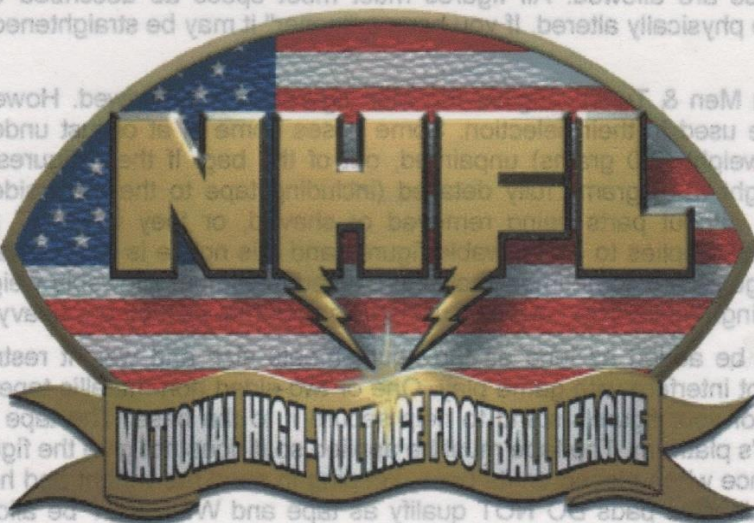


FIGURES - Tendon Suspension (Figs) Deluxe etc. including original Big Men, BuzzBall, and Half Repro figures are allowed. All figures must meet specs as described within the rules. Figures cannot be physically altered. If a figure is altered it may be straightened/adjusted within reason.



OFFENSE - OL 50-78, 80-88, (00 at Center only), QB, RB, WR, TE - 00, 0-49, 80-89.

2005 CHAMPIONSHIP SEASON

Version 1.0

Blocker Figures - Blocker figures are figures that have both arms folded at the elbows with the forearms connected to the upper arms and hands to chest which is also known as the FAB "Guard" figure. These figures are legal for play but may not be used in the backfield or as Wide Receivers, but are allowed to play at tight end if properly numbered, and can play anywhere on defense. It used at TE that player's base must be LESS THAN a base width apart from the closest offensive lineman's base, may not be stacked or in the shade of another team mate, and must be set and remain ON the LOS before and after audibles.

Maximum Width - 29mm
Maximum Length - 33mm
Maximum Height - 38mm or 1.5"
Maximum Weight - 2.0 grams fully dressed

BASES - Each coach is allowed 1 base per figure + 8 extra bases for figures.

NATIONAL HIGH-VOLTAGE FOOTBALL LEAGUE EQUIPMENT

FIGURES - Tudor/Superior/Miggle (Fab5) Deluxe era, including original Big Men, BuzzBall, and Haiti Repro figures are allowed. All figures must meet specs as described within the rules. Figures cannot be physically altered. If you have a "leaner" it may be straightened/adjusted within reason.

Miggle Repro Big Men & Tudor Original Big Men figures will be allowed. However, EXTREME caution should be used in their selection. Some poses come in at or just under the maximum allowable figure weight (2.0 grams) unpainted, out of the bag. If these figures are used, they MUST make weight (2.0) grams fully detailed (including tape to the underside of the players platform if used) without parts being removed or shaved, or they will NOT pass equipment inspection. This rule applies to all allowable figures and this notice is to serve as a caution that these particular figures are sometimes known to exceed maximum allowable weight limits, before and/or after detailing. Please use caution if using these figures, as they are heavy.

Accessories may be added as long as the figure meets size and weight restrictions, and the accessories do not interfere with game play. One or two-sided non-metallic tape may be applied to the underside of your figure's stand to help secure it to the base. The tape may not extend beyond the figure's platform. The tape must be applied so it does not give the figure a "jacked" or "leaner" appearance when placed on its base, keeping in mind the weight and height restrictions on the figures. Adhesive pads DO NOT qualify as tape and WILL NOT be allowed. NO GLUE ALLOWED on figures.

Total Figures - Maximum Total - 33

Offensive figures must follow a numbering system to some degree for certain positions.

Numbering System

OFFENSE - OL 50-79, 90-99, (00 at Center only). QB, RB, WR, TE - 00, 0-49, 80-89.

DEFENSE - No Restrictions.

All figures except TTQB's must be numbered on the front and back of their jerseys. Each figure must have a unique and different number from all other figures on a given team. The number on front and back of a given figure must be the same number. Be sure to prepare your offensive and defensive units according to the above specs!

Arms Forward Figures - Arms forward figures are figures that have any portion of both arms that extend to the front edge of their stand or beyond. These figures are legal for play but may not be used at the skills positions on offense (QB, RB, WR, TE, KR), but are allowed anywhere on defense.

Blocker Figures - Blocker figures are figures that have both arms folded at the elbows with the forearms connected to the upper arms and hands to chest which is also known as the FAB5 "Guard" figure. These figures are legal for play but may not be used in the backfield or as Wide Receivers, but are allowed to play at tight end if properly numbered, and can play anywhere on defense. If used at TE, that player's base must be LESS THAN a base width apart from the closest offensive lineman's base, may not be stacked or in the shade of another team mate, and must be set and remain ON the LOS before and after audibles.

Figure Specifications

Maximum Weight - 2.0 grams fully dressed

Maximum Height - 38mm or 1.5"

Maximum Length - 33mm

Maximum Width - 29mm

BASES - Each coach is allowed 1 base per figure + 8 extra bases for figures. Tudor/Superior/Miggle Deluxe era and BuzzBall bases are allowed. This includes Brown TTC bases & dials, as well as ITZ dials. Legal bases and dials from the above manufacturers include Single Clip Rookie Bases, Double Clip Rookie bases, TTC bases with dials, ITZ dials, and Red

Peg TTC bases. TTC and ITZ dials may be placed into any legal TTC shell (not Red Peg shells) to complete a multi-directional base. Additionally, Red Peg prong bars may be placed into any Red Peg base shells, R/L shells, or Repro R/L shells, as long as they replace the original front prongs.

BASE TWEAKING: Prongs - Base prongs may be pulled, stretched, curled, clipped, or otherwise physically manipulated, keeping in mind it must meet the overall stated base height specifications. No portion of any prong or prongs may extend beyond the outer shell rim with or without a figure on top of it. No part of a base that is not a prong can be made into a prong or made to act as a prong through any process of alteration. Such a part or parts may be removed but not manipulated unless it can retain its factory shape.

***EXCEPTION:** Prongs may be removed but not added. A base may have 2 or more sets of prongs removed (immobile base). This eliminates its ability to "push" another player or into the LOS. In such cases as with a Multi-Directional base, the dial tab may/will make contact with the board, acting as a prong. Under these conditions the dial tab may not be tweaked.

Base prong configurations may vary from one sanctioned manufacturer to another. Dials and prong bars from one era or manufacturer to another may be switched provided no alterations to the base shell is required, they are firmly held into place, and they meet specs.

Shells - Base shells must be free of sprue remains or slag (flashing) and must be free of any recesses or protrusions. Base shells may not be otherwise altered.

NOTE: No chemical alterations are allowed to any base.

No weight may be added to any base except the figure placed on it.

Base shells may be marked between its rear corners on the outside of the shell for identification purposes. Use magic marker, a small amount of paint, or decals, etc., for this. The same applies to making MINUTE markings under the base shell and/or on directional dials. No excesses and no plates allowed.

One piece of tape may be added to the leading edge of a TTQB passer's base shell to help assure that the passer does not move from its position during a pass attempt (aka, the electric slide).

Figure Specifications

Maximum Base Height - 10mm all bases

Maximum Base Weight - Rookie (all) - 0.8 grams, TTC w/Dial - 1.2 grams

Red Peg TTC - 0.9 grams

PLAYERS - A player consists of a fully detailed figure on its base with or without appropriate tape affixed on the underside of its platform and legally mounted on a base. This assures that the figure can be removed from its base easily for inspection. A figure's platform must be evenly distributed across the base's platform. Any remaining portion of the figure's platform that extends past the base's platform is considered to be part of that player's base if a ball carrier or eligible receiver for contact purposes during play, but can prevent a tackle from being made by such a player. Such portions of that figure's platform should be trimmed to fit within the confines of the base's platform area.

TEAMS - Each franchise will be REQUIRED to have their teams in both home and road uniforms. All uniform designs and team names must be submitted to the league for approval. Team names and team colors should be unique and not duplicate any NFL or NCAA teams. For example, you cannot be the New York Giants but you can be the "(your town)" Giants. Each team entered may have up to 33 players with no limitations on the number of TTQB's. TTQB's do not need to be painted or have numbers. Those that are numbered can be in duplicate with respect to one another or any of the other 33 players. TTQB's, and ONLY TTQB's are allowed to be glued to their bases.

TTQB's - TTQB's are not allowed to play any on-field position with other players except to kick FG's. When used to pass, they will be subbed in at the spot of the on-field QB to pass, then

replaced with the original on-field QB. If an onside kick, they will be used to kick, then replaced by a legal player designated during setup.

TTQB MODIFICATIONS - No springs, cups, or devices can be added to the TTQB figure. One piece of Two-Sided Sticky tape may be added to the leading edge of its base shell for the purpose of keeping the TTQB in place during TTQB passes.

Kicking leg may be removed for passing.

Notches are allowed in the throwing hand and/or arm to aid for gripping, ball positioning, etc.

Forward arm may be bent but not removed. Rear tab can be present and can be bent as desired, or removed. QB figure may be bent in any manner as long as the head does not extend past any portion of the base shell's top deck area.

Arms can be bent in a desired position.

If you want to do something not described here please get permission and a clarification in advance.

GAME BALLS - Each coach is responsible for providing their own game balls.

Passing Footballs - SIW stock felt and Tudor/Superior/Miggle stock foam and felt footballs are allowed for TTQB passes. "PuffDaddy" footballs (foam) are stock Tudor/Superior footballs and will be allowed. Coaches are permitted to enhance footballs with glue or paint products as long as the ball does not damage the board or players.

PLAYING FIELDS - Only (vintage) 620 size fields are permitted. All custom made boards need to be inspected by a league representative before it is deemed playable.

OTHER EQUIPMENT - Other Equipment Allowed In A Team Box: Down Markers, 10 yard Markers (vintage 620 size only), On-field Refs (for use during pivots).

NATIONAL HIGH-VOLTAGE FOOTBALL LEAGUE RULES OF PLAY

REGULAR SEASON - The regular season schedule will consist of ten (10) games. Each team will receive their entire league schedule to complete. Games may be played in any order, no matter which game is listed first on the schedule. It is up to each coach to make proper arrangements with their opponents to complete their schedule. Each coach must complete the entire regular season schedule in order to benefit from any wins, losses, or ties.

SCHEDULED GAMES - Once you schedule a game with an opponent you are committed to play it on the day it was scheduled. Failure to do so will result in a forfeit. If a coach schedules a game and does not show up to play, that game will be ruled a "no show" and a forfeit victory (2-0) will be awarded to the opposing coach. Failure to show up and failure to call an opponent will be ruled a "no show, no call." No Show, No Call games will result in the opposing coach being awarded a forfeit victory (2-0) and the offending coach will be fined \$20.00. The offending coach's schedule will remain on "lockdown" until the fine is paid to the league office. This means no games will count for that team until the fine is paid and the league office has officially released that team from lockdown status.

****Emergencies**** We all understand that things come up all of a sudden that are beyond our control. When this happens, please give your opponents the common courtesy of a phone call. In emergency situations a game may be rescheduled without penalty provided notice was given to the pending opponent 24 hours or more before scheduled game time. Both coaches involved must also inform the league office. The league office has final say so for denial or approval on all forfeits and rescheduled games.

REGULATION GAME - A game consists of four (4) ten (10) play quarters and three (3) timeouts per team, for a total of twenty (20) plays per half, with a maximum of twenty six (26) plays per half, if all three timeouts are used by both teams.

OVERTIME - If the score is tied at the end of a game, an overtime period will be played. Overtime is a semi-sudden death situation. Teams will not change ends of the field entering or during the overtime period. The mandatory punt rule does not apply in overtime. There will be a coin toss, with the coach winning the toss having the option to take the ball first or second. The coach who takes the ball first will start on the his own twenty, and be allowed to continue down the field as long as he continues to make first downs. If the first player scores a touchdown he can elect to go for a one or two point conversion. If he elects to go for a two-point conversion and is successful, the game is over. If he elects to go for one, or fails the two-point conversion, the second team then has their turn and must outscore the first team. In the above case, if the first team scored a touchdown and one extra point, the second team must go for two for a victory. If the first team missed either a one or two point conversion, the second team must score a touchdown and an extra point. If after each team's possession the game remains tied, the team that scored first in overtime is declared the winner. If both teams kick field goals in overtime, the team with the most net positive yards wins. If neither team scores in over time, the team with the most positive yards wins. If neither team scores, and net positive yardage is equal, another overtime period is to be played beginning with a coin toss. No game can end in a tie.

SETUP CLOCK - A setup clock will be used for both offense and defense. Offense is allowed One (1) Minute to complete their setup and must say, "Set" upon completion. The defense is allowed an additional Thirty (30) seconds to complete their setup (a total of one minute thirty seconds (1:30)). The defense must also say, "Set" upon completion. Penalty for taking too much time is Five (5) Yards for Delay Of Game. Please try to enforce this within the spirit of the rule. The use of a setup clock during the regular season will be left to the coaches to decide, however be aware that in the National Playoff YOU WILL BE ON THE CLOCK!

EXTRA POINTS - After a team scores a touchdown the extra point is kicked uncontested from the (10) yard line or the coach has the option to go for a two-point conversion.

TWO-POINT CONVERSION - After a team scores a touchdown they may opt to void their chance for an extra point and go for a two-point conversion. If they opt to "go for two" the line of

scrimmage is the (2) yard line and they have one attempt to get in the endzone for the conversion to be successful.

BASIC SETUP - All players must be set up inbounds and be set in an upright (standing) position.

FALLEN PLAYERS - Any player that falls and has any part of the figure contacting the field is considered to have fallen. Fallen players must be left alone until that play is resolved. They cannot be picked up or adjusted. Fallen players are not eligible to catch a pass, receive a pitch, make a tackle, or intercept a pass. A fallen player becomes part of the field until that play is over.

PUSH RULE - The QB is subject to invoking the Push Rule if it is on a mobile base (3 or more sets/groups of prongs under the base shell). On any play where the QB has the ball (run or pass) and the QB makes base-to-base contact with an Offensive Interior Lineman, the board MUST be stopped immediately and the QB is forced to keep the ball on a run. An Immobile base (2 or less sets/groups of prongs under the base shell) is exempt from invoking the Push Rule, as it has little to no ability to push another player. REMEMBER, the QB is allowed to be stacked at setup very close to the LOS. The Push Rule helps to negate this advantage. EXCEPTION - If a QB Sneak/Keeper is called, the board will run just as if a straight handoff has been called.

OFFENSIVE SETUP - Offense MUST begin their set with the center being placed on the center of the field, followed by their remaining Four (4) offensive linemen. The offense MUST have EXACTLY Seven (7) men on the Line Of Scrimmage (LOS). All parts of all Seven (7) players on the LOS MUST be ON but NOT over the LOS. This includes base and body (figure).

OFFENSIVE LINE INTERIOR - At least One (1) yard space (base and body) between each player and no more than one (1) base width (base and body) between each player. An unbalanced line formation is NOT allowed. You MUST have a center in between two (2) guards, which are in between two (2) tackles. Spacing among interior linemen must be consistent from one to another. They MUST also be ON the LOS.

OFFENSIVE LINE EXTERIOR - A Tight End (TE) or Tight Ends (TE's) have the same setup restrictions as the Interior Linemen.

OFFENSIVE WIDE RECEIVERS - Must be on but not over the LOS if among the seven (7) players on the line. A slot receiver NOT on the LOS (base or body) CANNOT be more than a base length (4 yards) off of the LOS (base and body).

OFFENSIVE BACKFIELD - Defined as those players BETWEEN the Tackles before and after setup and audibles.

QB - Must be a minimum of 2 yards (base and body) behind the Center.
RB - No more than two (2) in the backfield. Must be at least Ten (10) yards behind the LOS. May NOT be stacked behind the QB (minimum is 1 base length/4 yards). May be stacked behind an "up-back" that is not directly or indirectly behind the QB.

ALL PLAYERS IN BACKFIELD - Cannot have any portion (base or body) set more than twenty (20) yards behind the LOS, before and after audibles.

DEFENSIVE SETUP - There must be at least one (1) yard of lateral space between all defensive players (base and body). All defenders must be at least one (1) yard off of the LOS (base and body). Any player on defense that is directly behind or in the shade of another defender must be at least two (2) base lengths/eight (8) yards (base and body) behind the closest portion of the player(s) in front of it. No portion of a defensive player may be set more than forty (40) yards from the LOS (base and body).

When the defensive team is in their Red Zone (20 yard line to their goal line), any player on defense that is directly behind or in the shade of another defender must be at least one (1) base lengths/four (4) yards (base and body) behind the closest portion of the player(s) in front of it. EXCEPTION - If the LOS is the two (2) yard line or closer, the defensive team still must maintain proper spacing depth to avoid stacking, but may line up its second layer of players partially out of the back of the end zone. However, in such situations all players must still be lined up between the sidelines.

AUDIBLES - Once a team is set, they are allowed to perform an audible or audibles. Each team is allowed to pivot, pick up, adjust a dial, and replace that player on the same spot facing a different direction. The offense is allowed to audible up to two players with the defense being allowed an equal number of audibles. Any player on defense and/or offense EXCEPT INTERIOR LINEMEN may be audibled. If a player is accidentally dislodged from their original position during the audible phase, that coach must get the permission of their opponent to reset that player in its original spot and to its original facing. Otherwise this will count as an audible. Each coach is allowed up to ten (10) seconds to complete all audibles.

TACKLED AND/OR ENGAGED PLAYERS - This is an "any base touch" format. Any player who is making base to base contact with an opponent's player(s) is considered to be engaged if not the ball carrier, tackled if the ball carrier. Body parts of a figure do not count for the purposes of determining engagement or tackles.

BASE SWITCHING - All base switching among players must be done in between plays. NO base switching during any play allowed.

ON-SIDE KICK - In order to attempt an on-side kick, a coach must be taking in score by ten (10) or more points and/or they must be trailing by any margin of score in the fourth quarter. The kicking team must clearly state their intentions of attempting an on-side kick BEFORE they begin setup. Setup is the same as a normal kickoff except a TQB kicker will be subbed in place of an actual on-field player to attempt the kick. The kick must go at least ten (10) yards and no more than thirty (30) yards, and may not strike ANY player. Only one (1) try per possession is allowed. Any failed attempt will result in the receiving team taking over at the fifty (50) yard line. If the kick is successful, the TQB kicker is subbed out for a PRESTATED on-field player (same method as for the KR player on normal KO's), in the same spot on the field where the TQB kicker was removed. The kicked ball will be subbed out for a ball marker at the same spot and pointing as the kicked ball. Beginning with the return team, all players may be pivoted towards the ball or to block. The first player to make FRONT OF BASE contact with the ball has recovered the kick. If the kicking team recovers the ball it MAY NOT be advanced and it is down at the spot where ball was recovered. If the receiving team recovers the ball then the game is turned off, the ball is removed and the game is turned back on for the remainder of the play (no further pivots can be made). If the receiving team recovers the ball and the player is facing the opposite direction then the ball is down at that spot. If after running the board for four (4) seconds and no one has recovered the ball, it is a failed attempt, resulting in the receiving team taking over possession at the fifty (50) yard line.

FROM THE LINE OF SCRIMMAGE

BASIC PROTOCOL - (1) Offense completes their setup and declares "set". Defense completes their setup and declares "set". (2) Offense performs audible(s) by pivoting up to two players that are NOT interior linemen. The defense now gets to pivot the same number of players as the offense pivoted. This can be ANY two players on defense. (3) Offense must now state "Run" or "Pass" as their intended play selection. If a Run is called there can be NO PASS ATTEMPTS. If a Pass is called ONLY the QB may eventually run the ball. If the offensive coach does not designate a ball carrier, it results in the QB having the ball, no matter the offensive coach's intent. Failure by the offensive coach to state "run" or "pass" will result in a loss of down for no gain.

RUNNING GAME - A run can be either by a straight handoff, a pitch, or a QB sneak/keep. **Straight Handoff** - The offensive coach states which player in the backfield has the ball. The board is turned on without stopping until the play is resolved.

QB Sneak/Keep - Same as Straight Handoff.

Pitch - Play Begins with offensive coach stating, "run, QB has the ball." Board is turned on until the offensive coach wishes to attempt a pitch or elects to have the QB keep the ball. In order for a pitch to be allowed, the QB must not have invoked the Push Rule, must be clearly BEHIND the LOS, must be clearly inbound, must have an unobstructed path to the player to receive the pitch, and the player to receive the pitch must be within two (2) base lengths (8 yards) of the QB. Failure to meet all of these conditions will result in the QB being forced to keep the ball and run.

KICKOFFS

SETUP - Kicking team sets up at their thirty (30) yard line and the return team sets up at the fifty (50) yard line and back. The game is turned on for four (4) seconds. The return team can only pivot players from their twenty five (25) yard line to their goal line that are in bounds and unengaged by the opposing team, along with the return man.

RETURN MAN - The return man must be announced before setup begins by the return team, and clearly placed in plain view off of the field of play. A field marker will be set wherever the return team wants the return man to attempt a return up to a base length from the hash marks, and pivoted once the four (4) seconds have been run off the clock.3) **KICKING TEAM** - The kicking team can pivot all players not engaged by the opposing team to make the tackle, even if out of bounds.4) If any player on the kickoff team touches the back of the end zone it is an automatic touchback. Also, if any player on the kickoff team touches the field marker (at the position of the eventual return man) it is an automatic touchback.

ON-SIDE KICK - In order to attempt an on-side kick, a coach must be trailing in score by ten (10) or more points and/or they must be trailing by any margin of score in the fourth quarter. The kicking team must clearly state their intentions of attempting an on-side kick BEFORE they begin setup. Setup is the same as a normal kickoff except a TTQB kicker will be subbed in place of an actual/eventual on-field player to attempt the kick. The kick must go at least ten (10) yards and no more than thirty (30) yards, and may not strike ANY player. Only one (1) try per possession is allowed. Any failed attempt will result in the receiving team taking over at the fifty (50) yard line. If the kick is successful, the TTQB kicker is subbed out for a PRESTATED on-field player (same method as for the KR player on normal KO's), in the same spot on the field where the TTQB kicker was removed. The kicked ball will be subbed out for a ball marker at the same spot and pointing as the kicked ball. Beginning with the return team, all players may be pivoted towards the ball or to block. The first player to make FRONT OF BASE contact with the ball has recovered the kick. If the kicking team recovers the ball it MAY NOT be advanced and it is down at the spot where ball was recovered. If the receiving team recovers the ball then the game is turned off, the ball is removed and the game is turned back on for the remainder of the play (no further pivots can be made). If the receiving team recovers the ball and the player is facing the opposite direction then the ball is down at that spot. If after running the board for four (4) seconds and no one has recovered the ball, it is a failed attempt, resulting in the receiving team taking over possession at the fifty (50) yard line.

FROM THE LINE OF SCRIMMAGE

BASIC PROTOCOL - (1) Offense completes their setup and declares "set." Defense completes their setup and declares "set." (2) Offense performs audible(s) by pivoting up to two players that are NOT interior linemen. The defense now gets to pivot the same number of players as the offense pivoted. This can be ANY two players on defense. (3) Offense must now state "Run" or "Pass" as their intended play selection. If a Run is called there can be NO PASS ATTEMPTS. If a Pass is called ONLY the QB may eventually run the ball. If the offensive coach does not designate a ball carrier, it results in the QB having the ball, no matter the offensive coach's intent. Failure by the offensive coach to state "run" or "pass" will result in a loss of down for no gain.

RUNNING GAME - A run can be either by a straight handoff, a pitch, or a QB sneak/keep.

Straight Handoff - The offensive coach states which player in the backfield has the ball. The board is turned on without stopping until the play is resolved.

QB Sneak/Keep - Same as Straight Handoff.

Pitch - Play Begins with offensive coach stating, "run, QB has the ball." Board is turned on until the offensive coach wishes to attempt a pitch or elects to have the QB keep the ball. In order for a pitch to be allowed, the QB must not have invoked the Push Rule, must be clearly BEHIND the LOS, must be clearly inbounds, must have an unobstructed path to the player to receive the pitch, and the player to receive the pitch must be within two (2) base lengths (8 yards) of the QB. Failure to meet all of these conditions will result in the QB being forced to keep the ball and run. If

all conditions are met, the pitch is considered successful and automatic and the play continues until resolved.

PASSING GAME - Spot passing is the only physical method of passing that will be allowed. Successful spot pass attempts to the intended receiver may be advanced after the catch. All pass completions must be clearly complete or will be ruled as an incomplete pass. Spot Passing will be used as follows: 1) Offense states "pass" and turns the board on. 2) Once a receiver is spotted the offense turns off the board and states their intended receiver. On all passes, the offensive coach has four (4) seconds to state their intended receiver once the game is turned off. Failure to do so will result in an incomplete pass. 3) Offensive coach will use the Passing Target, placing it on the field 'X' yards from the intended receiver. Permitted distances are as follows: A) If intended receiver is on or beyond the LOS and the target is placed lateral to or down field from the intended receiver - eight (8) yards minimum, No maximum. B) Same as "A" above except marker is placed between QB and intended receiver four (4) yards minimum, no maximum except pass has to be forward from QB. C) An intended receiver is within eight (8) yards of the QB the pass is considered an automatic completion (no pivots on offense). See automatic completion for additional info. D) Intended receiver is in front of (beyond) the QB but behind the LOS - Four (4) yards minimum, no maximum. 4) Once the target has been placed, the offensive coach has up to ten (10) seconds to attempt a pass. Failure to do so will result in an incomplete pass attempt. 5) The offensive coach must hit the target in the air (excluding the target's base) and the pass must strike the target before striking anything else or any other player. If the pass misses the target the pass is incomplete and that play is over. If the pass hits the target, the pass is considered to be airborne and it is a live ball. 6) Target will be removed, leaving the target's base and stem as the airborne pass attempt (passed ball). 7) Offensive coach can pivot only the intended receiver and no other player. Defense may now pivot any unengaged player(s). 8) The board will be turned back on for up to four (4) seconds. First player who was unengaged during the last pivot phase that makes front of base contact with the ball has made the catch. If after four (4) seconds has expired and no player has caught the pass, the attempt is incomplete. Any player that was engaged during the last pivot phase that makes front of base contact with the ball has either dropped the pass or batted the pass down (incomplete). Penalty - Striking an unengaged interior lineman in the air with a pass attempt is a penalty. The offense loses ten (10) yards from the LOS and repeats the down.

Pass Attempt - The action of actually pulling back the throwing arm on the TTQB must be made in order for it to be considered as a pass attempt. If the ball inadvertently falls off of the TTQB, please allow the offensive coach to reload the ball and move on. No player on offense that stepped out of bounds can catch a pass, even if they return inbounds.

Completed Pass - (A) Intended eligible receiver makes front of base contact with the ball marker. (B) An unintended eligible receiver makes front of base contact with the ball marker (cannot advance after the catch).

Incomplete Pass - Pass attempt strikes a player in the air (batted down/dropped). Pass attempt initially strikes out of or off of the field of play. Four (4) seconds expires after running the board and no player has made the catch (ball hits the dirt).

Interception - Front of base contact with the ball marker is the only way to intercept a pass. If a pass is intercepted, the intercepting player is still unengaged, and none of the opponent's players are simultaneously making contact with the ball marker, the interception may be returned. Only the intercepting player may be turned, followed by any unengaged players on the other team in an attempt to make the tackle. Simultaneous contact by an offensive and defensive player results in the catch being awarded to the offense. If the same happens with more than one (1) player on offense (no defenders involved), the offensive coach may choose the recipient.

PASS INTERFERENCE - Penalty is fifteen (15) yards from the LOS or ball is marked at the spot of the foul (beneficial coach's option). No unengaged player from either team may be pivoted to obstruct an unengaged opponent player's path to the ball without risking a penalty. Obstructing an unengaged opponent player's path to the ball constitutes pass interference if contact is made during play resolution unless it happens within the base length radius (incidental/free contact

area) around the placed ball. Running into the back of an opponent player's base, including the back corners, does not constitute interference under any circumstances.

-On offense, only the intended receiver can cause offensive pass interference.

-On defense, any unengaged defensive player (not including eventual engagement with intended receiver) at the time of pivots toward the placed ball can cause pass interference. Any base contact within a base length or less is considered to be incidental contact and is not a penalty.

FOURTH DOWN RULE - If it is the first, second or third quarter and is fourth down and you have NOT crossed the (50) yard line YOU MUST PUNT. If you have crossed the (50) yard line and it is fourth and TWO or less you can go for it. If you have crossed the (50) yard line and it is fourth and more than two you must either kick a FG (if you are in FG range) or punt. If it is the fourth quarter and you are trailing in score you can go for it on fourth down no matter where you are on the field. If you are trailing in score by (20) points or more you can go for it on fourth down at anytime during the game.

PUNTS - Punts are either 40 or 45 yards net distance. The team that is punting the ball decides whether the punt is 40 or 45 yards. The punt distance has to be one or the other. A punt cannot be 41, 42, 43, or 44 yards. Punts are not returnable.

EXTRA POINTS - Extra points are kicked uncontested from the Ten (10) yard line.

The kicker must be set up in the center of the field, but may be angled in any desired direction.

FIELD GOALS - Field goals are kicked uncontested from seven (7) yards back from the line of scrimmage. The kicker must be set up in the center of the field, but may be angled in any desired direction. The front of the base on the kicker is placed seven (7) yards back from the LOS. To attempt a field goal you must be on your opponent's forty six (46) yard line or closer.

PENALTIES

Below are a list of penalties and their corresponding yardage. Some penalties by nature include a "Free Play Option", indicating that play can continue and the decision to accept or decline the penalty can occur once the play has been completed. Penalty must be cited before snap. If play option is elected, play is completed as outlined above. Once play is concluded the offended team then has the option of taking the result of the play OR accepting the penalty. If the play option is selected, this will count as a play from scrimmage. If the penalty is accepted prior to the play being started, it will not count as a play.

Offensive Offside - 5 yards / Replay Down

Defensive Offside (FPO) - 5 yards / Replay down (unless resulting in first down)

Too Many Men on the Field (FPO) - 5 yards / Replay down (unless resulting in first down)

Illegal Formation - 5 yards / Replay Down

Delay of Game - 5 yards / Replay down (unless resulting in first down)

Ineligible Receiver - 10 yards / Loss of Down

Offensive Pass Interference - 15 yards / Replay Down

Defensive Pass Interference - 15 yards or Spot of Foul / Automatic First Down

Unsportsmanlike Conduct - All coaches will demonstrate proper conduct fit for public display. Failure to do so will result in an unsportsman-like conduct penalty. The minimum penalty is 15 yards and loss of down per instance. Additional penalties may include, but are not limited to forfeiture of a game or multiple games, fines, and possible expulsion from the league, depending on the severity and nature of the offense. Each case will be reviewed by the league founders, including the commissioners. Additional penalties will be handed down from the league commissioners by way of the involved party's area representative.

Unexcused Absence Penalty - It is the responsibility of every coach to schedule their games and get them played between October 2, 2004 and April 3, 2005. It is recommended that anytime a game or games are scheduled the league office should be notified (via e-mail) so we have it on record. Failure to show up for a scheduled game or games will result in a forfeit loss and a \$20.00 fine to the league. Failure to pay your fine results in the remaining games on your schedule to be forfeited. Any games played while a fine is outstanding will not count at any time. Fines will be made a matter of public record to alert coaches and prevent them from playing games that won't count. If at the conclusion of the season you have not scheduled and played all of your regular season games you will receive forfeit losses for the remaining games AND be fined \$20.00 per game. Any coach who owes the league a fine or fines at the conclusion of the regular season is NOT eligible for post season play or the following seasons until the fee or fees are paid.