKEN PLAY DURING 1ST STOP ON BROKEN PLAY ON RUN OR PASS THE OPPOSITE OF ORIGINAL PLAY CALL IS RAN										

DEFAULT OFFENSIVE AND DEFENSIVE SETUPS

NOTE DEFENSE SETUP IS THE SAME AGAINST RUN,PASS OR RPO AND ONLY CHANGES WHEN BACKED UP INSIDE 10 YARD LINE AS SHOWN IN DIAGRAMS BELOW



YOU'LL NOTICE THAT I USE FIELD REFERENCE FEATURES FOR A LOT OF THE SET UP. FOR EXAMPLE, INSIDE LINEBACKERS ARE ALIGNED ALONG THE INSIDE OF THE MIDDLE FIELD HASHMARKS AND THE OUTSIDE LINEBACKERS ARE SET ALONG THE OUTSIDE OF THOSE HASHMARKS. THE CORNERS AND WRS ARE SET OUTSIDE THE NUMBERS THIS WORKS FOR ME ON THE SCALE SIZE FIELD, YOU MAY WANT TO MAKE ADJUSTMENTS BASED ON THE FIELD SIZE YOU ARE WORKING WITH.



THE ONLY OFFENSIVE SETUP CHANGE IS WHEN THE OFFENSE IS INSIDE ITS OWN 5 AND IS IN THE RUN OR PASS FORMATION. WHEN THAT HAPPENS THE TAILBACK WILL ALWAYS BE LINED UP WITH THE BACK OF HIS BASE AGAINST THE END LINE AS SHOWN BELOW



RUN PLAY											
BEGIN WITH SETUP AS SHOWN IN DIAGRAM FOR BOTH OFFENSE AND DEFENSE FOR RUN PLAY											
AT THE SNAP THE TAILBACK WILL RUN TOWARD THE STATIONARY QB. STOP THE SWITCH WHEN THE TAILBACK HITS THE BACK OF THE QB BASE OR CROSSES BACK PLANE OF THE QB BASE, THAT IS STOP 1											
ACTIONS TAKEN ON STOP 1											
PIVOT QB OUT OF WAY OF TAILBACK UNLESS NOT NEEDED, THE HANDOFF IS ASSUMED TO THE TAILBACK WHO AT THIS POINT BECOMES THE BALL CARRIER											
SWITCH ACTIVATION IS READY.											
EXCEPTION:IF TAILBACK HAS FALLEN OVER ON HIS OWN AT THIS POINT THIS BECOMES A PASS PLAY AND YOU WILL NOW PROCEED WITH THE STOP 1											
PROCEDURES FOR THE PASS PLAY.											
IF HANDOFF PROCEDURE GOES AS PLANNED ACTIVATE SWITCH FOR PLAY CONCLUSION											
THE OFFENSIVE ROLE OF THE PLAY WILL CONCLUDE WHEN ONE OF THE FOLLOWING OCCURS: TAILBACK SCORES 2.TAILBACK IS TACKLED*3.TAILBACK RUNS OUT OF BOUNDS											
4.TAILBACK FALLS ON HIS OWN 5. TAILBACK LOSES FUMBLE THROUGH DEFENSIVE CONTACT *											

*SEE TACKLES,FUMBLES,PENALTIES

PASS PLAY

IMPORTANT: NOTE THE AEFL USES THE PASSING STICK METHOD

BEGIN WITH SETUP AS SHOWN IN DIAGRAM ON DEFAULT OFF AND DEF SETUPS

FIRST SWITCH ACTIVATION

AT THE SNAP THE TAILBACK WILL RUN TOWARD THE STATIONARY QB. STOP THE SWITCH AT THE POINT WHERE THE TAILBACK HITS THE BACK OF THE BASE OF THE QB OR CROSSES THE BACK PLANE OF THE QB'S BASE. THAT IS STOP 1

ACTIONS TAKEN ON STOP 1

PIVOT TAILBACK OFF OF THE BACK OF THE QB'S BASE TO WHICHEVER SIDE THE TB IS FAVORING, RIGHT OR LEFT. IF THE BACK IS ALREADY OFF OF QB BASE LEAVE HIM BE
PIVOT DEFENSIVE BACKS TO GO IN THE SAME DIRECTION AS THE RECIEVERS THEY ARE COVERING. DEFENSIVE BACKS CANNOT IMPEDE THE PROGRESS OF WRS AFTER THE INITIAL BUMP ON STOP 1

PIVOT THE LEFT INSIDE LINEBACKER AT A 90 DEGREE ANGLE TOWARD HIS SIDELINE IF THE TAILBACK IS HEADED TO THE RIGHT. IF THE TAILBACK IS HEADED TO THE LEFT PIVOT THE RIGHT INSIDE LINEBACKER TO HIS SIDELINE

IF USING BOARD TIMER NOW IS THE TIME TO PLACE IT BEHIND THE QB

EXCEPTIONS: CANNOT PIVOT DEFENSIVE PLAYER ENGAGED WITH DEFENSIVE LINEMAN. CANNOT TOUCH ANY PLAYER WHO HAS FALLEN DOWN

IF QB FALLS DOWN ON THIS STOP THSI NOW BECOMES A RUNNING PLAY, SEE RUNNING PLAY PROCEDURE FOR SECOND ACIVATION OF SWITCH

ONCE ALL PIVOTS HAVE BEEN COMPLETED STOP 1 IS COMPLETED

SECOND ACTIVATION OF SWITCH

THIS ACTIVATION IS A 3 SECOND COUNT DOWN TIMED BY YOURSELF, USING A STOPWATCH OR USING A BOARD TIMER*

NOTE: THE COUNT IS UP TO YOU BUT I RECOMMEND 3 SECONDS

AT THE END OF THE COUNTDOWN THE BOARD IS STOPPED

EXCEPTIONS TO THE COUNTDOWN

IF A DEFENSIVE PLAYER MAKES CONTACT WITH THE QB BEFORE THE END OF THE COUNTDOWN THE COUNTDOWN IS STOPPED AND THE OUTCOME OF THE PLAY IS NOW DECIDED BY THE QB DEFENSIVE PLAYER INTERACTION. IF THE DEFENDER TURNS THE QB IN A NEGATIVE DIRECTION THE QB IS SACKED AND THE PLAY IS OVER. IF THE DEFENSIVE PLAYER BREAKS CONTACT WITH QB WITHOUT SACKING HIM. THE BOARD IS STOPPED

NOTE: IF DEFENSIVE PLAYER KNOCKS OVER THE QB THAT IS A FUMBLE AND THE PLAY THEN TRANSFERS TO THE PROCEDURE FOR FUMBLES ***

IN RECAP IF AT THE END OF THE COUNTDOWN OR QB ESCAPES FROM PRESSURE (NOT SACKED) THE BOARD IS STOPPED, THIS IS STOP 2

ACTIONS TAKEN ON STOP 2

EVALUATE THE FIELD FOR OPEN RECEIVERS**IF THERE IS AN OPEN RECEIVER THE QB MUST THROW TO HIM, IF THERE ARE MULTIPLE OPEN RECEIVERS THE QB MUST THROW TO THE OPEN RECEIVER FURTHEST DOWNFIELD.

IF THERE ARE NO OPEN RECIEVERS BUT THERE IS AT LEAST 1 RECEIVER IN THE FIELD OF PLAY THE QB THROWS THE BALL AWAY

IF THERE ARE NO OPEN RECIEVERS AND ALL RECIEVERS ARE OUT OF BOUNDS THIS IS A COVERAGE SACK

IF AN OPEN RECEIVER IS IDENTIFIED, PLACE THE PASSING STICK FOR THE APPROPRIATE RANGE IN FRONT OF THE RECEIVER AND THE TARGET BALL AT THE END OF THE STICK
PIVOT ALL UNENGAGED DEFENDERS TOWARDS THE TARGET BALL. NOTE THE LONGER PASSING STICKS DUE TO PRESSURE ARE USED IF THE QB ESCAPED THE DEFENDER OR IF AN UNENGAGED DEFENDER IS POINTED TO QB AND IS WITHIN A PRESSURE GAUGE LENGTH OF HIM (PRESSURE GAUGE IS A TWO BASE LENGTH STICK*)

ONCE TARGET BALL HAS BEEN PLACED REMOVE PASSING STICK

IN RECAP IF THE PLAY IS NOT OVER AT STOP 2 BECAUSE OF COVERAGE SACK OR THROWING THE BALL AWAY THIS MEANS THE PROCESS OF THE FORWARD PASS CONTINUES

MAKE THE ABOVE PIVOTS AND PLACEMENT OF GAME PIECES AND THE ACTIONS FOR STOP 2 ARE CONCLUDED.

IMPORTANT NOTE: RECEIVERS NEVER GET A PIVOT IN THE AEFL THEY ARE LEFT ON THE PATH THEY ARE NATURALLY RUNNING

THIRD ACTIVATION OF THE SWITCH

THE INTENDED RECIEVER MOVES TOWARDS THE BALL AS DO THE UNENGAGED DEFENDERS THE PASS IS EITHER COMPLETED, INCOMPLETE, OR INTERCEPTED**

IF THE PASS IS CLEANLY CAUGHT BY AN OFFENSIVE PLAYER THE TARGET BALL IS REMOVED AND WITH NO FURTHER PIVOTS THE PLAY CONTINUES TO ITS CONCLUSION

TD, RUNS OUT OF BOUNDS TURNS ON HIS OWN, IS TACKLED ***OR FUMBLES(IF A FUMBLE CONTINUE PLAY FOLLOWING FUMBLE PROCEDURE***)

IF BALL IS INTERCEPTED BY A DEFENDER AND HE IS ALREADY HEADED IN A POSTIVE DIRECTION CONTINUE PLAY WITH UNENGAGED OFFENSIVE PLAYERS PIVOTED TO STOP

STOP HIM. IF THE DEFENDER INTERCEPTS IN A NEGATIVE DIRECTION AND NOT DOWN BY VIRTUE OF CONTACT WITH THE AN OFFENSIVE PLAYER THEN HE GETS 1 STRAIGHT

PIVOT TOWARDS ENDXZONE WITH OFFENSIVE PLAYERS PIVOTED TO STOP HIM.

IMPORTANT NOTE:RECEIVERS WHO CATCH A PASS ON A COMEBACK ARE DOWN AT THE POINT OF CATC|

*SEE TOOLS OF THE GAME

**SEE OPEN RECEIVER,COMPLETED PASS AND CONTESTED CATCH PROCEDURES

***TACKLES,FUMBLES AND PENALTIES

RPO

BEGIN WITH SETUP AS SHOWN IN DIAGRAM FOR BOTH OFFENSE AND DEFENSE PLAY

FIRST SWITCH ACTIVATION

AT THE SNAP THE QB WILL MOVE TOWARDS THE LINE OF SCRIMMAGE. STOP THE SWITCH WHEN THE QB MAKES CONTACT WITH THE BACK OF AN OFFENSIVE LINEMAN
STOP THE SWITCH IF ANY OF FOLLOWING HAPPENS AS WELL: IF HE MAKES CONTACT WITH DEFENSIVE PLAYER FIRST, IF HE TURNS AROUND ON HIS OWN
IF HE RUNS TOUCHES EITHER MIDFIELD HASH MARK BEFORE TOUCHING ANOTHER PLAYER OR IF HE FALLS OVER ON HIS OWN
THAT IS STOP 1

ACTIONS TAKEN ON STOP 1

IN ALL OF THE ABOVE SCENARIOS EXCEPT FOR THE (QB FALLING OVER ON HIS OWN) PIVOT THE SAFETIES AND CBS TO COVER THE RECEIVERS THEY WERE LINED
UP IN FRONT OF, THE INSIDE LINEBACKERS DO NOT GET PIVOTED
IF THE QB FELL OVER ON HIS OWN THIS BECOMES RUNNING PLAY, YOU WOULD NOT PIVOT THE DBS AND YOU WOULD GO TO THE RUNNING PLAY PROCEDURE
AND PICK UP THE PLAY THERE ON SECOND ACTIVATION

SECOND SWITCH ACTIVATION

RUN PLAY UNTIL 1. QB GETS TO 1 YARD MARK FROM THE LOS AND STOP BOARD

STOP THE SWITCH IF ANY OF FOLLOWING HAPPENS AS WELL: 2. IF HE TURNS AROUND ON HIS OWN, 3. HITS MIDFIELD HASHMARKS BEFORE GETTING TO THE -1 YD MARK

4. MAKES CONTACT DEFENDER BEFORE REACHING THE -1 YARD MARK 5. MAKES CONTACT WITH DEFENDER AS HE REACHES -1 YD MARK

6. IF HE MAKES CONTACT WITH DEFENDER AND IS IMMEDIATELY TURNED IN A NEGATIVE DIRECTION THAT IS A SACK AND THE PLAY IS OVER

IF 1 THRU 5 HAPPEN THAT IS SECOND STOP. IF 6 HAPPENS THAT IS END OF PLAY

ACTIONS TAKEN ON STOP 2

SCENARIO 1 QB NOT ENGAGED BY DEFENDER AND HAS OPEN RECEIVER*

QB HAS TO PASS IF HE HAS AN OPEN RECEIVER AND IS NOT ENGAGED BY A DEFENDER

IF THERE ARE MULTIPLE OPEN RECEIVERS THE QB MUST CHOOSE THE OPEN RECEIVER FURTHEST DOWNFIELD

APPROPRIATE PASSING STICK IS USED FOR RANGE RECEIVER IS IN AND IF QB IS UNDER PRESSURE OR NOT

LINE UP PASSING STICK AND TARGET BALL IN FRONT OF RECEIVER. PIVOT UNENGAGED DEFENDERS TOWARDS BALL

SCENARIO 2 QB DOES NOT HAVE OPEN RECEIVER BUT IS NOT ENGAGED OR HEADED IN A NEGATIVE DIRECTION

QB WILL BE RUNNING ON NEXT ACTIVATION

SCENARIO 3 QB DOES NOT HAVE OPEN RECEIVER AND IS TURNED BY HIS OWN IN A NEGATIVE DIRECTION

QB WILL BE THROWING BALL AWAY, PLAY OVER

SCENARIO 4 QB IS ENGAGED WITH DEFENDER BUT NOT SACKED

QB WILL HAVE TO LET INTERACTION WITH DEFENDER PLAY OUT AT NEXT ACTIVATION, THERE CAN ONLY BE A RUN, NO PASS

QB IS SACKED, PLAY OVER

SCENARIO 1 CONTINUED

IF PASS IS CLEANLY CAUGHT BY RECEIVER BOARD BRIEFLY STOPPED AND TARGET BALL IS REMOVED AND RECEIVER RUNS TO CONCLUSION OF PLAY, TACKLED**, RECEIVER TURNS ON OWN, RUNS OUT OF BOUNDS, SCORES OR FUMBLES**

QB RUNS UNTIL CONCLUSION OF PLAY, TACKLED, QB TURNS ON OWN, RUNS OUT OF BOUNDS, SCORES OR FUMBLES

INTERACTION OF QB AND DEFENDER RESOLVED THE PLAY CONTINUES UNTIL QB IS TACKLED, TURNS ON HIS OWN, RUNS OUT OF BOUNDS									
SCORES OF FUMBLES									

**TACKLES,FUMBLES AND PENALTIES

FIELD GOALS

FIELD GOALS ARE ATTEMPTED FROM THE LOS

FIELD GOAL ATTEMPT IS MADE USING A BALL ON BASE KICK GAME PIECE(SEE TOOLS OF THE GAME)

NO TEAMS ARE LINED UP FOR KICK ATTEMPT

FG PROCEDURE

ADVANCED

1.BALL ON BASE IS LINED UP ON LOS EITHER CENTER OF FIELD, ON RIGHT HASHMARK OR LEFT HASHMARK (FIGURE 1)

2.SWITCH IS ACTIVATED WITH BALL SET TO TRAVELS TOWARDS GOALPOST

3. IF BALL PORTION HITS CROSSBAR BETWEEN UPRIGHTS THE FIELD GOAL IS GOOD, IF THE BALL TRAVELS OUTSIDE THE UPRIGHTS THE KICK IS NO GOOD(FIGURE 2 AND 3)

IF BALL HITS UPRIGHT DEAD ON MIDDLE OR WITH OUTSIDE PORTION OF BALL THE KICK IS GOOD (FIGURE 4)

IF BALL HITS UPRIGHT WITH INSIDE PORTION OF BALL THE KICK IS NO GOOD(FIGURE 5)

BEGINNER IF YOU ARE USING STANDARD GOAL POSTS AND HAVE DIFFICULTY FINDING BALL ON BASE GAME PIECES THAT CONSISTANTLY RUN STRAIGHT
GIVE YOURSELF UP TO THREE TRIES ONE FROM THE MIDDLE AND ONE FROM EACH HASH MARK(IF NECESSARY)

FIGURE 1



FIGURE 2 KICK GOOD



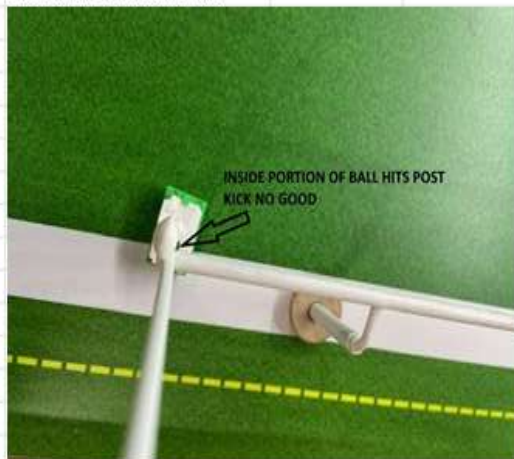
FIGURE 3 KICK NO GOOD



FIGURE 4 KICK GOOD



FIGURE 5 KICK NO GOOD



ON-SIDE KICK PROCEDURE

ON-SIDE KICKS CAN ONLY BE ATTEMPTED BY A TEAM THAT IS TRAILING IN CERTAIN GAME SITUATIONS(SEE SPECIAL RULES)

BOTH TEAMS LINE UP AS FOR A REGULAR KICKOFF ON THEIR 40 YARD LINES, WITH THE EXCEPTION THAT THE KICKING TEAM DOES NOT PLACE TWO MEN DEEP FOR THE RETURN IN OTHER WORDS ALL 11 PLAYERS FOR BOTH KICKING AND RECEIVING TEAM ARE LINED UP ALONG THEIR OWN 40

A TWELVE SIDED DICE IS ROLLED AND IF THE NUMBER FALLS BETWEEN 1-11 THE TARGET BALL WILL BE PLACED ON THE RECEIVING TEAMS 49 YARDS LINE IN FRONT OF THE CORRESPONDING# PLAYERS (SEE FIGURE 1)

A ROLL OF A 12 IS A FIVE YARD PENALTY ON THE KICKING TEAM AND THEY REROLL THE 12 SIDER. IF THEY ROLL ANOTHER 12 THE RECEIVING TEAM TAKES POSSESSION OF THE BALL AT THEIR OWN 40

IF A PLAYER IS IDENTIFIED THROUGH THE DICE ROLL AS STATED ABOVE AND THE TARGET BALL IS PLACED ON THE RECEIVING TEAM 49 YARD LINE IN FRONT OF THE CORRESPONDING PLAYERS, AN ADDITIONAL TWO PLAYERS ON EITHER SIDE OF THE TARGET PLAYER ARE PIVOTED TO THE BALL. IF THE TARGET PLAYERS ARE THE END PLAYERS IN THE LINE THEN THE NEXT TWO PLAYERS FROM THEM IN THE LINE ARE PIVOTED (SEE FIGURES 2 AND 3 AS EXAMPLES)

THE SWITCH IS ACTIVATED AND THE FIRST PLAYER WHO TOUCHES THE BALL WITH FRONT OF BASE OR PART OF FIGURE WITHIN A 3 SECOND COUNT RECOVERS THE BALL RECEIVING TEAM PLAYERS CAN ADVANCE THE BALL KICKING TEAM PLAYERS ARE DOWN AT THE SPOT OF THE RECOVERY. IF NO ONE RECOVERS WITHIN THE 3 SECOND COUNT THE CLOSEST PLAYER RECOVERS THE BALL AND THE PLAY IS OVER AT THAT SPOT.

FIGURE 1



FIGURE 2

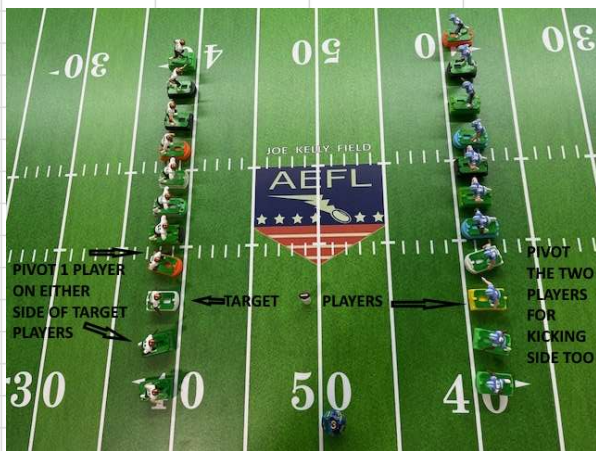
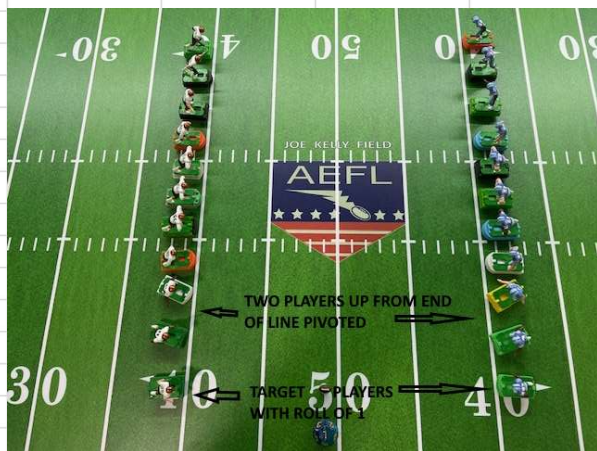


FIGURE 3



PUNT PROCEDURE

BOTH TEAMS AND GAME PIECES ALIGN AS IN FIGURE 1 BELOW, THE TWO POSSIBLE RETURN MEN ARE REMOVED FROM BOARD PRIOR TO ACTIVATION OF THE SWITCH(they can also be put up against the back of the end zone or held out of bounds until ball on base runs its course).

THE SWITCH IS ACTIVATED AND AFTER THE BALL ON BASE TRAVELS 20 YARDS (MARKED BY THE FIRST REFEREE ON THE FAR SIDELINE) THE BOARD IS STOPPED. IF AT THAT TIME NO DEFENDER HAS IMPACTED THE BALL MARKER THAT WAS 10 YARDS BEHIND THE LOS THEN THE PUNT PLAY IS READY TO CONTINUE. IF A DEFENDER IS ON THE TARGET BALL MARKER PUNT IS BLOCKED AND THE NEXT CLOSEST UNENGAGED PLAYER RECOVERS THE BALL AND THE PLAY THEN CONTINUES (SEE FUMBLE PROCEDURE)

IF THE PLAY CONTINUES AS A PUNT PLAY REACTIVATE THE SWITCH

RUN THE BOARD FOR 2 MORE SECONDS AT THAT POINT WHEREVER THE BALL ON BASE IS LOCATED IS WHERE THE TARGET BALL MARKER IS PLACED. IF THE BALL ON BASE IS IN PLAY (NOT OUT OF BOUNDS) THEN THE BALL ON BASE IS REMOVED FROM THE BOARD AND THE TWO RETURN MEN ARE PLACED ON THE RIGHT AND LEFT HASHMARKS THEY ARE PIVOTED TO THE SPOT OF THE TARGET BALL ALONG WITH ANY UNENGAGED PLAYERS FROM THE KICKING TEAM.(SEE FIGURE 2)

NOTE:IF BALL ON BASE GOES OUT OF BOUNDS BALL THE PLAY IS OVER WITH BALL MARKED AT THAT POINT

THE BOARD IS THEN ACTIVATED FOR A THIRD TIME UNTIL A RETURNER OR A KICKING TEAM PLAYER MAKES FRONT OF BASE CONTACT WITH THE TARGET BALL(FIGURE 3). THE BOARD IS THEN STOPPED. IF NO ONE TOUCHES THE BALL WITHIN 2 SECONDS OF BOARD ACTIVATION THE BOARD IS STOPPED AND CLOSEST PLAYER GAINS POSSESSION AT TARGET BALL SPOT.

IF A RETURNER GAINS POSSESSION AND HE IS UNENGAGED AND NOT HEADING UPFIELD ALREADY HE IS ALLOWED A STRAIGHT PIVOT UPFIELD WITH UNENGAGED DEFENDER PIVOTED TOWARDS HIM(FIGURE 4) THE PLAY IS ACTIVATED AGAIN UNTIL CONCLUSION OF PLAY: TOUCHDOWN, TURNS ON OWN, TACKLED, RUNS OUT OF BOUNDS OR FUMBLES (SEE FUMBLE PROCEDURE)

IF A MEMBER OF KICKING TEAM RECOVERS BALL IS DOWN AT THAT POINT

FIGURE 1



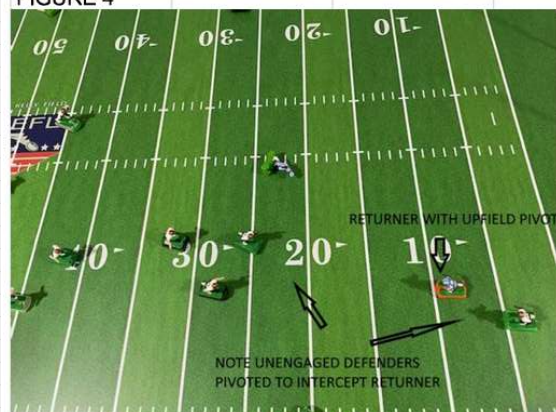
FIGURE 2



FIGURE 3



FIGURE 4



TACKLE DEFINED FOR MOVING PLAYER

IN THE AEFL IS DEFINED TWO WAYS

1. THE BALL CARRIER IS TURNED IN A NEGATIVE DIRECTION BY DIRECT CONTACT WITH THE FRONT OR SIDE OF A DEFENDERS BASE
2. THE BALL CARRIER IS DRIVEN BACK IN A YARD OR MORE BY DIRECT CONTACT WITH THE FRONT OF A DEFENDERS BASE

STATIONARY PLAYER TACKLE RULES

THE STATIONARY PLAYER IS TACKLED WHEN TURNED IN A NEGATIVE DIRECTION BY DIRECT CONTACT WITH THE FRONT OR SIDE OF A DEFENDERS BASE.

OR IF A DEFENDER MAINTAINS CONTACT WITH THE QB AFTER ALL ELIGIBLE RECEIVERS HAVE RUN OUT OF BOUNDS.

FUMBLE

WE ONLY COUNT FUMBLES LOST IN THE AEFL

A FUMBLE OCCURS AND IS LOST WHEN A BALL CARRIER IS KNOCKED OVER IN THE FIELD OF PLAY BY A MEMBER OF THE OPPOSING TEAM WHEN THE FUMBLE OCCURS IN THE ABOVE MANNER IT IS AN AUTOMATIC RECOVERY BY THE OPPOSING TEAM.

THE RECOVERY GOES TO THE CLOSEST UNENGAGED PLAYER OF THE OPPOSING TEAM WHO IS ALLOWED TO ADVANCE THE BALL UPFIELD IF THE RECOVERING PLAYER IS HEADED IN A NEGATIVE DIRECTION AT THE TIME OF RECOVERY HE GETS 1 STRAIGHT PIVOT IN A POSITIVE DIRECTION. THE FUMBLING TEAM PIVOTS ALL UNENGAGED PLAYERS TO TRY TO STOP HIM.

IN EITHER SCENARIO THE SWITCH IS THEN ACTIVATED TO THE CONCLUSION OF THE PLAY AND THE RECOVERING PLAYER IS SUBJECT TO THE TACKLING RULES OUTLINED ABOVE

NOTE A BLOCKED PUNT IS TREATED AS A LOST FUMBLE AND FOLLOWS THE ABOVE PROCEDURES

PENALTIES

HOLDING

IF HAPPENS IN FRONT OF THE PLAY IS DEFINED BY PLAYERS LOCKED BY ARMS AND SPINNING IF OR AT LEAST 1 REVOLUTION

ON OFFENSE A 10 YARD PENALTY AND REPEAT OF THE DOWN

ON DEFENSE 5 YARDS AND AN AUTOMATIC FIRST DOWN

A COIN FLIP DETERMINES WHO THE PENALTY IS ON

PASS INTERFERENCE

OCCURS WHEN THERE IS CONTACT GREATER THAN A BASE LENGTH FROM THE TARGET BALL AS OFF AND DEF PLAYERS ARE GOING FOR THE BALL

THE PENALTY IS CALLED ON THE PLAYER WHO IS NOT POINTING TOWARDS BALL AT POINT OF CONTACT. IF BOTH PLAYERS ARE FACING BALL EQUALLY

A COIN FLIP DETERMINES WHO THE PENALTY IS ON

ON OFFENSE A 10 YARD PENALTY AND A REPEAT OF THE DOWN

ON DEFENSE A SPOT FOUL.

ROUGHING THE PASSER									
IF THE QB IS KNOCKED OVER BY DEFENSIVE CONTACT OR IF A DEFENSIVE PLAYER IS IN CONTACT WITH THE QB AFTER THE CONCLUSION OF									
A COMPLETED OR INCOMPLETE PASS(NOT A THROW AWAY) THEN A 15 YARD ROUGHING PENALTY IS ASSESSED ON THE DEFENSE AND AN AUTOMATIC									
FIRST DOWN									
LATE HIT									
BALL CARRIER IS STRUCK BY A DEFENDER AFTER HE HAS GONE OUT OF BOUNDS IS A 15 YARD PENALTY ON TRHE DEFENSE AN AN AUTOMATIC FIRST DOWN									

AEFL PASSING RANGE, PASSING STICKS AND PASS TOOLS									
<p>IN THE AEFL THE PASSING RANGE FOR IDENTIFYING WHAT STICK IS USED FOR THE RECEIVER ALWAYS BEGINS WHERE THE QB IS LOCATED</p> <p>IN THE STANDARD PASS PLAY THE QB IS STATIONARY WTH THE FRONT OF HIS BASE FIVE YARD FROM THE LOS, SO THE RANGE BEGINS AT THAT POINT.</p> <p>THE RED RANGE (SHORT STICK) ON A STANDARD PASS PLAY IS 20 YARDS STARTING 5 YARDS BEHIND THE LOS AND EXTENDING 15 YARDS PAST THE LOS</p> <p>THE NEXT 20 YARDS FOLLOWING THE RED RANGE IS WHITE RANGE(THE MEDIUM STICK).ANY DISTANCE AFTER THAT IS THE BLUE RANGE(LONG STICK)</p> <p>THESE DISTANCES SHOULD BE MARKED ALONG THE NEAR SIDELINE WITH A CORRESPONDING COLORED MAGNET FOR EASE OF PLAY</p> <p>IT CAN ALSO BE MARKED WITH A STANDARD RED/WHITE RANGE STICK ALONG THE NEAR SIDELINES</p> <p>THE RPO PASS RANGE WILL BE THE SAME 20 YARD INCREMENTS BUT WILL BEGIN AT THE LOS BECAUSE THE QB HAS TO GET ALMOST TO THAT POINT BEFORE HE IS ALLOWED TO THROW.</p>									
<p>AEFL PASSING STICK LENGTHS DO NOT MATCH THE STANDARD ACCEPTED MEASUREMENTS</p> <p>BELOW ARE THE MEASUREMENTS THAT THIS RULESET USES</p> <p>RED STICK 1/3/4" REDSTICK WITH PRESSURE 2"</p> <p>WHITE STICK 2 1/2" WHITE STICK WITH PRESSURE 2 1 3/4"</p> <p>BLUE STICK 3 1/2" BLUE STICK WITH PRESSURE 3 3/4"</p>									
<p>IN ADDITION TO PASSING STICKS THIS RULESET USES COVERAGE CIRCLES TO DETERMINE OPEN RECIEVERS UNDERNEATH THE DEFENSIVE COVERAGE (SEE PASSING TOOL DIAGRAM AND OPEN RECIEVER DEFINED)</p>									
<p>THE AEFL USES A CONTESTED CATCH CIRCLE FOR CLOSE RECEPTIONS (SEE PASSING TOOL DIAGRAM AND PASS CATCHING PROCEDURE)</p>									
<p>THE AEFL USES A PRESSURE GAUGE THAT IS 2 BASE LENGTHS LONG. IF AN UNENGAGED DEFENDER IS HEADED TOWARDS THE QB AND WITHIN THE LENGTH OF THE PRESSURE GAUGE OF THE QB AT THE TIME THE PASS IS THROWN, THEN THE PASS IS THROWN TO THE RECIEVER USING THE PRESSURE STICK OF THE ZONE THE RECIEVER IS IN I.E RED ZONE,WHITE ZONE OR BLUE ZONE</p> <p>SPECIAL NOTE:THE OTHER WAY A PASS IS THROWN UNDER PRESSURE IS WHEN THE QB BREAKS ENGAGEMENT WITH DEFENDER WITHOUT BEING SACKED</p> <p>THE TARGET BALL THAT IS NOW USED IS A CLAY BALL GLUED ON TOP OF A SHORT SECTION OF HOBBY MODEL PLASTIC TUBING AND IS ANCHORED ON THE BOTTOM BY A SMALL BEVELED RUBBER WASHER. THIS TARGET BALL MOVES MINIMALLY AND ALLOWS THE RECIEVER TO PLAY THROUGH THE CATCH WITHOUT CHANGING DIRECTION (SEE AN IMAGE OF THIS TARGET BALL ON THE PAGE TITLED "PASSING TOOL DIAGRAM"</p>									

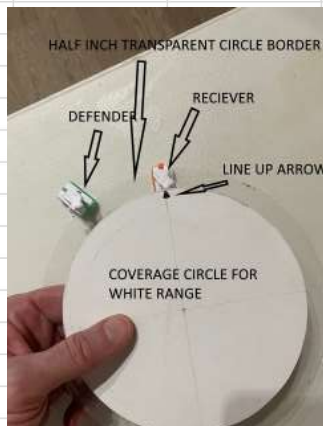
OPEN RECIEVER DEFINED			
AN OPEN RECEIVER IN THE AEFL IS DEFINED BY THE FOLLOWING CONDITIONS			
1. HE IS OPEN BY COVERAGE CIRCLE OR BEING BEHIND THE DEFENSE AND	SEE DIAGRAM: RECEIVER OPEN BEHIND DEFENSE,	OPEN BY COV CIRCLE	
A.HE IS IN-BOUNDS			
B.HIS TARGET BALL CATCH POINT* HAS TO HAVE SOME PART OF ITS BASE THAT THE RECEIVER CAN CONTACT INBOUNDS.			
C.HIS TARGET BALL/PASSING STICK PLACEMENT IS NOT IMPEDED BY A TEAMATES POSITION			
COMPLETED PASS DEFINED			
A FORWARD PASS IS COMPLETE WHEN THE RECEIVER HITS SOME PORTION OF THE TARGET BALL INBOUNDS WITH THE FRONT OF HIS BASE			
OR PART OF HIS FIGURE LIKE AN ARM OR HAND WHILE ALSO INBOUNDS AND IS NOT WITHIN THE CONTESTED CATCH ZONE			
IF THE DEFENDER TOUCHES THE BALL FIRST IN THE MANNER DESCRIBED ABOVE THE PASS IS INTERCEPTED			
CONTESTED CATCH ZONE: AFTER THE RECEIVER TOUCHES THE BALL WITH THE FRONT OF HIS BASE OR SOME PART OF HIS FIGURE THE BOARD IS STOPPED			
A 1.5" CONTESTED CATCH CIRCLE IS CENTERED ABOVE THE TARGET BALL IF A DEFENDER IS POINTED TOWARDS THE BALL AND CLOSE ENOUGH TO USE THE			
GAME PIECE. IF THE DEFENDER IS WITHIN THE RADIUS OF THE CONTESTED CATCH CIRCLE THE BOARD IS ACTIVATED, AND IF THE DEFENDER MAKES CONTACT WITH THE BALL			
AFTER THAT ACTIVATION THE PASS IS RULED INCOMPLETE			
A DEFENDER TOUCH OF THE BALL BEFORE SWITCH IS CUT OFF WHEN INITIALLY TOUCHED BY THE RECEIVER OR SIMULTANIOUS TOUCH BY DEFENDER IS ALSO AN INCOMPLETE			
PASS			
A TARGET BALL THAT FALLS OVER AFTER CONTACT WITH THE RECEIVER IS ALSO AN INCOMPLETE PASS			
IF THE RECEIVER TOUCHES THE TARGET BALL AND THEN IS SEPERATED FROM TARGET BALL CONTACT BEFORE THE INITIAL SWITCH CUTOFF IS AN INCOMPLETE PASS			
ONCE THE PASS IS RULED COMPLETE THE TARGET BALL IS REMOVED AND THE BOARD IS ACTIVATED FOR CONTINUATION OF THE PLAY			
*THE CATCH POINT IS THE POINT WHERE THE BASE OF THE TARGET BALL MEETS THE END OF THE PASSING STICK			

OPEN RECIEVER DIAGRAMS AND USE OF COVERAGE CIRCLE

IF RECEIVER IS BEHIND DEFENSE HE IS OPEN
AS LONG AS HE MEETS THE OTHER CONDITIONS
OUTLINED IN OPEN RECEIVER DEFINED, ITEMS A THRU D



THE COVERAGE CIRCLE IS USED AS SHOWN BELOW
AND DEFINED FURTHER ON THE RIGHT

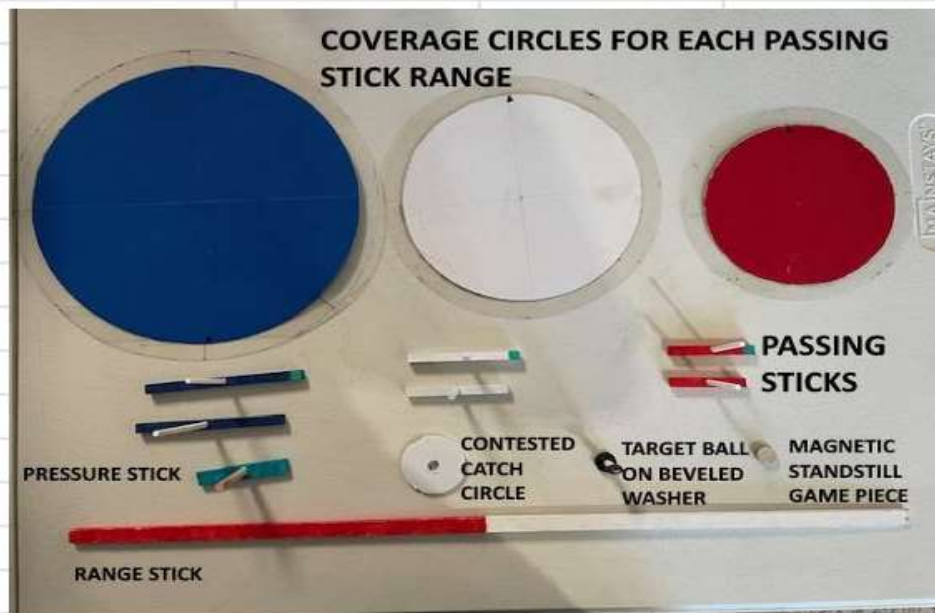


THERE IS ONE COVERAGE CIRCLE FOR EACH PASSING RANGE. THIS EXAMPLE HAS THE RECEIVER IN THE WHITE RANGE, SO WE USE THE WHITE COVERAGE CIRCLE. THE INNER WHITE PORTION OF THE CIRCLE HAS AN ARROW ON THE MIDDLE EDGE, THAT ARROW IS LINED UP AGAINST THE FRONT MIDDLE OF THE RECEIVERS HELMET. WHEN THE CIRCLE IS PROPERLY LINED UP, LOOK AT WHERE THE DEFENDERS ARE, IF THE DEFENDERS HELMET IS OUTSIDE OF THE 1/2" TRANSPARENT CIRCLE BORDER THEN THE RECIEVER IS OPEN AS LONG AS HE MEETS THE OTHER CONDITIONS OUTLINED IN OPEN RECEIVER DEFINED, ITEMS A THRU D. IF THE DEFENDERS HELMET TOUCHES OR IS UNDERNEATH THE TRANSPARENT BORDER THEN THE RECEIVER IS COVERED.

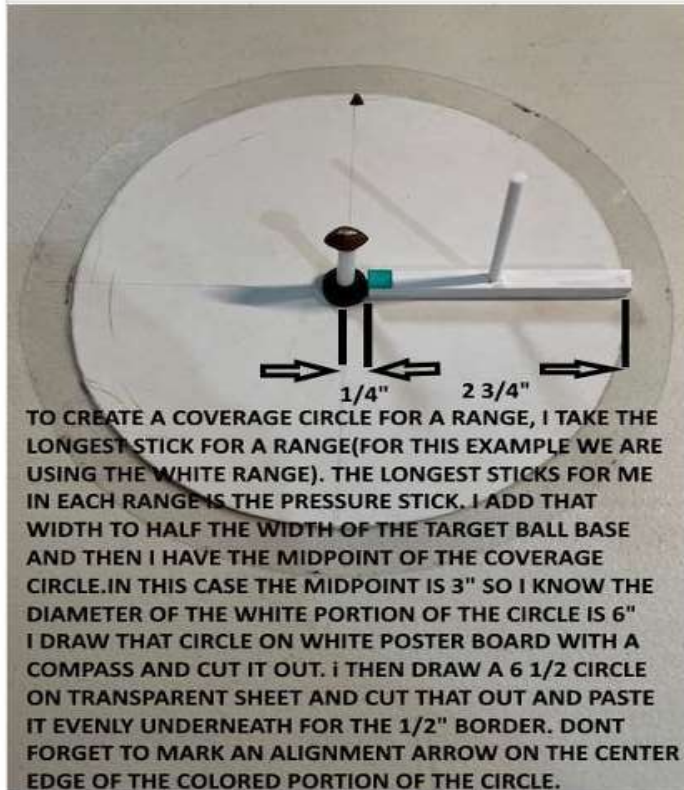
IF DEFENSE IS OVERTOP RECEIVER THE COVERAGE CIRCLE
WILL NEED TO BE USED



TOOLS OF THE GAME PART 1



COVERAGE CIRCLE CREATION



PASSING STICK CREATION

ALL PASSING STICKS,PRESSURE STICKS AND RANGE STICKS ARE MADE FROM HOBBY WOOD.

CONTESTED CATCH CIRCLE CREATION

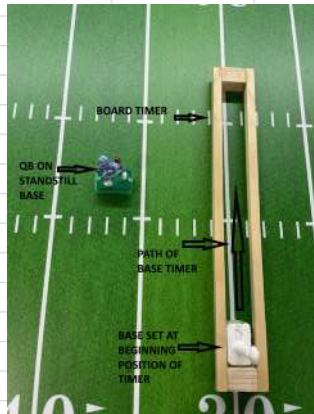
THE CONTESTED CATCH CIRCLE IS JUST ONE OF THOSE SPACERS YOU GET FROM YOUR PIZZA BOX WITH THE LEGS TRIMMED OFF AND A HOLE PUNCHED IN THE MIDDLE

TARGET BALL CREATION

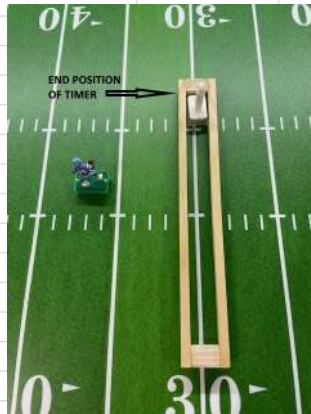
THE TARGET BALL IS A CLAY BALL GLUED ON TOP OF HOBBY PLASTIC TUBING AND PLACED IN A BASE WHICH IS BEVELED RUBBER 1/2" WASHER

TOOLS OF THE GAME PART 2

BOARD TIMER STEP 1



BOARD TIMER STEP 2



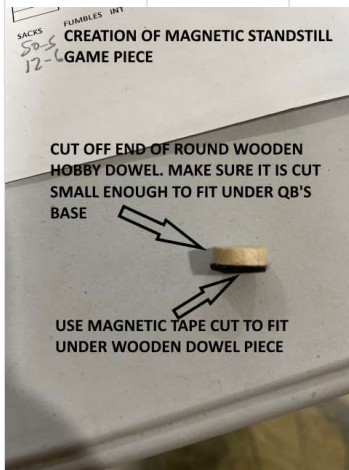
IN THE AEFL PASSING PLAY PROCEDURE I WENT OVER THAT THE QB IS TIMED AT THE SECOND ACTIVATION OF THE SWITCH. I NOTED THAT THE TIME CAN BE COUNTED VERBALLY OR YOU CAN USE A STOPWATCH, THE THIRD POSSIBILITY IS THAT YOU CAN USE A BOARD TIMER. I LIKE THE BOARD TIMER OPTION BECAUSE IT ELIMINATES THE POSSIBILITY THAT I COUNT TOO FAST OR SLOW OR THAT I PRESS THE STOPWATCH OUT OF SYNCH WITH BOARD SWITCH ACTIVATION.

THIS IS THE BOARD TIMER I USE WHICH YOU MAY RECOGNIZE AS THE SAME DESIGN THAT IS USED FOR A BATTLE BOX WHICH IS COMMON IN THE EF HOBBY I HAND MADE THIS TIMER OUT OF HOBBY WOOD AND ITS USE IS SIMPLE. YOU SET IT ON THE BOARD BEHIND THE QB PRIOR TO SECOND ACTIVATION OF THE SWITCH ON A PASS PLAY. YOU PLACE A FUNCTIONING BASE INSIDE THE TIMER AT ONE END SET TO TRAVEL TO THE OTHER END. WHEN THE BOARD IS ACTIVATED THE BASE WILL RUN TO THE OTHER END OF THE TIMER. WHEN IT HITS THE END THE QB MUST THROW THE BALL IF NO RECEIVER IS OPEN AT THAT TIME THE BALL MUST BE THROWN AWAY.

AS NOTED IN THE PASS PLAY PROCEDURE IF A DEFENSIVE PLAYER HITS THE QB BEFORE THE TIMER RUNS ITS COURSE THE TIMER IS REMOVED AND NOW THE OUTCOME OF THE PLAY IS DETERMINED BY THE QB AND DEF PLAYER INTERACTION.

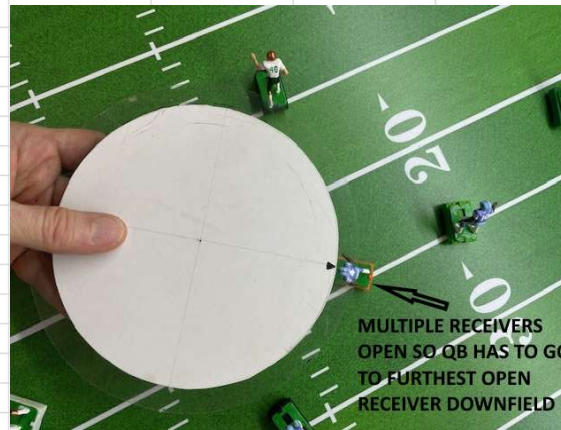
MAGNETIC STANDSTILL GAME PIECE

THE AEFL USES A HAND MADE MAGNETIC STANDSTILL BASE FOR ITS GAME PLAY THE REASON WE USE THIS SPECIFIC DESIGN IS BECAUSE THE AEFL TACKLING RULES DO NOT HAVE TO BE MODIFIED FOR THE STANDSTILL PLAYER. ON THIS ROUND GAME PIECE THE QB CAN BE TURNED IN A NEGATIVE DIRECTION BY A DEFENDER WHICH IS ONE OF THE DEFINITIONS OF A TACKLE BY AEFL RULES

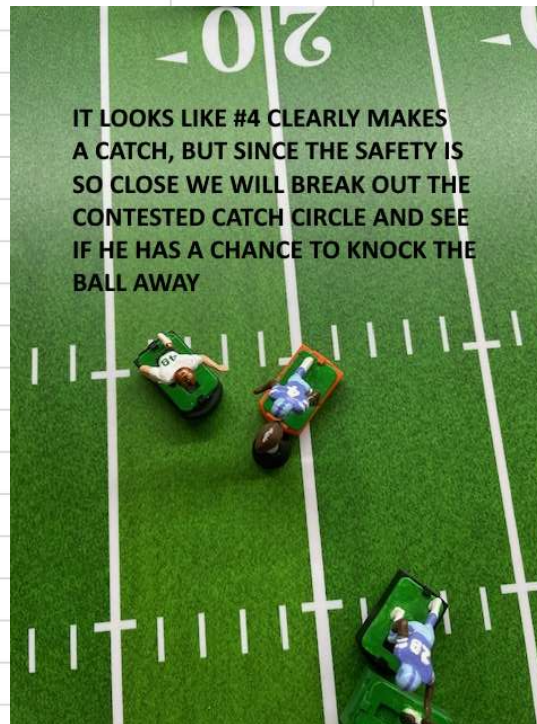
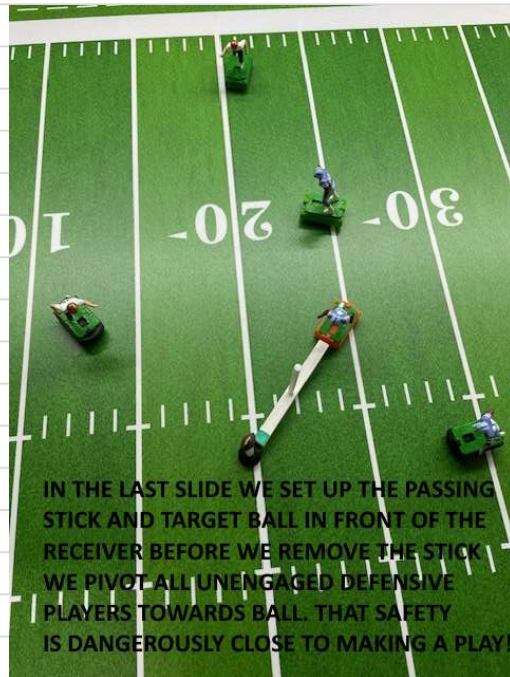


SOME MORE PASSING TOOLS IN ACTION PART 1

THE BELOW DEPICTS A PASSING PLAY IN ACTION AND YOU SEE BASED ON THE RANGE STICK ON THE NEAR SIDELINE THAT THERE ARE VARIOUS RECEIVERS IN DIFFERANT RANGES. IT LOOKS LIKE THERE ARE DEFENDERS IN WHITE JERSEYS OVERTOP THE RECEIVERS SO WE WILL BREAK OUT THE COVERAGE CIRCLES TO SEE IF ANY RECEIVERS ARE OPEN. I THINK THERE WILL BE A FEW!



SOME MORE PASSING TOOLS IN ACTION PART 2



IF THE SAFETY WAS UNDER THE CONTESTED CATCH CIRCLE WE WOULD HAVE ACTIVATED THE BOARD LEAVING THE TARGET BALL ON THE FIELD AND IF THE SAFETY WOULD'VE MADE CONTACT WITH THE BALL IT WOULD HAVE BEEN KNOCKED AWAY, AN INCOMPLETE PASS

GAME SHEET MANAGEMENT									
THE AEFL RUNS AN 8 PLAYS BY QUARTER SYSTEM WITH THE POSSIBILITY OF A 1 PLAY EXTENSION AT THE END OF HALF OR GAME IN THE EVENT OF A DEFENSIVE FOUL ON PLAY 8 OF EITHER QUARTER									
KICKOFFS, SCRIMMAGE PLAYS AND PUNTS ALL COUNT AS 1 PLAY									
FG'S, XTRA POINTS AND 2POINT CONVERSIONS ARE ALL PART OF THE LAST PLAY RAN									
EXAMPLE: TEAM SCORES A TD ON PLAY 6 OF THE 1ST QTR THE EXTRA POINT TRY OR 2 PT PLAY ARE BOTH COUNTED IN PLAY 6									
ALSO SINCE A FG ATTEMPT IS PART OF LAST PLAY RAN, A TEAM WHO RUNS A PLAY FROM SCRIMMAGE ON PLAY 8 OF THE 2ND OR 4TH QTR STILL GETS TO ATTEMPT THE FG AS IT COUNTS AS PART OF PLAY 8									
OVERTIME RULES									
EACH TEAM GETS A 1 PLAY POSSESSION FROM THE OPPONENT 20 YD LINE TO TRY TO SCORE A TD OR IF THEY FAIL THAT A FG									
IF 1ST TEAM UP SCORES A TD THEY GO FOR 1 IF THEY DONT GET A TD AND DONT TURN THE BALL OVER THEY GO FOR THE FG									
IF 2ND TEAM UP SCORES A TD AND THE FIRST TEAM SCORED 7 THEN THE SECOND TEAM HAS TO GO FOR 2									
IF 2ND TEAM UP SCORES A TD AND THE FIRST TEAM SCORED 6 THEN THE SECOND TEAM HAS TO GO FOR 1									
IF FIRST TEAM UP GETS A FG THEN 2ND TEAM WILL WIN WITH A TD AND TIE THE GAME WITH A FG									
IF FIRST TEAM UP DOES NOT SCORE ANYTHING THE 2ND TEAM STILL HAS TO RUN A PLAY BUT STILL CAN WIN WITH FG									
OBVIOUSLY ANY SCORE OF THE 1ST TEAM UP THAT IS NOT MATCHED OR EXCEEDED BY THE 2ND TEAM INDICATES A WIN									
FOR TEAM 1									
NOTE KICKOFFS BEGIN GAME AND HALF, ALL OTHER POSSESSIONS BEGIN AT RECEIVING TEAM 25 WITH THE EXCEPTION OF									
ON-SIDE KICKS (SEE ON-SIDE KICK PROCEDURES)									

POSSESSION OF BALL AFTER A SAFETY BEGINS AT THE 25 AND AN ON-SIDE KICK CAN BE ATTEMPTED ON A SAFETY FOR TRAILING TEAM BASED ON GAME SITUATION. REFERENCE ON-SIDE KICK PROCEDURE

GAME PLAY MANAGEMENT FOR ONSIDE KICKS,PUNTS,FGS, XPTS AND 2PT CONVERSIONS								
ONSIDE KICK								
AUTOMATIC TRY IF DOWN BY 3+ SCORES IN 1ST HALF								
2 SCORES IN 3RD QTR								
1 SCORE IN 4TH QTR								
PUNT								
ON 4TH DOWN AND NOT IN FG RANGE A TEAM PUNTS UNLESS								
DOWN BY THREE SCORES IN 1ST HALF								
2 SCORES IN 3RD QTR								
1 SCORE IN 4TH QTR								
FGS ARE ATTEMPTED ANY TIME A TEAM IS AT THEIR OWN 40 FORWARD								
UNLESS GAME SITUATION/PLAYS REMAINING INDICATE FG WILL NOT HELP TEAM WIN								
2PT CONVERSION (PLEASE REFER TO ONLINE CHARTS THAT INDICATE WHEN TO GO FOR 2)								
2 PT CONVERSIONS ARE ALWAYS ATTEMPTED BY THE OFFENSIVE TEAM AT THE DEFENSE 10								
AND THE PLAYCALL WILL ALWAYS BE								
1-2 RPO 3-11 RUN 12-20 PASS								
XPTS ARE ALWAYS ATTEMPTED FROM THE 10 YD LINE AND JUST AS FIELD GOALS WITH TEAMS OFF THE FIELD ONLY USING BALL ON BASE								

TEAMS					1		2		3		4		OT		TOTAL		KR		PR	
1ST QTR					1		2		3		4		5		6		7		8	
2ND QTR					1		2		3		4		5		6		7		8	
																			9	
3RD QTR					1		2		3		4		5		6		7		8	
4TH QTR					1		2		3		4		5		6		7		8	
																			9	
ATT					COMP		Y		I		TD						ATT		COMP	
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RB									REC								RB		REC	
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