



NHFL RULES & EQUIPMENT FOR THE 2007 CHAMPIONSHIP SEASON

Version 3.1
UPDATED: 8/15/2006

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NATIONAL HIGH-VOLTAGE FOOTBALL LEAGUE EQUIPMENT

FIGURES - Tudor/Superior/Miggle (Fab5) Deluxe era, including Miggle Stock, 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 & Miggle ProLine 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 size and weight limits, unpainted, out of the bag. If these figures are used, they MUST meet size and weight restrictions, 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 height and weight limits, before and/or after detailing. Please use caution if using these figures. Any figure not meeting the stated size and weight restrictions will be disqualified.

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 to hold any figure on a base.

Total Figures - Maximum of 33 figures per uniform.

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

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 No MORE 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 - 38 mm or 1.5 inches

Maximum Length - 33 mm

Maximum Width - 29 mm

BASES - Each coach is allowed 1 base per figure + 8 extra bases for figures. Tudor/Superior/Miggle Deluxe era, Miggle ProLine (2005 to present), and BuzzBall bases are allowed provided they meet size and weight specifications. Also included are the 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 push 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 with the possible exception of "tick marks" used as a guide for directional purposes and/or non-obstructive base markings for identification (normally permitted between the corners of the shell's rear plate).

Clips - Base clips may be left on or removed from the base shell. If removed, it must be done in a way that does not alter the shell (can not leave holes, rips or gashes, etc.).

Dials - Dials may be altered in certain and specific ways. Anything not stated here must be pre approved before use. Legal prong manipulation for dials is the same as stated above (base tweaking). Dial rims, knobs, and edges (ITZ only) may be trimmed, cut, and/or removed. Otherwise, dial plates may not be modified. Dial holes may be enlarged somewhat in cases where the dial hole is too small for a specific TTC's shell hub. Dial holes must remain round in shape. No glue or other foreign substance can be used on a dial with the possible exception of "tick marks" used as a guide for directional purposes.

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 MINOR markings under the base shell and 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).

Base Specifications:

Maximum Base Height - 10mm all bases field level to top of base shell deck lid.

Maximum Base Weight - Classic Rookie - 0.8 grams, ProLine Rookie - 1.1 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, not part of that player's base if a defender, for contact purposes during play. 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.

Arms can be bent in a desired position. 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.

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

ATTAC PASSING EQUIPMENT - Each coach is expected to use the provided official NHFL ATTAC Passing equipment.

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

RULE #1 : Just because something is not covered under the rules does not give one the freedom to do as they wish. It is humanly impossible to have every scenario covered in text. If the rules do not specifically state that you can do it then you can not do it unless prior and specific permission has been granted to do so. Such situations will be handled by the NHFL Rules Committee. All such rulings are to be implemented league-wide and are final for the remainder of that season.

REGULAR SEASON - The regular season schedule will consist of approximately 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 that game as 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 "lock down" 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 lock down 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 their own twenty (20) yard line, and be allowed to continue down the field as long as they continue to make first downs or until they score. If the first team scores a touchdown they can elect to go for a one or two-point conversion. If they elect to go for a two-point conversion and are successful, the game is over. If they elect to go for one, or fail the two-point conversion, the second team then has their turn beginning at their own twenty (20) yard line, and must now outscore the first team. In the above case, if the first team scored a touchdown and one extra point, the second team must have a successful two-point conversion to win. If the first team missed either a one or two-point conversion, the second team must score a touchdown and an extra point to win. If after each team has scored on their possession and the game remains tied, the team that scored first in overtime is declared the winner. **EXCEPTION** : If both teams kick field goals in overtime, the team with the shortest field goal wins. If neither team scores in overtime, the team with the most positive yards or least negative yards wins. If neither team scores, and net positive or negative yardage is equal, another overtime period is to be played beginning with a coin toss. No game can end in a tie.

TIMEOUTS - A coach can call a timeout at any time during a game they have a timeout available to call, no audibles have been performed on that particular play (that play is considered to have begun), and there is time remaining on the game clock. Calling a timeout will cause the setup clock to be restarted and will allow both coaches a chance to reset their play and/or substitute players. A timeout can also be called to attempt clock management. To do this, a coach must call their timeout before they declare being set on that particular play. Calling a timeout in this manner will add one play to the game clock. Once both coaches declare being set on a particular play, a called timeout will not add a play to the game clock.

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 end zone for the conversion to be successful.

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

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 INTERIOR LINE - 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. The interior lineman MUST also be ON the LOS.

OFFENSIVE EXTERIOR LINE - 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).

OFFENSIVE BACKFIELD - Defined as those players BETWEEN the Tackles before and after setup and audibles. Cannot have any portion (base or body) set more than twenty (20) yards behind the LOS, before and after 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 (base). May NOT be stacked behind the QB (minimum is 1 base length/4 yards). May be stacked without touching behind an "up-back" that is not directly or indirectly behind the QB.

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). No portion of a defensive player may be set more than forty (40) yards from the LOS (base). Each "layer" of defense must be treated separately with respect to setup within the offensive tackles. Layer 1 (one) is 1 (one) yard off of the LOS (base and body). Layer 2 (two) is the next level or layer of players not on layer 1 (one). Layer 3 (three) is any player(s) not on level 1 (one) or level 2 (two). There must be a minimum of 2 (two) base lengths (8 yds) between the closest portions of a player(s) base between layers. Defensive players outside of the offensive tackles that are not behind or in the shade (base and body) of a team mate or team mates are not subjected to the Layer Rule but must otherwise maintain proper spacing and remain on sides before and after pivots.

Red Zone Setup: 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) 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 of the sidelines.

Anti-Red Zone Setup: We addressed how the defense is to maintain proper spacing in their red zone, particularly when the defense is on their own one or two yd line. However, we need to also state the same for the offense when the RB's can not be set up in the backfield at the minimum required distance of 10 yds from the LOS without being somewhat off of the playing field (OB out the back of the end zone). In such cases the RB's are to be set deep enough to maintain the 10 yd minimum from the LOS or as far back out of the end zone as possible. On stock metal fields this may involve being set up near or against the back rail. On vinyl covers they must be set as far back as possible without having any prongs hang up on the cover. In either case the RB's must remain between the Offensive Tackles before and after audibles

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 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.

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.

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

PLAY RESOLUTION - All plays are required to be completely resolved. A play where the switch has been turned on must continue until the ball carrier is tackled, runs out of bounds, or begins to run opposite of its down field heading. For passing plays the pass must be incomplete, or if complete, the advancement of the ball after catch or interception must be prohibited by the rules in order for the play to end. A coach cannot end a play by "downing the ball" outside of these conditions unless it is explicitly described within the rules for a particular situation.

MARKING THE SPOT OF THE BALL - There are two (2) basic methods used to determine where the spot of the ball will be after each play. They are base and ball marker. Each is used in its own unique way to help simplify and streamline the rules. When a play ends the ball will be spotted on the center of the field and at the last whole yard gained. EXAMPLE: Coach Jones has the ball on his own 20 yd. line. He runs a play that ends at his 22.5-yard line. The ball is spotted on Coach Jones' 22 yd. line for the next play. You must achieve the entire yard to get credit for it.

Base: When a player is advancing the ball and the play has ended, the forward most (down field) portion of its base is used to determine where the ball is spotted for the next play. This can be on a running play or on a pass play when the receiver has caught the pass and is eligible to advance it. Forward progress is always awarded for this.

Ball Marker: On plays that end with a receiver (completion) or defender (interception) contacting the ball marker, the spot of the ball will be marked at the most down field portion of the ball marker that is towards that player's objective end zone.

START OF GAME : 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 only two (2) options. 1) Elect to receive the opening kickoff, or 2) Elect to kick off. The team that lost the coin toss gets to elect the end zone they wish to defend for the first half.

KICKOFFS

KICK OUT OF BOUNDS - Once per game, per team, the kicking team may elect to the kick the ball out of bounds. A kick out of bounds results in the receiving team taking over at their forty (40) yard line. A kick out of bounds does not count as a play. NO KOB attempts are allowed during a Free Kick (see SAFETIES section).

TOUCH BACKS - The return team may elect to take a touch back instead of attempting a return. If so, the return team must announce the touch back before saying "set." A touch back results in the return team taking over at their twenty (20) yard line. A touch back does not count as a play. If any player on the kickoff team touches (base or body) the back of the end zone it is an automatic touch back. Also, if any player on the kickoff team touches the field marker (base or body at the position of the eventual return man) it is a touch back.

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 by the kicking team along the goal line where the kicking team wants the return man to attempt a return. This spot will be anywhere on the goal line that is inside the hash marks or up to a base length outside of the hash marks.

SETUP - The kicking team sets up at their thirty (30) yard line and must have at least one (1) player on the thirty (30) yard line. The return team sets up at the fifty (50) yard line and must have

at least one (one) player at the fifty (50) yard line. The game is turned on for four (4) seconds.

RETURN TEAM - The return team now replaces the return marker with their return man. The return man can now be pivoted, if desired. The return team can pivot any player(s) from their twenty five (25) yard line to their goal line that unengaged by the opposing team, along with the return man.

KICKING TEAM - The kicking team can pivot all players not engaged by the opposing team to make the tackle.

AUTOMATIC RETURN - Once the board has been run for four (4) seconds the return team may decide not to gamble on a return. The return team must announce the automatic return. An automatic return results in the receiving team taking over at their twenty (20) yard line. An automatic return counts as a play.

RESOLVE KICKOFF - The board is not turned on to resolve the play if a return is to be attempted.

ON-SIDE KICK - In order to attempt an on-side kick, a coach must be trailing in score by ten (10) or more points 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 PREVIOUSLY STATED 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 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.

Wrap-Around Handoff - Whenever a RB or WR base is making contact with the QB's base a wrap around handoff may be called even if the RB or WR is in front of the QB. The handoff is performed by giving the ball to that RB or WR just as on a pitch play. Note that a pass may not be thrown to that RB or that WR in this situation even if a pass play was called.

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. Distance from QB to the player receiving the pitch is measured from the closest portions of each of their helmets (not center to center). 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 - The ATTAC passing system is the only physical method of passing that will be allowed. Successful ATTAC pass attempts to the intended receiver may be advanced after the catch with a few exceptions. All pass completions must be clearly complete or will be ruled as an incomplete pass.

QB Drop Back Limit: On a pass play the QB can drop back up to 25 yards from the LOS after the switch has been turned on for the first time on that play. The QB's base may touch the maximum 25 yard distance but no portion of its base may go beyond it. If a QB does go beyond the maximum drop back distance it is ruled as a Sack. The closest defender, engaged or unengaged, will get credit for the sack. The ball will be marked 22 yds behind the LOS. This is giving forward progress of a base length (four yds) that begins 1 yd past the drop back limit.

ATTAC 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. This is done by calling the intended receiver's jersey number. Failure to do so will result in an incomplete pass. The first player's jersey number that is called is the only one that counts. A coach is not permitted to call out a sequence of numbers within the four seconds. Calling out an engaged, ineligible, or offensive player's number not on the playing field will result in an incomplete pass. Likewise, calling out a defensive player's number as the intended receiver 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: When using the eight (8) yard pass stick, that stick must be touching some portion of the intended receiver's front of base and can include either of the front corners. When using the four (4) yard comeback pass stick, that stick must be touching the back of the intended receiver's base and can include either of the back corners.
 - A) If intended receiver is on or beyond the LOS and the target is placed lateral to or down field from the intended receiver (down field pass) - Eight (8) yards minimum, No maximum.
 - B) Same as "A" above except when marker is placed between QB and intended receiver (comeback pass) - Four (4) yards minimum, No maximum except pass has to be down field from QB.
 - C) An intended receiver is within eight (8) yards of the QB (helmet to helmet) the pass is

considered an automatic completion. 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 Passing Target has been placed and the TTQB contacts the field, the offensive coach has up to ten (10) seconds to attempt a pass. Failure to do so will result in an incomplete pass.

5) The offensive coach must hit the Passing Target in the air (excluding the target's base) and the pass must strike the Passing Target before striking anything else or any other player. If the pass misses the Passing Target, the pass is incomplete and that play is over. If the pass hits the Passing Target, the pass is considered to be catchable and it is a live ball.

6) Passing Target will be removed, leaving it's base and stem to represent the catchable pass (accurate throw).

7) Offensive coach can only pivot the intended receiver and no other player. Defense may now pivot any unengaged player(s).

8) The Defensive coach is to state the one defensive player's number who is unengaged, if any, as eligible to intercept the pass.

9) The board will be turned back on for up to four (4) seconds to resolve the play.

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.
Types Of Pass Completions:

1) Down Field Pass - Can be advanced after the catch if intended receiver is not tackled at the point of reception.

2) Comeback Pass - Can not be advanced after the catch under any circumstances. Play is over.

3) Automatic Completion - **Can be advanced but the offense can only pivot the intended receiver.**

NOTE Sometimes an offensive and defensive player's bases may remain separated after a reception or interception while both are making contact with the ball marker. When this happens it is ruled as though base contact has been made and the play is over (ball marker can prevent base to base contact. ruled as a tackle).

Incomplete Pass - Pass attempt strikes a player in the air (errant pass). 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). Any player other than the Intended Receiver or the Designated Defender that makes ANY base contact with the ball has either dropped the pass or batted the pass down (incomplete).

Interception - Front of base contact with the ball marker by the Designated Defender 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 must 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. EXCEPTION : If a pass is

intercepted in the end zone the intercepting team may elect to take a touch back or attempt a return. A return under this condition is not mandatory.

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 a 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 can cause pass interference. Any base contact within a base length radius or less is considered to be incidental contact and is not a penalty. At that point all players have a "right" to the ball. Brushing, rubbing, minor contact, etc., does not necessarily constitute pass interference. The Intended Receiver or Previously Unengaged Defender must clearly redirect the path of an opponent's player who is clearly heading on line for the ball.

FUMBLE RULE - A fumble occurs when the ball carrier is knocked down by an unengaged defender while the board is running. The board must be running when the player falls or it is not considered a fumble. This means no fumble occurs if the ball carrier falls from a board stop or is falling but has not completed the fall before the board is stopped. The ball carrier must also have been completely in-bounds when the hit was made.

FUMBLE RECOVERY:

To resolve a fumble recovery a coin will be tossed by the referee, if one is present, otherwise by the offensive coach. The coin must be flipped in the air and allowed to rest on the floor. A result of HEADS means the offense has recovered the fumble. A result of TAILS means the defense has recovered the fumble. The spot of the recovery is always at the most down field portion of the front of the fumbling players base. The rest of the fumbling players base does not matter and the front of that base is all that is to be considered in order to spot the ball, no matter where that spot may be. Fumbles may not be advanced after being recovered.

FOURTH DOWN RULE - If it is the first, second or third quarter and you have NOT crossed the (50) yard line on fourth down 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 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.

SAFETIES - A safety occurs when the ball carrier is tackled, runs out of bounds, or is forced down due to running backwards short of its own one (1) yard line. A safety results in two (2) points being awarded to the defensive team. A Free Kick will follow all safeties. The defensive team will receive the free kick. The free kick is performed exactly the same as a normal kickoff except that NO ONSIDE KICKS OR KOB may be attempted on the Free Kick.

PENALTIES - Below is a list of penalties and their corresponding yardages. 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 may be cited before the 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 / Repeat Down

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

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

Illegal Formation - 5 yards / Repeat Down

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

Offensive Pass Interference - 15 yards / Repeat Down

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