



Iowa, Kansas, Missouri, Nebraska

Electric Football Rules and Regulations

developed and written

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INTRODUCTION

1.0 COACHES

Welcome to the world of Electric Football... the greatest pastime ever invented! The concept of electric football as we know it today began in 1947 with the first games appearing on store shelves in 1949. Since then, there have been many changes over the years as far as the size and design of the playing field, equipment, players, bases and the rules of the game.

One thing that hasn't changed over the years is the fun, excitement, competitiveness and camaraderie of playing electric football. If we all share helpful tips and information with each other, sponsor clinics and tournaments, mentor and pass down the elements and nuances of electric football to newcomers and youngsters alike, then the enjoyment of the game will continue and be around for generations to come.

Covered in the following pages are the rules and regulations that were developed and written by the founders of the Great Plains Electric Football League (GPEFL). The GPEFL was formed in August of 2000 via the internet, email, telephone, snail mail and finally a meeting by coaches residing in the metropolitan areas of Des Moines, Kansas City and Omaha. The league's geographical area covers the four states of Iowa, Kansas, Missouri, and Nebraska.

The rules developed by the founders of the GPEFL offers a style of electric football that provides an excellent opportunity for growth for the 1st year rookie coach and a place to use skills and strategies for the veteran coach. The teams using these rules will challenge you with power and finesse running, exciting hand off – pitch – lateral – shovel pass - play action pass, shot-gun, roll out, slant, curl, post and fly pattern passing along with solid multi-mode run stopping and pass preventing defenses.

Your team should be prepared and be ready to go into every game with the best possible game plan. Each coach should hold practices and prepare their team for the big upcoming game against their opponent. For a winning team, your scouting report and game plan should be second to none.

By following these rules and regulations and adding some creativity, you will be effective in developing a winning, championship caliber team.

The following exceptions denote when the clock will stop.

- a. At the five (5) minute warning during the 1st and 2nd halves.
- b. When a coach or official calls time out.
- c. When there is a dispute that needs to be settled.
- d. If either coach takes too long in making a decision in any given situation.
- e. When there is under five (5) minutes to go in a half and the offense has the ball and is tied or behind in a game and states that they are set followed by starting the ten (10) second clock and the defense fails to state that they are set before the ten (10) second clock expires.
- f. When there is less than five (5) minutes to go in a half and the offense has the ball and is tied or behind in a game and the play results in the ball carrier going out of bounds or an incomplete pass attempt.

The clock will restart when the next play resumes or when the dispute is settled or decision made.

If there is no time clock available, a regulation game may be played by each team having four (4) possessions of the football during the game.

1.0 COACHES

Coaches are expected to display sportsmanship at all times during games.

1.1 TEAMS

- a. The players and bases must be Tudor / Miggle, Buzzball, Football Figures, ITZ or acceptable after-market products.
- b. The players may not be painted with multiple coats of paint and any alterations done to the player are within natural human form and size and conform to a realistic look without adding undue amounts of weight. Your opponent before the start of the game should check all players being used. Any questionable player should be brought to the attention of the host official who will make a ruling on its use or non-use.
- c. Bases may not be altered in any way (including adding weights or magnets, boiling, altering the shape,) exceptions to this rule: removal of single clip on top of base, removal of prongs, accepted tweaking and crimping of prongs.

1.2 TIME OUTS

Each team is allotted two (2) time outs per half. Unused time outs may not be saved.

1.3 REGULATION GAMES

A coin toss called by the visiting team will determine which team has the choice to receive the football or kickoff and the choice of which goal to defend. Regulation games will consist of two (2) thirty five (35) minute halves where the clock will run continuously. The teams will change sides of the field at the end of the half. There may be a ten (10) minute halftime between the halves.

The following exceptions denote when the clock will stop:

- a. At the five (5) minute warning during the 1st and 2nd halves.
- b. When a coach or official calls time out.
- c. When there is a dispute that needs to be settled.
- d. If either coach takes too long in making a decision in any given situation.
- e. When there is under five (5) minutes to go in a half and the offense has the ball and is tied or behind in a game and states that they are set followed by starting the ten (10) second clock and the defense fails to state that they are set before the ten (10) second clock expires.
- f. When there is less than five (5) minutes to go in a half and the offense has the ball and is tied or behind in a game and the play results in the ball carrier going out of bounds or an incomplete pass attempt.

The clock will restart when the next play resumes or when the dispute is settled or decision made.

If there is no time clock available, a regulation game may be played by each team having four (4) possessions of the football during the game.

1.4 OVERTIME PERIOD

The game will go into overtime if the score is tied at the end of the regulation game. A coin toss called by the visiting team will determine which team has the choice whether or not to possess the football first. The clock will not run during the overtime period. Each team will start from the fifty (50) yard line attempting to score a touchdown or a field goal in four (4) plays. No 1st downs are awarded. The team with either the most number of points or the most yards (in the event no team scores) at the end of the overtime period will be declared the winner of the game. If the overtime was decided by yards, the winning team will be awarded three (3) additional points to their score. If both teams have either the same number of points or the same number of yards at the end of the overtime period, then the game will end in a tie. Playoff and Championship games may have multiple overtime periods until a winner is declared.

2.0 KICKOFF

Kickoffs occur at the beginning of the game, at the start of the 2nd half, after a conversion following a touchdown and after a made field goal. The kicking team lines up at their own thirty five (35) yard line. The receiving team lines up with at least five (5) players on the fifty (50) yard line back down to their own goal line.

The board is turned on for five (5) seconds and then turned off. The receiving team decides if they will:

1. Call a Touchback and take the ball 1st and 10 from their own twenty (20) yard line or
2. Return the football.

If the return team decides to return the football, the following occurs:

1. The return man is placed on the goal line between the hash marks.
2. The return team and the kicking team rotate all unblocked players.
3. The board is turned on until the kick return reaches its end point.

Pitches may occur once (1) during kickoff returns.

The board may be stopped once (1) by the kickoff team at any point during the kickoff return to decide whether or not to react to the return man. If the decision is to react, then all unblocked players on offense and defense may be rotated. If the decision is not to react, then all unblocked players on offense and defense may not be rotated.

2.1 ONSIDE KICK

Onside kicks may only be attempted in the 2nd half by a team that is tied with the opposition or behind in points. The kicking team must inform the receiving team of their intention to attempt an onside kick as soon as it is known.

Whichever team recovers the ball (based upon the toss of the die and the Kicking Chart) starts 1st and 10 from the fifty (50) yard line.

3.0 OFFENSE

The offense must have seven (7) players on the line of scrimmage; the outer two (2) players being eligible pass receivers. All players must have some space between their bases and may not line up with either their bases or any part of their figures touching. The ball carrier on any play must have the front portion of its base inside of the offensive tackles when the play starts. The quarterback must have some portion of its base lined up with some portion of the back of the center's base no matter if the quarterback is directly behind the center, in the shotgun or play action position before the start of a play.

To start a play, the offense (and defense) sets up their players. They must accomplish this in a reasonable amount of time. Once the offense states that they are set followed by the defense stating that they are set, the offensive coach points to and states who the ball carrier will be and then the board is turned until the play reaches its end point.

Once the offense (and defense) are set, the offense from time to time may choose to call an "Audible" or "Shift" once per play in which to change a play, change the formation and/or send a player in motion. After the offense states that they are set again, the defense may make a final adjustment of up to three (3) of their players. These three (3) players can only be adjusted within the defensive zone (see section 7.0 DEFINITIONS/Defense Zone) they are already in. The offensive coach points to and states who has the ball and then the board is turned on until the play reaches its end point.

When time is running down on the clock at the end of a half or towards the five (5) minute warning, the offensive coach may state and show that they are set in a formation when there are sixty (60) seconds or less remaining in a half or towards the five (5) minute warning. In such a case, the offensive coach is allowed to run a play even if time expires on the clock.

3.1 HASH MARKS AND YARD LINES

When a play ends with the ball carrier being tackled between the hash marks, the next play begins with the center lining up in the middle of the field.

When a play ends with the ball carrier being tackled on or outside of the hash marks, the next play begins with the center lining up on the closest hash mark to where the play ended.

When a play ends between yard lines, the gain or loss of yards is marked at the forward most yard line.

3.2 STOPPING PLAY ON OFFENSE

The offensive coach may stop the board twice (2) during a play to decide to either hand off, pitch, shovel pass, lateral, pass, let the stationary ball carrier run or continue the play.

When a ball carrier is behind the line of scrimmage, the offensive coach may stop the board and call the play dead if the ball carrier has no change of direction and is headed out of bounds, has no change of direction and is headed towards twenty (20) yards behind the line of scrimmage or is being pushed backwards.

When a ball carrier is ahead of the line of scrimmage, the offensive coach (**may not**) stop the board and call the play dead unless the ball carrier is headed out of bounds, or is just about to turn even with a

yardline or is being pushed backwards. When the offensive coach decides to call the play dead, the next play resumes at that point. The line of scrimmage will be determined by the location of the farthest point forward of the base of the ball carrier when the board was stopped.

3.3 RUNNING

Once the offense (and defense) are set and the offense points to and states who the ball carrier will be, the board is turned on until the play reaches its end point. The ball carrier on a running play may turn around or run backwards as long as it is between the line of scrimmage and up to twenty (20) yards behind the line of scrimmage.

Once the ball carrier crosses the line of scrimmage, he is subject to all the rules of quarterbacks, running backs and eligible pass receivers as far as turning even with a yard line and running out of bounds. In either case, the ball carrier is considered tackled at that point and the next play resumes on the next down.

When the ball carrier reaches or exceeds twenty (20) yards behind the line of scrimmage, he is tackled at that point and the next play resumes on the next down.

The ball carrier may run a change of direction on his choice of either **(but not both)** the 1st or 2nd stop of the board provided he is behind the line of scrimmage and isn't in contact with an opposing player. All unblocked players on offense and defense may be rotated. The play is then continued to its end point.

If the offense stops the board and hands off or pitches the football to an eligible ball carrier that is on a stationary base behind the line of scrimmage, then the offense may replace the stationary base with a regular or TTC base. The offense (and defense) may rotate the ball carrier and all unblocked players. The play is then continued to its end point.

3.4 HAND OFF

When a ball carrier is running with the football on a play, the offensive coach may stop the board and decide whether or not to hand off the football to another player provided that:

- There is a clear, unobstructed hand off lane;
- The player is within one (1) inch (base to base) of the ball carrier that will hand off;
- The back of the player's base has not exceeded the farthest point forward of the ball carrier's base towards the line of scrimmage.

If all of the above conditions are met, the offensive coach will state "Hand Off" and point to the player receiving the hand off. No offensive or defensive players can be adjusted and the play is then continued to its end point. If the offensive coach decides not to hand off the ball, the play is then continued to its end point.

-Hand offs may only occur once (1) during a play.

-Hand offs may occur twice (2) during a play if a reverse is being run.

-Hand offs may only be made behind the line of scrimmage.

3.5 PITCH

When a ball carrier is running with the football on a play, the offensive coach may stop the board and decide whether or not to pitch the football to another player running in the same general direction as the ball carrier provided that:

- There is a clear, unobstructed pitch lane;
- The player is within two (2) inches (base to base) of the ball carrier that will pitch the ball;
- The front of the player's base has not exceeded the farthest point forward of the ball carrier's base towards the line of scrimmage.

If the ball carrier and another player are running in opposite directions, the player for whom the pitch is intended:

- Must have a clear, unobstructed pitch lane;
- The player is within two (2) inches (base to base) of the ball carrier that will pitch the ball;
- The front of the player's base must not exceed the back of the ball carrier's base.

If all of the above conditions are met, the offensive coach will state, "Pitch" and point to the player receiving the pitch. No offensive and defensive players can be adjusted and the play is then continued to its end point. If the offensive coach decides not to pitch the ball, the play is then continued to its end point.

Pitches may only occur once (1) during a play behind the line of scrimmage.

Pitches may occur twice (2) during a play behind the line of scrimmage if a reverse is being run.

Pitches may occur once (1) during a play ahead of the line of scrimmage.

Pitches may be made behind or ahead of the line of scrimmage.

3.6 SHOVEL PASS

When the ball carrier is in possession of the football on a play, the offensive coach may stop the board and decide whether or not to shovel a pass to an eligible pass receiver provided that:

- There is a clear, unobstructed passing lane;
- The eligible pass receiver is within two (2) inches (base to base) of the player that will shovel the pass;
- The eligible pass receiver's base is completely exceeding the farthest point forward of the base of the player that will shovel the pass toward the line of scrimmage.

If all of the above conditions are met, the offensive coach will state "Shovel Pass" and point to the player receiving the shovel pass.

If the player that the shovel pass is complete to is unblocked, then all unblocked offensive and defensive players may be rotated and the play is then continued to its end point. If the player that the shovel pass is complete to is tackled, then the play is resumed on the next down at that spot. If the player that the shovel pass is complete to is blocked but not tackled, then all unblocked offensive and defensive players

may be rotated (**except for the player that the shovel pass was completed to**) and the play is then continued to its end point.

If the offensive coach decides not to shovel a pass, the play is then continued to its end point.

(Shovel passes may only occur once (1) during a play.

Shovel passes may only be attempted from behind the line of scrimmage during a play.

Eligible pass receivers behind or ahead of the line of scrimmage may receive shovel passes.

3.7 LATERAL

The offensive coach may stop the board during a play and decide to attempt a lateral. A lateral is a pass attempt to an eligible pass receiver that is behind the ball carrier who is behind the line of scrimmage. The distance separating the two players is greater than two (2) inches. The offense may attempt a lateral pass even if there is an obstructed path between the ball carrier and an eligible pass receiver. **A lateral, pass attempt or shovel pass by running backs or receivers may only be attempted once (1) per half by the offense.**

A lateral attempt is **complete** if:

- the football hits an eligible pass receiver
- the football lands on the base or body of both an eligible pass receiver and a defensive player at the same time.

If the player that the lateral attempt is complete to is unblocked, then all unblocked offensive and defensive players may be rotated and the play is then continued to its end point. If the player that the lateral attempt is complete to is tackled, then the play is resumed on the next down at that spot. If the player that the lateral attempt is complete to is blocked but not tackled, then all unblocked offensive and defensive players may be rotated (**except for the player that the lateral pass was completed to**) and the play is then continued to its end point.

A lateral attempt is **incomplete** if:

- the football hits the ground before hitting an eligible pass receiver or
- hits an eligible pass receiver that is out of bounds or
- hits an offensive lineman or
- the football fails to hit any player on the field.

If the football hits a defensive player or lands on the base or body of both a defensive player and an ineligible pass receiver at the same time, the lateral attempt is intercepted. If the football falls off of the hand of the quarterback before a lateral is attempted, the football may be reset on the quarterback's hand and the lateral may again be attempted.

3.8 PASSING

Passing using the Triple Threat QB

The offensive coach may stop the board during a play and decide to attempt a pass. Before the quarterback attempts a pass, he may drop back, roll out, turn around, run backwards or spin around an unlimited number of times as long as he does this between the line of scrimmage and up to twenty (20) yards behind the line of scrimmage. Once the quarterback crosses the line of scrimmage, he is subject to all the rules of running backs and eligible pass receivers as far as turning even with a yard line and running out of bounds. Once the quarterback reaches or exceeds twenty (20) yards behind the line of scrimmage, he is sacked at that point and the next play resumes on the next down. **A pass, lateral attempt or shovel pass by running backs or receivers may only be attempted once (1) per half by the offense.**

If the quarterback is on a regular base, the coach may stop the board and the QB may be switched to become stationary. The board is then turned back on. The coach may stop the board again and decide to either hand off, pitch, lateral, pass or continue to run. If the decision is to continue to run, then all unblocked players on offense and defense may be rotated and the play is then continued to its end point.

If the quarterback is on a stationary base or is spinning around on a total team control base, the coach may stop the board and decide either to hand off, pitch, lateral, pass or, to simulate scrambling, let the quarterback run. If the coach decides to let the quarterback run, he may replace the quarterback on that is on a stationary base with a player that is on a regular base or total team control base, then all unblocked offensive and defensive players may be rotated. The board is then turned back on. The coach may stop the board again and decide to either hand off, pitch, shovel pass, lateral, pass or continue to run and the play is then continued to its end point.

A pass attempt is **complete** if:

- the football hits an eligible pass receiver
- the football lands on the base or body of both an eligible pass receiver and a defensive player at the same time.

If the player that the pass attempt is complete to is unblocked, then all unblocked offensive and defensive players may be rotated and the play is then continued to its end point. If the player that the pass attempt is complete to is tackled, then the play is resumed on the next down at that spot. If the player that the pass attempt is complete to is blocked but not tackled, then all unblocked offensive and defensive players may be rotated (**except for the player that the pass was completed to**) and the play is continued to its end point.

A pass attempt is **incomplete** if:

- the football hits the ground before hitting an eligible pass receiver or
- hits an eligible pass receiver that is out of bounds or
- hits an offensive lineman or
- the football fails to hit any player on the field.

If the football hits a defensive player or lands on the base or body of both a defensive player and an ineligible pass receiver at the same time, the lateral attempt is intercepted. If the football falls off of the hand of the quarterback before a pass is attempted, the football may be reset on the quarterback's hand and the pass may again be attempted.

Passing by the Pass Simulation Method (sticks method)

Once the offensive coach wishes to attempt a pass, the board is then turned off. The offensive coach then points to and states the player's number to which the pass will be attempted. The offensive coach will then measure the distance (center of helmet to center of helmet) using the 11- $\frac{1}{4}$ inch red and white stick from the quarterback to the intended receiver. Red is 5-15/16 inch long in distance White is 11- $\frac{1}{4}$ inch long in distance

If the distance is 20 yards or less a RED (1-3/4 inches) passing stick will be used to spot the ball on the field.

If the distance is 21 to 40 yards a WHITE (3-3/8 inches) passing stick will be used.

If the distance is over 40 yards a BLUE (5-1/8 inches) passing stick will be used.

Once the distance has been determined the offensive coach may rotate the intended receiver only.

The offensive coach now places the appropriate passing stick on the field with one end making base contact with the intended receiver's front portion of the base and between the front corners. The passing stick may be angled in any desired direction from that point so long as the passing stick remains in contact with intended receiver's base as previously described and does not cause the eventual placed ball to make contact with any player. If for some reason the sticks can not be placed flat on the field the coaches will make a mutual decision on the ball placement.

The offensive coach will next place the PS magnet ball on the field so it contacts the opposite end of the passing stick with the point of the ball as if to simulate a spiral pass from the QB.

The defensive coach may now rotate any unblocked players to either make an interception attempt or to make a tackle on the receiver after the catch.

From this point on no players may be rotated to resolve the play unless the pass was intercepted. The board is turned on until the pass is determined to be caught or incomplete. ***NOTE:** See Pass Interference Section Below.

The pass is considered caught if:

- any portion of the intended receivers base comes in contact with the PS ball. After contact the PS ball is removed and the play is continued to its resolution without any adjustments to any player.
- any portion of **(any)** eligible receiver other then the intended receiver comes in contact with the PS ball. After contact with the PS ball, the play is **dead** at this point with no further adjustment. This simulates a diving catch by an unintended receiver.
- any defensive player comes in contact with the PS ball before any eligible receiver on offense. Follow rules for Interception section 4.4.

The play is dead and the pass is incomplete once the intended receiver has gone completely past the PS ball or an ineligible receiver touches the PS ball.

Pass Interference: Pass Simulation - No unblocked player from either team may be rotated to obstruct an unblocked opponent player's path to the ball without risking a penalty*. Obstructing an unblocked opponent player's path to the ball constitutes pass interference unless the contact happens within the halo (one base length) of the PS magnet ball. Running into the back of an opponent player's base, including the back corners does not constitute interference under any circumstances.

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

On defense, any unblocked defensive player can cause pass interference, even if that player was blocked when the ball was placed. Any base contact within the halo (a base length or less) is considered to be incidental contact and is not a penalty.

**Pass Interference - On Defense: 1st down at spot of infraction. On Offense: 10 yds back from previous line of scrimmage.*

3.9 ELIGIBLE PASS RECEIVERS

Eligible pass receivers are those players who play the positions of end, wide receiver and backs. If a coach wants to make an offensive lineman an eligible pass receiver on any given play, the coach will call out "Lineman Eligible" followed by that player's jersey number and that player becomes an eligible pass receiver on that play only.

3.10 QUARTERBACK

If the QB is the initial ball carrier on a play and is on a mobile base lined up directly behind the Center (facing towards the line of scrimmage), he (**may not**) run up the middle between the Guards unless there is (1) yard to go for a first down or one (1) yard to go for a touchdown. The QB in this situation (**may not**) hand off, pitch, shovel pass, lateral or pass unless the offense decides to call an "Audible" and the QB is then repositioned to begin running in another direction other than up the middle between the guards before the start of the play.

When an "Audible" is called by the offense, the QB may be switched from a mobile QB to a stationary QB or from a stationary QB to a mobile QB.

3.11 SAFETY

When an offensive ball carrier is tackled behind his own goal line, two (2) points are given to the opposition and they receive a kickoff. The kicking team lines up on their own twenty (20) yard line. The receiving team lines up with at least five (5) players on their opponents thirty five (35) yard line back to their twenty (20) yard line. The board is turned on for five (5) seconds. The return team returns the football with the return man's base inside of the hash marks from their own twenty (20) yard line. All unblocked kicking team and kick return team players may be rotated. The board is turned on until the kick return comes to its end point. The return team may choose to call a "Fair Catch" and start it's play 1st and 10 from their own twenty (20) yard line.

Pitches may occur once (1) during kickoff returns.

The board may be stopped once (1) by the kickoff team at any point during the kickoff return to decide whether or not to react to the return man. If the decision is to react, then all unblocked players on offense and defense may be rotated. If the decision is not to react, then all unblocked players on offense and defense may not be rotated.

4.0 DEFENSE

4.0 DEFENSE

The defensive coach may use any defensive scheme or formation they choose to use as long as it conforms to the defensive player settings listed in 6.0 SPECIFICATIONS. Basic defensive formations include the Pro 3-4 and 4-3; the College 4-4, 5-2 and 5-3; the pass preventing 3-3 Nickel D and 3-2 Dime D; and the 6-5 Goal Line D.

When setting up on defense, all players must have some space between their bases and may not line up with either their bases or figures touching. Stacking, which is placing a defensive player directly behind another defensive player closer than one (1) inch, is not allowed. The defense must have at least three (3) defensive linemen but no more than five (5) defensive linemen on the line of scrimmage unless they are in a goal line situation in which case the defense may have six (6) or more defensive linemen on the line of scrimmage. Goal line defenses may only be used from the defense's own five (5) yard line or when the offense has only one (1) yard to go for a 1st down on 2nd, 3rd, or 4th down or when the offense is punting or attempting a field goal.

Once the offense and defense are set, the offense from time to time may choose to call an "Audible" or "Shift" once per play in which to change a play, change the formation and/or send a player in motion. After the offense states that they are set again, the defense may make a final adjustment of up to three (3) of their players. These three (3) players can only be adjusted within the defensive zone (see section 7.0 DEFINITIONS/Defense Zone) they are already in. The offensive coach points to and states who has the ball and then the board is turned on until the play reaches its end point.

Defensive players on stationary bases (**may**) become mobile:

- when the defense decides they will rotate their unblocked players after they have called a ten (10) yard defensive stop.
- when a shovel pass, lateral or pass is completed by the offense.
- when the defense decides they will rotate their unblocked players after they call a special teams stop on kickoff returns or punt returns.

Defensive players on stationary bases (**may not**) become mobile when the offense calls a hand off or pitch.

When a play has ended, it is the responsibility of the defensive coach to state to the offensive coach what down it is, what yard line is the line of scrimmage, whether to line up on the left, or right hashmark or center of the field. The defensive coach will then move the ball marker, twenty (20) yard marker and the ten (10) yard chain if a 1st down was attained before they set up on defense.

4.1 TACKLES

A tackle is made when the front of the base (**out to the corners of the front of the base**) of a defensive player that comes in contact with any portion of the ball carrier's base. Play resumes at that point on the next down at the farthest point forward of the ball carrier's base, whether it be the front or the back of the ball carrier's base. A ball carrier is also tackled if he turns even with a yard line ahead of the line of scrimmage and when he reaches or exceeds twenty (20) yards behind the line of scrimmage. Play resumes at that point on the next down.

4.2 SACKS

The quarterback is sacked if his base comes in contact with the front of the base (**out to the corners of the front of the base**) of a defensive player behind the line of scrimmage before the board is stopped. Play resumes on the next down at the farthest point forward of the quarterback's base, whether it be the front or back of the base when he was sacked. The quarterback is also sacked if he reaches or exceeds twenty (20) yards behind the line of scrimmage before the board is stopped. Play resumes at that point on the next down.

4.3 PASS COVERAGE

The defense may play man-to-man coverage, bump and run coverage, zone coverage, pass prevent coverage or double team eligible pass receivers as long as the coverage conforms to the defensive player settings listed in 6.0 SPECIFICATIONS. Linebackers and Safeties may line up one (1) yard off of the line of scrimmage if they are playing bump and run coverage in that they are running down field in the same general direction as the eligible pass receiver they are covering. Otherwise, Linebackers and Safeties must line up according to the defensive player settings listed in 6.0 SPECIFICATIONS.

4.4 INTERCEPTIONS

A lateral or pass attempt that hits a defensive player or if the football lands on the base or body of both a defensive player and an ineligible pass receiver at the same, is an intercepted lateral or pass attempt.

If the player that intercepted the pass is unblocked, then all unblocked offensive and defensive players may be rotated and the play is then continued to its end point. If the player that intercepted the pass is tackled, then play is resumed on the next down at that spot. If the player that intercepted the pass is blocked but not tackled, then all unblocked offensive and defensive players may be rotated (**except for the player that intercepted the pass**) and the play is then continued to its end point.

If an interception occurs in the defense's end zone, the defensive player making the interception may:

- Call a Touchback and take the ball 1st and 10 on their own twenty (20) yard line or
- Run out of the end zone.

If the choice is to run out of the end zone, then the defensive player making the interception and all unblocked defensive and offensive players may be rotated and the play is then continued to its end point. If the defensive player that intercepted the ball is tackled when trying to run out of the end zone, it's a Touchback and the team that made the interception takes the ball 1st and 10 on their own twenty (20) yard line.

Pitches may occur once (1) during interception returns.

After an interception has been thrown, the team throwing the interception may stop the board once (1) at any point during the interception return to decide whether or not to react to the interception return man.

If the decision is to react, then all unblocked players on offense and defense may be rotated. If the decision is not to react, then all unblocked players on offense and defense may not be rotated.

A lateral or pass attempt is **incomplete** if:

- the football hits the ground first or
- hits an eligible offensive pass receiver that is out of bounds or

- hits an offensive linemen or
- the football fails to hit any player on the field.

If a lateral or pass attempt lands on the base or body of both a defensive player and an eligible pass receiver at the same time, then the lateral or pass attempt is a completed lateral or pass attempt to the eligible pass receiver.

4.5 STOPPING PLAY ON DEFENSE

The defensive coach may stop the board once (1) **(during running and passing plays)** after the ball carrier has reached or exceeded ten (10) yards from the line of scrimmage to decide whether or not to react to the ball carrier. If the decision is to react, then all unblocked players on offense and defense may be rotated. If the decision is not to react, then all unblocked players on offense and defense may not be rotated.

5.0 SPECIAL TEAMS

The Special Teams are the kickoff team, kick return team, punting team, punt return team, field goal team and conversion team.

For all kick attempts, if the football falls of the kicker's tee before a kick is attempted, the board is turned off and the football may be reset on the kicker's tee. The board is turned back on and the kick may be attempted again.

5.1 PUNT

The offensive coach must inform the defensive coach of their intention to punt before the offensive team begins its setup. The punting team and punt return team sets up their players in punt formation with the punter **(on a stationary base)** about ten (10) to thirteen (13) yards behind the line of scrimmage. The board is turned on for three (3) seconds. The toss of the die and the Kicking Chart will determine whether the punt is returnable, blocked, downed, went out of bounds or a fair catch is called.

If returnable, the punt return is made with the return man's base inside of the hash marks from the spot of the punt return. All unblocked punting team and punt return team players may be rotated and the board is turned on until the punt return comes to its end point.

Pitches may occur once (1) during punt returns.

The board may be stopped once (1) by the punting team at any point during the punt return to decide whether or not to react to the return man. If the decision is to react, then all unblocked players on offense and defense may be rotated. If the decision is not to react, then all unblocked players on offense and defense may not be rotated.

The punt is blocked if the front of the base of a punt return team player comes into contact with any part of the base of the punter before three (3) seconds has expired. The punt is also blocked if the toss of the die indicates a blocked punt. In either case of a blocked punt, the punt return team starts 1st and 10 from the spot of the front of the base where the punter was standing. If the punter is standing completely in

the end zone when the punt was blocked, the punt return team recovers the punt in the end zone and is awarded a touchdown.

If the punting team decides to fake a punt, the offensive coach states that it is a "Fake" just before the board is turned on for three (3) seconds. The punter may remain stationary or all punting team and punt return team players may be rotated and the punter may run to attempt to get a 1st down. If the punter remains stationary or if the punting team attempts to run for a 1st down, the offensive coach may stop the board twice (2) in which to decide to either hand off, pitch, lateral, pass or continue the play. If the offense fails to get a 1st down, then the punt return team takes the ball 1st and 10 from the spot where the ball carrier was tackled, went out of bounds or at the line of scrimmage of the punting team if the pass attempt was incomplete.

5.2 FIELD GOAL

A field goal may be attempted if the line of scrimmage is at least the fifty (50) yard line. The offensive coach must inform the defensive coach of their intent to attempt a field goal before the offensive team begins its set up.

To set up for a field goal attempt, the kicker is placed about ten (10) to thirteen (13) yards behind the line of scrimmage. The board is turned on. The board is turned off after the kick has been attempted.

If the football is kicked and hits an offensive or defensive player on or behind the line of scrimmage, it is a blocked field goal attempt. The defense takes the ball 1st and 10 from the kicking team's line of scrimmage.

If the front part of a defensive player's base comes in contact with any part of the kicker's base before the kick is attempted, it is a blocked field goal attempt. The defense takes the ball 1st and 10 from the spot of the front of the base where the kicker was standing.

If the field goal attempt is missed, the defense takes the football 1st and 10 from the kicking team's line of scrimmage.

Note: If the blocked or missed field goal attempt occurred with the line of scrimmage being inside of the defense's twenty (20) yard line, the defense takes the ball 1st and 10 from their own twenty (20) yard line.

The offense may fake a field goal attempt by stopping the board and attempt a lateral or pass attempt or the kicker may become stationary or choose to run for a 1st down or touchdown. If the offense decides to run, the defensive team and kicking team may rotate all unblocked players, including the kicker. The board is turned back on and the team attempting the fake field goal may stop the board a second time to decide to either hand off, pitch, lateral, pass or continue to run and the play is then continued to its end point.

If the run or pass attempt fails to gain enough yardage for a 1st down or touchdown, then the defense takes the ball 1st and 10 from the spot where the ball carrier was tackled, went out of bounds or at the line of scrimmage of the kicking of the team if the pass or lateral attempt was incomplete.

5.3 CONVERSION

After a touchdown has been scored, conversion attempts are by the toss of the die and the Kicking Chart to determine if the kick was good for one (1) point or if the kick was missed or blocked.

The offensive coach may choose to try for two (2) points. The offensive coach may choose to have the center line up in the middle of the field between the hash marks or on the right or left hash mark from the five (5) yard line. The offensive team may run for two (2) points or try a lateral or pass attempt for two (2) points.

After the outcome of the conversion attempt the two teams prepare for the ensuing kickoff.

5.4 STOPPING PLAY ON SPECIAL TEAMS

The board may be stopped once (1) by the kickoff team or punting team at any point during a kickoff return or punt return to decide whether or not to react to the return man. If the decision is to react, then all unblocked players on offense and defense may be rotated. If the decision is not to react, then all unblocked players on offense and defense may not be rotated.

6.0 SPECIFICATIONS

5.3 CONVERSION

OFFENSE

The QB is the only back in the backfield whose base may touch the center before the start of a play.

The front of the bases of running backs that are lined up between the offensive tackles may not be closer than one (1) inch from the back of the bases of any offensive lineman.

The front of the base of running backs that are lined up between the offensive tackles may not be farther than two (2) inches from the back of the bases of any offensive lineman unless they are lined up in a stacked formation.

Wing backs, slot backs and wide receivers may not line up with the front of their bases closer than one (1) yard off of the line of scrimmage.

Wing backs, slot backs and wide receivers may not line up with the front of their bases more than two (2) inches off of the line of scrimmage unless they are in a stacked formation.

Only two (2) stationary offensive bases are allowed on the field during any given play.

DEFENSE

Listed below is the range of defensive player settings in most situations:

Defensive Linemen – 1 yard off of the line of scrimmage.

Inside Linebackers – 5 to 10 yards off of the line of scrimmage.

Outside Linebackers – 5 to 10 yards off of the line of scrimmage.

Cornerbacks – 1 to 15 yards off of the line of scrimmage.

Safeties – 20 to 30 yards off of the line of scrimmage.

Only two (2) stationary defensive bases are allowed on the field during any given play.

PUNT

Listed below is the placement location for the punter:

Punter - front of the base 10 to 13 yards behind the line of scrimmage.

FIELD GOAL

Listed below is the placement location for the place kicker and holder:

Place Kicker – front of the base 10 to 13 yards behind the line of scrimmage.

Holder – may line up on either side of the front of the base of the place kicker.

BOARD SPEED

The board speed setting during a game is to be moderate to fast.

7.0 DEFINITIONS

Blocked Player: A player whose base is in contact with an opposing team's player's base.

Conversion: An attempt to add one (1) or two (2) additional points after a touchdown is scored.

Defensive Lineman: The three (3) to five (5) defensive line players that are lined up (1) one yard off the line of scrimmage. The maximum range of the two (2) outer defensive linemen that are lined up on either end of the defensive line is over the offensive tackles or tight ends or just outside of the offensive tackles or tight ends. (A tight end in a slot position is considered a receiver and does not apply in this definition)

Defensive Zone: There are three (3) defensive zones. From sideline to first set of hashmarks, from first set of hashmarks to second set of hashmarks, from second set of hashmarks to other sideline.

Fair Catch: Choosing not to return the football from the spot of the catch during a punt or kickoff.

Field Goal: An attempt to kick the football between the goal posts for three (3) points.

1st Down: Advancing the football ten (10) or more yards from the original line of scrimmage.

Onside Kick: Trying to recover the football during a kickoff by the kicking team.

Out Of Bounds: The sidelines and back lines of the playing field.

Punt: Kicking the football to your opponent instead of running a play or attempting a field goal.

Scoring: Touchdown = 6 points; Field Goal = 3 points; Safety = 2 points,

Conversion by kick = 1 point; Conversion by run or pass = 2 points

Shotgun: When the farthest point forward of the quarterback's base towards the line of scrimmage is at least one (1) base length or more from the back of the centers base.

Tackle: A ball carrier is considered tackled when any part of the ball carrier's base comes in contact with the front of the base (**out to the corners of the front of the base**) of an opposing player; when the ball carrier turns even with any yard line ahead of the line of scrimmage; when the ball carrier reaches or exceeds twenty (20) yards behind the line of scrimmage.

Touchback: When the offense decides not to return the football from their own goal line during a kickoff or punt; also if the defense decides not to run an interception out of their own end zone. The offense starts its play 1st and 10 from their own twenty (20) yard line.

Touchdown: When any part of a ball carrier's base crosses the opponent's goal line.

Unblocked Player: A player whose base is not in contact with an opposing team's player's base. A player whose base is in contact with a team member's base is also considered unblocked.

KICKING CHART

7.0 DEFINITIONS

Number	Punt	Onsides	Extra Pt.
2	Blocked	Rec Team recovers	No good
3	35 yds - Returnable	Kick Team recovers	Good
4	35 yds - Fair catch	Kick Team recovers	Good
5	40 yds - Returnable	Rec Team recovers	Good
6	45 yds - Out of bounds	Rec Team recovers	Good
7	45 yds - Returnable	Rec Team recovers	Good
8	50 yds - Returnable	Rec Team recovers	Good
9	40 yds - Fair catch	Kick Team recovers	Good
10	45 yds - Returnable	Rec Team recovers	Good
11	50 yds - Out of bounds	Rec Team recovers	Good
12	If LOS is on the 50 yd line or in the defense's territory, ball is dead at the 1 yd line If LOS is between the 25 yd line and the 50 yd line, the punt goes 55 yds - Returnable If LOS is on Goal Line and between or on the 25 yd line, the punt goes 30 yds - Returnable		Blocked

Tackles, Handoffs and Pitches

TACKLES



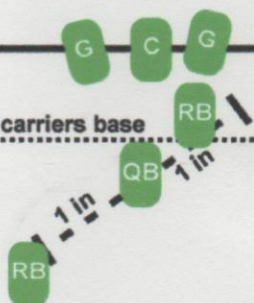
NOT TACKLES



LEGAL HANDOFF

LOS

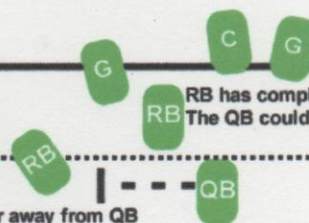
front of ball carriers base



ILLEGAL HANDOFF

RB has completely passed the front of QB.
The QB could shovel pass in this instance.

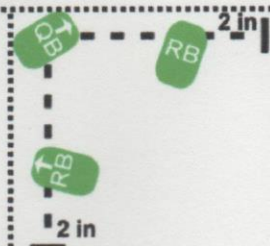
To far away from QB



LEGAL PITCH

LOS

front of ball carriers base



ILLEGAL PITCH

when going opposite
direction of the
ball carrier he cannot
exceed the back of
the ball carriers base

to far away and
exceeds the front of
the ball carriers base

