

NEFL Rules 2009

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1. General Information

We are expected to conduct ourselves in accordance with the guidelines set forth in the Recreation facility handout. Any variance from these guidelines will not only affect the individual, but the league as a whole, as we are being allowed to hold our games in a public facility with a "common sense" stipulation attached.

League dues are \$40.00 per participant payable in a lump sum. Dues will be used to make a contribution to the Recreation facility, to offset any operating costs, and to provide the cost of end of season awards. Note: Any dues paid are non-refundable if you choose to withdraw or are ejected from league at any point once the season begins.

If you are scheduled to play a game, it is expected that you will show up to play your game, or schedule to play your opponent off-site or any day during the week at the Rec or another location, before the following Saturday. Makeup games will not be scheduled unless reviewed by the Committee for approval, since you already have a generous 7 day period to play a game. Games are not to be

broken up, but completed in one session. Two consecutive forfeits will cause you to be dropped from the schedule for remainder of the season.

Taunting of opponents and unnecessary arguments during the games will not be tolerated. NFL rules will apply for penalties. Also, a "cool rule" is in effect, meaning that belligerent behavior cannot be tolerated for any reason, since it could jeopardize our league. If it is warranted to eject you, you will forfeit your game, and possibly your season.

All participants will be required to referee games if needed. The format for this season is to have non-refereed games, but in some instances refs will be required. Any call that opponents cannot agree on will be decided by a simple coin toss, and the game will resume immediately. This includes tackles, pass completions, field goals, PATS, etc.

Any suggestions for update/improvement in rules are welcome, within reason, and can be discussed by the Committee for implementation if warranted. If you can't realistically face the possibility of losing a game to an opponent "fair & square", then play solitaire, because we anticipate a highly competitive brand of football, and there are no guarantees beyond the skill level that you bring to each game with you.

2. Equipment

Figures

All figures are allowed provided they meet with the weight restriction and are "healthy" players, meaning all players should have attached limbs, and should not be deformed intentionally or otherwise. Your opponent can request that such a player be removed from a game, and placed on the "IR" until he is "healed" for the next game. You are not allowed to add weight to players. Weigh-ins will be conducted on a random basis. If you are found to be weighting players, you will forfeit your game.

This is an authentic uniform league, and home and away uniforms are mandatory (required by week 4). Home team will play in dark uniforms and away team will be in white.

There is no restriction on the total number of players on your team. However, arms forward figures on defense, such as Buzzball cover corners, are limited to two. There is no restriction for their use on offense.

TDQs and TDKs are permitted.

Bases

All Miggle bases are approved for use, with the exception of the ProLine "bullet bases." Three bases with Monroe dials are permitted in games, or a combination of Monroe dials and brown bases. ITZ dials are also permitted.

No weight may be added to any base except the figure placed on it. No chemical alterations are allowed to any base (no boiled bases).

One piece of tape may be added to the leading edge of a Passing QB's base shell to help assure that the passer does not move from its position during a pass attempt.

Game Balls

The Official game balls for the NEFL are the Miggle foam and/or felt. No leather or homemade specials are to be used. No white pill balls.

Playing Field

All playing boards are allowed including custom built big boards. All boards must be deemed playable either by competing coaches' agreement or a league representative. The home team is responsible for providing the playing field and game clocks. Game speed is considered a mutually agreed upon moderate speed between the coaches, meaning that players should not be falling because of the speed, but neither should they be moving in slow motion. We are striving for quick decision, moderate action/reaction type games.

3. Timing of Games

Game Clock

Game will consists of 4 fifteen minute quarters, with teams changing goals at end of the 1st and 3rd quarter. Clock is continuous except for last two minutes of 2nd & 4th quarters and immediately after touchdowns, penalties and timeouts (3 per half per team).

Clock stops momentarily to allow stats, setup for extra point, kickoffs, and change of possession in all quarters. A one minute interval is allowed for all change of possessions and then the normal 40 second play clock will begin.

In last two minutes of the 2nd & 4th quarter, the clock stops when the offense calls "pass" until the QB is "spotted" on the field. If the pass is completed the clock will stop to allow the defense to "react". If the pass is incomplete the clock will stop until the beginning of the following play.

Also in the last two minutes of the 2nd & 4th quarters the clock stops when ball carrier runs out of bounds.

Timeouts will be for one minute under normal game play with the exception of an unexpected emergency where additional time will be given.

Set-up Clock

A set-up clock will be used for both offense and defense. The offense is allowed 40 seconds once the teams are separated to complete their set-up and must say "Set" upon completion. The defense has 15 seconds once the offense says "Set" to complete their set-up and must also say "Set" upon completion.

As an example, if the offense only takes 25 seconds to set-up and call "Set" the defense would have only their additional 15 seconds for a total of 40 seconds to set up. NFL penalties apply for failure to set-up in a timely fashion.

4. Set-up and Game Play

Offensive Set-up

Offense must begin their set up with the center being placed on the center of the field, followed by their remaining 4 offensive linemen. The offense must have exactly 7 men on the line of scrimmage (LOS). All parts of all 7 players on the LOS must be on but not over the LOS. This includes base and body (figure) (note: if guards, tackles & ends are wedged 1- 1.5yds. they are still considered on line, anything more is an illegal formation).

Players can be turned in any direction as long as some part of their base meets the preceding requirement. No two players can be touching in a formation; offense or defense, and offensive linemen can be no closer than elbows touching (approximately 1 scale yard).

The offense is allowed to have up to 3 Running Backs in the backfield and a QB (full-house backfield).

The QB must line up at least 1 yard behind the center and no more than 15 yards from the back of the base of the offensive center. The offense can line up with a running QB and has the option of switching to a stand-still QB prior to the start of the play.

The Running Backs must line up within the offensive tackles and be a minimum of 1 base length behind the QB if the QB is under center.

Receivers cannot be stacked behind each other and must be within 5 yards of the line of scrimmage. This encourages realistic formations, and means that receivers have to get open on their own merits.

The offense is allowed two pivots or a pivot and a motion. The defense is allowed to match this. A receiver on the line of scrimmage that is pivoted is considered a motion and the defense can react to such. The offense and defense each have 6 seconds to perform their adjustments.

Defensive Set-up

Defense must be at least 1 yard off the line of scrimmage (base and body) to simulate the neutral zone. No stacking is permitted; linebackers must be a minimum of 1 base length behind the defensive linemen. If QB is under center on offense, defense can match with one player. Note: where the offensive center is lined up denotes the line of scrimmage. Any defensive player lined up forward of 1 yard is considered encroaching. NFL rules apply. The only exception to the 1 yard rule is when the offense is at the opponent's goal line in which case the defense can be lined up on the opposite side of the line.

If the offense lines up in a full-house backfield (4 backs including QB), the defense does not have to play minimum 1 base length for linebackers. This rule also applies when the offense is at the opponent's 10 yard line or closer.

Lining up offsides should result in one warning. After that all offsides and encroachment penalties will be called. Twelve men on the field and other NFL penalties will continue to be called. Twelve men on the field penalty will result in a free play for offense or a 10 yard penalty. For any infractions not listed it is understood that NFL interpretation apply).

Game Play

In the NEFL the offense always controls the switch. The offense does not have to declare "Run" or "Pass" before the play. Once the offense turns off switch, the QB must hand off, or pass (if not over line of scrimmage), or keep it, there is no 2nd pitch option. Your decision must be made within 6 seconds or the ball is blown dead at the spot of the player in possession and the closest defender is credited with the sack. A hand-off or pitch can only be made within a 10 yard clear path to the running back (waist to waist), I-Formations are the exception in which a pitch-thru is allowed. A QB cannot pitch the ball once he has reached 5 yards past the line of scrimmage.

A "Shovel pass" can be made from the QB to the running back if within a 5 yard clear path provided the QB has not crossed the line of scrimmage. If the receiver is across the line of scrimmage on the shovel pass, the defense can react with up to 4 un-engaged players. If the receiver has not reached the line of scrimmage the defense cannot pivot any players.

For all other passes, once it is decided that the coach will pass, he must first call out the number of the intended receiver. The passing coach then designates a corner of the base of the player to be removed (QB or halfback if an option pass) from which the pass will be attempted. The ref, or if no ref, the passing coach will place a marker at that spot. The TTQB will be centered for the pass attempt directly behind that spot. After the passing coach or ref spots the QB, the coach has 6 seconds to throw the pass or it is incomplete. The 6 seconds starts once the TTQB is tilted and/or two hands are placed on the TTQB to begin the passing motion. Should there be any offensive players that are in the way of the TTQB being placed down to pass those players can be removed.

For all other passes, once it is decided that the coach will pass the ref spots the QB on a corner of the base of the player to be removed. After the ref spots the QB, the coach has 6 seconds to throw the pass once he places his TTQB or TDQ on the field or it is ruled incomplete. The offense is allowed to remove any amount of offensive players that are behind the back of the Triple threat QBs base that would impede or obstruct the pass attempt by the Triple threat QB.

If the quarterback completes a pass to any eligible receiver other than the intended (called out) receiver, the ball cannot be advanced, and is downed at the spot of completion. One attempt only. In addition, if the intended receiver falls down prior to the switch being turned off for a pass attempt, he is still an eligible

receiver but the offense cannot turn him up the field. If a pass attempt is completed behind the line of scrimmage the defense can pivot or pivot all unengaged defensive players.

A throwaway pass is legal only if A) QB is out of pocket (QB's base is completely outside of hash-marks) or B) Intended throwaway is towards an open receiver. Any WR/RB/TE that goes out of bounds is no longer eligible to receive a pass. If neither condition is met, then QB must take the sack at that spot if he is not in a position to keep it and run. Please refer to the Glossary of Terms for Coverage Sack definition. If a QB fades back more than 20 yards from the line of scrimmage (meaning his whole base), he is considered sacked at that 20 yard spot. For stationary QB's, slow QB's or ones that run in circles on a pass play, once all receivers go out of bounds, the play is ruled an incomplete pass and QB keep is not allowed.

Switch can be turned off a second time only for a halfback option pass, in which halfback must be parallel to or faced towards the line of scrimmage or a "true reverse" hand-off, meaning that the recipient of the reverse has to have been positioned to come off of one of the end/flanker positions to be eligible for the hand-off. Only one halfback option pass can be attempted per half. Switch can be turned off if the ball carrier is beyond the line of scrimmage at no penalty to the offense, (To see if tackled is made) as long as play is resumed immediately.

Once a pass is completed, the defense has the option of turning defenders (up to four either engaged or unengaged) to pursue the play. The defensive player cannot move the offensive player to position itself for pursuit. However he can be moved out, but only if doing so will not allow the player to gain ground for pursuit as a result. A line marker will be used to determine this.

A pass striking an unengaged defensive player is an interception. On interceptions, the defender can pivot the player making the interception. No other defensive players can be adjusted. The offense can pivot any 4 players, engaged or unengaged to pursue the interceptor. A pass striking an unengaged offensive lineman will result in a 10 yard penalty and loss of down. A pass striking an engaged offensive linemen is an in completion.

Overtime

Should a game end in a tie during regulation an overtime period will be played using standard NFL rules. A coin toss (called by the visiting team) will determine who will receive the kick-off to begin the overtime. The first team to score in overtime wins the game. The overtime will proceed in accordance with the rules we use for game play during the 2nd or 4th qtr. The clock will be stopped for the 2 minute warning and for pass incompletions and when a ball carrier runs out of bounds. Each team will be allotted 2 time outs for the overtime.

5. Special Teams

Kick-offs

The kicking team will line up on the 50 yard line, and the receiving team lines up on their 30 yard line. The switch is then run for two seconds by the kicking team. Should a player on the kicking team reach the goal line in the 2 second run-off it is considered a touchback and the ball will be spotted at the 20 yard line. If not, then the switch is then run for two seconds by the kicking team. The ball is considered "spotted for return" where it's path takes the ball, if it does not hit the playing field first. If it hits the playing field first, the closest man to ball where it first hits is considered the return man for that play. Once return man is spotted, the kicking team can turn all un-engaged players towards the ball carrier. The kicking team has 7 seconds to perform their adjustments. The receiving team does not get to pivot any blockers.

Kicks going out of bounds before crossing the goal line will result in the ball being spotted at the 40 yard line, or being returned from the spot where the ball went out. This decision is up to the receiving team. Kicks out of the end zone can either be downed at the 20 yard line, or returned from the goal line at the discretion of the receiving team. If a kick hits anywhere in the end zone then goes out of bounds, it is an automatic touchback and the ball will be spotted at the 20 yard line. This also applies to punts.

Punts

On 4th down if the offense has 5 or more yards to go for a first down and they are on their side of the 50 yard line, they must punt the ball, except in the 4th quarter. If it is 4th down and 4 yards or less to go, the offense can go for the first down at any time regardless of their field position.

On punts, the kicking team will line up and designate 2 "gunners" for the purpose of punt coverage. The "punter" can be on a mobile or immobile base. The defense (receiving team) cannot block or impede the gunners at the line of scrimmage. The switch is run for 1 second to simulate the pass rush/block attempt. If the punter is tackled during the 1 second run-off the defense takes over the ball at that spot. If the gunners are accidentally impeded during the 1 second run-off they will be moved up 5 yards, no penalty is to be called.

After the 1 second run-off, the punting team punts the ball. Punts are considered out of bounds if they hit the field of play and bounce out of bounds. If this should happen, the ball is considered downed and will be marked at the approximate spot where it first hit. A punt hitting anywhere in the end zone and bouncing out of bounds is an automatic touchback and will be spotted at the 20 yard line. All other punts can be returned and the ball will be spotted as follows:

- 1) Punts that go completely over the back of the end zone will be spotted for return at the goal line at the approximate spot that the ball first crossed the goal line. The receiving team can also elect to take the ball at the 20 yard line.
- 2) Punts that go out of bounds without hitting the field first will be spotted inside the sideline at the approximate spot that the ball first crossed when it went out of bounds.

- 3) Punts that hit the field of play and remain in the field of play will be spotted at the spot that the balls end up at.

After the ball has been spotted, the eligible gunners are turned, the kicker can be replaced with a mobile player and the switch is run for an additional 2 seconds. If any of the gunners should run completely past the marker the ball is down at that spot. If not, after the 2 seconds has been run, the punt returner is then placed and angled on the board for his return. The returning team does not get to pivot any blockers. The kicking team can then turn the gunners again as well as 2 other eligible players and the punter to cover the return.

NFL rules apply on Punt/FG fakes except that only the two outside men and legally lined up backs in backfield can be eligible receivers.

Field Goals

In order to attempt a field goal the offense must be at the defense's 43 yard line or closer. The field goal kicker must be 10 yards behind the line of scrimmage for a maximum field goal attempt of 63 yards.

The kicking team must line up with 2 players on prongless (stationary) bases to represent the kicker and the holder. They are to be placed exactly 10 yards behind the line of scrimmage. The board will be turned on for 1 second to simulate a block attempt. If either the kicker or the holder is tackled during the 1 second run-off the field goal is considered blocked and the defense will take over at the spot of the block (10 yards from the original line of scrimmage). If the kick is not blocked the kicking team will replace the stationary kicker and attempt the field goal (with the board turned off). If the field goal is no good the defense will take over at the spot of the kicker (10 yards from the original line of scrimmage).

Fake Punt or Field Goal

NFL rules apply on Punt/FG fakes except that only the two outside men and legally lined up backs in backfield can be eligible receivers. A fake punt can only be called if it is 4th down and 4 yards or less to go or you have crossed the 50 yard line. After the 1 second run-off to simulate the blocking of the punt or field goal the offense would state that it is a fake. The kicking team has 6 seconds to declare if it is a run or pass. If it is a pass they must also designate the receiver within those same 6 seconds. If it is a run the kicker must pitch the ball to an eligible back. The kicker cannot be replaced with a mobile base and the kicker cannot run the ball to achieve the first down.

If it is a pass the kicker would then be spotted for placement of a TTQB for passing the ball. The play would then be resolved using the rules of any standard passing play.

Extra Points

Will be performed in the same manner as field goals. Coaches upon mutual agreement can elect to have "automatic extra points" during their game. However, once this is decided it must remain in effect for the entire game with the only exception being should a coach elect to go for 2 points.

Two Point Conversions

Will be performed in the same manner as any offensive play with the ball spotted at the 2 yard line.

Onside Kicks

Onside kicks can be attempted in any quarter, as long as kicking team is losing. Onside kicks may not be advanced.

As with all kick-offs, the kicking team will line up at the 50 yard line and the receiving team will line up at their 30 yard line. Set-up is the same as a normal kick-off except that a TTQB or TDK kicker will be subbed in place of an actual/eventual on-field player to attempt the kick. The on-field kicker (not TTQB) must be clearly stated and may be any player on the kicking team that is lined up on the 50 yard line. To be considered an eligible kick for recovery the ball must remain within the sidelines, not striking any part of the board considered out of bounds, may not strike any player and must be kicked at least 10 yards and no more than 20 yards.

If the kick is eligible for recovery, the kicking team will replace the actual kicker with an on-field player. The board will be turned on until a player makes contact with the ball or 3 seconds have passed. If 3 seconds have passed and no one has recovered the ball, the board is turned off and both teams can pivot all unengaged players towards the ball. The board will be turned on again until a player makes contact with the ball or an additional 3 seconds have passed. If no one makes contact during that time the receiving team has recovered the kick, taking over possession at the spot of the ball. Onside kicks cannot be advanced.

If the kick is eligible for recovery, the kicking team will replace the actual kicker with an on-field player. Beginning with the return team all players may be pivoted towards the ball or to block. The first player to make contact with the ball has recovered the kick. If after running the board for 4 seconds no one has recovered the ball, it is considered that the receiving team has recovered the kick, taking over possession at the spot of the ball.

Unsuccessful onside kicks will be treated the same as NFL rules. A kick not going 10 yards will be assessed a 5 yard penalty and re-kicked one time. If it happens a second time the receiving team will take over at the spot of the ball.

An onside kick hitting an opponent will be down at that spot with the receiving team having the ball.

Injuries and Fumbles

Injuries

Injuries occur if a ball carrier or tackler is knocked down during contact, that player is "injured" and must be removed from game for a) remainder of series 1st time, b) remainder of quarter 2nd time, and c) remainder of game the 3rd time. No changing bases from that figure, it should be placed with ref, or be visibly displayed at all times in a neutral area.

Fumbles

If any offensive player with the ball is tackled by 2 or more defenders the play is considered a fumble. A coin will be flipped to determine who recovers the ball. Heads the ball is retained by the offense, tails the ball goes to the defense. A fumble cannot be advanced and the ball will be spotted at the spot of the original ball carriers forward progress.

7. Glossary

Coverage Sack

A coverage sack occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers (5) at which to attempt a pass. In other words, if all receivers are:

- A) Engaged with another defender AND/OR
- B) All receivers are out of bounds AND/OR
- C) The QB is still in the "Pocket" (meaning between the hash-marks) AND/OR
- D) The QB fades more than 20 yards from the line of scrimmage (meaning its entire base)

Then the play results in a coverage sack.

Offensive Formations

"I Set Formation"

The "I set formation" must be announced by the offensive coach prior to the start of the play in order for the QB to pitch it through to the second or back RB. In this formation, and in any offensive formation where the RB is behind the QB and the QB is not in Shotgun formation, the RB must be at least 1 base length behind the QB and again the RB(s) base must be within 20 yards from LOS.

Half-Back Option

The half-back can attempt a pass after receiving the hand off from the QB. This

option can only be performed once per half, and there is no carrying over.

Angle/Shift/Pivot

This is the process of turning a base to face in a different direction. The "pivot" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being pivoted toward. Being "Out of Bounds" does not disqualify an eligible player from being pivoted.

Stacking

Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train effect) in order to get extra pushing power. Stacking is illegal on defense. With the exception being the following scenarios: 1) Matching the QB position behind his center, 2) Being at your opponents' 10 yd. line and in or 3) When the offense is in the "Full-House" back field formation (3 RB's plus QB) then the defense is permitted to stack.

Covered Receiver

When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered". Any pass hitting that receiver is incomplete.

Engaged

A player is considered engaged when any part of its base is in contact with any part of an opposing team player's base.

Tackle

The ball carrier is tackled when any part of its base (including dial) comes into contact with any part of an opposing player's base with the exception being the defender's back part of his base which cannot make a tackle. The ball is downed at the most forward front part of carrier's base.

Forward Progress

At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point.

Out of Bounds

If any portion of the ball carrier's base touches the sidelines the play is stopped. The ball is marked at the point where the ball carrier's base first touched the sidelines.

Tidbits

1. Statistics are required for ranking categories. They can also aid coaches in preparing for games against opponents, since we will make them available to all coaches upon request.

2. We strongly suggest that you play as much as possible under attached rules prior to the season, so that you have a thorough interpretation of it, and how they will affect and mold your strategies. Also this will ensure your ability to competently referee games. Prior experience has shown that those well versed in the rules do well, and are penalized less.

3. Clock format is designed to shorten length of games played without effecting game play quality, by basically eliminating "idle time". It is imperative for coaches to understand that it is to your advantage to set up as quick as possible, and to have a prior game plan, with the clock format in mind. Test results have shown that it is possible to play a complete game with varying degrees of scores within 2 hours to 2 hours and 30 minutes.

4. We encourage all participants to feel free to submit articles related to our league for publication on our website(s).

In closing remember to Play Hard, Play Smart, and Have Fun!!!!
yard line.

Onside Kicks

Onside kicks can be attempted in any quarter, as long as kicking team is losing. Onsides kicks may not be advanced.

As with all kick-offs, the kicking team will line up at the 50 yard line and the receiving team will line up at their 30 yard line. Set-up is the same as a normal kick-off except that a TTQB or TDK kicker will be subbed in place of an actual/eventual on-field player to attempt the kick. The on-field kicker (not TTQB) must be clearly stated and may be any player on the kicking team that is lined up on the 50 yard line. To be considered an eligible kick for recovery the ball must remain within the sidelines, not striking any part of the board considered out of bounds, may not strike any player and must be kicked at least 10 yards and no more than 20 yards.

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The half-back can attempt a pass after receiving the hand off from the QB. This option can only be performed once per half, and there is no carrying over.

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This is the process of turning a base to face in a different direction. The "pivot" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being pivoted toward. Being "Out of Bounds" does not disqualify an eligible player from being pivoted.

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2. We strongly suggest that you play as much as possible under attached rules prior to the season, so that you have a thorough interpretation of it, and how they will affect and mold your strategies. Also this will ensure your ability to competently referee games. Prior experience has shown that those well versed in the rules do well, and are penalized less.
3. Clock format is designed to shorten length of games played without effecting game play quality, by basically eliminating "idle time". It is imperative for coaches to understand that it is to your advantage to set up as quick as possible, and to have a prior game plan, with the clock format in mind. Test results have shown that it is possible to play a complete game with varying degrees of scores within 2 hours to 2 hours and 30 minutes.
4. We encourage all participants to feel free to submit articles related to our league for publication on our website(s).

In closing remember to Play Hard, Play Smart, and Have Fun!!!!