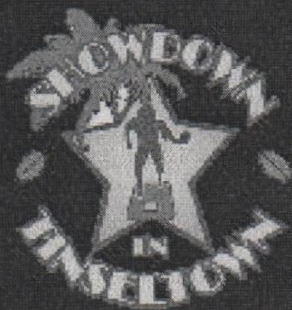
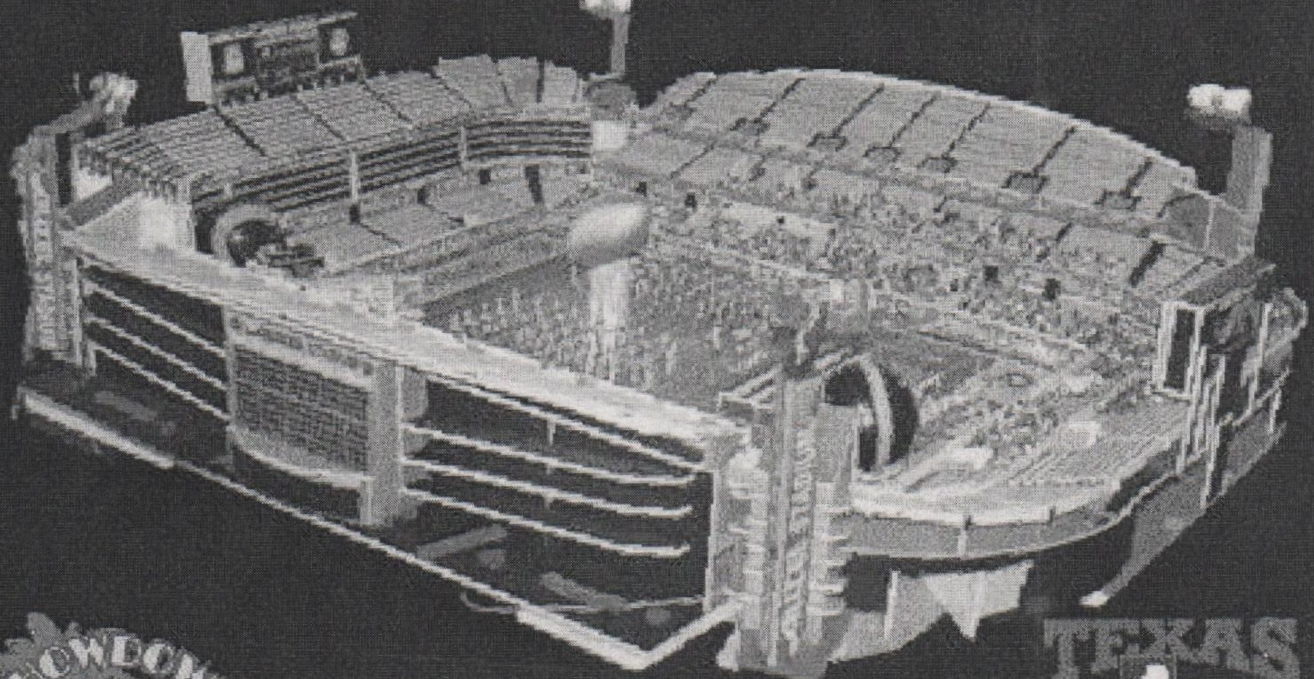
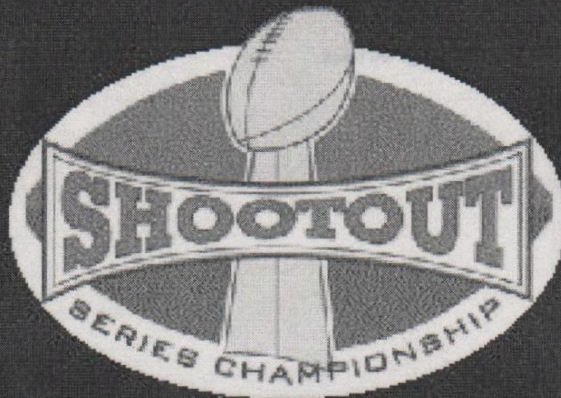
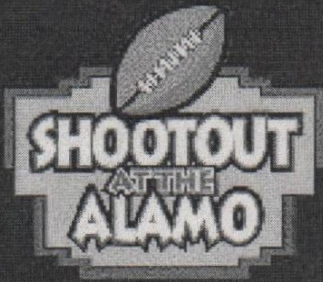
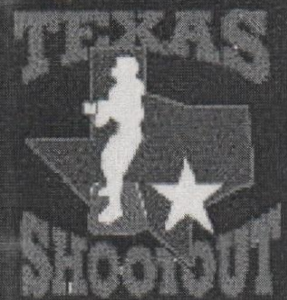


Fall 2006 Edition

Shootout Series Rulebook

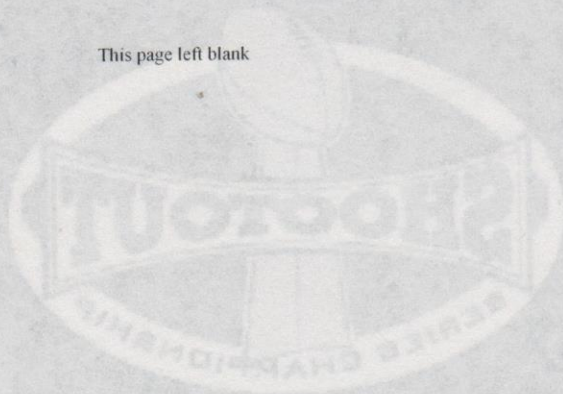


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Shootout Series Rulebook

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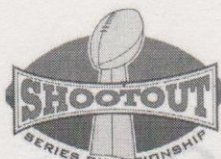
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SHOOTOUT SERIES ELECTRIC FOOTBALL CHAMPIONS



Season/Year	Champion	Coach	Champion/Score	Opponent/score	Coach
September 1995	Vince Peatros	Redskins	Houston Oilers 6	Jon Thomas	
September 1996	Edgar Downs	Atlanta Falcon 21	Dallas Cowboys 7	Durwood Lundy	
September 1997	Dirk Thomas	Arizona Cardinals 14	Chicago Bears 13	Frank Johnson	
September 1999	Cancelled				
September 2002	Michael Robertson	Wash Redskins 34	San Francisco 49ers 0	Todd Thomas	
September 2006	Texas Shootout				
April 2007	Duel in the Desert				
September 2007	Showdown in Tinstletown				
April 2008	Shootout at the Alamo				

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Fall 2003 Theron Briggs Cleveland Browns 9 Miami Dolphins 7

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Fall 2004 Mike Robertson Philadelphia Eagles 21 Cleveland Browns 17 Theron Briggs

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Blue = Bowie Conference

Red = Houston Conference

Introduction and Welcome to the Shootout Series Championship!

Objective

The Shootout Series Championship was founded by Reginald L. Rutledge of Arlington, Texas in 1996. Rutledge's objective was simple – to establish electric football in the state of Texas. Developing rules from more than 20 nationally respected coaches during that period; the main objective was to promote the game of electric football through fair and competitive play. This is accomplished by recruiting and retaining coaches who are dedicated to the sport, enjoy the camaraderie of other like-minded individuals, and are committed to good sportsmanship.

History

The Texas Shootout was established on June 22, 1996 by Reginald Rutledge with the assistance of Mark Klingbeil, the late Dirk Thomas, the late Jon Thomas and Frank Johnson. These coaches played an instrumental role in shaping the integrity of the rules. Some of the original Texas Shootout members included the likes of the late John Thomas, the late Dirk Thomas, Jim Jackson, Durwood Lundy, Frank Johnson, Al Clegg, and many others. The original Texas Shootout drew 19 coaches who competed admirably in a style of play that was not only challenging but also foreign to them.

Acknowledgments

We acknowledge the existence of the Shootout Series Championship members that are based on the support of the Dallas-Fort Worth Electric Football League, the ACEFL, the Las Vegas Electric Football League and the Los Angeles Electric Football League. The names of those tournaments were derived from cultural locals; *Texas Shootout* (Arlington), *Shootout at the Alamo* (San Antonio), *Duel in the Desert* (Las Vegas) and *Showdown in Tinsletown* (Los Angeles).

Special thanks to Jennifer Meachem, Events Coordinator of the Texas Shootout, David Campbell for developing all Shootout Series logos, Eric Robinson for T-Shirts/apparel, John Rowan for recruitment, marketing and development, Tim Taylor for web design, and Reginald Rutledge for development of the Shootout Series.

Shootout Series Administration

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League Administration

1. League Officers

The league will be comprised of four League Officers consisting of the following positions and duties:

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Commissioner: The Commissioner will be the leader of the league. The Commissioner's responsibilities include, but are not limited to the following:

- a. Interpret the rulebook.
- b. Ensure the mission of the Texas Shootout is enforced and preserved as stated by the founding members.
- c. Ensure competition between coaches is fair during the season.
- d. Approve the schedule each season between coaches.
- e. Resolve disputes for coaches.
- f. Carry out annual elections.
- g. Ensure referees provide fair judgement, within the rules of the league during games they officiate. This includes reversing decisions if they fall outside the rules of the league.
- h. Ensure coaches abide by the rules governing the league.
- i. Enforce the rules of the Texas Shootout.
- j. Ensure the history of the league is kept accurately.
- k. If the Commissioner is also a coach in the league, he will recuse himself from decisions involving his own team(s), deferring those decisions to the Vice Commissioner.
- l. Set the budget for the league, ensuring that all league dues for each spring and fall season are expended on trophies and cash prizes to champion coaches. Each budget should not carry any excess funds.
- m. The commissioner will collect league dues and ensure the funds are obligated within the budget set by the league officers at the beginning of each season. The treasurer will manage a detailed account of all league funds (income and expenses). The league budget reports will be made available to every coach in the league for each given season.

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League

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4 Vice Commissioner (DFWEFL, ACEFL, LVEFL, and LAEFL): The Vice Commissioner will act as counsel for the Commissioner (of their respective league) and carry out the responsibilities of the Commissioner, as described above, when the Commissioner is not available to the league. The 8 officers to carry forth the goals of

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the Shootout Series Championship will vote upon a Designated Pro Tem Commissioner if the Commissioner can not perform his duties. The Vice-Commissioner will act as nominating official and have final vote on all matters regarding the direction of the Shootout Series Championship.

The Vice Commissioner will keep a record of club meetings, maintaining the club web site (providing one is not already in place), and keeping the history of each tournament including a history of each game with schedules, standings and post-season games. The secretary will act as the primary league scheduler. The secretary will call for rulebook revisions two months prior to the annual election and will serve as committee head for the rules committee to review proposed changes prior to being submitted to the league for a vote. The secretary will ensure league scores and standings are kept accurate and up-to-date.

Board officer: There will be 4 board officers who will assist in any tie-breaker situations that may arise during the series. The board officers will be chosen by the commissioner of each respective league and will act in the best interest of the series.

2. League Elections/Votes/Nominations

Elections: In order to maintain the stability of the Shootout Series, the members of the committee will sit in those positions for a 2-year period. Their main goal is to ensure the growth and development of the Shootout Series through promoting, marketing, and exemplifying the characteristics of leaders. Our aim will continue to be for the good of electric football. From time to time, there will be elections for:

- a. League Officers
- b. Rulebook Changes
- c. League of the Year
- d. Miscellaneous

The Commissioner, Vice Commissioners, Board Officers will be designated to hold those positions for a 2-year period that allows for coverage of the 4 tournament stops.

Call for Nominations: The Vice-Commissioner (Pro Tem) will call for nominations of new board members after the 2-year series conclude.

Expansion: It is our desire to promote the Shootout Series to other regions of the country. With our ability to promote the game, the Shootout Series can act as a

driving force with recruiting and strengthening leagues. If other respective leagues apply for entry into the Shootout Series organization, it will be the duty of the organization to fully support that new member through recruiting and financial means.

Rulebook Revision: There will be one revision to the rulebook annually, to take place prior to the start of each tournament. The Vice-Commissioner of said tournament would call for proposed rulebook changes prior to the Shootout Series Championship Game. Because each tournament will have its slight variations, the Vice-Commissioner and his board member will simply let the administration know what the variations are and then implemented for that respective tournament.

Rules Committee: The Vice Commissioner of the upcoming event will chair the rules committee, made up of all Shootout Series officers (Commissioner, 4 Vice Commissioners, and 4 Designated Board Members, which will review all proposed rule changes from the coaches of each respective league. Those proposals that will not drastically impact current championship play will be submitted to the committee for a vote during the election scheduled in 2 years.

Eligibility to Vote: All Board Members are eligible to vote.

3. Venues

The Shootout Series will consist of a rotating venue championship between the cities of Dallas/Ft. Worth, Nevada, Las Vegas, Los Angeles, California, and San Antonio, Texas. The Dates of interest will always center on Labor Day Weekend (late Aug/beginning of September) and March/April

Entry Fee: In order to maintain the financial stability of the Shootout Series Championship, each league will be required to pay \$25 for the development of the website. Participating coaches at any venue will be required to pay \$50 for entry into this prestigious tournament.

4. Coaches

Admittance: We welcome all coaches from across the United States of America to take part in the Shootout Series Championship. Official games commissioned by the board may be a minimum of two weeks before the tournament begins to expedite tournament play with final approval by the Commissioner.

Assignment to Division: To is determined prior by the start of each venue. The divisions will be broken down with the intent of allowing coaches from various

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leagues the opportunity to play one another. Seating of coaches will be determined by the 4 Commissioners to create fairness and exciting rivalries. The Commissioner will then approve the seating to ensure the best possible tournament. No Commissioner will favor his respective league over another, as it is always our goal to be as equally fair to all leagues in all manners.

Disciplinary Action: Coaches who disrupt the good order of the series by failing to follow league rules, striking, or insubordination of league officers/referees will be dismissed by the Commissioner for a period of two years and forfeiting all fees paid to the administration

Equipment: The Shootout Series will provide some, timers, and rulebooks for all participating coaches. The following equipment must be present at each game:

- a. Game clock and timer clocks for set-up times.
- b. Shootout Series Approved injury/penalty/fumble box.
- c. Fully uniformed teams in both home and dark uniforms (Offensive team must be in **DARK** jersey and defensive team must be in **WHITE** jersey)
- d. Numbers on front and rear of jerseys.
- e. Roster/depth chart for team(s) to be turned in 1 month prior to tournament play.
- f. Home field to play their own games on.
- g. Reginald Rutledge will play conference Championships in custom-built stadiums and the Shootout Series Championship will be played in the respective city stadium.

Forfeits: Coaches will be encouraged to play their games to completion in tournament play. However, if a coach voluntarily forfeits due to sudden illness, we will respect his wishes.

Responsibilities: Each coach is responsible for reading this rulebook and abiding by the rules governing the Shootout Series Championship. *This tournament has not been created with any particular coach's name on it so it will be important that every coach understands the possibility that losing can happen. It will be important that emotional outburst regarding losses never exist for this tournament is done for the good of the hobby, not that individual coach.*

Rosters: Prior to each game, Coaches will make available a depth chart/roster to the other coach and the referee for determination of injuries.

Team Selection for fall: Coaches will select their teams for the Shootout season with any team from any professional league, in the country, that has existed. (Example: NFL, USFL, WFL, SFL, XFL, NFL Europe, etc.) More than one team with the same name can be allowed in the series from the above professional teams. For example, there can only be five Dallas Cowboy teams in the Shootout Series provided each team have both home and away uniforms.

Coaching: There can only be one coach per team.

5. Shootout Series League Dues

New Member League dues are \$25/season per league which will be paid annually. This allows for the maintenance of the website and other administrative duties. New Member Leagues pay \$50 for entry into the Shootout organization.

6. Championship Field Selection

The championship field and stadium will be selected based on the venue and teams participating in the Championship.

7. Scheduling

The Schedule will consist of 7 or 8 divisional games played from Friday morning (7:00 am start time) and ending Sunday noon. The games will be broken out into a 3-3-2 format. Each game will be played simultaneously to ensure that everyone start and end on time. Games will consist of 4 10 minute quarters with each one 2-minute warning per half (Running Clock). Timeouts will be considered as 2 extra plays per half. At the end of day one, each coach should have completed 3 games. At the end of day 2 (Saturday), the coach will have completed 6 games. By noon on Sunday, the coach will have completed 8 regular/tournament games. At that point, the Shootout Committee reseats teams based on Shootout Series formula in a field of 8 coaches.

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The tournament playoff then begins Saturday evening (5:00 pm kickoff) with the following matchups: Games will continue to be played in a 10-minute with 2 extra plays per half (timeouts) and 2 challenges.

WILDCARD ROUND (5:00-6:30) pm

1 vs. 16	5 vs. 12
2 vs. 15	6 vs. 11
3 vs. 14	7 vs. 10
4 vs. 13	8 vs. 9

DIVISIONAL ROUND (7:00 – 9:00 pm)

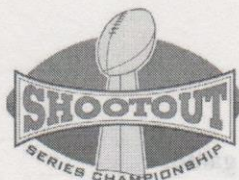
Top 8 Teams

Lowest

versus

Highest

Conference Championship game will begin at 8:00 am Sunday night matching up the 4 finalist. Games will be played in a full game format of 15 minute quarters, 3 timeouts per half, and 2 challenges per half.



CHAMPIONSHIP SUNDAY

7:00 Team Breakfast – AmeriSuites

8:00 Conference Championship

12:00 Lunch

4:00 Awards Ceremony

4:30 Texas Shootout Press Conference

5:00 Pre Game Interview with Coaches

5:30-Team Warm Ups/Photo Ops

6:00 Introduction of Coach and Team

6:05 National Anthem

6:08 Coin Toss

6:10 Kick-off

10:00 Championship Trophy Presentation

10:25 Wrap-Up

Making the Schedule: The Commissioner and 4 Vice Commissioners will draft the season schedule two weeks prior to the start of the Shootout. Careful attention should

be made to ensure parity within a division. Parity will be based on such considerations as experience under Shootout Rules system. If you have played under the system, you will be placed in conferences to balance the integrity of the championship. All others coaches will then be pulled from a hat to determine which conference you are slated for. If coaches from the same league are put assigned to play in the same division, we will do everything possible to ensure they are placed in the opposite conference or division. Preference will be given towards another conference first and then division.

Deleted: teams within conferences and divisions play each other at least twice

Seating for the Championship rounds: Seating for the tournament round will be determined by "The Johnson Ratings" which will attempt to create parity based on parameters including won-lost records, margin of victory, head-to-head competition, etc. The results will be posted before the Championship rounds take place

Deleted: Non-conference games or non-division games on the schedule should take into account the skill level of coaches and the strength of schedule for each team

8. Post Season Tiebreakers

To determine advancement into the post season, the following will be used to determine team ranking if there is a tie within a division or conference:

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Divisional Tiebreakers:

1. Best divisional record
2. Head-to-head record
4. 3. Common opponents
4. Head-to-head, college overtime formats game.

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Conference Tiebreakers:

1. Head-to-head record
2. Conference record (excluding divisional opponents),
3. Common opponents
4. Head-to-head, college overtime formats game.

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Example of Common Opponents (to include divisional opponents [best winning percentage]) Example: team A and team B are tied in the first three tiebreakers but team B has played team C who is in team A's division. Team A has of course played team C twice, and team B has played team C once. Team A split with team C (.500) and team B won its game with team C (1.000). Team B wins the tiebreaker.

9. Shootout Series Organizations

The Shootout Series Championship consists of 4 leagues; the Dallas Fort Worth, Alamo City, Las Vegas, and Los Angeles Electric Football Leagues. The governing body includes a Commissioner, 4 Vice Commissioners, and 4 Board Members.

The following members for the 2006-2008 Season are:

Founder: Reginald Rutledge

Texas Shootout Events Coordinator: Jennifer "Texas Shootout Chick" Meachem

Vice Commissioner (DFW): Ira Meachem

Vice Commissioner (ACEFL): John Rowan

Vice Commissioner (LVEFL): Mike Turner

Vice Commissioner (LAEFL): Eric Robinson

Board Member (DFW): DeWone McDaniel

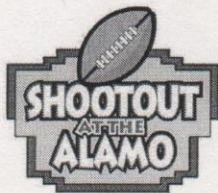
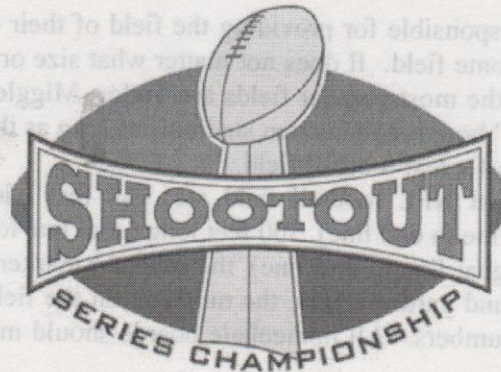
Board Member (ACEFL): Michael Robertson

Board Member (LVEFL): Marqui Vaughn

Board Member (LAEFL): David Campbell

Shootout Series Logos

created by David Campbell of the LAEFL





Officials' Jurisdictions, Positions, and Duties

Referee—General oversight and control of game. Gives signals for all fouls and is final authority for rule interpretations. Takes a position that will give him the clearest view of the play, more than like at a sideline angle.

Determines legality of snap observes deep back(s) for legal motion, approves of audibles and spacing of linemen. On running play, observes position of fullback (which must be 2 yards behind the rear portion of the offensive lineman's base if position adjacent to quarterback during handoff. When runner is downed, Referee determines forward progress and, if necessary, adjusts final position of ball.

On pass plays, hones in concentration on quarterback as defender approach. Primarily responsible to rule on possible whether the quarterback is sacked and if ball becomes loose, rules whether ball is free on a fumble or dead on an incomplete pass.

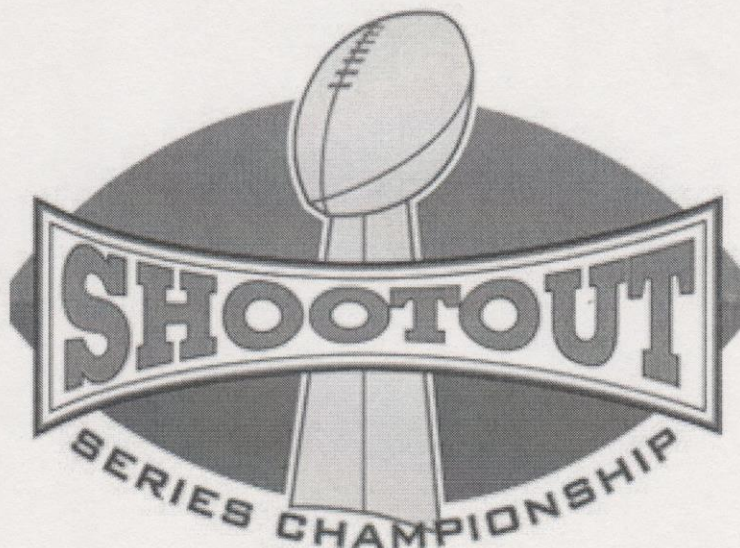
During kicking situations, Referee has primary responsibility to rule on kicker's actions and whether or not any subsequent contact by a defender is a tackle.

Umpire—Primary responsibility to rule on players' equipment ruling on offside, encroachment, and actions pertaining to scrimmage line prior to or at snap. as well as act as a secondary referee when his view (the referee's) is obstructed. Looks for possible neutral zone violation by defensive linemen. Observes whether more than the offensive linemen are in cover corner type figures for the offensive line and whether more than 2 cover corners are used on defense. Is prepared to call rule infractions if they occur on offense or defense. Umpire is responsible for tracing the flight of the ball to the receiver. His primary job is to concentrate his efforts on making a ruling on incomplete or trapped passes when ball is thrown overhead or short.



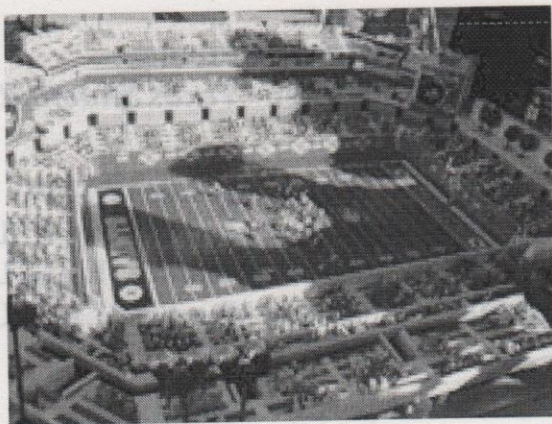
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The Field

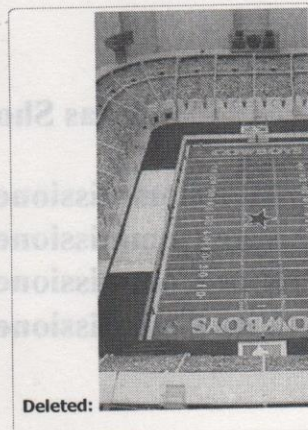


1.1 The Field

1.1.1 Dimensions: The game shall be played upon a rectangular field. The lines at each end of the field are termed End Lines. Those on each side are termed Sidelines. Goal Lines shall be established in the field 10 yards from and parallel to each end line. The area bounded by goal lines and sidelines is known as the Field of Play. The areas bounded by the goal lines, end lines, and sidelines are known as End Zones. The field should be scale in proportion to the dimensions of a real football field.



308 Series Gameboard Played in Raymond James Stadium



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1.1.2 The team at home is responsible for providing the field of their choice. Every coach must have their own home field. It does not matter what size or scale the field is, or who made it. Some of the most popular fields are Tudor, Miggle, Munroe, and Coleco, home built "Monster" boards and custom stadiums as long as they are in scale proportion to the dimensions of a real football field.

1.1.3 Dimensions of an actual NFL football field are: 160 feet wide (sideline to sideline), 360 feet long (end line to end line), 300 feet long (goal line to goal line), the end-zones are 30 feet long (goal line to end line), the inbound markers are 70 feet 9 inches from sideline to inbound yard markers, the numbers on the field are 12 yards from sideline to bottom of numbers. All homemade boards should measure to scale with these dimensions.

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Monster Board built by Jerry McGhee. In this picture, the Fall 2000 Alamo City EFL Championship Game is being played between Ed Sifuentes (left) Washington Redskins and Theron Briggs (right) Minnesota Vikings; picture taken January 6, 2001.

1.2 GOAL

1.2.1 In the plane of each end line, there shall be a centrally horizontal crossbar in length above the playing surface. The goal is the vertical plane extending indefinitely above the crossbar and between the lines indicated by the outer edges of the goal posts. Miggle/Tudor goal posts are acceptable. Homemade goal posts must be to scale with the field, if the homemade goal posts are not to scale with the field they are on, they are not to be used.

1.2.2 All goal posts will be the single-standard type, offset from the end line and either yellow or white in color. The uprights can extend indefinitely above the crossbar with a net or backstop to catch the ball. Nothing shall prohibit the flight of the ball through the goal post.

1.2.3 A board shall be placed directly behind the field goal post. The board shall be tall enough (12 – 18 inches) to allow the ball to hit it to determine if a kick is good. The board shall be the exact width of the field goal post.

1.3 Chain Crew

1.3.1 Before a game can commence; there must be a verbal agreement between the two coaches who will be responsible for both the yard markers and the 10-yard chain.

1.3.2 Each coach is responsible for having a 10-yard chain and down marker for each game.

1.4 Position of Players

1.4.1 Players may be positioned anywhere on the sideline between respective 20 yard lines. If space allows, players may be placed on the sidelines. Otherwise, non-active players must remain in plain view.

1.5 Field Decorum

1.5.1 Care must be exercised in any end zone marking, decoration, or club identification at the 50-yard line, so that they do not in any way cause confusion as to the delineation of the goal lines, sidelines, and the end lines. The Commissioner must approve such markings or decorations. The playing field must be smooth, dent-free, and in good running order.

1.6 Home Field Advantage

1.6.1 The home team will set the speed of the gameboard. The speed is to be set as not to make players fall on the field in a surge manner. The visiting team may at anytime request the home team to change the variation of the speed, but that decision is left to the judgement of the home team.

1.3 GOAL

1.3.1 In the plane of each end line, there shall be a centrally horizontal crossbar in length above the playing surface. The goal is the vertical plane extending indefinitely above the crossbar and between the lines indicated by the outer edges of the goal posts. Mistletoe goal posts are acceptable. Homemade goal posts must be to scale with the field. If the homemade goal posts are not to scale with the field they are on, they are not to be used.

1.3.2 All goal posts will be the single standard type, offset from the end line and either yellow or white in color. The uprights can extend indefinitely above the crossbar with a net or backstop to catch the ball. Nothing shall prohibit the light of the ball through the goal post.

1.3.3 A board shall be placed directly behind the field goal post. The board shall be tall enough (12 - 18 inches) to allow the ball to hit it to determine if a kick is good. The board shall be the exact width of the field goal post.

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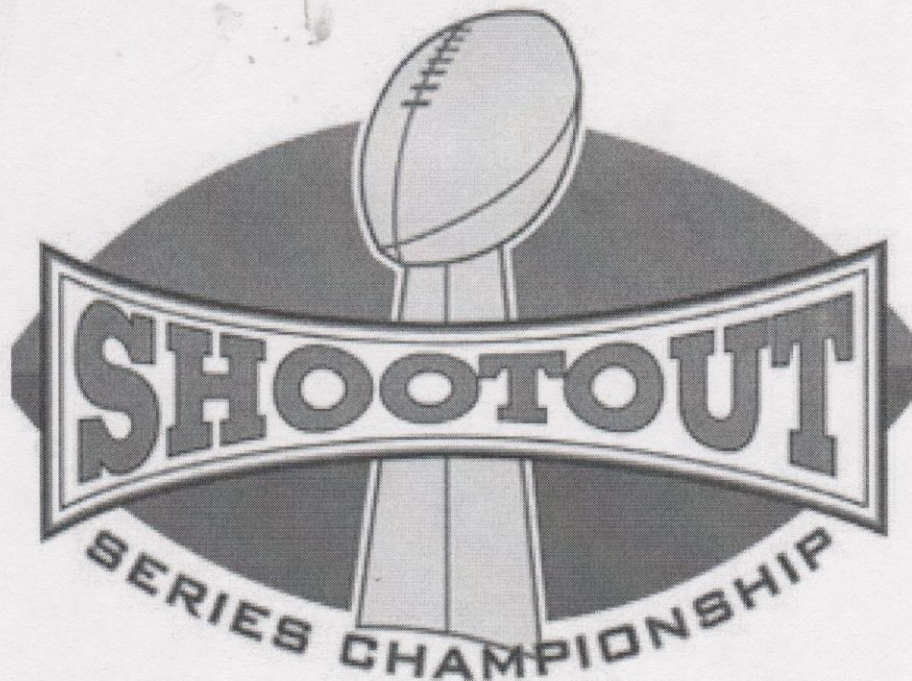
1.3 Chain Crew

1.3.1 Before a game can commence, there must be a verbal agreement between the two coaches who will be responsible for both the yard markers and the 10-yard chain.

1.3.2 Each coach is responsible for having a 10-yard chain and down marker for each game.

Rule 2

The Ball



2.1 The Ball

2.1.1 The Ball must be foam or felt chosen by the individual coaches and approved by the league. The home club shall have 4 extra balls available for play provided the visiting team did not bring their own footballs.

In the event a home team does not conform to specifications, or its supply is exhausted, the Referee shall secure a proper ball from the visiting team and, failing that, used the best available ball. Any such circumstances must be reported to the Commissioner.

Either type of ball must be readily available for play and made readily accessible. While supplies last, Miggle has both foam and felt footballs available and can be purchased online at www.miggle.com.

Note: It is the responsibility of the home team to furnish playable balls at all times by attendants from either side of the playing field.

See Shootout Series General Information section for types of footballs used.

2.1.2 Approved footballs are **ONLY** the foam footballs manufactured by Miggle Toys.

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Deleted: leather, foam or felt ball chosen by the individual coaches. Coaches are responsible for bringing their own footballs to the game. No coach is under any obligation to provide footballs

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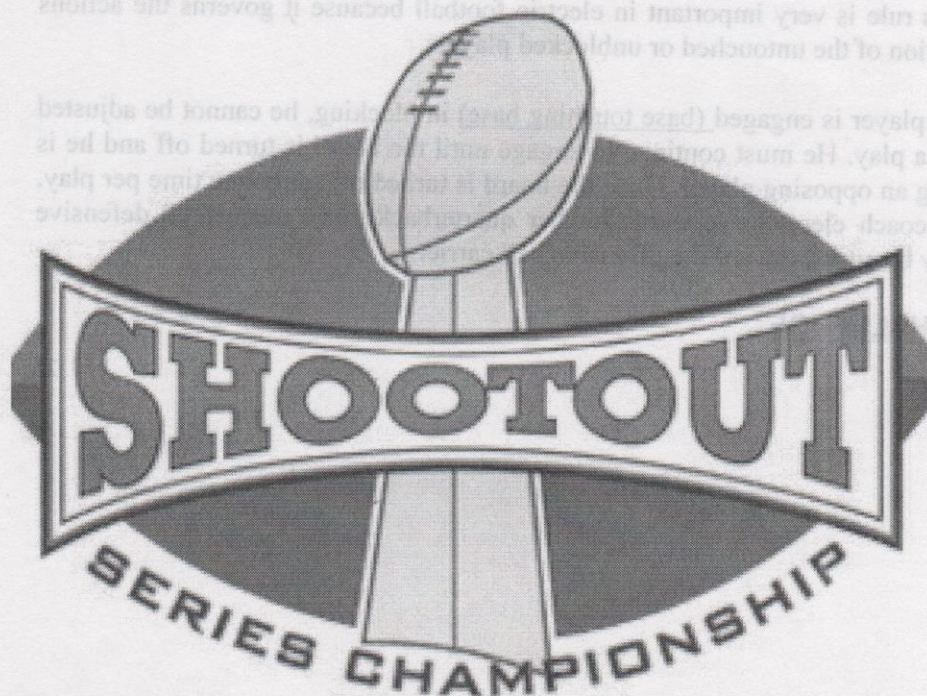
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Deleted: Tudor Games, Electric Football Discount Warehouse (EFDW), and S.I. Warehouse.¶

Deleted: 2.1.3 A pass placement football shall not exceed the dimensions of an EFDW. If a pass placement football is larger than an EFDW football it may not be used. The ball may be slightly elevated off the field.¶

Rule 3

Definitions



3.1 Definitions

3.1.1 Approved Ruling (AR): Disputed calls of the referee will be arbitrated by the Commissioner. An Approved Ruling (AR) is an official decision on a given statement of facts and serves to illustrate the intent, application, or amplification of a rule.

3.1.2 Ball in Play, Dead Ball: The ball is in play (i.e. live ball) when it is:

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- (a) free kicked as prescribed by the rules
- (b) snapped as prescribed by the rules

3.1.3 A Dead Ball is one that is not in play. The time period during which the ball is dead is between downs. This includes the interval during all time outs (including half-time) and from the time the ball becomes dead until it is not in play.

3.1.4 A Loose Ball is a live ball that is not in player possession, i.e., any kick, pass, or fumble. A loose ball that has not yet struck the ground in flight. A loose ball (either during or after flight) is considered in possession of team (offense) whose player kicked, passed, or fumbled. It ends when a player secures possession or when the down ends if that is before such possession.

3.1.5 Blocking

3.1.5.1 Blocking is defined as the physical engagement between two players from the opposing teams. If and only if any type of contact between the bases of the opposing players occurs, this is considered blocking. There are various degrees and angles of blocking ranging from face-to-face blocking, hand to body blocking and base-to-base blocking.

3.1.5.2 This rule is very important in electric football because it governs the actions and orientation of the untouched or unblocked players.

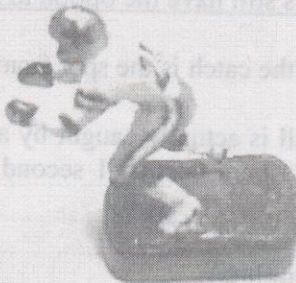
3.1.5.3 If a player is engaged (base touching base) in blocking, he cannot be adjusted to react on a play. He must continue to engage until the board is turned off and he is not touching an opposing player. Once the board is turned off (only one time per play, two if the coach elects to scramble his/her quarterback), any unengaged defensive players may be aimed toward the offensive ball carrier.

3.1.5.3.1 CHALLENGE

The challenge occurs when there is controversy between the official and the head coach about a disputed call governing pass completion or ball spotting. If the play is obvious to everybody involved, a challenge can not be put in question. Both teams are allotted 2 challenges per half. If the challenge is held up, the team that challenges a call loses a timeout. If a team wins a challenge, they do not lose a timeout.

3.1.5.4 Cover Corners & Vertical Linemen (football figures.com)

Cover corners are defined as **any figure** whose arms are modified to be outstretched forward and are capable of grabbing an opposing figure to impede their progress down the field. Only two cover corners are allowed on the field at a time per team. Cover corners are not permitted on the down line position on defense. They can be used as offensive linemen and must be designated by numbers ranging from 50 to 79.



Example of Cover Corner Figures

Vertical linemen are only allowed on the defensive line between tackles.

3.1.5.5 Dead Ball: Ball not in play.

3.1.6 Downs

3.1.6.1 A Down (or play) is a period of action that starts when the ball is put in play and ends when the ball is dead.

3.1.6.2 A down that starts with a snap is known as a scrimmage down.

3.1.6.3 A down that starts with a free kick is known as a free kick down.

3.1.6.4 A series of downs is the four consecutive downs allotted to the offensive team during which it must advance the ball to a yard line called the necessary yard line to retain possession.

3.1.6.5 The necessary line is always 10 yards in advance of the spot of the snap (which starts the series) except when the goal line is less than 10 yards from this spot. In that case, the necessary line is the goal line.

3.1.6.6 When the offensive team has been in possession constantly during scrimmage down, the down is counted as one of a series except as provided for a foul and is known as a charged down.

3.1.6.7 The initial down in each series is known as the first down. If it is a charged down, subsequent charged downs are numbered consecutively until a new series is either declared for either team.

3.1.6.8 Encroachment: When a player enters the neutral zone and makes contact with an opponent before the ball is snapped.

3.1.7 Fair Catch (punts)

3.1.7.1 A fair catch occurs when a defensive player passes the stationary return man before the allotted time of the coverage expires.

3.1.7.2 A fair catch may occur if the receiving team simply calls down at the spot of the catch. Both teams still have the option to shake the box.

3.1.7.3 The mark of the catch is the spot from either:

- (a) Where the ball is actually caught by a receiver after the fair catch signal, valid or invalid. If a punt occurs, 1 second will be given to the defense to rush the punter.

3.1.8 Field Goal (3 points)

3.1.8.1 A Field Goal is made by kicking the ball from the field of play through the plane of the opponents' goal by a place kick from behind the line of scrimmage. The maximum amount a field goal may be attempted in the TEXAS SHOOTOUT is 63 yards (kicking team's 45-yard line) from the spot of the kicker. The last play will determine the spot of the ball. (hash mark)

3.1.8.2 There must be a minimum of 8 yards between the line of scrimmage and the front of the base of the kicker. If kicker's base goes beyond 63 yards during the time the game is turned on for the rush, then the kicker is considered sacked. Kickers may be magnetized to remain stationary. In short, a field goal may not be attempted if the spot of the ball is farther than the opponent's 45-yard line.

3.1.8.3 Any portion of the kicker's base may not be lifted off the field during the kick. The base must be flat on the field. The only exception is for an onside kick.

Deleted: (on a punt) or if the kick coverage team reaches the endzone in four seconds (10 seconds, 5/5 with adjustments, on a monster board) after the ball is kicked off.

Deleted: If the ball is kicked off and a fair catch is signaled, the ball comes out to the 20-yard line and the offensive team begins play at that point.

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Deleted: with 4 seconds (two 5 second periods for a monster board with an adjustment of figures after the first 4 second period) to allow the kicking team to go downfield for coverage. If any part of a player from the kicking team passes the punt returner, the ball is downed at that point.

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Deleted: If any portion of the kickers base is lifted off of playing surface or angled in any way, the kick is no good.

3.1.8.4 In the event the field goal is missed on 4th down, the opposing team takes over from the spot of the kick.

3.1.8.5 Foul: Any violation of a playing rule.

3.1.9 Unsportsmanlike Conduct

3.1.9.1. Good sportsmanship is an absolute must in competition. Electric football is about having fun and playing the game as realistically as possible. It is not about humiliating your opponent. Here are some of the penalties that will accompany any unsportsman-like conduct:

(a) Trash talking. Any attempt to humiliate or assault your opponent will not be tolerated. If the referee, after first warning a coach, feels that talk is excessive, he will call an unsportsmanlike conduct penalty and mark off fifteen yards.

(c) Abusive language. The goal of the Texas Shootout is to incorporate young people into the game of electric football. As men and women of this game, there is something to be said for a "clean mouth." Cursing will not be tolerated in the Texas Shootout.

3.1.9.2 The Commissioner, upon hearing of such a violation will give one written warning to the offending coach during the season. He will then be fined \$10 per offense, not to exceed 2 offenses (beyond the warning) during a season. All games of the offending coach will be forfeited unless the fines are paid to the treasurer of the Texas Shootout.

3.1.9.3 Once a coach reaches his abusive language limits set by the league, he will be removed from the Texas Shootout, forfeiting all games and monies paid to the league. He/she will not be allowed to return to the league for a period of two years from the date of removal from the league.

3.1.9.4 Throwing your team or any individual on your team will not be tolerated in the Texas Shootout. The referee will penalize the offending coach 15 yards if such an action occurs.

3.1.9.5 Arguing with the referee. A coach may dispute a call, but if he begins to get abusive toward the official, he will be flagged with an unsportsmanlike conduct penalty. If a second flag is thrown for this same offense (at the official's discretion), the violator will automatically forfeit the game and be counseled by the Commissioner. Upon a second forfeiture of game for this offense, the individual will

be removed from the Texas Shootout and not be allowed to return to the league for a period of two years from the date of the removal from the league.

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3.1.9.6 Strikes. No coach in the league is above the league or the rules governing the league. Any striking individuals will be immediately removed from the league and will not be allowed to return to the league for a period of two years from the date of the removal from the league. Strikes are defined as refusing to play in the league due to controversial calls or issues. Strikes, for any reason(s), will not be tolerated.

3.1.9.7 Insubordination. Any coach found to be insubordinate of league rules, league officers, officials or referees will be dismissed from the league for a period of two years by the Commissioner.

3.1.10 Free Kick

3.1.10.1 A free kick is one that puts the ball in play to start a free kick down. It includes:

- (a) Kickoff
- (b) Safety kick
- (c) Fair catch kick

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3.1.10.1 Fumble: The loss of possession of the ball. This is done only by the shake of the dice (see section on Fumbles, Injuries, and Penalties)

3.1.10.2 Game Clock: Scoreboard game clock.

3.1.10.3 Impetus: The action of a player that gives momentum to the ball.

3.1.10.4 Live Ball: A ball legally free kicked or snapped. It continues in play until the down ends.

3.1.10.5 Loose Ball: A live ball not in possession of any player.

3.1.11 Kickoff

3.1.11.1 A kickoff is a free kick used to put the ball in play for the following reasons:

- (a) At the start of the first and third periods.
- (b) After each touchdown (to follow any extra point or two point conversion)
- (c) After a successful field goal.

Note: See Onside kick under Special Teams

3.1.11.2 A touchback occurs if the kicking team surpasses the return man. The ball is then placed on the 20yrd line.

Deleted: If a kicker obviously attempts to kick a ball short and it goes no less than 10 yards or no more than 15 yards, it is defined as an onside kick. If the ball rolls 10 yards and bounce back any negative yards, this is still considered an onside kick.

3.1.11.3 The kicking team will kick the ball from their own 30-yard line in accordance with the procedures outlined in accordance with 8.1 of this rulebook.

3.1.12 Line of Scrimmage

3.1.12.1 The line of scrimmage for each team is a yard line (plane) passing through the end of the ball nearest a team's own goal line. The term scrimmage line, or line, implies a play from scrimmage.

3.1.12.2 The line of scrimmage is based on positioning the center (snapper) at the point where the ball marker is placed. All other linemen are positioned one yard behind the snapper's line.

3.1.12.3 Players on the offensive and defensive lines may not have their bases touching. There must be some space between bases, and the arms of the blockers must not overlap.

3.1.12.4 LINE PROGRESSION

The Line Progression will be in the following manner:

1→ Center, 2→Guards, 3→Tackles, 4→Tight Ends, 5→Wide Receivers, 6→QB, 7→Runner Backs

This will insure a constant progression, which limits stall tactics.

3.1.12.5 If this progression is not followed and coaches do have a tendency to slip players on with little time left on the clock, the player is ineligible and the play is still ran. Whoever the defensive player was covering on that play can now be readjusted along with another player to any other position on the field. **He can be moved to any spot!** If a fumble or interception occurs, the defensive team has an option of taking the play or the penalty, which will be illegal motion.

Note: If an offensive player is ineligible, the defensive team can readjust the defender not to that offensive player but anywhere else he wants to combat against the offense.

3.1.12.6 The offense must have 7 figures physically on the line of scrimmage. If there are more than 7 or less than 7, a 5-yard penalty will be enforced. Additionally, there can be no more than three men in the backfield, including the quarterback.

3.1.13 Neutral Zone, Start of Neutral Zone and Encroachment

3.1.13.1 The neutral zone is the space the length of the ball between the offense's and the defense's line of scrimmage (planes). It starts when the ball is ready for play.

3.1.13.2 A player is encroaching on the neutral zone when any part of his base is in it after the defense is set and the ball is ready to be snapped. A 5-yard penalty will be assessed.

3.1.13.3 Guards, tackles and the tight end(s) must be one-half yard behind the center.

3.1.13.4 To avoid any type of encroachment, it is recommended to lineup one yard off the ball (for both offense and defense)

3.1.13.5 Any violation of the neutral zone is a 5-yard penalty.

3.1.13.6 **Exception:** The offensive player who snaps the ball.

3.1.14 Offsides

3.1.14.1 Offsides. A player is offside when any part of his base is beyond the line of scrimmage or free kick line when the ball is put in play.

3.1.14.2 A cover corner is offside if any part of its body or base crosses the line of scrimmage. Reference 3.1.5.4

3.1.14.3 A 5-yard penalty will be assessed for any offside penalty.

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3.1.15 Out-of-Bounds and Inbound Spot

3.1.15.1 A player is out-of-bounds when any part of his base touches a boundary line.

3.1.15.2 The ball is out-of-bounds when:

(a) Any part of the runner's base is out-of-bounds.

(b) While in player possession, any portion of the player's base touches a boundary line or any object other than a player on or outside such a boundary line.

(c) A loose ball touches a boundary line or anything on or outside such a boundary line.

3.1.15.3 The inbounds spot is always the most forward spot of the player's base. You cannot spot the ball until forward progress has stopped (i.e. wherever the forward progress of the player's base stops after the switch is turned off). In the event the switch is not turned off after contact, it will be up to the referee to spot the ball.

3.1.15.4 The ball will be spotted to the left or right of the center hash marks of the field if the play goes outside of the hash marks. The ball will be spotted at the exact spot of the tackle if the tackle was made inside the center hash marks.

3.1.15.5 If a receiver goes out of bounds he is ineligible. If no ref is present this call can be challenged. If there is a ref then he will have the final decision which could be subject to the challenge rule.

3.1.16. Pass and Passer

3.1.16.1 A forward pass is the forward movement of the ball caused by throwing to an eligible receiver. Eligible receivers are tight ends, wide receivers, running backs, and quarterbacks.

3.1.16.2 When a pass is attempted, the offensive coach says "Pass" and the offense runs the switch for a period not to exceed 3 seconds. The pass is attempted from wherever the quarterback is positioned. Additionally, during the final 2 minutes in the half & the 4th quarter each incomplete pass play takes a minimum of 5 seconds off the game clock.

3.1.16.3 To avoid unnecessary controversy about the spot of the passer, the defense may elect to place a magnetic box around the spot of the quarterback after the switch is turned off. The TTQB must be placed in the magnetic box if a TTQB pass is to be attempted.

3.1.16.4 In the event that the quarterback's base completely crosses 15 yards behind the line of scrimmage (10 yards on a monster board), he is considered sacked.

3.1.16.5 A quarterback may be scrambled once during a play to avoid a rush provided a stationary QB is used. Once the pass is declared and the switch is stopped, the coach may elect to scramble his QB for any reason if the play began using a stationary QB. Once the coach declares a scramble, the defense may adjust all unengaged players toward any offensive players they choose. The offensive coach will then pivot his QB from that spot and aim him in a new direction. If a stationary QB was used, the offensive coach may substitute a mobile QB. The offense is then allowed ONE stop of the switch only. If the switch is turned on more than once during a scramble, it is a 15-yard penalty from the line of scrimmage. During a scramble, the offense may not operate the field longer than **3 seconds**.

3.1.16.5.1 If a stationary QB is used, the offense is allowed the scramble option. If the QB begins the play as a mobile QB with the ball at the beginning of the play, when the switch is stopped, the offense must run or throw.

3.1.16.6 The offense must declare if they are going to run their QB with the intent to cross the line of scrimmage. The defense will resume control of the switch if this is the case.

3.1.16.7 If the offensive coach elects to scramble with the intent to stay behind the line of scrimmage, the offense will remain in control of the switch. The board may only be run for a period of 3 seconds during a pass. If a coach has not used all of his 3 seconds during the initial pass rush, he will be allowed the remaining time on the rush clock for the scramble (i.e. if there are 2 seconds left of the initial 3 seconds, the offense has 2 seconds left to scramble). Play resumes and the offensive coach will be permitted one stop of the switch from this point. After the second stop of the switch on a scramble, the coach must then elect to pass or run. Start of the 15 second clock will NOT be restarted during a scramble. The time that is left is all that will be allowed for the offense to run or pass. If the offensive coach declares a run, the defense adjusts all unengaged players to the ball carrier (15 seconds) and the defense will resume control of the switch. Reference 4.4.4.7 and 4.4.4.8 for penalties.

3.1.16.8 The Quarterback can only have 2 scrambles per half for positive yards, i.e. cross LOS

3.1.16.9 A TTQB pass is complete when the ball is thrown to an eligible receiver without hitting the ground. Movement of the figure does not necessarily mean a pass was completed. The ball may have been skipped off of the game board. It is up to the referee to determine if a pass is completed or not. Rulings of the referee are subject to the challenge rule.

3.1.16.10 A TTQB pass is incomplete when it hits the ground prior to hitting a receiver or defender or if it hits an ineligible offensive receiver prior to hitting the ground. In the event the pass hits an ineligible offensive player first, a 5-yard penalty will be assessed on the offense from the previous spot plus loss of down.

3.1.16.11 A TTQB pass is intercepted whenever it hits any defensive player first while in the air.

3.1.16.12 In the event the ball is intercepted, the defense is allowed to run the ball from the point the interception occurred. The offense will be allowed 25 seconds to adjust all unengaged players onto the receiver. The defense will be allowed 25 seconds to adjust all unengaged players, and then aim that defender. The team who threw the interception will control the switch.

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Deleted: Additionally, the QB must be outside the offensive tackles before he is allowed to throw the ball away. If the QB throws the ball away and his position is still between the tackles, a 15yd penalty will result as well as a loss of down

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3.1.16.13 A receiver, who is eligible, may catch a ball if he is engaged with a defender or has fallen down and remains inbounds; however, he will be down at that spot and further forward progress may not be allowed.

3.1.16.14 From the time the switch is turned off, after a pass play from scrimmage is executed by the offense by turning on the switch, the offense has 15 seconds to complete the pass. The referee or defense will run the 15-second clock.

(a) For a TTQB pass, if the ball is not thrown to the intended receiver by the time the 15 seconds has elapsed, the pass is incomplete.

(b) Start of the 15 second clock will not be restarted during a scramble. The time that is left is all that is allowed for the offense to run or pass

3.1.16.15 Play Clock: 35/45/20 second clock. There are 3 primary play clocks in the Shootout rules. The 35-second play clock is used for the offense to set up, the 45-second play clock is used for the defensive alignment, and the 20-second clock is used for quarterback passing.

3.1.16.17 Pocket Area: Applies from a point two yards outside of either offensive tackle and includes the tight end if he drops off the line of scrimmage to pass protect. Pocket extends longitudinally behind the line back to offensive team's own end line.

3.1.16.18 Possession: When a player is designated as the ball carrier by the head coach as he runs to the ground inbounds.

3.1.16.19 Post-Possession Foul: A foul by the receiving team that occurs after a ball is legally kicked from scrimmage prior to possession changing. The ball must cross the line of scrimmage and the receiving team must retain possession of the kicked ball.

3.1.17 Punt (also see 8.3)

3.1.17.1 A punt is a kick made by a kicker who is lined up behind the offensive line not to exceed 15 yards from the line of scrimmage or he will be considered sacked. The board is turned on for 1 second to rush the punter. The offense may elect to use a TTQB or not.

3.1.17.2 The TTQB will not be used for any punts or kicks other than the field goal or extra punt.

3.1.17.3 The punt will be simulated by shaking the two, ten sided dice as outlined in 8.3.3.

3.1.17.4 In the event of a run back, the kicking team has 25 seconds to adjust all unengaged players on the spot of the receiver. Once the kicking team is set, the receiving team may then aim the receiver from the spot of the kick.

3.1.17.5 The receiving team may elect to fair catch at any time.

3.1.17.6 Coffin corner kicks. The punting team must be at the inside defending team's 45-yard line. A kick is then simulated for 25 yards. On coffin corner kicks, touchbacks do not apply! The punt returner must return the ball even if the defensive team players go into the end zone.

3.1.17.7 An offensive team may elect to punt on any down without notifying the defensive team until after the defense is set.

Deleted: 3.1.17.4 Once the ball is kicked, the receiver will remain stationary for 4 seconds (3/4/5 seconds for monster boards) to allow for coverage. The receiving team may elect to fair catch and be down at the spot or return the ball regardless if an offensive player has passed the spot of the player. If the receiver's spot is in the end zone, and the kicking team reaches the end zone in 4 seconds (3/4/5 seconds, for monster boards), receiving team may elect to be down at the spot (touchback) ball at the 20 yard line or return the ball.

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3.1.18 Runner and Running Play

3.1.18.1 The runner is the offensive player who is in possession of a live ball, i.e., designated as the ball carrier by pointing or stating his name and allowing him to carry the ball any direction.

3.1.18.2 A running play is a play during which there is a runner and which is not followed by a kick or forward pass from behind the scrimmage line. There may be more than one such play during the same down.

3.1.19 Safety (2 points)

3.1.19.1 A safety occurs when a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone.

3.1.19.2 A safety will occur when any part of an offensive ball carrier's base crosses the back of the end zone or out-of-bound markers in the end zone.

3.1.19.4 After a safety, the team surrendering the safety will then free kick from their own 20-yard line. The kicking team will then follow the punting procedures as prescribed in 8.3.3.

3.1.19.5 Scramble

A scramble is the decision of the coach to allow a QB to run at anytime during the running of the pass clock provided he feels there is no open receiver. He only has 2 per half to exercise this option.

3.1.20 Scrimmage, Play from Scrimmage

3.1.20.1 A scrimmage down is one that starts when the board is turned on. Play from scrimmage refers to any action from the start of the snap until the down ends or if the offense loses possession and the defense secures possession of the ball. Any subsequent action during the down, after a change of possession, is not from scrimmage.

3.1.21 Shifts are not allowed.

3.1.21.1 Sudden Death: The continuation of a tied game into sudden death overtime in which the team scoring first (by safety, field goal, or touchdown) wins.

3.1.22 Suspended player(s) A suspended player is one who must be withdrawn for at least one down for correction of illegal equipment, or illegal base. Play shall not stop to correct the player. The player may be put back in the game once his equipment is within standards.

3.1.23 Tackling

3.1.23.1 Any part of a ball carrier's base that comes in contact with any part of an opposing team's base (base to base contact) is considered a tackle.

3.1.24 Touchback

3.1.24.1 A touchback is the situation in which the ball is dead on or behind a team's own goal line, provided the impetus came from an opponent and provided it is not a touchdown.

3.1.24.2 A touchback occurs if the kickoff return team voluntarily downs the ball and starts at their own 20-yard line, or if there is an interception or defensive a fumble recovery occurs in a team's own end zone.

3.1.25 Touchdown (6 points)

3.1.25.1 A touchdown occurs anytime the offensive ball carrier's base crosses any portion of the end zone. The ball carrier can go into the end zone while traveling in any direction (i.e. pushed in backwards by his own teammates).

3.1.26 Extra Point (1 point)

3.1.26.1 After a touchdown, the team scoring the touchdown may elect to kick for an extra point or elect for two points by performing a running or passing play from the 2-yard line.

3.1.26.2 If an offensive coach chooses an extra point, he will line his team up from the two-yard line (3-yard line for college). 1 second will be given for a rush.

3.1.26.3 The box may be shaken once the offense is set and prior to the snap for any extra point or field goal. If the box rolls a double one prior to the score, it is a fumble. If the kick has already been made, there is no fumble, regardless if the kick was good or not.

3.1.27 Two point conversions (2 points)

3.1.27.1 The offense may elect to attempt a 2-point conversion after a touchdown by attempting to cross the plane of the goal without kicking the ball through the goal post.

3.1.28 Triple Threat Quarterback (TTQB)

3.1.29 The TTQB may be used for all field goals, extra points and pass attempts.



Triple Threat Quarterback Examples

NOTE: Legs were removed from all Passing TTQBs to improve accuracy. All kicking TTQBs have legs intact.



32. Unsportsmanlike Conduct: Any act contrary to the generally understood principles of sportsmanship.



Summary of Penalties

Automatic First Down

1. Awarded to offensive team on all defensive fouls with these exceptions:

- (a) Offside.
- (b) Encroachment.
- (c) Delay of game.
- (d) Illegal substitution.
- (e) Excessive time out(s).
- (f) Incidental grasp of facemask.
- (g) Neutral zone infraction.
- (h) Running into the kicker.
- (i) More than 11 players on the field at the snap.

Five Yards

- 1. Defensive holding or illegal use of hands (automatic first down).
- 2. Delay of game on offense or defense.
- 3. Delay of kickoff.
- 4. Encroachment.
- 5. Excessive time out(s).
- 6. False start.
- 7. Illegal formation.
- 8. Illegal motion.
- 9. Illegal substitution.
- 10. First onside kickoff out of bounds between goal lines and untouched or last touched by kicker.
- 11. More than 11 players on the field at snap for either team.
- 12. Less than seven men on offensive line at snap.
- 13. Offside.
- 14. Player out of bounds at snap.
- 15. Ineligible member(s) of kicking team going beyond line of scrimmage before ball is kicked.
- 16. Failure to report change of eligibility.
- 17. Neutral zone infraction.
- 18. Forward pass is first touched by eligible receiver who has gone out of bounds and returned.
- 19. Forward pass touches or is caught by an ineligible receiver on or behind line.
- 20. Kicking team player voluntarily out of bounds during a punt.
- 21. Twelve (12) men in the huddle.

10 Yards

1. Offensive pass interference.
2. Holding, illegal use of hands, arms, or body by offense.
3. Tripping by a member of either team.
4. Helping the runner.
5. Deliberately batting or punching a loose ball.
6. Illegal block above the waist.

15 Yards

1. Chop block.
2. Clipping below the waist.
3. Fair catch interference.
4. Illegal crackback block by offense.
5. Piling on.
6. Roughing the passer.
7. Twisting, turning, or pulling an opponent by the facemask.
8. Unnecessary roughness.
9. Unsportsmanlike conduct.
10. Delay of game at start of either half.
11. Illegal low block.
12. A tackler using his helmet to butt, spear, or ram an opponent.
13. Any player who uses the top of his helmet unnecessarily.
14. Leaping.
16. Leverage.
17. Taunting.

Five Yards and Loss of Down (Combination Penalty)

1. Forward pass thrown from beyond line of scrimmage.

15 Yards and Loss of Coin Toss Option

1. Team's late arrival on the field prior to scheduled kickoff.
2. Captains not appearing for coin toss.

15 Yards (and disqualification if flagrant)

1. Striking opponent with fist.
2. Kicking or kneeing opponent.
3. Striking opponent on head or neck with forearm, elbow, or hands whether or not the initial contact is made below the neck area.
5. Roughing
6. Malicious unnecessary roughness.
7. Unsportsmanlike conduct.
8. Palpably unfair act. (Distance penalty determined by the Referee after consultation with other officials.)

15 Yards and Automatic Disqualification

1. Using a helmet (not worn) as a weapon.

2. Striking or purposely shoving a game official.

Suspension from Game for One Down

1. Illegal equipment. (Player may return after one down when legally equipped.)

Touchdown Awarded (Palpably Unfair Act)

1. When Referee determines a palpably unfair act deprived a team of a touchdown.

(Example: Player comes off bench and tackles runner apparently en route to touchdown.)

Coin Toss

1. The toss of coin will take place within three minutes of kickoff in center of field. The visiting captain will call the toss before the coin is flipped. The winner may choose one of two privileges and the loser gets the other:

(a) Receive or kick

(b) Goal his team will defend

2. Immediately prior to the start of the second half, the captains of both teams must inform the officials of their respective choices. The loser of the original coin toss gets first choice.

Timing

1. The stadium game clock is official. In case it stops or is operating incorrectly, the Referee takes over the official timing on the field.

2. Each period is 15 minutes. The intermission between the periods is two minutes. Halftime is 6 minutes, unless otherwise specified.

3. On charged team time outs, the Umpire starts watch and blows whistle after 45 seconds.

4. The Referee will allow necessary time to attend to an injured player, or repair a legal player's equipment.

5. Each team is allowed three time outs each half.

6. Time between plays will be 5-10 seconds from the end of a given play until the snap of the ball for the next play or on "hurry-up" situations, the coach informs referee that "the hurry up" will occur and the clock begins immediately following the play.

7. Clock will start running when ball is snapped following all changes of team possession.

8. With the exception of the last two minutes of the first half and the last five minutes of the second half, the game clock will be restarted following a kickoff return, a player going out of bounds on a play from scrimmage, or after declined penalties when appropriate on the referee's signal.

9. Consecutive team time outs can be taken by opposing teams but the length of the second time out will be reduced to 40 seconds.

Timing in Final Two Minutes of Each Half

1. On kickoff, clock does not start until player of either team in the field of play has legally touched the ball. (In all other cases, clock starts with kickoff.)
2. A team cannot buy an excess time out for a penalty. However, a fourth time out is allowed without penalty for an injured player, who must be removed immediately. A fifth time out or more is allowed for an injury and a five-yard penalty is assessed if the clock was running. Additionally, if the clock was running and the score is tied or the team in possession is losing, the ball cannot be put in play for at least 10 seconds on the fourth or more time out. The half or game can end while those 10 seconds are run off on the clock.
3. If the defensive team is behind in the score and commits a foul when it has no time outs left in the final 40 seconds of either half, the offensive team can decline the penalty for the foul and have the time on the clock expire.
4. Fouls that occur in the last five minutes of the fourth quarter as well as the last two minutes of the first half will result in the clock starting on the snap.

Position of Players at Snap

1. Offensive team must have at least seven players on line.
2. Offensive players, not on line, must be at least one-yard back at snap.
(Exception: player who takes snap.)
3. No interior lineman may be changed after taking or simulating a three-point stance.
4. No player of either team may enter neutral zone before snap.
5. If a player changes his eligibility, the Referee must alert the defensive captain after player has reported to him.
6. All players of offensive team must be stationary before snap, except players positioned in the backfield. The QB may be altered in any direction provide he does not go backwards 15 yards or more. The RBs may be shifted to go in another direction provided they stay between the tackle box.
7. After an audible or huddle all players on offensive team must come to an absolute stop with no movement of positioning of the body.
8. Offensive linemen are permitted to interlock arms or line up 1 baselength apart.

Fumble

1. The distinction between a fumble and a muff should be kept in mind in considering rules about fumbles. A fumble is the loss of player possession of the ball. A muff is the touching of a loose ball by a player in an unsuccessful attempt to obtain possession.
2. Any player may advance a fumble on either team regardless of whether recovered before or after ball hits the ground.

3. A fumble that occurs but the offense gains possession of the fumble, the ball will be return to the fumbling team at the spot of the fumble unless the ball goes out of bounds in the opponent's end zone. In this case, it is a touchback.
4. If any player fumbles after the two-minute warning in a half, any player is permitted to recover and/or advance the ball. If recovered by any other offensive player, the ball is dead at the spot of the fumble unless it is recovered behind the spot of the fumble. In that case, the ball is dead at the spot of recovery. Any defensive player may recover and/or advance any fumble at any time.
5. A muffed hand-to-hand snap from center is treated as a fumble.

Security of Players

Teams will be weighed and registered the night before games are to be played. Each player may weigh up to 4.0 grams. Any custom pose is permitted as long as the weight, height, and arm restrictions are followed.

Height restriction = Player can not be more than 3.7 cm in height

Weight restriction: Player maximum is 4.0 grams

Cover Corners hand spacing: Players maximum hand spacing is .25 inch from left thumb to right thumb

Players are then locked down by Shootout Security and will be given back to respective owner at the time of contest. Then, and only then, will only those players be allowed to be displayed during games.



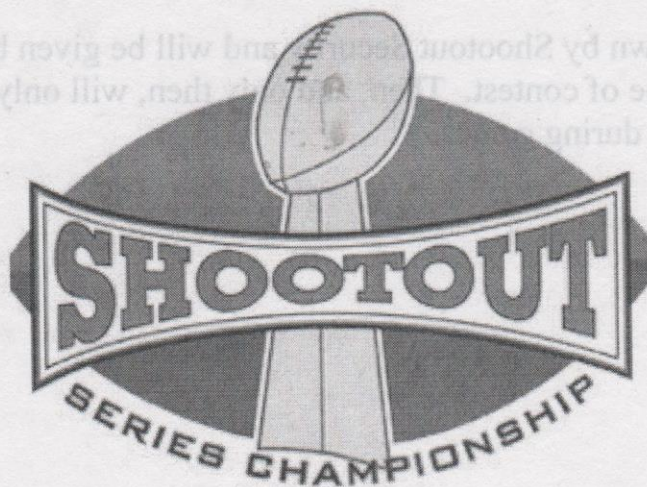
Rule 4

Fumbles

Injuries

&

Penalties



4.1. History of Fumble

4.1.1 The evolution of the fumble rule is deeply rooted in the board games called "Strat-O-Matic" and "Paydirt" football. These concepts are being applied to the Texas Shootout based on the experience of the Dallas Fort Worth Electric Football League. The intent of this rule is to emphasize gamesmanship.

4.1.2 Instead of repositioning a player after the play has been established to put a football in a ball carrier's arm, a simple toss of the dice is performed. This practice takes place after every play if either coach elects to do so.

4.1.3 This practice adds an element of surprise to the game and plays on the emotions a coach goes through when his team recovers or loses possession due to a fumble.

4.1.4 When a fumble occurs due to the roll of the dice, the ball is down where ever the ball carrier that fumbled is, regardless of who recovers the fumble.

4.2. History of the Injury Rule

4.2.1. The evolution of the injury rule is deeply rooted in the board games called "Strat-O-Matic" and "Paydirt" football. These concepts are being applied to the Texas Shootout.

4.2.2 Injuries are a part of the game of football; there is no getting around it. Injuries will apply to coaches' teams in the Texas Shootout by rolling the dice. This will better simulate the frustrations a coach endures whenever one of his players goes down. It will also force a coach to have excellent back-ups to replace the injured player.

4.2.3 An injury could cause the total readjustment of a coach's thought process to a game. If you know your franchise runner may not be available, you may pass more often. Or, if you know your best corner back will be out for a half, the offensive coach might try to exploit that weakness.

4.2.4. When a player is injured, that coach must surrender the player immediately to the referee, with that player's base on the player. Providing there is a season ending injury, the player will be given to the commissioner for safe keeping until the end of the championship game of the season.

4.3 History of Penalties

4.3.1 The evolution of the penalty rule is deeply rooted in the board games called "Strat-O-Matic" and "Paydirt" football. These concepts are being applied to the Texas Shootout based on the experience of the Dallas Fort Worth Electric Football League.

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4.3.2 Because penalties are a common part of the game of football, some type of simulation had to be available to aid in the total realism of the game.

4.3.3 If games were played "flag free," it would be amazing but highly improbable. That is why penalties have been instituted in the Texas Shootout. The probability of penalties happening with this dice method is minimal at best, but this element had to be instituted into the total realism of the game.

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4.3.4 A penalty may "make or break" a team but it is a part of the game. Penalties are a double-edged sword; you hate them when they happen to you and you love it when they happen to the other team. Thus, penalties are fair.

4.4.1 The Box

4.4.1.1 The box will be divided into 3 compartments: The Center Compartment will contain 2 six-sided dice. The left compartment will contain 1 six-sided die along with 2 different colored 10-sided die. The right compartment will contain 2 different-colored 12-sided die. All coaches must have a box in order to compete.

4.4.1.2 The box may be shaken by either coach only once for every play. Once the offense declares "Center Set" and the center is set on the line of scrimmage, the box cannot be shaken for a previous play.

4.4.1.3 The box may be shaken immediately after or during every play for the following events:

- (a) After a running back goes 10 yards from the line of scrimmage
- (b) After a catch
- (c) Before or after a score
- (d) After any tackle
- (e) Before any extra point or field goal attempt once the kicking team is set and before the snap.

4.4.1.4 If the box is shaken after any score, only penalties and injuries will apply, fumbles will not be considered after a score.

4.4.1.5 Injuries do not apply on any special teams play.

"The Box"

Double	Action	Offense	Defense	Offense	Penalty Chart Double 5-5 (Minor) (5 Yd penalty)
1 1	Fumble	1 3 5	2 4 6	1-K 2-QB 3-FB 4-TB 5-TE 6-RWR	1-Offsides 2-Neutral Zone 3-Delay of Game 4-Encroachment 5-Illegal Receiver Downfield
3 3	Injury	1 3 5	2 4 6	7-LWR 8-C 9-RG 10-LG 11-RT 12-LT	6-Illegal Motion 7-Pushing 8-False Start 9-Illegal Shift 10-Illegal Formation 11-Tripping
4 4	Injury	1 3 5	2 4 6	Defense	12-Pushing Runner
5 5	Penalty	1 3 5	2 4 6	1-P 2-ROT 3-LDT 4-RDT 5-LDE 6-MLB	
6 6	Penalty	1 3 5	2 4 6	7-ALB 8-LLB 9-RCB 10-LCB 11-RS 12-LB	
					Penalty Chart Double 6-6 (Major)
Length of Injury Double 3-3					1-Personal Foul (15 yds, loss of down) 2-Holding (10 Yds, replay down)
Length of Injury Double 4-4					3-Unsportsmanlike Conduct (10 yds and 1st Down) 4-Chop Block (15 yds, loss of down)
1-1 Play 2-2 Plays	3-3 Plays	4-4 Plays	1-2 Qtr 2-3 Qtrs	3-Game Ending 4-1 Wk	5-Clipping (10 yds, repeat down) 6-Illegal crackback (10 yds, loss of down)
5-5 Play 6-6 Plays	7-7 Plays	8-8 Plays	5-2 Wk 6-3 Wks	7-4 Wks 8-5 Wks 9-6 Wks	7-Illegal Block (10 yds and loss of down) 8-Intentional Grounding (Loss of down)
9-9 Play 10-10 Plays	11-11 Plays	12-1 Qtr	10-8 Wks 11-Till the Playoffs	12-Season Ending	9-Player Ejection (10 yds & \$1.00 Fine) 10-Illegal Use of Hands (10 yds, repeat down)
					11-Illegal Contact (10 yds, automatic first down) 12-Interference w/ receiver (10 yds, 1st down)

Please Note: A 2-2 has now been instituted as a drop pass that can happen on an offensive pass completion or a defensive interception.

FUMBLE!!!

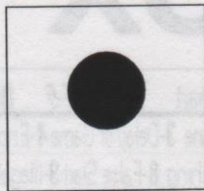
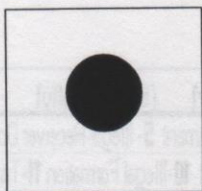
4.4.2 Fumbles & Interceptions

4.4.2.1 A fumble is any act, other than a pass or legal kick, which results in loss of player possession, unless recovered by the team who fumbled.

4.4.2.3 After each play, the offensive team may shake the Action Box or if the defensive team request the offensive team to shake the Action Box, it must be shaken. Once the box is shaken, the following sequence depicts a fumble:

1. Shake the "Action Box".
2. There are 3 compartments, one for the two six-sided dice, one for the 1 six-sided die, and 1 compartment for the 2 colored twelve-sided dice.
3. If the two six-sided dice land on double 1s only, a fumble has occurred.
4. To determine whether the offense or defense recovers, look at the second compartment, which house the one six-sided dice.
5. If the six-sided dice lands on even numbers, the defense recovers. If the six-sided dice lands on odd numbers, the offense recovers.

6. In the last compartment, this determines who recovers it. Based on the color scheme, one is meant for players and the other for penalty severity, determine which player recovers based on player designation.



This dice combination constitutes a fumble

Deleted: After every play from scrimmage, a coach may elect to "shake the box" containing the dice. If the center 6 sided dice land on double one's, it is a fumble. If the single 6-sided dice in the side compartment lands on an even number, the defense recovers. If the single 6-sided dice lands on an odd number, the offense recovers.

4.4.2.4 During all kicks and punts; the kicking team is the offense for the duration of the play. The receiving team is the defense for the duration of the play.

4.4.2.5 In the event of a turnover from "the box," the ball is considered down at the spot of the original ball carrier. Mark the spot of the ball from the forward most part of the original ball carriers base (facing the goal in which he was attempting to score).

4.4.2.6 If a pass is attempted and incomplete, if double ones are rolled and there is a turnover, the spot of the ball shall be from the spot of the QB at the time of the pass. It shall be as if the pass was never attempted and the QB dropped the ball.

4.4.2.7 During a pass completion (or interception) with the TTQB, the box may be shaken prior to the player running with the ball. Double 2 results in A dropped pass.

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PLAYER DESIGNATION

Offense

- 1-Null
- 2-Quarterback
- 3-Fullback
- 4-Tailback
- 5-Tightend
- 6-Right Wide Receiver
- 7-Left Wide Receiver
- 8-Center
- 9-Right Guard
- 10-Left Guard
- 11-Right Tackle
- 12 Left Tackle

Defense

- 1-Null
- 2- Right Defensive Tackle
- 3-Left Defensive Tackle
- 4-Right Defensive End
- 5-Left Defensive End
- 6- Middle Linebacker
- 7-Right Linebacker
- 8-Left Linebacker
- 9-Right Cornerback
- 10- Right Cornerback
- 11-Right Safety
- 12-Left Safety



INJURIES !!!

One of the most devastating things to the strategy of a team is an injury. Injuries to star players affect the game in many ways, some obvious and others subtle. When an injury to a star player occurs, the coach must address this based on how long a player is out and whether he has a quality back up which is capable of coming in and contributing to the success of a team.

An injury occurs when a player can not physically perform for sickness of any kind. Because we acknowledge EFL players are just plastic players, we also acknowledge that in reality, injuries do occur and to account for such situations, simulation methods are used. Under Shootout Rules, an injury can occur on 1st, 2nd, 3rd, and 4th down (special circumstances). All other situations will not be addressed at this time.

After every play from scrimmage, the "Action Box" is shaken by request. The game clock is not stopped unless an injury occurs. An INJURY may occur in the following way:

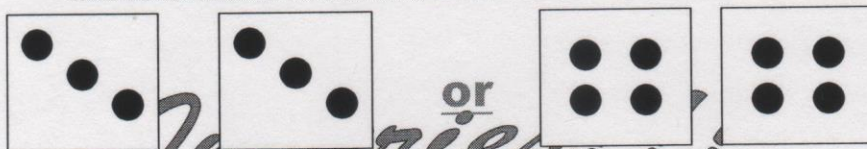
- ❑ Chart controlled by the roll of dice where the two dice thrown in the "Action Box" with the simultaneous roll of the other dice must land on Double 3 or 4.

Because there is no way to possibly injure plastic figures (other than break them), the Texas Shootout has adopted this injury rule. This rule simulates injuries and the preceding coverage by a player.

After each play, the offensive team may shake the Action Box or if the defensive team request the offensive team to shake the Action Box, it must be shaken. Once the box is shaken, the following sequence depicts an injury:

1. Shake the "Action Box".
2. There are 3 compartments, one for the two six-sided dice, one for the 1 six-sided die, and 1 compartment for the 2 colored twelve-sided dice.
3. If the two six-sided dice land on double 3s or 4s only, an injury has occurred.
4. To determine whether the offense or defense recovers, look at the second compartment, which house the one six-sided die.
5. If the six-sided dice lands on even numbers, the defense recovers. If the six-sided dice lands on odd numbers, the offense recovers.

6. In the last compartment, this determines who recovers it. Based on the color scheme, one is meant for players and the other for penalty severity, determine which player recovers based on player designation.



4.4.3 Injuries

4.4.3.1 An injury occurs when a player cannot physically perform for disability of any kind. With electric football, injuries may occur after each play if the coaches elect to shake the box.

4.4.3.2 Because there is no way to possibly injure plastic figures (other than break them); the injury rule has been adopted to simulate injuries.

After each play, the offensive team may shake the Action Box or if the defensive team request the offensive team to shake the Action Box, it must be shaken. Once the box is shaken, the following sequence depicts an injury:

7. Shake the "Action Box".
8. There are 3 compartments, one for the two six-sided dice, one for the 1 six-sided die, and 1 compartment for the 2 colored twelve-sided dice.
9. If the two six-sided dice land on double 3s or 4s only, an injury has occurred.
10. To determine whether the offense or defense recovers, look at the second compartment, which house the one six-sided dice.
11. If the six-sided dice lands on even numbers, the defense recovers. If the six-sided dice lands on odd numbers, the offense recovers.

In the last compartment, this determines who recovers it. Based on the color scheme, one is meant for players and the other for penalty severity, determine which player recovers based on player designation.

4.4.3.3 If the two center six-sided dice turn up double 3, an injury (not to exceed the length of the game) occurs. If the single six-sided dice in the side compartment is odd, the injury applies to the offense; if even, the injury occurred on the defense. Using the 12-sided dice and the same player chart, as listed.

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4.4.2.4 Once a figure is identified injured as described in 4.4.3.3, the injury will be determined by looking at the opposite 12-sided dice. Injuries are as follows:

- 1 - Bruised hip, out for 1 quarter

- 2 - Mild ankle sprain, out for 12 plays
- 3 - Jammed finger, out for 3 plays
- 4 - Sprained knee, out for 6 plays
- 5 - Groin pull, out for one quarter
- 6 - Bruised ribs, out for Rest of game
- 7 - Wind knocked out of player, out for 1 play
- 8 - Mild shoulder sprain, out for 2 quarters
- 9 - Mild skin abrasion, out for 3 plays
- 10 - Dehydration/muscle cramping, out for 5 plays
- 11 - Back spasms, out for rest of game
- 12 - Mild knee sprain, out for 3 quarters

4.4.3.4 If the two center six-sided dice turn up double 4s, the **possibility** exists for a tournament ending injury. The single six-sided dice will determine offensive or defensive potential for injury as stated in 4.4.2.4. Once the offense or defense has been determined, the coach will shake the box again with the potential for injury. *If the single six-sided dice lands on 1, a tourney ending injury has occurred.* The coach must then look to the 12-sided dice to determine which player and type of injury. If a 2, 3, 4 or 6 were rolled, the player **MUST** be removed for one play. Players are identified in 4.4.2.4. Season ending injuries are as follows:

- 1 - Fractured Fibula (8 games)
- 2 - Major concussion (4 games)
- 3 - ACL tear
- 4 - Turf toe, out 4 games
- 5 - Broken clavicle, out 6 games
- 6 - Broken ribs, out 4 games
- 7 - Spinal cord injury, non-paralyzing
- 8 - Broken hip
- 9 - Broken ankle
- 10 - Broken arm (out 8 games)
- 11 - Broken maxilla (out 6 games)
- 12 - Torn Achilles tendon

4.4.3.5 All players who are injured will be surrendered to the referee immediately. The coach who loses the player due to injury will not be allowed to touch the player again until the prescribed time as passed. The player will be secured by a Texas Shootout official for the duration of his injury.

4.4.3.6 If a season-ending injury occurs, the coach will immediately surrender the player with base to the referee. The referee will turn the player over to the Shootout

official/security where it will be kept for the remainder of the tournament and returned upon the end of the championship game. Tourney ending injuries also require the immediate surrender of the same player in the opposite jersey color.

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Penalties!!!

There's nothing more emotionally draining than to see a player race 80 yards for a score and it get called back by a holding or personal foul. Because we see it as a viable part of the realism of football, it has been incorporated in these rules to simulate its presence in the game.

4.4.4 Penalties

4.4.4.1 Penalties occur when one team performs an illegal act during the course of play and, if applicable, is judged with an appropriate fine as prescribed by the Texas Shootout official.

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4.4.4.2 After every play from scrimmage, the box may be shaken if a coach elects or directs the other coach. If double 5's or double 6's turn up on the 2 six-sided dice in the center section, a penalty has occurred. Reference Chart below:

Determination of offense or defensive penalty by one six-sided die:

Offense

- 1-No penalty
- 2-Quarterback
- 3-Fullback
- 4-Tailback
- 5-Tightend
- 6-Right Wide Receiver
- 7-Left Wide Receiver
- 8-Center
- 9-Right Guard
- 10-Left Guard
- 11-Right Tackle
- 12 Left Tackle

Defense

- 1-No penalty
- 2- Right Defensive Tackle
- 3-Left Defensive Tackle
- 4-Right Defensive End
- 5-Left Defensive End
- 6- Middle Linebacker
- 7-Right Linebacker
- 8-Left Linebacker
- 9-Right Cornerback
- 10- Right Cornerback
- 11-Right Safety
- 12-Left Safety

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Deleted: Roll again for player/injury/penalty

Offense/Defense

1. Holding 10 yards
2. Encroachment 5 yards
3. Unsportsmanlike conduct 10 yds
4. Illegal block 15 yards
5. False start 5 yards
6. Pers. Foul, hands to face 15 yards
7. Illegal use of hands-10 yds
8. Unnecessary roughness 15 yds
9. Player ejection 15 yards
10. Clipping 15 yards
11. Face mask 5 yards
12. Holding 10 yards

4.4.4.3 All fouls committed by the offensive team (ID by position of player causing the infraction) behind the line of scrimmage (except in the end zone) shall be penalized from the previous spot. If the foul is in the end zone, it is a safety.

4.4.4.4 If a runner is downed behind the line of scrimmage (except in the end zone) and the foul by an offensive player is beyond the line of scrimmage, enforcement shall be from the previous line of scrimmage. If the runner is down in the end zone it is a safety.

4.4.4.5 All defensive fouls shall be assessed from the spot of the ball, if the line of scrimmage is crossed. If the ball does not cross the line of scrimmage, the penalty shall be assessed from the previous line of scrimmage.

4.4.4.6 If the penalty is pass interference, regardless of the position of the offending defensive player, the ball is downed at the spot of the intended receiver if the pass is not completed. If the intended receiver is behind the line of scrimmage, assess a 15-yard penalty from the previous spot.

4.4.4.7 If the offense, during a scramble, starts the switch more than once, **FOR ANY REASON**, (i.e. declared scramble, starts switch, stops switch, starts switch, stops switch). A 15-yard penalty shall be assessed from the previous spot, plus a loss of down.

4.4.4.8 If the offense/QB, during a scramble, goes more than 3 yards pass the line of scrimmage without passing the switch to the defensive coach, the offensive team shall be penalized 10 from the previous spot, plus a loss of down. If the QB does not cross

the line of scrimmage, the defense has 20 seconds to adjust all unengaged men on the ball carrier, then the QB may be adjusted in the direction he wishes to run.

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4.4.4.9 The team not committing the infraction may have the option of declining any penalty. If the penalty is accepted, yardage will be assessed, but there will be no loss of down, unless there is a personal foul or as otherwise stated above.

4.4.4.10 In the event of a defensive penalty prior to the snap, the referee and offensive coach shall note the penalty. Before the penalty is assessed against the defense, the play shall proceed as a "free play" for the offense. At the end of the "free play", the offense has the opportunity to accept or decline the penalty.

4.4.4.11 **Challenge Rule-** The challenge rule will be in effect for fumbles and interception or controversial calls. 2 per half will be allowed. ***Challenges will not carryover to the next half.***

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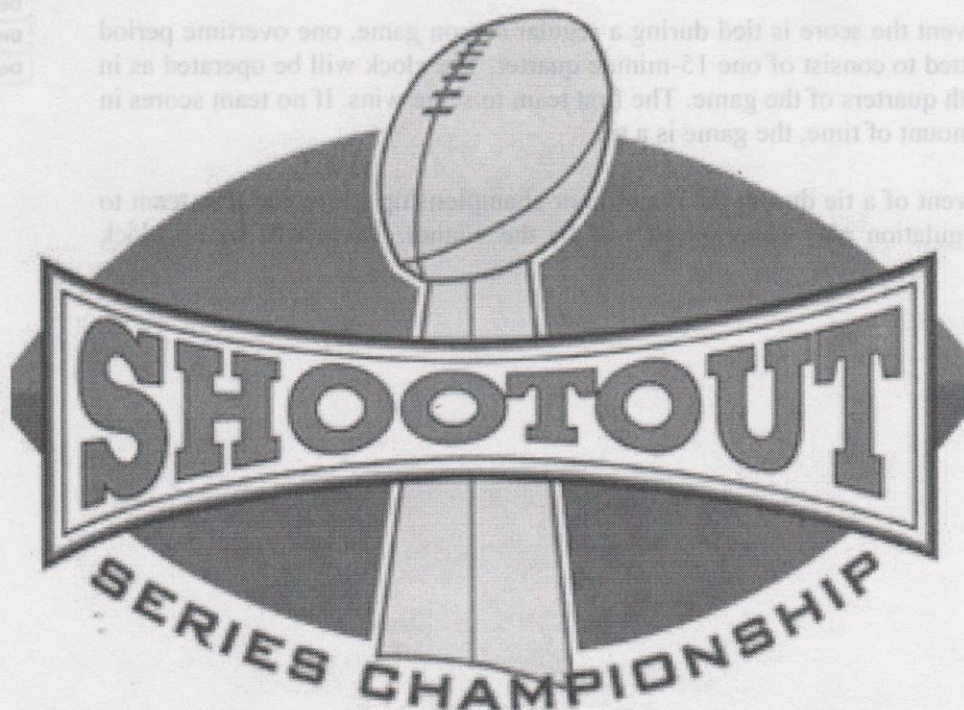
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5-12-play stands

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Rule 5

Game Timing



5.1 Length of Game (Game Clock)

5.1.1 The length of the game is 60 minutes, divided into four periods of 15 minutes each, with intervals of 2 minutes between the first and second periods (first half) and between the third and fourth periods (second half).

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5.1.2 The game clock will only be stopped during the following:

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1. Change of possession

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2. Time outs

3. Injuries & penalties

4. Two minute warning

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5.1.3 In the last two minutes of each half, the clock is stopped for player redirection, pass attempts, scrambles and kicks or whenever the board is stopped.

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5.1.2 The stadium clock shall be the official time. The clock operator will be responsible for stopping the clock so statistics can be taken. The clock stops if a fumble or penalty occurs. The clock is then restarted when the fumble is returned or at the next play from scrimmage. The clock is stopped for injuries and restarted when the injured player is off the field, providing that the play ended inbounds from a run or completed pass ¶

5.1.3.1 The clock shall start upon the beginning of a receiver's run during any kick or punt. The clock will not run during hangtime/coverage.

5.1.3.2 The game clock will only stop when a figure runs out-of-bounds as prescribed in 5.1.3 of the TEXAS SHOOTOUT rulebook. If the game is stopped due to the figure turning away from forward progress as prescribed in 3.1.15.3 of the TEXAS SHOOTOUT rulebook and the figure did not go out of bounds, should the offense elect to stop the play at the spot, the game clock will continue to run regardless of which coach, offense or defensive, prompted the stoppage of play.

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5.1.4 Between the first and second half, there shall be a 6-minute intermission. During intermission, play is suspended and the teams may leave the field.

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5.1.5 In the event the score is tied during a regular season game, one overtime period will be permitted to consist of one 15-minute quarter. The clock will be operated as in the 2nd and 4th quarters of the game. The first team to score wins. If no team scores in the elapsed amount of time, the game is a tie.

5.1.6 In the event of a tie during the playoffs or championship game, the first team to score after regulation play has expired will be the winner. There will be no clock

during a playoff or championship game in the event of overtime. The first team to score wins.

5.1.7 In the event of overtime, a coin toss will determine who will kickoff and receive. The coach, who wins the toss, will elect to kick or receive.

5.2 Set Up Time

5.2.1 In between every change of possession and score, the offense will have 50 seconds to set up their men and the defense will have 60 seconds. The clock will start immediately after the play. If referee is not present, the defensive Coach is responsible for starting clock.

5.2.2 In between every play from scrimmage, the offense will have 35 seconds to set their men, and the defense shall have 45 seconds.

5.2.3 Once the 50/60 clocks or the 35/45 clocks has expired for the offense or defense, that coach may not continue to touch and set up the men. If there are not enough men on the field, the coach may elect to take a time out. If a team has too many men on the field, the referee shall assess a penalty of 5 yards to the team with the excessive players.

5.2.4 The 50/60 second clocks and the 35/45-second clocks will begin immediately after each play. Once the center is set, the box cannot be shaken for the previous play. Reference 4.4.1 **The Box** for further clarification.

5.2.5 A coach may call set at anytime prior to the expiration of the 35/45 or 50/60 clocks; once a coach calls set, the game clock stops. The coach has to call set to the referee, or else the clock will resume under normal circumstances.

5.2.6 The defense shall have 20 seconds to direct their unengaged men once a pass is completed; a run goes farther than 10 yards, or after a kickoff. The offense shall have 20 seconds to redirect their men in the event of a returnable fumble or interception.

5.2.7 If the offensive coach calls "Hurry up offense", once the offensive coach calls "Set", the defense will have 10 seconds to finish setting up, regardless of how much time was on the 35/45 second clock. No audibles are allowed.

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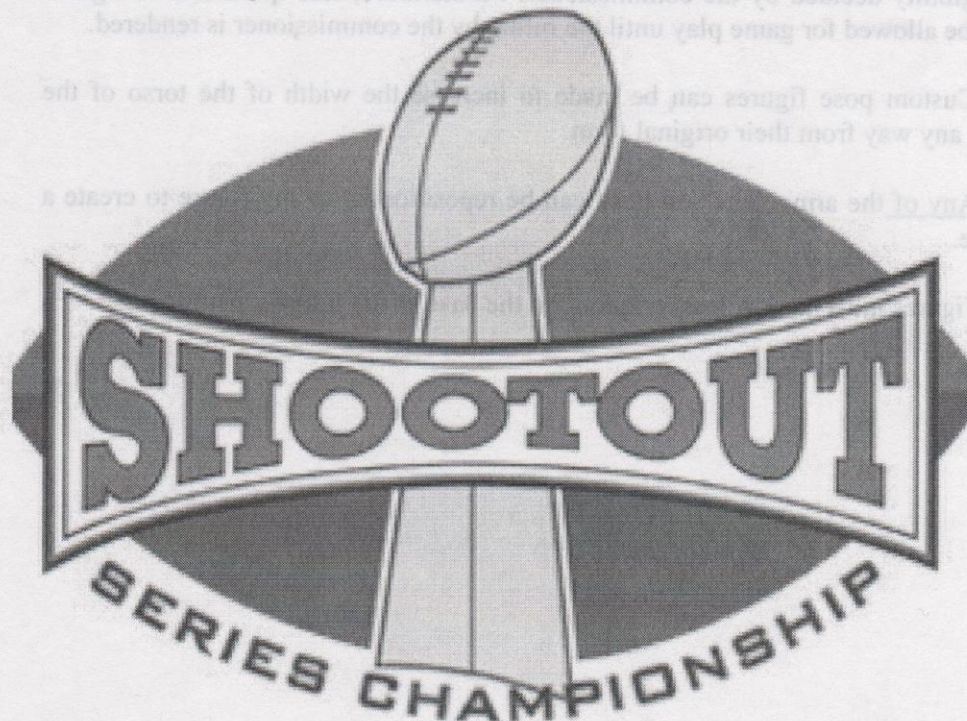
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Rule 6

Players, Substitutes and Equipment



6.1 Players

6.1.1 The game is to be played by two teams of 11 players each. If a snap or free kick is made while a team has any of the following listed below, a 5 yard penalty will occur from the previous spot:

- (a) Fewer than 11 players on the field, ball is in play and there is no penalty.
- (b) More than 11 players on the field, ball is in play and there is a five-yard penalty.
- (c) A player who fails to inform the defensive coach of a change of his eligibility when required by rule, i.e. spreading the offensive line and not informing the defensive coach who the offensive lineman and the tight end is.

6.1.2 The following players are allowed for game play from the following recognized manufacturers:

- (a) Tudor
- (b) Miggle
- (c) ITZ
- (d) Wellington Innovations
- (e) FootballFigures.com
- (f) SIW
- (g) Chris Robinson

(h) Any custom pose created from any of the above figures in accordance with the provisions listed in 6.1.3 through 6.1.3.4

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6.1.3 The figures mentioned in 6.1.2, can be manipulated to create custom poses providing they are not unproportional to the figure. All questionable figures will have their eligibility decided by the commissioner. Furthermore, said questionable figures will not be allowed for game play until the ruling by the commissioner is rendered.

6.1.3.1 Custom pose figures can be made to increase the width of the torso of the figure in any way from their original form.

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6.1.3.2 Any of the arms, legs and head can be repositioned on any figure to create a new pose.

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6.1.3.3 Figures must have at least one foot on the base of the figure's platform.

6.1.3.4 Custom figure poses can increase a figure's height from its original form as long as it meets the prescribed height standards.

6.1.4 Referees from ITZ, Miggle, or Footballfigures.com are allowed on the field during the game. They will be left on the field during the Texas Shootout AFC and NFC Championship games and the Texas Shootout Championship game. The referees are to be placed on bases to keep them from falling over. The referees may be used to spot players when adjustments must be made during a play from scrimmage. The switch may be turned off and the referee can be moved out of the way in the event a player is going to run into the referee or does run into him.

6.1.5 The height of any player (helmet) can be no taller than the approximate height of the Triple Threat QB.

6.1.6 Players must be affixed with numbers on both sides of their jerseys to distinguish them. If numerals are not affixed to both sides of the jersey, that player(s) are ineligible for game play. The commissioner, on a case-by-case basis, may grant waivers.

6.1.7 The players can come in any action pose, providing he has all of the following intact:

- (a) Two arms
- (b) Two legs
- (c) One head
- (d) One torso

6.1.9 Each coach must field a team of at least 11 men and can have as many players as they want provided all players are registered with Texas Shootout officials.

6.1.10 Each team must have a dark and light jersey to distinguish teams during game play. Any figures found not in compliance with this rule are not to be permitted on the field. The commissioner, on a case-by-case basis, may grant waivers. White Jersey's will be worn to represent Home Team and Dark Jersey's worn to represent away teams.

6.1.11 Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field; this includes stationary figures. The TTQB is the exception to this rule. To stabilize the TTQB when passing, a maximum of 1 strip of double sided tape .20 inch thick will be allowed.

6.1.12 Cover corners are defined as any figures whose arms are outstretched forward and are capable of grabbing an opposing figure to impede their progress down the field. Their thumbs must be 0.25 inches maximum apart.

6.1.13 Only 2 cover corners are allowed on the field at a time per team for offense but 5 can be used as offensive linemen.

6.2 Bases

6.2.1 The following bases are allowed:

- (a) Tudor Games
- (b) Miggle Toys
- (c) Coleco
- (d) Munroe
- (e) Footballfigures
- (f) ITZ
- (g) Buzzball

6.2.2 Prongs may be altered on bases, but the outside of the base may not be altered in any way. Subject to review by the commissioner.

6.2.2.1 Bases may not be altered as to increase their height from the original form.

6.2.2.2 There are no limits on how many bases may be affixed to one player.

6.2.3 Bases must remain on the player during the game and cannot be changed.

6.3.4 Only the following figures may have magnets affixed to their base:

- (a) Kicker
- (b) Place holder
- (c) Quarterback
- (d) Defensive backs as long as they are 15 yards from the line of scrimmage (10 yards for monster boards).

All these players must weigh 4.0 grams as well.

6.3 Inspection

6.3.1 Prior to each game, both coaches will have their teams inspected by the referee.

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<#> Cover corners are not permitted on the down line position on defense or the offensive line at any time ¶

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6.2.5 Boiled bases are allowed for league play. Boiled bases are cost effective as the process can make a poorly performing base improve to run straighter and or faster or become stronger. The process for boiling bases is as follows ¶

¶ Gather your materials:¶

- a. Rubber gloves, so you don't get burned ¶
- b. Hemostats to grab the bases from the water, available at any hobby store ¶
- c. Small needle nose pliers with no grooves on the inside of the pliers ¶
- d. The bases you want to boil ¶
- e. A timer ¶
- f. Baby oil or mineral oil. Baby oil and mineral oil are the secret ingredient! (No other kinds of oil work) ¶

¶ Begin by:¶

- 1. Get a pot of water and set it on the stove. (Don't make it a big pot) ¶
- 2. Pour baby oil or mineral oil into the water so that when it separates, you have a 1-inch layer of oil on top of the water. (Water and oil separate and you will be able to see the oil on top of the water) ¶
- NOTE: Sometimes combinations of baby/mineral oil work for different strengths and speeds of bases. Refer to Dylan's Base Boiling Guide available at www.eflstore.com ¶
- 3. Bring the water/oil to a low boil, so that big air bubbles are slightly coming up to the surface. (If you bring it to a full boil, with water/oil sloshing about, it will be too hot and will melt the bases and also make a huge mess) ¶
- 4. Put a TTC or Miggle rookie base in and let it boil for 15 minutes. Make sure the front dial is removed from the base if you want a faster base ¶
- 5. After 15 minutes, begin pulling the bases out of the water one at a time with your hemostats. Make sure you have gloves on as the base will burn you when you go to grab it. Take your needle nose pliers and squeeze the back prong ¶ ... [37]

6.3.2 The referee or opposing coach will make sure that all offensive and defensive players shall not exceed 4.0 grams.

6.3.3 Any player that is deemed unacceptable, for any reason, by the other coach will be offered up for inspection to the referee for a ruling. The referee ruling is final for the purpose of playing the game. The challenging coach may appeal to the Commissioner for a final ruling.

6.3.4 A roster/depth chart of all players on a coaches team listing player numbers and corresponding positions will be made available to the referee and opposing coach prior to the start of the game. **The game cannot proceed until this roster/depth chart is made available.** Names of players are not necessary. This roster will help easily identify players in the event of an injury, penalty or confusion of a player's position.

6.4 Formations

6.4.1 There will be a total of seven members of the offensive team set on the line of scrimmage, the outer two being eligible receivers. Tackles on offense must be covered by an offensive player. A total of four figures must be off the line of scrimmage by at least one yard, not to exceed 5 yards. (for outside tackles)

6.4.2 No wide receiver/runner/tight end can line up more than 5 yards off the line of scrimmage if he is in the slot position. If he exceeds 5 yards, the player is ineligible and is to be removed prior to the start of the play if the offensive set-up clock has expired.

6.4.3 The offensive line must does not have to be touching arm to arm with the blockers acting as the guide. They can be spread as far as one base length apart (TTC Tudor).

6.4.3 The center will be on the line of scrimmage with the guards, tackles and tight ends at least 1/2 yard behind the center. This is to eliminate any confusion as to who the center is.

6.4.4 The defense will set up in any formation desired.

6.4.5 Stacking of players, placing one player directly behind another, is *definitely* allowed.

6.4.6 Audibles are the only form of shifting that is allowed. An audible occurs after both the offense and defense are set. At that point, the offense may move up to 3

players inside the offensive tackles. The defense may, in return move 1 defensive player. If the offense moves any players inside the offensive tackles and moves one or more player outside the offensive tackles, totaling up to 4 players moved; the defense may move as many as needed to match the player moved outside the offensive tackles. Both teams will have 10 seconds to make their adjustments.

6.4.7 Wishbone formations are not allowed. There are no more than three players in the backfield. (QB, HB, FB)

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6.5 Control of the Board

6.5.1 The offensive coach will have control of the switch if he calls a pass. If a run is called, the defensive coach operates the switch. Wherever players stop after the switch is turned off is where the play is blown dead. The referee may adjust the spot of the ball after a tackle is made if necessary.

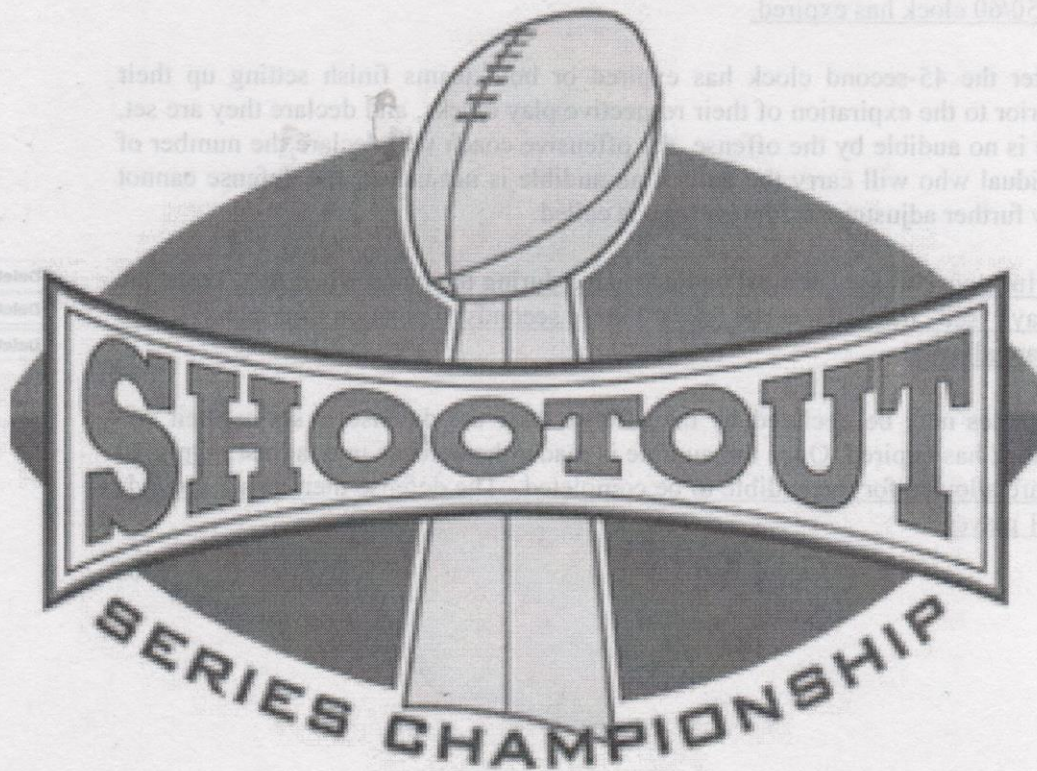
6.5.2 If the offensive coach excessively fails to stop the board when there is a tackle or a sack, the referee will control the board for him/her and the offensive coach must yell, "stop" when he/she wants the board stopped. After a change of possession, such as an interception, the team with the ball controls the board.

6.6 Coaches

6.6.1 There can be one coach per team. A team coach whose squad is not on the field cannot point out offside or open receivers.

Rule 7

Scrimmage



7.1 Position of the Players at the Snap

7.1.1 The offensive team must have the following in their formation:

- (a) No more and no less than seven players on its line of scrimmage at the snap.
- (b) All players who are not on the line, other than the snap receiver under center, must be no farther than 5 yards from the line of scrimmage at the snap.
- (c) All guards, tackles and tight ends must be at least 1/2 yard behind the center.
- (d) Offensive linemen may be elbow to elbow for minimum distance.

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Deleted: If linebacker type figures are used for tackles, they must be a base length apart. If fat bases are used, there must be space between the bases.

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7.1.2 There is a delay of game warning if a coach repeatedly drops a player on the board causing the players to move offside. Coaches will readjust their men into their original position at the time the board was disturbed. If there are excessive disturbances in the board by a coach, the referee shall first warn the coach and then penalize him 5 yards for every disturbance of the board.

7.1.3 If an offensive coach substitutes a player with another who is not designated on the roster as a position that would make that player an eligible receiver and does not notify the coach of such eligibility, it will be considered an illegal substitution and a 5-yard penalty.

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7.1.4 The offensive and defensive team will have 35 and 45 seconds respectively to set up their formations from the time the center is set. The center must be the first player set after players are separated from a play. Time Outs are not allowed after the 35.45 or 50/60 clock has expired.

7.1.5 After the 45-second clock has expired or both teams finish setting up their players prior to the expiration of their respective play clocks, and declare they are set, and there is no audible by the offense, the offensive coach will declare the number of the individual who will carry the ball. If an audible is not called, the defense cannot make any further adjustments, unless time is called.

7.1.5.1 Hurry up offense. It must be designated during the game when use. Once the offense says "set", the defense has only 10 more seconds to position their players. No audibles are allowed.

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7.1.6 Audibles may be declared by the offense after the defense is set or their 45-second clock has expired. Once the audible is made, the defense may adjust. Only 10 seconds are allowed for the audible to be completed. The defense then gets 5 seconds to move 1 player.

7.1.7 Once a ball carrier goes 10 yards from the line of scrimmage on a run play and remains untouched by the defense, the defense may stop the board only once and adjust all their unengaged players' on the ball carrier to react and shake the box.

7.1.8 Once a pass is completed, the defense may redirect any of their unengaged player's on the ball carrier to react prior to restarting the board.

7.1.9 The offensive coach will only operate the switch in the event of a pass or scramble.

7.1.9.1 During a pass, the offensive coach will be allowed to operate the to get his receivers downfield.

7.1.10 The defensive coach will operate the switch for all run plays.

7.1.11 The referee will operate the switch for all kicking plays

7.1.12 A pitch may be accomplished by using the TTQB. If the intended receiver does not catch the ball on the pitch, and the receiver is not forward of the QB, it is a fumble. The offense and defense may redirect all unengaged players on the spot of the ball or wherever it finally lands. The first player's base to touch the ball will recover the fumble. The referee will control the switch for a fumble. If a halfback pass is attempted a different TTQB, not the regular one used to pass as the quarterback, must be used.

7.2 Eligible Receivers

7.2.1 Eligibility of receivers are those who are numbered 1 - 49 and 80 - 89. Those who are numbered 50 - 79 and 90 - 99 are considered ineligible receivers, but may become eligible by notifying the referee and opposing coach and then lining the player up in an eligible position. Eligible positions are QB, RB, WR and TE.

7.2.2 All figures who remain inbounds at the time of a pass and are declared eligible as prescribed in 7.2.1. They are not eligible for a pass regardless of the fact if they went out-of-bounds and came back in.

7.3 Sacks

7.3.1 The quarterback may drop back **not** farther than fifteen yards (ten yards on the monster board) behind the line of scrimmage. If his base completely exceeds the 15-yard distance from the line of scrimmage (10 yards on a monster board), it is

considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point.

7.3.2 A sack is considered when any part of a defensive player's base touches any part of the quarterback's base, behind the line of scrimmage.

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7.4 Pass Deflections

7.4.1 If a pass first hits any defensive player whose base is in any way out-of-bounds, the pass is a deflection.

7.4.2 If a pass lands short of both the receiver and defensive player, this is considered a pass defended.

7.4.3 If a pass hits any offensive lineman first, the pass is incomplete and there will be a penalty of 5 yards plus loss of down.

7.4.4 If the pass hits an offensive intended receiver first and then hits or lands on any other player, the pass is considered caught by the intended receiver.

7.4.5 If the pass hits a defensive player first and then hits or lands on any other player, the pass is an interception by the defense. (See page 31 section 4.4.2.7)

7.4.6 If the pass hits an eligible receiver, but not the intended receiver, the ball is down at the spot of the receiver who caught the ball.

7.5 Interceptions

7.5.1 If an errant TTQB pass hits a defensive player first, without hitting the ground prior to hitting the defensive player, this is considered an intercepted pass. (See page 31 section 4.4.2.7)

7.5.2 After an interception, the offensive has 15 seconds to redirect any unengaged players on the defensive player who intercepted the ball. After the offense has set their players, the defense has 15 seconds to redirect any unengaged players, and then redirect the figure that intercepted the ball in any direction from the spot of the interception. The offense will then run the switch.

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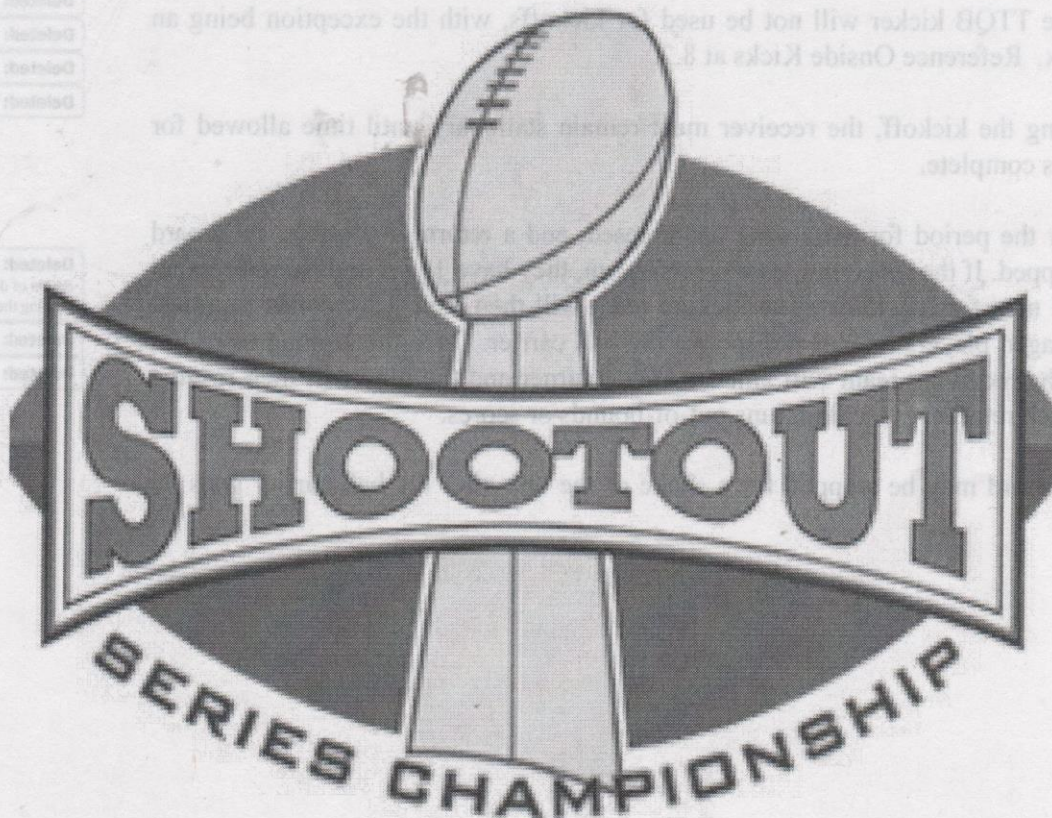
7.5.2 [[[Please remove. No pass placement allowed]]]Pass Placement. If a defensive player reaches the spot of the ball before the intended receiver and before the most forward part of the intended receivers base crosses the spot of the ball, it is considered an interception.¶

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Rule 8

Special Teams



8.1 Kickoffs

8.1.1 Kickoffs begin at the 30-yard line of the kicking team. Aligning the kicking team at their own 40-yard line and the receiving team at the kicking team's 45-yard line simulates the kickoff.

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8.1.2 The kicking team can align all 11 defenders on the line of scrimmage. The receiving team may only have 5 players on the line of scrimmage. The receiving team's second wave of blockers can be lined no closer than 5 yards from the front line as a maximum. The receiving team may place a magnet or a stationary figure anywhere in the end zone simulating the kick returner to return the kickoff. The receiving team must tell the kicking team which player will be use to run after the stationary player is removed.

8.1.3 Kickoffs will be simulated by the following formula:

- Shake the box and use the punt dice to find your distance and hangtime:
- 01-05 Out-of-bounds Possession begins on receiving team 40yd line.
- 06 - 35 = 15 Yard line with 2 seconds down (4+3 on monster)
- 36 - 65 = 10 Yard line with 2 seconds down (4+3 on monster)
- 66 - 85 = 5 yard line with 3 seconds down (4+4 on monster)
- 85 - 00 = End zone with 3 seconds down (5+4 on monster)

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8.1.3.1 If there is a runback with the kicking team adjusting all unengaged figures and the offense adjusting all unengaged figures for blocking, 15 seconds will be allowed.

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8.1.3.2 The TTQB kicker will not be used for kickoffs, with the exception being an onside kick. Reference Onside Kicks at 8.2.

8.1.4 During the kickoff, the receiver must remain stationary until time allowed for hangtime is complete.

8.1.5 After the period for hang time has elapsed, and a return is possible, the board will be stopped. If the receiving team elects to run, they have 15 seconds to redirect all unengaged men for blocking. The kicking team will then have 15 seconds to adjust any unengaged players toward the spot of the ball carrier. Once the kicking team has adjusted, the receiving team will aim the kick returner and the play will then resume until the kick returner is tackled, runs out-of-bounds or scores.

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8.1.6 The board may be stopped for a shake of the box after the ball carrier goes 10 yards.

8.1.7 The game clock will not start until the receiver begins to run during a kickoff.

8.1.8 In the event that on a kickoff, the receiving team fails to place an up back, "football" will be placed at the yardage spot of the kick. The receiving team will then shake the "box" and the rules of a fumble will apply.

8.2 Onside Kicks

8.2.1 An onside kick may be attempted in the 3rd or 4th quarter providing the kicking team is **behind** in the score. The kicking team must inform the receiving team of the onside kick attempt. If the ball goes 10 yards from the spot of the kick and the ball remains inbounds, the attempt is good. If the ball goes 10 yards and bounces back toward the kicking team, the ball is in play. If the ball goes farther than 20 yards from the spot of the kick, the closest receiver to the ball will run the ball and the onside kick attempt has failed.

8.2.2 Once the kick is determined a successful onside kick, there will be no adjustment of any players by either side. The switch will be turned on and the first player to touch the spot of the ball with their base will recover the onside kick. In the event that no player touches the ball after 10 seconds, all unengaged players may be directed on the ball. Once a ball carrier touches the ball, he is now the ball carrier. The team who did not recover the kick may redirect any unengaged players on the ball carrier and the team who recovered the kick may then aim the ball carrier from the spot of the catch.

8.2.3 The kicking team has two onside kick attempts in the event the ball goes out-of-bounds on the first attempt. In the event the ball goes out-of-bounds on the first attempt, a 5-yard penalty will be assessed to the kicking team. In the event the ball goes out-of-bounds on the second onside kick attempt, the receiving team will take the ball at the kicking team's 40-yard line and play begins at that point.

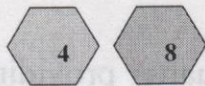
8.3 Punting

8.3.1 Punts can be attempted on any down but are typically saved for 4th down. **Punting must take place on 4th down providing that the offense has not crossed their opponents' 40-yard line.** Punts are not mandatory in the final 2 minutes of the second quarter or in the 4th quarter, providing a team is trailing in the score.

8.3.2 The offensive coach is not required to inform the defensive coach of their intent to punt.

8.3.3 The kicking team will simulate their punt by shaking the box and identifying on the two 10 sided dice the distance of the punt. The punt shake is not the penalty/injury/fumble shake. Note the coach should identify ahead of time the color dice to be read first. Kicking distances on the two dice are as follows:

1. Use of percentile dice (2=> 10 sided dice - to determine outcome of punts), whether blocked, variable distances, booming 75-yard kicks, or coffin corners. You can re-do your dice box by moving the 3rd six-sided dice in with the 2 "doubles dice", and open that slot for two 10-siders.



This roll is a 48%, a 55-yard punt!

Percentage Roll

01 - 10	25-yard punt out-of-bounds, <u>Shank!</u> No Return
11 - 20	30-yard punt.
21 - 30	35-yard punt.
31 - 40	40-yard punt.
41 - 70	45-yard punt
71 - 75	50 yard punt
76 - 80	55 yard punt
81 - 85	60 yard punt
86 - 90	65 yard punt
91 - 95	70 yard punt
96 - 00	75 yard booming punt!!!

Punting Yds.	620/Mini-board times	Big Board times
11-35	1 sec	2 sec
36-55	2 "	3 "
56-75	3 "	4 "

Coffin Corners (only when between opponents 45 - 20 yd line.)

01-05	Take it on the 5-yd line.
06-10	Take it on the 6 yd line.
11-30	Take it on the 15 yd line.
31-95	On the 20.
95-0	Blocked

Deleted: Note,

Deleted: punt !

Deleted: !!

Deleted: - .05. Blocked !!!!! Down at spot of kicker!

Deleted: 6

Deleted: Shank !

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Deleted: 4

Deleted: 4

Deleted: (3 seconds downfield to cover)

Deleted: 4

Deleted: 65

Deleted: 4

Deleted: (4 seconds downfield to cover)

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Deleted: 8

Deleted: 55

Deleted: (5 seconds downfield to cover)

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Deleted: 95

Deleted: 60

Deleted: (5 seconds downfield to cover)

Deleted: 96

Deleted: 00

Deleted: 75

Deleted: booming punt!!

Deleted: - 80

Deleted: 55

Deleted: (5 seconds downfield to cover)

Deleted: 5 yd

Deleted: 8.3.4 The defense must run their two outside players on both sides of the ball in the direction of their punt returner!

8.3.4 When the teams are set, 1 second will be given for a rush. The punter cannot be farther than 15 yards from the line of scrimmage (10 yards on a monster board) and no closer than 8 yards from the line of scrimmage. The punter must remain in a line behind the center.

8.3.6 After the rush, a period of 4 seconds (see above for monster board and mini monster board times) will be given for hang time. During a punt, the receiving team may elect to fair catch and be down at the spot or return the ball regardless if an offensive player has passed the spot of the player.

8.3.7 Coffin corner kicks. The punting team must be at the inside defending team's 45 yard line. Reference 8.3.3 for coffin corner kicks.

8.3.8 If the punt is blocked on a roll of the dice and the punter is in the endzone you must look at the single sided six-sided dice from the roll. If it is odd, the offense recovers and it is a safety. If it is even, the defense recovers and it is a touchdown.

8.4 Field Goals

8.4.1 A field goal is made by kicking the ball from the field of play through the plane of the opponent's goal by a place kick from behind the line of scrimmage. The maximum amount a field goal may be attempted in the TEXAS SHOOTOUT is 63 yards (Kicking teams 47-yard line) from the spot of the kicker.

8.4.2 There must be a minimum of 8 yards between the line of scrimmage and the front of the base of the kicker. If the kicker's base completely goes beyond 63 yards during the time the game is turned on for the rush, the kicker is considered sacked. Kickers may be magnetized to remain stationary.

8.4.3 In the event the field goal is missed. The opposing team takes over from the spot of the kick. If the spot of the kick is inside the 20-yard line, the spot of the ball will be at the 20-yard line for the change of possession.

8.4.4 If the box is shaken prior to the kick attempt, all penalties and fumbles apply. If the box is shaken after a kick attempt, fumbles do not apply.

8.5 Fake Field Goal

8.5.1 Since the defense is under no rule to let the offensive player release freely from the line of scrimmage, a fake field goal is permitted. If the play is a run, the holder must run the ball. After both teams are set, the offensive coach calls "fake." The TTQB kicker may then be replaced by another figure in the same location & direction as the TTQB kicker and any figure between the tackles in the backfield will be the

designated runner, if it is a run play. The offense may either run or pass the ball to attempt a fake field goal.

8.5.2 If the offensive coach wishes to pass, only the two tight ends are eligible receivers on the line. He waits until a receiver is open and the pass is attempted. During such pass, the board may only be turned on for a period not to exceed 4 seconds by the offensive coach.

8.5.3 If the pass is complete, the defense may adjust all unengaged players which can be turned towards the receiver providing the receiver is not in the endzone and a TTQB pass is attempted or a pass placement throw is being attempted.

8.5.4 If the kicker runs for 10 yards from his original spot at the time of the snap, the board can be stopped by the defense and all unengaged players can be turned towards the runner.

8.6 Extra Point (1 point)

8.6.1 After a touchdown, the team scoring the touchdown may elect to kick for an extra point or elect for two points by performing a running or passing play from the 2-yard line.

8.6.2 If an offensive coach chooses an extra point, he will line his team up from the two-yard. 1 second will be given for a rush.

Deleted: yard

Deleted: line (3-yard line for college)

Deleted: second will

8.6.3 The ball will be placed on the kicking tee prior to the rush. After the rush, the ball may be adjusted providing it did not fall off the tee. If the ball falls off the tee, it is a fumble. If the offensive team recovers the fumble, they may still try and cross the goal line to get two points. A kick may no longer be attempted if the ball is fumbled.

8.6.4 If the box is shaken prior to the kick attempt, all penalties and fumbles apply. If the box is shaken after a kick attempt, fumbles do not apply.

8.7 Two point conversions (2 points)

8.7.1 The offense may elect to attempt a 2-point conversion after a touchdown by attempting to cross the plane of the goal without kicking the ball through the goal. The ball is placed at the 2-yard line. The play is run under the same rules as either typical runs or pass attempts.

Deleted: for NFL teams and the 3-yard line for college teams.

8.7.2 If the box is shaken prior to a score on a 2-point conversion attempt, all penalties, fumbles and injuries apply. If the box is shaken after a score, fumbles do not apply.

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8.8 Free Kick After a Safety

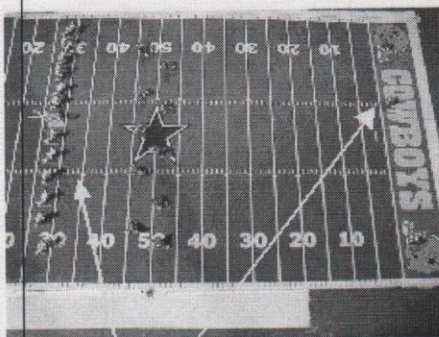
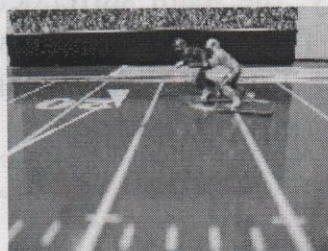
8.8.1 After a safety, the team surrendering the safety will then free kick from their own 20-yard line. The receiving team will line-up on the kicking team's 35-yard line as prescribed in 8.1.2. The kicking team will then follow the punting procedures as prescribed in 8.3.3. (no onside kicks)

Texas Shootout Definitions

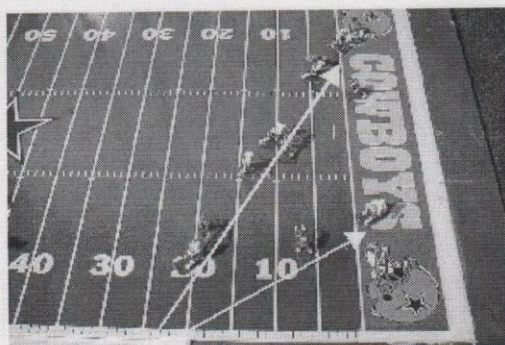


CHUCKING-see
page 11

After bumping, the
cover corners have
the ability to turn
and run with the
receiver



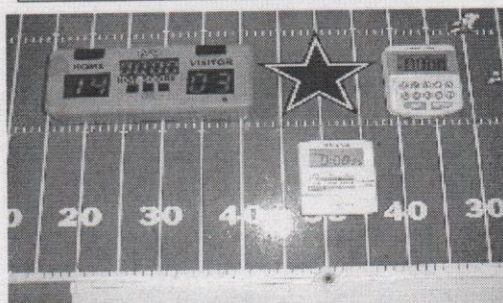
This is a typical kick-off. See page 43 for Special Teams play. Remember the coverage team angles first (cover lanes) and then the returner is angled.



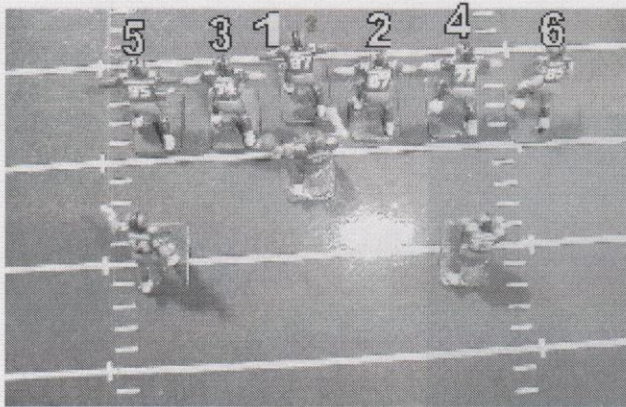
In Shootout play, if a coverage man reaches end zone in 4 seconds, it is an automatic touchback.



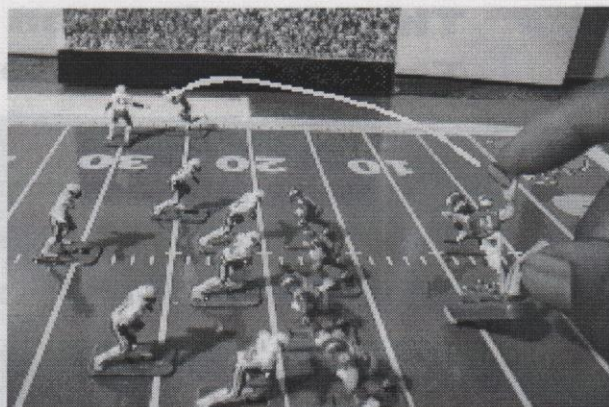
This setup depicts the line progression (pg. 15) and an offensive line with the spacing of 1 base apart for the linemen. This is the maximum spacing you may have. The minimum spacing is arm-to-arm.



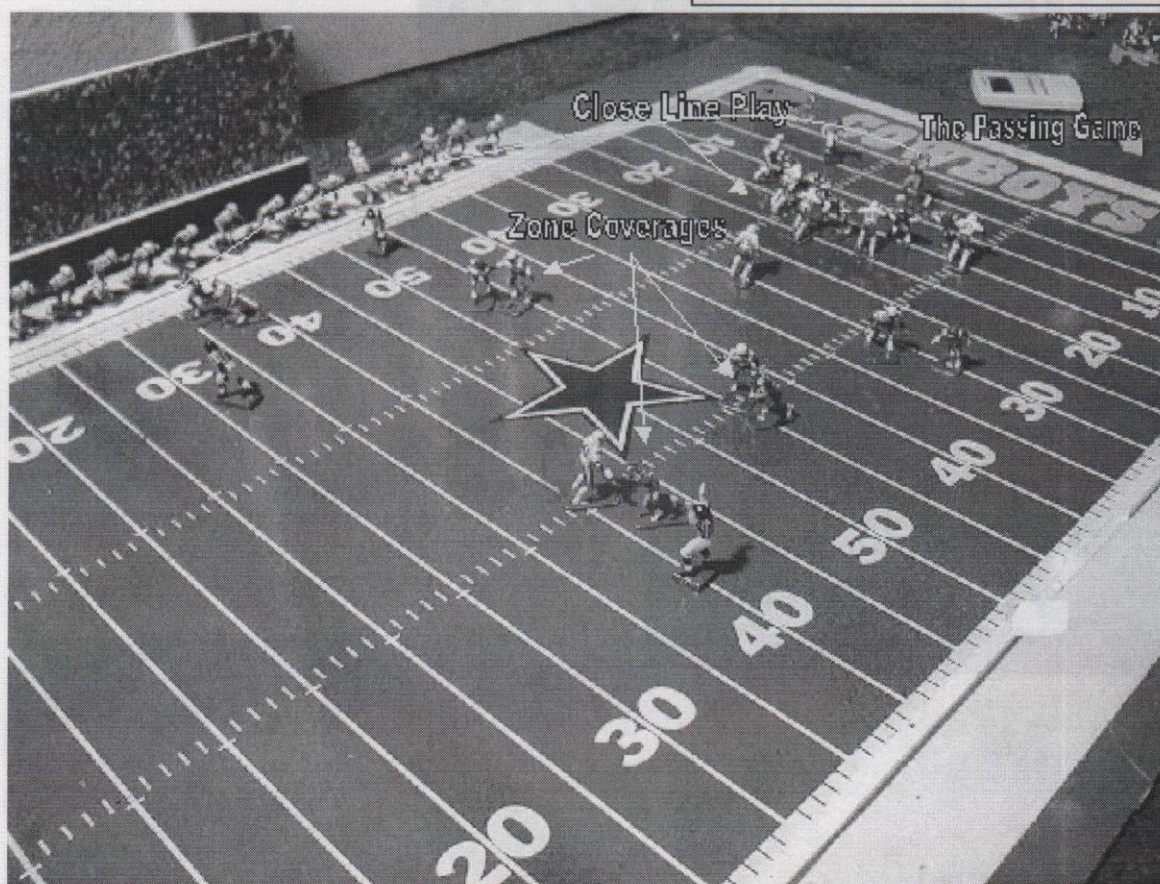
Here are the clocks used to put pressure of real game situations. Learn how to manage the clocks and you will go far in the tournament.



Close line play allows for the superstar players to make plays. Here is an example of close line play (page 11). This also illustrates the progression of the offensive interior (page 15).

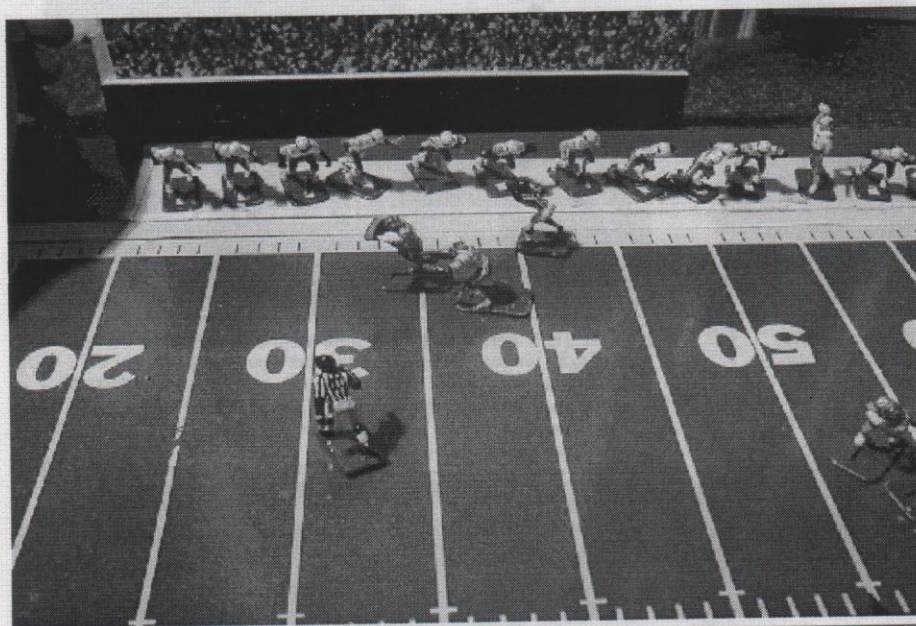


Passing is a definite skill which separates the good and the best in the Texas Shootout. The thought is that if you can pass, you will definitely be able to run. Pictured here is Jerry Rice of the 49ers in one-on-one coverage against Kwame Lassiter of the Cardinals. The throwing technique of the passer is one of several which creates accuracy and zip on the ball.



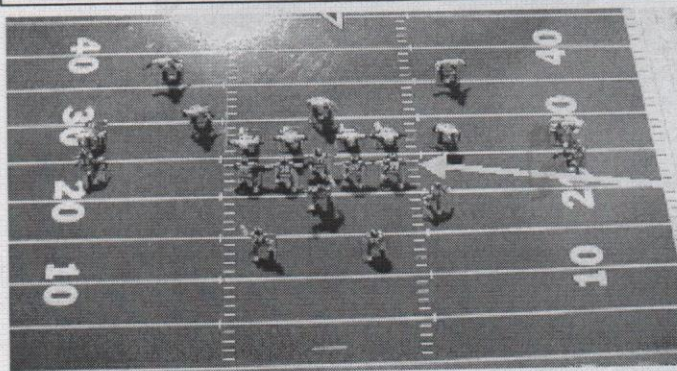
The whole field looks on as Jerry Rice has beaten his man in coverage for the long throw by Young. Nearly every element of the Texas Shootout is shown in this graphical display.

This does happen in The Texas Shootout



The aftermath of a perfectly thrown pass from Steve Young to Jerry Rice as the Officials look on.

Credits: 49ers by Joseph Paras, Cardinals by Reginald Rutledge, Officials by Chet Haptonstall,
Football field by Reginald Rutledge



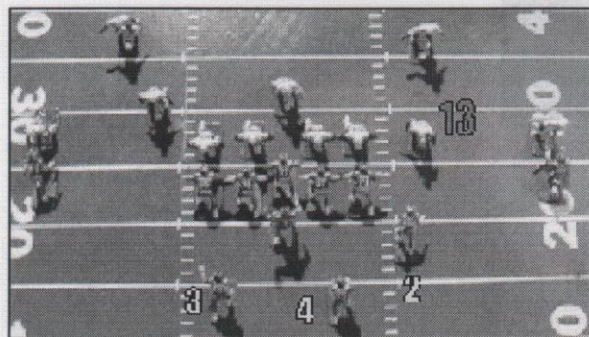
CLOSE LINE PLAY
and
PROGRESSION, see
page 11 and 15

Texas Shootout

Definitions

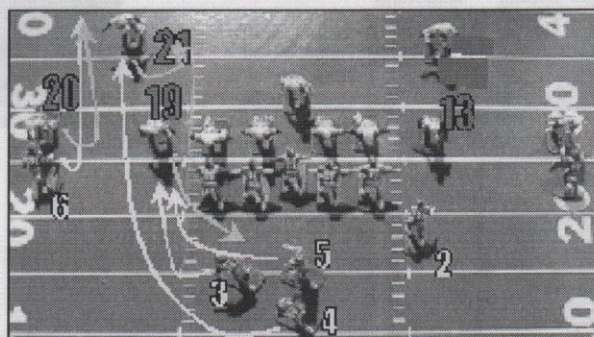
The Audible

Figure 1



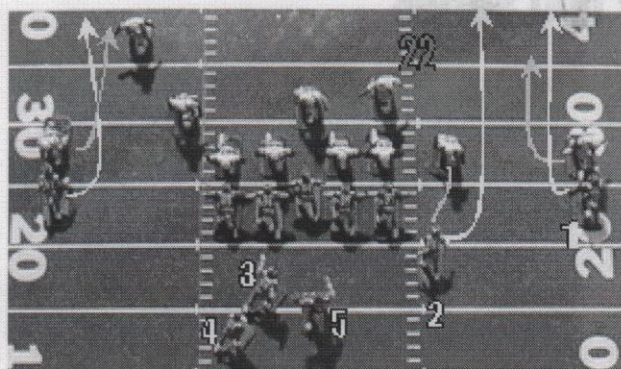
This is a typical Pro-set formation used in games. At this point, the 35 and 45 second clocks have expired. As you can see, the strong side LB (13) is covering the tight end (2) in the slot. The QB is under center with the FB (3) and TB (4) running straight ahead. The offense gives no secret where it is going so the defense is in a 4-3 base. The offense can either run the play as it is or it can audible to exploit some weakness on the defense. The offense decides to audible. See Figure 2 for the strategy and play development.

Figure 2



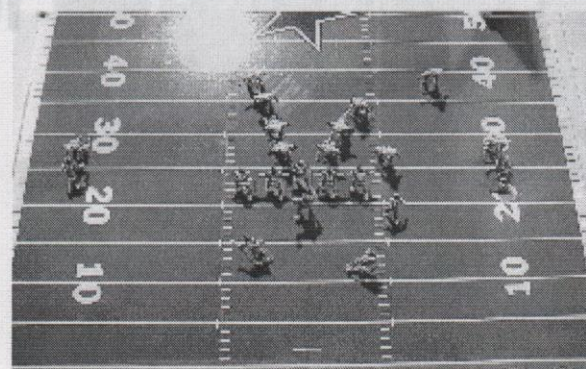
At this point, the offense decides to audible its three players in the backfield going left. Notice that the TB (4) was picked up and moved to the left side. Also, notice the FB (3) and the QB (5) was repositioned as well in the leftward direction.

On the defensive side of the ball, the weak side LB (19) is the only one that can be moved. We could have moved any ONE player on defense anywhere but decided to bring the weak side LB (19) up for support. We decided to try to run with the TB (4) carrying the ball. Notice the weak side LB is the only one with a real chance to make the stop on this running play. The weak side safety (21) is in a zone coverage and the cover corner (20) is locked up in battle with the WR (6). This type of audible makes the defense play an honest brand of football.



Here's another scenario from the audible that could have happened. After the 35 and 45 second clock expires, the offense shifts its offense to a position where the TB (4) is lined up behind the fullback (3) going through the 2 hole. The QB (5) could have been placed under center, if wanted. This still keeps the defense off balance because a pass may come from this formation as well.

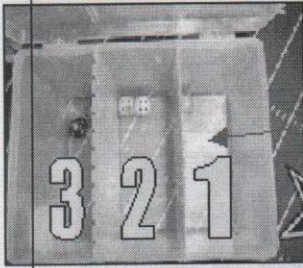
The defense moves the strong safety into a stack behind the left defensive end to try and jam the run. The pass is wide open if the receivers break free from the cover corners!



The infamous V-Formation before the audible is a defensive scheme used to get maximum pressure on the QB. While most tournaments do not condone this method of strategy, the Texas Shootout embraces it!

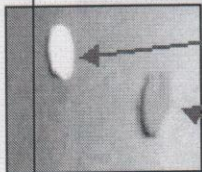
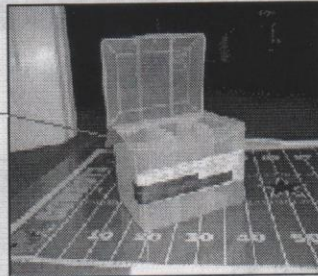
The feeling is that provided the coach has above adequate passing skills, this type of defensive scheme would be quickly abandoned because it allows for too many open flanks. The key to this reluctance of stacking is due in part to the audible system the Texas Shootout employ and because coaches are expected to be highly proficient marksmen to play in this elite tournament.

TEXAS SHOOTOUT General Information

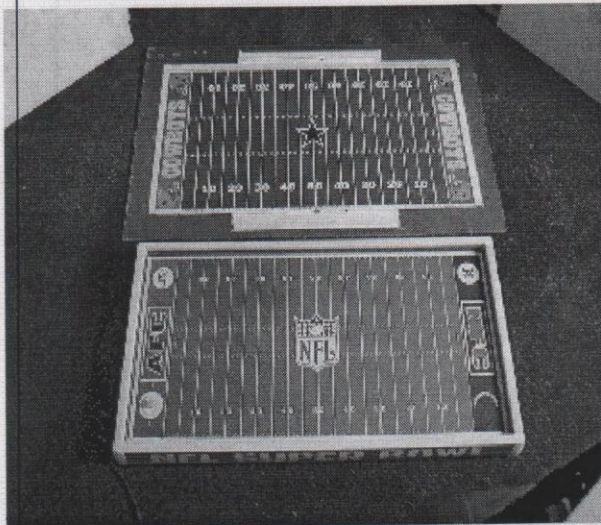


TEXAS SHOOTOUT ACTION BOX

The 3 Compartments determines:
1-Possession
2-What happened
3-What player and severity

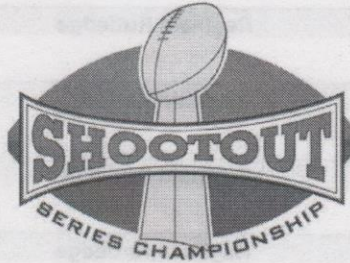


Tudor/Miggle Classic
White Felt and Beige
Foam Footballs



Spectator Sports Custom Field

Tudor 600 Series



Texas Shootout

Coaches Agreement

I, (name) _____, having paid my tournament fees of \$50 to the Texas Shootout founder Reginald Rutledge, confirm that I have read and understand the rules of the Texas Shootout as published in the Shootout Series Rulebook.

I agree to comply with the rules of the Texas Shootout, as printed in the Texas Shootout Rulebook, and with the officers of the Texas Shootout for the football season(s) for which I am about to participate.

Sign

Coaches Printed Name

Reginald L. Rutledge

Commissioner, Reginald Rutledge

This binding Coaches Agreement will be kept on file with the tournament commissioner