



Total Figures - Maximum of 45 total. Split between Offense and defense in any manner.

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

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

DEFENSE - No Restrictions.

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

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

Blocker Figures - Blocker figures are figures that have both arms folded at the elbows with the forearms connected to the upper arms and hands to chest which is also known as the FAB5 "Guard" figure. These figures are legal for play but may not be used in the backfield or as Wide Receivers, but are allowed to play at tight end if properly numbered, and can play anywhere on defense. If used at TE, that player's base must be No MORE THAN a base width apart from the closest offensive lineman's base, may not be stacked or in the shade of another team mate, and must be set and remain ON the LOS before and after audibles.

Figure Specifications

Maximum Weight - 3.3 grams figure/base (weighed as one)

Maximum Height - 39 mm or 1.5 inches

Maximum Length - 33 mm

Maximum Width - 29 mm

BASES All current & non current bases are allowed. With the exception of the old Tudor "Gorilla" men that were figure and base molded as one or the old Tudor or Gotham "2D" figure. Frankensteined bases are allowed providing the outside diameters of the base are kept the same.

Boat bases are allowed however you may only play one figure on the field on any play be it offense or defense. You can have as many on your roster as you want.

NOTE: No chemical alterations are allowed to any base.

PLAYERS Custom figures are allowed providing they retain a realistic human

pose and meet size requirements. **NO VENUS FLYTRAP FIGURES.**

TEAMS – Offense in dark and defense in light. 45 total roster.

GAME BALLS – All production balls past and present are allowed. You can apply additives to the ball as long as it doesn't create a hazard or damage the field. Must pass inspection.

RULES OF PLAY

RULE #1: Just because something is not covered under the rules does not give one the freedom to do as they wish. It is humanly impossible to have every scenario covered in text. If the rules do not specifically state that you can do it then you can not do it unless prior and specific permission has been granted to do so. Such situations will be handled by the Rules Committee. **Please do not come to this tournament to debate and challenge these rules. However if your unclear on some rule and have questions feel free to ask.**

TOURNAMENT SEEDING

Seeding for the Tournament will be decided on game day depending on number of total entries.

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

OVERTIME - If the score is tied at the end of a game, an overtime period will be played. Teams will not change ends of the field entering or during the overtime period. The mandatory punt rule does not apply in overtime. There will be a coin toss with the coach winning the toss having the option to take the ball first or second. The coach who takes the ball first will start on their own twenty (20) yard line, and be allowed to continue down the field as long as they continue to make first downs or until they score via a touchdown or fieldgoal. If the first team scores a touchdown they can elect to go for a one or two-point conversion. The second team then has their turn beginning at their own twenty (20) yard line and must now outscore or tie the first team. In the above case, if the first team scored a touchdown and one extra point, the second team must have a successful two-point conversion to win. If the first team missed either a one or two-point conversion, the second team must score a touchdown and an extra point to win. If after each team has scored on their possession and the game remains tied, One PLAY from the 50 will be ran by each team. The team with the most positive yards or the least negative yards will be declared the winner. This scenario will be played out until a

winner is decided.

EXCEPTION: If both teams kick field goals in overtime, the team with the shortest field goal wins.

TIMEOUTS - A coach can call a timeout at any time during a game they have a timeout available to call, providing an audible has not been performed on that particular play (that play is considered to have begun), and there is time remaining on the game clock. Calling a timeout will cause the setup clock to be restarted and will allow both coaches a chance to reset their play and/or substitute players. A timeout can also be called to attempt clock management. To do this, a coach must call their timeout before they declare being set on that particular play. Calling a timeout in this manner will add one play to the game clock.

SETUP CLOCK - A setup clock will be used for both offense and defense. Offense is allowed One (1) Minute to complete their setup and must say, "Set" upon completion. The defense is allowed an additional Thirty (30) seconds to complete their setup (a total of one minute thirty seconds (1:30)). The defense must also say, "Set" upon completion. Penalty for taking too much time is Five (5) Yards for Delay Of Game. Please try to enforce this within the spirit of the rule. The use of a setup clock during the seeding games will be left to the coaches to decide, unless the rules committee decides it necessary because of slow game play, however be aware that in the Tournament final 4 games **YOU WILL BE ON THE CLOCK!**

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

TWO-POINT CONVERSION - After a team scores a touchdown they may opt to void their chance for an extra point and go for a two-point conversion. If they opt to "go for two", the line of scrimmage is the (2) yard line and they have one attempt to get in the end zone for the conversion to be successful.

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

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

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

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

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

OFFENSIVE BACKFIELD - Defined as those players BETWEEN the Tackles before and after setup and audible. Cannot have any portion (base or body) set more than twenty (20) yards behind the LOS, before and after audible. QB - Must be a minimum of 2 yards (base and body) behind the Center.

RB - No more than two (3) in the backfield. Must be at least Ten (10) yards behind the LOS (base). May NOT be stacked behind the QB (minimum is 1 base length/4 yards). May be stacked without touching behind an "up-back" that is not directly or indirectly behind the QB.

DEFENSIVE SETUP - There must be at least one (1) yard of lateral space between all defensive players (base and body). All defenders must be at least one (1) yard off of the LOS (base and body). No portion of a defensive player may be set more than forty (40) yards from the LOS (base).

Stacking is not allowed. There must be 4 yards between any 2 defensive players in line with one another before and after all pivots or audible.

AUDIBLES - Once a team is set, they are allowed to perform up to 2 audibles. Each team is allowed to pivot, pick up, adjust a dial, and replace that player on the same spot facing a different direction. The offense is allowed to audible up to two players with the defense being allowed an equal number of audibles. Any player on defense and/or offense may be audibled. If a player is accidentally dislodged from their original position during the audible phase, that coach must get the permission of their opponent to reset that player in its

original spot and to its original facing. Otherwise this will count as an audible. Each coach is allowed up to ten (10) seconds to complete all audibles.

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

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

MARKING THE SPOT OF THE BALL - There are two (2) basic methods used to determine where the spot of the ball will be after each play. They are base and ball marker. Each is used in its own unique way to help simplify and streamline the rules. When a play ends the ball will be spotted on the center of the field or hash mark closest to the ball at the end of the last play and at the last whole yard gained.

EXAMPLE: Coach A has the ball on his own 20 yd. line. He runs a play that ends at his 22.5-yard line. The ball is spotted on Coach A's 22 yd. line for the next play. You must achieve the entire yard to get credit for it.

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

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

START OF GAME: All games are to begin with a coin toss. The visiting coach will call "Heads" or "Tails" while the coin is in the air. The winner of the coin toss has only two (2) options. 1) Elect to receive the opening kickoff, or 2) Elect to kick off. The team that lost the coin toss gets to elect the end zone they wish to defend for the first half.

KICKOFFS

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

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

RETURN MAN - The return man must be announced before setup begins by the return team and clearly placed in plain view off of the field of play. The field marker will be set by the kicking team along the goal line where the kicking team wants the return man to attempt a return. This spot will be anywhere on the goal line that is inside the hash marks or up to a base length outside of the hash marks.

SETUP - The kicking team sets up at their thirty (30) yard line and must have at least one (1) player on the thirty (30) yard line. The return team sets up at the fifty (50) yard line and must have at least one (one) player at the fifty (50) yard line. The board is turned on for four (4) seconds.

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

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

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

ONSIDE KICK - In order to attempt an onside kick, a coach must be trailing in score by ten (10) or more points or they must be trailing by any margin of score in

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

FROM THE LINE OF SCRIMMAGE

BASIC PROTOCOL - (1) Offense completes their setup and declares "set." Defense completes their setup and declares "set." (2) Offense performs audible(s) by pivoting any player up to 2 players. The defense now gets to pivot the same number of players as the offense pivoted and can be any two players on defense. (3) Offense must now state either QB has the ball or call out and point to the RB for a straight handoff. If a Run is called the defense runs the switch until the RB is tackled or scores or goes out of bounds. If stated the QB has the ball the offense runs the switch the board is stopped to pass, pitch or scramble. The QB may scramble only once per half.

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

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

Pitch - Play begins with offensive coach stating, " QB has the ball." Board is turned on until the offensive coach wishes to attempt a pitch. In order for a pitch to

be attempted there must be no player between the QB and the intended RB/WR, and 8 yards or less helmet to helmet and the QB must be behind the line of scrimmage.

PASSING GAME.

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

ATTAC Passing will be used as follows:

When the offensive coach is ready to attempt a pass they stop the board.

Offense states "ATTAC pass method"

On all passes, the offensive coach has four (4) seconds to state their intended receiver once the board is turned off. This is done by calling the intended receiver's jersey number. Failure to do so will result in an incomplete pass. The first player's jersey number that is called is the only one that counts. A coach is not permitted to call out a sequence of numbers within the four seconds. Calling out an ineligible player's number will result in an incomplete pass.

Offensive coach will use the Passing Target, placing it on the field 'X' yards from the intended receiver. Permitted distances are as follows: When using the eight (8) yard pass stick, that stick must be touching some portion of the intended receiver's front of base and can include either of the front corners. When using the four (4) yard comeback pass stick, that stick must be touching the back of the intended receiver's base and can include either of the back corners. A) If intended receiver is on or beyond the LOS and the target is placed lateral to or down field from the intended receiver (down field pass) - Eight (8) yards minimum, No maximum. B) Same as "A" above except when marker is placed between QB and intended receiver (comeback pass) - Four (4) yards minimum, No maximum except pass has to be down field from QB. C) An intended receiver is within eight (8) yards of the QB (helmet to helmet) the pass is considered an automatic completion. See automatic completion for additional info. D) Intended receiver is in front of (beyond) the QB but behind the LOS - Four (4) yards minimum, No maximum. Once the Passing Target has been placed and the TTQB/TDQ contacts the field, the offensive coach has up to ten (10) seconds to attempt a pass. Failure to do so will result in an incomplete pass.

The offensive coach must hit the Passing Target in the air (excluding the target's

base) and the pass must strike the Passing Target before striking anything else or any other player. If the pass misses the Passing Target, the pass is incomplete and that play is over. If the pass hits the Passing Target, the pass is considered to be catchable and it is a live ball.

Passing Target will be removed, leaving it's base and stem to represent the catchable pass

(accurate throw). Offensive coach can only pivot the intended receiver and no other player. Defense may now pivot any unengaged player(s). The Defensive coach is to state the one defensive player's number who is unengaged, if any, as eligible to intercept the pass.

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

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

Completed Pass - (A) Intended eligible receiver makes front of base contact with the ball marker.

Types Of Pass Completions:

- 1) **Down Field Pass** - Can be advanced after the catch if intended receiver is not tackled at the point of reception.
- 2) **Comeback Pass** - Can not be advanced after the catch under any circumstances. Play is over.
- 3) **Automatic Completion** - Can be advanced but the offense can only pivot the intended receiver.

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

Incomplete Pass - Pass attempt strikes a player in the air (errant pass). Pass attempt initially

strikes out of or off of the field of play. Four (4) seconds expires after running the board and no player has made the catch (ball hits the dirt). Any player other than the Intended Receiver or the Designated Defender that makes ANY base contact with the ball has either dropped the pass or batted the pass down (incomplete).

Interception - Front of base contact with the ball marker by the Designated Defender is the only way to intercept a pass. If a pass is intercepted, the intercepting player is still unengaged, and none of the opponent's players are

simultaneously making contact with the ball marker, the interception must be returned. Only the intercepting player may be turned, followed by any unengaged players on the other team in an attempt to make the tackle. **EXCEPTION** : If a pass is intercepted in the end zone the intercepting team may elect to take a touch back or attempt a return. A return under this condition is not mandatory.

PASS INTERFERENCE - Penalty is fifteen (15) yards from the LOS or ball is marked at the spot of the foul (beneficial coach's option). No unengaged player from either team may be pivoted to obstruct an unengaged opponent player's path to the ball without risking a penalty. Obstructing an unengaged opponent player's path to the ball constitutes pass interference if contact is made during play resolution unless it happens within a base length radius (incidental/free contact area) around the placed ball. Running into the back of an opponent player's base, including the back corners, does not constitute interference under any circumstances.

- On offense, only the intended receiver can cause offensive pass interference.
- On defense, any unengaged defensive player (not including eventual engagement with intended receiver) at the time of pivots can cause pass interference. Any base contact within a base length radius or less is considered to be incidental contact and is not a penalty. At that point all players have a "right" to the ball. Brushing, rubbing, minor contact, etc., does not necessarily constitute pass interference. The Intended Receiver or Previously Unengaged Defender must clearly redirect the path of an opponent's player who is clearly heading on line for the ball.

Stick Passing

This method of passing is similar to ATTAC passing with the exception of actually throwing the ball with a TTQB or TDQ. The length of stick is determined by the distance between the center of the QB helmet to the center of the WR/RB helmet.

1-20 yards = short stick

21-40 yards = medium stick

40 or more = long stick

Once the length of stick is determined the offensive coach places it with one end touching the front portion of the base and must be at least slightly in a downfield direction and at the other end the ball placement base stem. From this point the rules are the same as in ATTAC passing when a pass is considered a good throw, (refer to ATTAC passing)

To the Figure passing

This method of passing follows all protocols of eligibility as other passing methods

with the exception of you can throw to a receiver that is engaged.

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

FUMBLE RECOVERY:

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

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

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

EXTRA POINTS - Extra points are kicked uncontested from the Ten (10) yard line. The kicker must be set up in the center of the field, but may be angled in any desired direction.

FIELD GOALS - Field goals are kicked uncontested seven (7) yards back from the line of

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

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

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

Offensive Offside - 5 yards / Repeat Down

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

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

Illegal Formation - 5 yards / Repeat Down

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

Offensive Pass Interference - 15 yards / Repeat Down

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

Weighting players

No magnets are allowed on any player for any reason.

When adding weight you should add weight either under the figure platform or under the base. When adding weight under the figure platform and base it should be as thin as possible as to not create a lifted or jacked up appearance. Just remember these few rules and make sure your players do not weigh more than 3.3. If any of the above rules are ignored your player **WILL NOT** pass weigh in and inspection.