



FAT 8 CONFERENCE, LLC

Official FAT 8 Rules Standard

THE CREATION OF THIS RULE SET IS TO EXPLAIN THE BASIC PROCEDURES FOR PLAYING THE GAME OF FAT8 FOOTBALL WITH-IN THE FAT 8 CONFERENCE. THE RULES INCLUDED IN THIS DOCUMENT ARE LARGELY BASED ON THE 2016-2017 NCAA OFFICIAL RULES FOR FOOTBALL.

**FAT8 FOOTBALL
PRESENTED BY THE FAT 8 CONFERENCE, LLC**

Rules Created & Revised by the

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(Updated) March 23, 2018

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FAT 8 Official College Football Rules

Our Mission: The mission of the FAT8 Conference is to establish a core set of rules and procedures which are in line with the fundamental rules of College Football. The FAT8 Rules Standard was researched and developed from the Official NCAA Football Rules & Interpretations Manual with the goal of creating a detailed set of procedures which will allow FAT8 Football coaches to play actual College or Pro Football with Electric Football Miniatures. Additionally, our goal is to bring the true atmosphere, pageantry, traditions, and athlete emotions with the ups and downs that come along with the College Football experience.

Section I. Introduction

FAT8 College Football is a game that allows you to coach and quarterback a team of miniature football athletes on a vibrating football field game board. As the coach, you call the plays, and as the quarterback, you execute the play on the field.

Fat8 College Football is a “hands on” game, which puts you on the field and allows you to physically set up your players in offensive and defensive formations utilizing various offensive and defensive schemes. It requires an in depth knowledge of college football and the ability to analyze your opponent’s strengths, weaknesses and tendencies to formulate a strategic game plan to be victorious.

The premise of the FAT 8 Rules Standard is to allow more characterful actions by the coaches, athletes, and referee’s in order to create more dramatic realism of college football. Our primary rule here is “Have more Fun more often”! These rules are based on actual college football and its traditions in order to create more exciting action in each game.

Section II. Equipment

A. Game Boards and Accessories

1. **Game Boards** – Game board sizes vary by manufacturer and model number. A game board should be scaled to represent the actual dimensions of a football field with all field markings. The recommended board size for FAT8 Miniature College Football is 24”x48”, 30”x 60”, or 33.5x66.5.

Game boards may be decorated with team or league logos, covered with custom field covers or side line decorations. Such decorations should not interfere with the operation of the board or player movements on the field of play.

The game board’s vibration may be regulated for fast or slow action by adjusting the Speed Control Knob. Both coaches should agree on a desirable speed before the game starts. It is suggested to test players on various parts of the field before reaching agreement on the game board’s speed.

2. **Accessories** – All game boards should have the following accessories:

- ☐ **The Official Line-to Gain or Yardage chain** – Used to mark the yard line that begins a series of downs and the necessary yard line 10 yards down field to gain a first down and new series of downs.
- ☐ **Down Indicators** - Used to mark the Line of Scrimmage.
- ☐ **Goal Posts** – Used for kicking field goals.
- ☐ **Footballs** – Used primarily for running plays, kicking field goals and for passing. There are several types available. Foam, felt and leather are the materials used for making footballs.

The above accessories should be scaled to fit the game board and field markings being used.

*B. **Players/Athletes/Coaches/Referees**– Each team must have a documented Roster with Player Names, Player Positions, Player Weights, and Player Morale Values. We will discuss this in more detail later. Each team should have a minimum of 33 players and a max of 55 players. There should be 11 on Offense and 11 on defense with room for backups to play in case of injuries. In addition, each team must hold a recruiting combine in order to have new athletes join their team at the end of each season. This is organized by the Commissioner at the end of each season.*

In the FAT 8 conference, all teams must be painted in the official team colors to represent any Div 1A, 1AA, Div 2 or 3 college team.

*IN THE FAT8 CONFERENCE, COACHES USE **ONE** COLOR FOR ALL TEAMS; EITHER DARK COLORS FOR HOME AND LIGHT COLORS FOR AWAY OR VICE VERSE. **DO NOT PAINT OFFENSE IN HOME AND DEFENSE IN AWAY COLORS.***

In addition, each team should have coach figures on their sidelines. In the Fat8 Conference you will need Offensive Coordinators, Defensive Coordinators, a Head Coach, and an Athletic Trainer on each team. We will get into coach rules later in this document.

Players should be numbered for identification and to represent roster positions. The following is the current numbering system used by the NCAA for Offense. **FAT8 Rule Standard will honor this procedure:**



Players' Numbering

- ☐ **Defensive Backs: 1 – 49**
- ☐ **Defensive Linemen: 50 – 79 & 90-99**
- ☐ **Linebackers: 1 – 99**

There are a wide variety of stock manufactured player figures available in standard poses to represent offensive and defensive player positions. There are also custom player figures available by various individuals. We encourage our members to use what-ever figures they like for their teams. Part of the fun is INNOVATION.

FAT8 APW SYSTEM- ACTUAL PLAYER WEIGHT

Figures vary by size (**scale for current figures is app. 5 mm = 1 ft**) and weight (**measured in grams**). The FAT8 uses a system called "Actual Player Weight" or (APW). In the **FAT8 Conference**, each position has a weight range that allows coaches to recruit athletes to fit their schools system. Some coaches want taller wide receivers or heavier running backs. The FAT8 APW system allows coaches to work with their team in a more realistic way by allowing realistic college weight range which is based on player's positions. For example, Offensive Linemen should never have the same weight as a Running back. In college there are no 275lb running backs. So the APW scale allows realistic weight assignment. In addition, no Offensive or Defensive line has the exact same weight therefore as a general rule in the **FAT8, ALL PLAYERS MUST HAVE DIFFERENT WEIGHTS**. It is unrealistic to have all 5 Offensive linemen with the same weight.

POSITION	WEIGHT RANGE IN GRAMS / True Weight Equivalent	
QB	2.4grams to 4.5grams	/ 155lbs to 225lbs
RB	2.4grams to 5.5grams	/ 155lbs to 245lbs
FB	3.5grams to 6.0grams	/ 185lbs to 255lbs
TE	4.0grams to 6.5grams	/ 195lbs to 285lbs
OL/DL	5.0grams to 8.0grams	/ 230lbs to 350lbs
WR	2.4grams to 5.5grams	/ 155lbs to 245lbs
CB	2.4grams to 5.5grams	/ 155lbs to 245lbs
SS	2.4grams to 5.5grams	/ 155lbs to 245lbs
FS	2.4grams to 5.5grams	/ 155lbs to 245lbs
LB	4.0grams to 6.0grams	/ 195lbs to 255lbs
DE	3.0grams to 7.0grams	/ 175lbs to 300lbs

C. **Bases** – All players are placed on a base that provides the movement of the player when the game board is switched on. Bases have prongs underneath which may be manipulated or "tweaked" to provide a player with strength, speed and direction. Some bases have a separate dial to give a player adjustable direction. Boiled Bases and Frankensteining is also allowed. All Bases are allowed. We do not restrict our member's fun.

Bases are available in a wide variety of styles and colors. Most bases "straight out of the bag" will not perform as expected and must be "tweaked" to gain the characteristics desired to build a competitive team.

There are many ways to "tweak" a base. The most acceptable methods are flashing, squeezing, brushing, bending, or curling the prongs. These "tweaks" are accomplished with numerous tools ranging from lighters (used in flashing) and flat nosed pliers to sandpaper, clippers and scissors. Boiling is another method which chemically alters the plastic a base is made of and we do allow the boiling method.

Section III. Glossary of Football Terms and Definitions

The following is a glossary of terms and definitions as they pertain to FAT8 College football.

ADJUST – This occurs when a player on a base is picked up and his base is turned from its original position to give the player a new direction of movement. The player is placed back on the playing field in his original position. This includes switching bases from facing the backward to facing forward and vice verse.

ANGLE – The act of angling a player is when a player has been placed on the playing field at an angle, either forward or backward, to the line of scrimmage. This most often occurs when offensive linemen are angled to make their blocks or offensive backs are angled to run to a particular hole to block for another ball carrier. This action is done with-out picking the player up off the board. Additionally, this is always done from the rear of the base as to not change the athlete's forward position on the field.

BROKEN TACKLE – In the FAT 8 Conference, a broken tackle occurs when a defender falls over as a result of trying to make a tackle. The defender is simply run over by a more powerful runner, becoming a Fallen Player, when making contact with the ball carrier, or when any other part of the tackler's base other then the **front** touches the ball carrier without forward progress being stopped. Runners can also stiff arm a defender to break a tackle by preventing the defenders (FRONT of BASE) from touching his.

COMPLETED PASS – Passes are completed when the **INTENDED** receiver makes contact with the ball (*The Intended receiver must be announced during the play anytime after the snap*). Passes can be completed in traffic even if the defender is making contact with the Receiver. This is known as a **spectacular catch** in traffic. If a pass is thrown to a receiver too hard and as a result of hitting the receiver, the receiver falls over, it is an incomplete pass as the receiver mishandles the ball and drops the pass. We encourage risky exciting plays like this.

ENGAGED PLAYERS - Any player that has not fallen and is making contact with an opponent's player(s) is considered to be engaged **if not the ball carrier**. Body parts of a figure **do** count for the purposes of determining engagement. **Engaged players are not eligible to be pivoted, angled, or adjusted.**

EXTRA POINTS - After a team scores a touchdown an extra point is kicked 7 yards behind the designated line of scrimmage for extra point attempts.

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. 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.

FIELD GOALS - Field goals are usually contested. When attempting a FG, the most forward down-field portion of the kicker's base must be placed 7 yards behind the line of scrimmage. The maximum distance that a field goal can be attempted from is **63 yards**.

FIRST DOWN - The offensive team is allowed four downs in which to gain ten yards.

OFF-SIDES – Any part of a player lined up in the neutral zone is off-sides. A penalty (**5 yds repeat down**) will be assessed.

FUMBLE - If the ball carrier falls over in the game for **any reason** he loses the ball, it shall be considered a fumble. Hold the ball up over the ball carrier and drop it on the ball carrier allowing it to roll in a random direction. Pivot all unengaged players in the direction of the ball. The first player, to touch the ball after it has touched the playing field, obtains possession of the ball. Unengaged players may be pivoted to pursuit the ball carrier. Unengaged offensive players may be pivoted to block.

INTERCEPTION - Unengaged defenders may pursue the pass. If the defender touches the ball before the receiver the pass is intercepted. Defensive Linemen or Linebackers that touch the ball in the field of play when **engaged** count as batting the ball down rather than intercepting it. Corner Backs and Safeties count as intercepting passes if they touch the ball before the receiver whether engaged or not.

LINE OF SCRIMMAGE (LOS) - The ball is always marked at the fullest yard gained on any given play. Ex: If the ball carrier's base has passed the 20 yard line, but has not quite touched the 21 yard line, the ball is then marked at the 20 yard line to begin the next play.

OUT OF BOUNDS - If any portion of the ball carrier's base touches the side line of the playing field, he is out of bounds and play stops. Play is resumed on the next down at the most forward downfield portion of the base at the time a portion of the base touched out of bounds. All other players that go out of bounds during a play may not be touched for any reason and for all purposes count as being out of the play.

OVERTIME - If the score is tied at the end of a game, an overtime period will be played. In the FAT8 Conference, each team will get a chance to have one possession starting at the opposing teams 20 yard line.

PASS ATTEMPT - Passes are done using what-ever type of physical passer that you like. A quarterback is allowed to designate any eligible receiver after the snap. After completing a catch the receiver may then be pivoted in any direction.

PIVOT - A pivot is the same action as Angle. See the definition of Angle.

SAFETY - A safety results in two (2) points being awarded to the defensive team. A safety occurs when the ball carrier is tackled, runs out of bounds, due to some portion of its base breaking the rear/side plan of the end zone or by breaking the plane of its own goal line. A Free Kick will follow all safeties. The defensive team will receive the free kick.

STACKING - In offensive and defensive formation set ups, the act of lining up one player directly behind another between 0 & 4 yards is considered stacking. However, there are many traditional formations like "I formation" that can be viewed as stacking so we will observe the following rule: **The FAT 8 Miniature College Football Rules Standard requires that at the start of each play on either Defense or Offense that there be 5 to 7 yards between any player or players that are directly aligned behind each other to not be considered stacking.**

OVER PURSUIT- often times players will over pursuit or over run a play. This means that the defender has run past the ball carrier and is now out of position to make a play. To illustrate the defenders slowed reaction after over running a play, defenders that have run passed the ball carrier where that ball carrier is no longer with-in the defenders line of sight (measured from the front of base) the defender has to wait for one play stop before he can be pivoted or readjusted. This is also the case for Blockers. If a blockers front of base is out of position to make a block on a defenders front or side it will be considered blocking in the back or holding.

TACKLE – The ball carrier is considered tackled when the **front/front corner** of an opposing player/players base touches any part of the ball carrier. If the ball carrier makes contact with the side of the opposing player/players base and forward progress is stopped due to that contact causing the ball carrier to turn around to a facing that will cause the runner to lose yards it is also a tackle. The ball is downed at the point on the field directly under the forward point of the front of the ball carrier's base. **Tackles are Front of base ONLY.**

INJURIES- An injury occurs in one or two ways. If a tackle is made and the runner with the ball falls over roll a dice. On a roll of a 6 that player has been injured. Now you'll need to check to see how bad the injury is. Roll a dice. On a roll of a 3 it's a mild injury and that player is required to sit out for one quarter. On a roll of a 2 it's a bad injury and that player must sit out for the rest of the game plus the upcoming game. If it's a roll of a 1, it's bad news coach, your star player just sustained a season ending injury and is out for the season. In addition, his base must be retired for the rest of the season and may not be used by any other player. On a 4,5, or 6 the players pride is hurt and he may continue to play as normal.

ATHLETIC TRAINERS- If a team has an Athletic Trainer, players stand a better chance of returning back to the game sooner for mild injuries as the trainers tape up a players leg or apply ice to simple sprains. If you have an Athletic Trainer on the sidelines with your coach at the time that a player receives a mild injury declare that you will have the player to see the trainer on the sideline. Roll 2 dice. If the total score is equal to or under 8 that player is patched up and may return to play after one series. However, just keep in mind that risk of injury increases and if the player takes another big hit he will automatically have to sit out in the following game.

TIMEOUTS – Three time-outs are allotted to each team per half.

TOUCHBACK - A touchback occurs when the ball is kicked out of the opponent's end zone or when a pass is intercepted by a defensive player in his own end-zone and he does not choose to run the ball out. The defense then puts the ball into play at the center of the field on the twenty yard line.

TOUCHDOWN - A touchdown is scored when any part of a ball carrier's base touches the opponent's goal line, or when a pass is completed or a fumble is recovered by the offense in the opponent's end-zone or when any part of the ball crosses the goal line.

TWO-POINT CONVERSION - After a team scores a touchdown they may choose to go for a two-point conversion rather than a one point conversion. A two-point conversion is worth only 2 points and is run just like any other offensive play with the line of scrimmage being the 2 yard line.

JUKE MOVE OR CUT BACK- On running plays where the ball carrier has not crossed the line of scrimmage the runner is allowed one cut back or juke. This is done by stopping the board and performing a (pivot). Once the runner has crossed the line of scrimmage the ball carrier may not be touched and the board must run until the play ends.

QUARTER BACKS- Quarterbacks may not act as lead blockers and therefore per NCAA core rules if the QB does not have possession of the ball he may not approach the line of scrimmage to perform a blocking action. Therefore, quarterbacks must physically perform all actions that are allowed per NCAA rules. Quarterbacks must physically hand off the ball to runners, physically perform all pitches, sweeps, options, laterals, and passes which must be visible. The Quarterback is also an eligible receiver and may catch passes.

DUPLICATE PLAYERS- All players are individuals and no players can be duplicated at any time. **You may not** use any players with the same numbers on any team at anytime, nor can you share or switch bases between players. In the FAT8, a players base is married to that one player and it may never be shared with other players. If that player receives a season ending injury, that player and his base must be retired for that season.

BACK PEDDLING- This is done in the same way as making an adjustment. When setting up your defense you may set your players on their bases to move backwards. After the snap, when the board stops you may make an adjustment by picking up your player and turning their bases forward and placing them back on the board.

BLITZ/BLITZING- Anytime a defender is sent to apply pressure or sack the quarterback by by-passing any contact with offensive blockers.

STATIONARY PLAYERS- In order to run Zone coverage on defense, 4 players may use stationary bases or felts during the Snap only (The First bump of the board "on/off"). After this, all players must be adjusted and removed from their stationary bases or felts. Offensively, only 2 players may use stationary bases or felts during the Snap only (The First bump of the board "on/off"). After this, all players must be adjusted and removed from their stationary bases or felts. This will allow the offense to run Draw plays, counters, or sideline screen passes. ***Rule Exception-** If the QB is in the Shot-Gun or Pistol he may remain on his stationary base until he is forced off or until the (2nd Read or 3rd bump of the board "on/off") which-ever comes first.

PLAYER MORALE- Each athlete has a morale value of 6. Player morale refers to how an athlete feels about his individual actions during the game. This can have both a negative or positive effect on how the coaches respond to that player during the game or when he comes to the sideline. To check a players morale, roll two dice and add the two numbers together. If what was rolled is equal to or under the morale value (6) that test is passed and the athlete is unaffected by what has happened. If the test is failed, that athlete will be benched for one series.

TEAM CAPTAINS- Team Captains are veteran leaders who are experienced and hardy. They are able to rally the younger team mates by helping to keep players motivated and spirited. Team Captains have a Morale value of (7) and if a captain is in the game when an athlete fails a morale check that captain may chose to have a pep talk with that player to get his head back in the game. The captain will then take a morale check (7) or less and if it is passed the player that failed his check is restored to his original starting value preventing the coach from benching him. Remember this option is only available if the captain is in the game when the player makes a bad play.

COACH LEADERSHIP- Coach Leadership is huge in FAT8 Miniature College Football. Head Coaches have a Leadership value of 10 & Offensive and Defensive Coordinators 8. This works in the same way as morale checks.

TEAM MORALE- Each team has a collective morale value of (8). This is the over-all feelings of the team as a whole, and not individual athletes. Team Morale is only used for Home Field Advantage. This is not a requirement and you may choose not to use it. This is used only in solitaire play.

STIFF ARM- Many ball carries can use the Stiff Arm maneuver to stop a defender from making a tackle. If the ball carrier uses this tactic to avoid a tackle it is only successful if the conditions for making a success tackle are not met. (See Definition for Tackles)

IN BOUNDS CATCH RULE- Per NCAA rules catches are considered inbounds and there-fore successful if the receiver has at-least one foot inbounds. In the FAT8, a receiver who makes a catch with at least one foot inbounds is counted as having completed the catch at that spot and the judgment will be based on the athletes feet positioning at the time of the catch and not the base. However, the inbound foot must be on the **ground** and not in the air so it is extremely important to pay very close attention to you player's poses.

PITCH, SWEEP, OPTION, LATERAL, BACKWARD PASS- This action follows the same rule for completing passes and all of the same conditions must be met except that per NCAA rules, if a catch for a backward pass which (Pitches, Sweeps, Options, Laterals) are categorized as is in-completed, the ruling on the field will be a Fumble. All unengaged athletes may be pivoted both on defense and offense to pursue the ball.

Section IV. Scoring

Touchdown	6
Field Goal	3
Safety	2
Conversion by Run or Pass	2
PAT (Point after Touchdown)	1

Section V. Playing a Game of FAT8 Football

A. Game Length - Games are divided into 4 quarters of game play with a half time intermission between the 2nd and 3rd quarters. Quarters are 15 minutes long.

1. Play Clock - 40 seconds is allowed for the offense to set up. The Defense should be setting up at the same time as in real American football. Penalties for delay of game are assessed if these time limits are not met. 40 total seconds is allowed per NCAA Game Rules.

a) Clock- In the FAT8, the clock is used in the same way it is used in actual college football. The clock stops after first downs, player runs out of bounds, or a time out is called by the coach or referee. Otherwise the clock will always start to run when the ball is set.

b) Time Outs - Time outs are used for clock management. Each team is allowed 3 time outs per half. A time out stops the clock for play set up and is restarted when the next play begins.

c) Overtime - If the score is tied at the end of regulation play, there will be a coin toss to determine who gets the ball in overtime. Overtime periods allow each team to get only one possession to score.

2. Coin Toss - A coin toss is performed before each game (or to begin an overtime period) to give the winner of the coin toss the option to receive the opening kickoff, which end zone to defend, or to defer to the second half. The coin toss is called by the visiting team so it should be determined before the game which team will be the visitors and which team will be the home team.

FAT 8 Conference uses *the Actual College Clock System as seen in Real College Football-* for all games

B. Kick-Offs-

The ball is placed on the kicker's tee and kicked toward the opponent's goal line. If the ball lands on the board and is not a touchback, you may pivot all unengaged players to pursue the ball. Once the ball is recovered it may be advanced towards the kicking teams End-Zone. If the kicked ball hits the returner all unengaged blockers and defenders may be pivoted to pursue the returner. If the ball hits the ground and is recovered by the kicking team it is downed at that spot providing that it was not an on-side kick. If the ball is kicked out of the back of the opponent's end zone, the return is a touchback and the ball is spotted the 20 yard line. If the ball is kicked out of bounds the return team will take that ball at their own 35 yard line.

2. Onside Kick – Any free kick that is obviously kicked short and does not travel more than 20 yards is defined as an onside kick.

- a) Formations – Kickoff formation rules also apply to onside kicks*
- b) Restraining Lines – Restraining lines are the same as for kickoffs.*
- c) Performing the Onside Kick – The onside kick is performed by using the “kicker” in the same way as a normal kick-off.*

3. Safety Kick – A safety kick is a free kick that puts the ball back into play after a safety has been scored. The team that was scored upon performs the safety kick.

- a) Formations – Kickoff formation rules also apply to safety kicks*
- b) Restraining Lines – The kicking team's restraining line is their 20 yard line and the receiving team's restraining line is the 30 yard line.*
- c) Performing the Safety Kick – Safety kicks are performed and returned in the same manner as kickoffs.*

C. Plays from Scrimmage – After the completion of the Kick-off and the ball has been declared dead in the field of play, a line of scrimmage is established and the team that has gained possession of the ball as a result of the previous play is awarded a new series of downs in which to advance the ball downfield and gain a first down and may continue to attempt to advance the ball downfield until that team either scores, fails to gain the necessary 10 yards to receive a new series of downs or, as the result of the previous play, loses possession of the ball. To determine the scrimmage line, the position of the ball should be considered the forward point of the base of the ball carrier on the previous play.

****Note** In the FAT8 Miniature College Football, the ball is spotted on the nearest hash mark as in the actual rules of football.**

The FAT 8 Conference Official rules describe how to run a play from scrimmage as follows:

“On plays from scrimmage, the defensive lines must not be in the neutral zone. If any part of a player is forward of this point at the time the switch is turned on, the player's team is charged with offsides.”

In setting up your teams for a play from scrimmage the following sequence should be used:

- 1.** The offense is set up using a seven man line. Any back-field formation; such as “T”, single wing, double wing, “I”, etc may be used.
- 2.** The defensive team is set up in any desired formation and must make its audible's or adjustments at the same time as the offense. **“As Seen in Actual Football”**
- 3.** The offensive linemen, running backs and/or receivers are given their blocking angles after the snap, but motion may be used, and audible's may be called prior to the snap.
- 4.** The defensive team may turn, move, or adjust if desired at anytime. Defensive audible's are allowed.

At the snap, the quarterback always has the ball. If it's a run play, the quarterback should be positioned in

such a way that his base will make contact with the base of the intended ball carrier in which case the hand-off or fake hand-off is made. The offensive backs may be pointed in any direction and **all unengaged players** may be pivoted in response to the play.

If it's a pass, all receivers may be pivoted to run routes. Defenders are allowed to also pivot to pursue the ball.

In order to avoid pass interference (offensively and defensively), all defenders must release (by pivoting) all receivers after the snap and/or beyond 5 yards of the line of Scrimmage or during the 1st Read in the FVI system. This is regardless of whether or not they are engaged.

Offensive Pivoting is always done after the initial snap. In the FAT8 we do not show what plays are going to be run prior to the snap. In order to keep the defense honest the offense needs to be careful not to give away their run or pass plays before the snap. The defense should not know what play is coming from play to play.

SECTION VI- FIELD VISION INTERACTION

The FAT8 FVI system is designed to show player intelligence and a player's reaction to what he is seeing on the field. In light of this, the FVI system allows each athlete to play their position assignments and react to the flow of the game as the action heats up.

The Offense is only allowed to stop the board **3 times** to make route/blocking/running/passing adjustments after the snap of the ball. During these play stops, both offense and defense may make adjustments/pivots to all unengaged athletes. **Corner Backs are the exception. To avoid interference penalties, defenders always must turn and run with receivers whether they are engaged or not.**

(Exception Rule- In order to avoid pass interference calls as with Real College Football, all athletes in bump and run coverage must be Pivoted, Angled, Adjusted/disengaged from all receivers during the Assignment Read process). At this stage, receivers are free to run their routes.

On run plays, once the ball carrier crosses line of scrimmage he may not be pivoted or touched.

FVI PROCESS

1. **The Snap** – This puts the play in motion
2. **Player Assignment Reads**- Here each athlete makes his position assignment reads as the play develops. The offense adjusts “Route/Hand-off/Play-action/Blocking”, and the Defense reacts in the same manner. Defensive players in the secondary must turn and run with receivers to avoid penalties. In order to show the athletes responding to what's in their Field Vision, and to show player intelligence final pivots and adjustments are made. Running backs may read blocks to avoid tackles and may make field direction changes and cuts. Once the runner crosses the line of scrimmage the board may not be stopped again so make full use of the FVI system.
3. **End of the Play**- Here the board runs until the play is completed.

(NO MORE THEN 3 TOTAL STOPPAGES)

Basic NCAA or NFL Rules of Football must be followed.

1. Formations – Teams are set up in offensive and defensive formations as follows:
 - a) **Offensive** – The offense must have 7 players on the line of scrimmage. All players not on the line of scrimmage must be at least one yard behind the line of scrimmage. The offense begins by lining up the center at the spot of the ball (either the center of the field or the right or left hash mark). The remaining offensive linemen are lined up on either side of the center with at least one guard and one tackle on either side of the center with at least **1 base length** between each linemen. These are the interior lineman. The ends or receivers on the line are lined up on either side of the interior lineman. The remaining players are lined up with at least one player directly behind the center to receive the snap and all others either in the back field or as receivers and must be at least one yard behind the line of scrimmage.
 - b) **Defensive** – The defense is lined up in any formation to defend against the offense.
 - c) **Neutral zone** – In real football, the neutral zone is defined as the space between the forward and backward points of the ball or ball length. To establish the neutral zone, the offensive and defensive interior lineman must be at least a ball length apart. This is done by placing the center directly on the line of scrimmage and the guards and tackles one yard behind the line of scrimmage. It is a neutral zone infraction if a player of the interior line (offense or defense) is lined up within this zone. Off sides occurs when a player of either team is lined up across the line of scrimmage. In FAT8 College Football no part of an athlete or base may extend over the neutral zone which is often set to the length of the felt or foam footballs used in the game.
2. **Running Plays** – After the snap of the ball the coach can declare whether or not it's a run, pass, play action, ect. **DO NOT DO THIS BEFORE THE BALL IS SNAPPED.**
 - a) Running occurs out of the offensive backfield and the quarterback must physically go and hand the ball off to the runner. **This is not simulated, it must be visibly performed.** This can also be a fake hand-off.
 - b) The number of players in the backfield could be 1 to 4 depending on the offensive formation. There should always be a player designated as the quarterback. The quarterback can lineup directly behind the center or several yards back in a "shot gun" formation still directly behind the center. The other players in the back field are your running backs, i.e. halfback, fullback, wingback, H-back, etc.
 - c) After both offense and defense have set up their formations, the offensive coach can call audibles, or run motion. The defense can then pivot, adjust, or audible in the same manner any number of players in any direction it so chooses.

****Note** In the FAT 8 the offense and defense pivot all unengaged players after the snap.**

 - d) After both sides have completed their set up, the offense snaps the ball to the quarterback to either drop back and pass, run play action, or hand-off the ball to a runner.
 - f) The Offensive coach will operate the off/on switch when his team has the ball. FAT 8 Conference allows the quarterback to control the flow of the offense as he reacts to defensive changes on the field. This allows the offense and defense to read and react to each other. (see definitions for: Pivots, adjustments) to better simulate the actual workings of a real college football. This we call **FIELD VISION INTERACTION**

3. **Passing** - A forward pass is the forward movement of the ball to an eligible receiver. Players eligible to receive a pass are tight ends, wide receivers, running backs or quarterbacks who are either lateral with or downfield from the quarterback at the time the pass is to be thrown.
- a) *In order to be eligible the player must not have fallen down and must not have run out of bounds. Engaged receivers are eligible to make great catches and must have at least one foot inbounds. Additionally, per NCAA rules, offensive players with jersey numbers between 50 & 69 and 90 & 99 are ineligible receivers.*
 - b) *After both coaches have completed their formations, and the ball is hiked to the quarterback, play action can be run, or a draw run, or pass can be declared. You may stop the board to allow players to complete assignments or simply react to the ball. This is meant to allow route pivots and defensive pivots. The pass is then made and the board is turned back on to allow the play to develop.*
 - c) *The offensive coach then turns off the board to attempt the pass. If there is no eligible receiver when the board is turned off the quarterback will then run with the ball.*
 - f) *After a successful pass completion (see definitions for: Completed Pass), the defense may now pivot all unengaged players towards the receiver to make the tackle. The receiver may run towards the end zone.*
 - g) *In the event that the pass is intercepted, the defensive coach may pivot the player who intercepted the ball to run towards his opponent's goal line. The offensive coach who threw the interception may now pivot all unengaged players to attempt to make the tackle. The board is now turned back on for completion of the play.*
 - h) **Sack** - *There is only one way by which a QB can be sacked prior to attempting a pass:*
 - (1) **A sack occurs when the defensive player tackles (See Rules for Tackles) the quarterback behind the line of scrimmage.**
4. **Pitch-Out** - To execute an option, pitch-out or lateral, the QB must physically throw/pitch the ball to the Runner. In order for this to be considered a pitch and not a forward pass, this action must be performed behind the line of scrimmage and it must be a backward pass. The Runner may then be pivoted forward to run for a touchdown.
5. **Punt** - This works in the same way as Free Kicks.
6. **Field Goals** - This works in the same way as Free Kicks.
- a) **FG ATTEMPT** - *Once both teams are set the offensive coach will control the switch. The board will be turned on for 2 seconds. This is the SNAP. In this case, the Kick is attempted during the 1st Read. The standard field goal is used, the kick must clearly travel between the uprights and over the cross bar for the attempt to be successful*
 - b) **BLOCKED FG** - *If a defensive player is position to block the kick when it is performed then the kick is blocked. If the defensive player runs into the kicker or holder a penalty will be assessed so make good angles to block kicks.*

(If the Defensive player touches any part of the Kicker after the Kick is made it will be a 15yard running into the Kicker Penalty.)
 - e) **MISSED FG** - *All missed kicks result in the defensive team obtaining possession of the ball.*

7. Conversion – An extra point try is attempted after a touchdown has been scored. It may be attempted by a kick from scrimmage or by a running or passing play from scrimmage. The line of scrimmage for an extra point try is the defense's 2 yard line.

a) To attempt an extra point try by kicking follow the same procedures as outlined for a field goal.

(1) A successful extra point attempt by kicking results in 1 point being scored

b) To attempt an extra point by running or passing follow the procedures as outlined for running and passing plays.

(1) A successful extra point attempt by running or passing results in 2 points being scored.

SECTION VII- VISIABLE PENALTIES & DEFINITIONS

Below is a list of penalties and their corresponding yardages. A penalty may be cited before the snap, during the play or at the end of a play. If the Coach has any leadership points available he may also use 2 points to challenge a call and call for a review.

The FAT8 Miniature College Football follows the actual penalty system as used in actual college football. Please keep this in mind when playing.

OFF-SIDES- It is a neutral zone infraction if any part of any player of the (offense or defense) is lined up within the neutral zone. Off-sides occurs when a player of either team is lined up across the line of scrimmage.

OFFENSIVE HOLDING- If the offense is attempting to block and the block occurs (by Initial Contact) on the side of the defensive players base and as a result the defensive player is held in such a way that he and the offensive player are locked in engagement while spinning in a circle when the board is running for at least one revolution it will result in a holding violation.

BLOCKING IN THE BACK- Any block where the initial contact takes place on/in the rear of the defensive players base will be considered a Illegal Blocking penalty violation.

CLIPPING- Any block where the initial contact takes place on/in the rear of the defensive players base causing that player to become a fallen player will be considered a penalty violation.

HORSE COLLAR- Any Defensive player attempting to make a tackle where the initial contact takes place on/in the rear of the ball carriers base causing that player to become a fallen player will be considered a penalty violation.

PASS INTERFERENCE – Any defensive player which is holding on to an eligible receiver beyond 5 yards of the line of scrimmage preventing that receiver from running his route by pushing the receiver in a rearward direction and/or holding in anyway which prevents forward movement will be considered a violation. All defensive players must release receivers by the 1st read in the FVI system or once the receiver has moved beyond 5 yds of the line of scrimmage or which-ever comes first.

OFFENSIVE PASS INTERFERENCE- If the offensive receiver makes contact with the defensive player beyond 5yds of the line of scrimmage causing the defensive player to become a fallen player on a pass play it will count as a penalty violation.

ILLEGAL TOUCHING- Any offensive player that is an eligible receiver that goes out of bounds and returns to the field of play and makes a catch will be considered a penalty violation.

ROUGHING THE PASSER- Any defensive player which tackles the QB after a pass has been thrown causing the QB to become a fallen player will be cited for a penalty violation.

OFF-SETTING PENALTIES- Anytime 2 penalties occur during (Live ball and/or Dead ball) fouls will be considered off-setting penalties.

FACEMASK- If any player attempting to make a block/tackle occurs (by **Initial Contact**) on the **side** of a players base and as a result the player is held in such a way that he and the offensive/defensive player are locked in engagement while spinning in a circle when the board is running for at least one revolution where the said player becomes a fallen player it will result in a Face Mask violation.

OFFENSIVE PENALTY CHART

PENALTY	YARDS PENALIZED	PLAY RESULT	# of Infractions before Morale check
<i>Illegal procedure or Off-sides</i>	5 yard penalty	From the Line of scrimmage	2 Infractions
HOLDING	10 yard penalty	From the Line of scrimmage	2 Infractions
UNSPORTSMAN LIKE CONDUCT <i>Offensive Pass interference</i>	15 yard penalty	From the Line of scrimmage	Immediate morale check if failed player is benched for one full series.
FACE MASK	15 yards if flagrant; 5 yards if incidental	At the spot of the foul	<i>Roll a D6. On a 1,2 or 3 it's Flagrant (Immediate Morale Check). On a 4, 5 or 6 its incidental (1 infractions)</i>
<i>Clipping, Illegal Block, Chop Block</i>	10 yard penalty	From the Line of scrimmage	1 Infractions
ILLEGAL TOUCHING	10 yard penalty	From the Line of scrimmage	1 Infractions

DEFENSIVE PENALTY CHART

<i>PENALTY</i>	<i>YARDS PENALIZED</i>	<i>PLAY RESULT</i>	<i># of Infractions before Morale check</i>
<i>ENCROUCHMENT/Off-Sides</i>	5 yard penalty	From the Line of scrimmage	2 Infractions
<i>ROUGHING THE PASSEER</i>	15 yard penalty	From the Line of scrimmage	1 Infractions
<i>FACE MASK</i>	15 yards if flagrant; 5 yards if incidental.	At the spot of the foul	<i>Roll a D6. On a 1,2 or 3 it's Flagrant (Immediate Morale Check). On a 4, 5 or 6 its incidental (1 infractions)</i>
<i>HORSE COLLAR TACKLE</i>	15 yard penalty	At the spot of the foul	Immediate morale check if failed player is benched for one full series.
<i>UNSPORTSMAN LIKE CONDUCT Pass Interference</i>	15 yard penalty	From the Line of scrimmage	Immediate morale check if failed player is benched for one full series.
<i>OFF-SETTING PENALTY</i>	- yard penalty		

As a general break down, in real football games minor infractions don't usually affect morale until it occurs several times and draws the Coaches wrath. In light of this, we are allowing room for our athletes to make some mistakes without getting into serious trouble with the head coach or their position coach. The above penalty chart indicates the number of individual penalties a player can commit before a morale check will be required and if failed, the coaches will start to lock things down and really get on the athletes. The player in question must pass a morale check and if it is failed Roll on the extreme cases chart to see the Coaches reaction. For serious infractions like Unsportsman-like conduct, and flagrant face mask penalties immediately roll on the extreme cases chart to see the Coaches reaction.

SECTION VIII- Coach Leadership Rules

Coach Leadership Rules- Each Head coach will begin the season with 9 leadership points. Assistant coaches such as Offensive Coordinators and Defensive Coordinators are leadership 8. Athletic Trainers are leadership 8. **All Athletes/players are leadership 6.**

These points can be lost for poor behavior. Leadership is used to make challenges to a bad call or to stop players from being rattled during the game. So you will need to be careful with how you use your points. Once your points are gone they are gone. However, coaches may also earn leadership points through professional actions when displaying great leadership to rally the team.

It will cost you 2 leadership points to challenge a bad call or to coach a player. But beware; if the call doesn't go your way it could cost you.

Coach Challenges- In College football the tide and momentum of the action can swing in any direction. When a Coach challenges a play it affects both teams and often times the coaches will get into heated discussions with the referee's.

When a coach challenges a call on the field, the Referee's will review the play looking for evidence to justify over turning the call. If the call is for any reason overturned, the opposing coach must roll on the table below. If the play stands, the challenging coach must roll on the table below.

This shows how a coach reacts to the action on the field.

When you challenge a bad call, consult the chart below;

Dice Roll	Coach Reaction	Referee Reaction
1	Coach Runs onto the field and curses the Referee out -2 Leadership	1 st offense- Personal Foul 15yd Penalty 2 nd Offense- Ejection
2	Coach tries to reason with the Referee!! -1 leadership (Arguing)	Warning to the Sideline. 5 yard penalty
3	Coach Throws Down his Headset	Referee issues a warning and Runs down the Field
4	Coach Calls the Ref over to discuss the call (Nothing Happens)	Referee Discusses situation with Coach
5	Coach shakes his head and walks away (Nothing Happens)	Referee Runs down the Field
6	Coach takes the high road (Coach rallies the team and shows leadership.) +1 Leadership	Referee does nothing

SECTION VIX

FAT8 Rattled Player System (RPS)

Often time's some of your star players will simply have bad games. This can affect a player's morale and can sometimes get that player benched. But don't worry, great coaches can motivate their star players into having a breakthrough game.

RPS RULES:

All Head Coaches for all FAT8 Teams have a Prestige Value or leadership value of 10. All assistant coaches such as Offensive Coordinators, Defensive Coordinators, Running back Coaches ect. Have a Leadership value of 8.

ERROR # or Infraction #	ACTION
0	Personal Foul
1	Ball carrier fumbles
2	Holding Penalty
1	Throws interception
3	Tackled for a loss (O-line only)
2	Poor Blocking
2	Gets run over
2	Gets burned

For Infraction # see the Chart for the TOFP System. This works along with the RPS Rules here.

*The ERROR # or Infraction # indicates how many errors a player can make before the Coach will respond to it. However, you need to be careful because some coaches will bench a player for committing to many errors. **All Athletes have a Morale value of 6.** The Error # or Infraction # indicates how many errors a player can make before the Head Coach or assistant coaches will be forced to intervene and make a decision.*

Ex; If the Right Guard (Mason) is called for Holding earlier in the game he will simply take a morale check with no chance of being benched for a first infraction. But if Mason commits another infraction of any kind the Coach will respond and Mason could potentially lose his starting position or be benched. This includes poor blocking.

*See Coach Decisions Below. Once an athlete makes the number of errors indicated above, you must take a morale check to see if that ERROR affected the player in any way. Roll two dice. If your roll is equal too or under 6 that player is unaffected by the ERROR. **However, if you roll above 6 the player's morale is broken and that player must be benched for one series.** After one series the athlete may be returned to the action.*

GENERAL RULE FOR FAILED MORALE CHECKS

1 ST Failed Morale check by Student Athlete	Benched for One Series
2 nd Failed Morale check by the Same Athlete	Roll of Extreme Cases Chart
Unsportsman Like Conduct Penalty	Roll of Extreme Cases Chart

COACH DECISIONS:

*This process is very simple. If a player's morale breaks and you want to keep that player in the game providing that it is **not an "Extreme Case"**, as the coach you may spend 2 leadership points to do so. Just keep in mind that the leadership value that you have as a coach will drop by 2 for each action and are not replaceable so use your points wisely.*

Great Coaching/Not Benching your Star Players: It's very important to know the potential of your athletes. When a player's morale breaks great coaches know how to motivate their athletes to get them back in the game. You can decide not to bench your star player to show him that he has your trust. This action can be extremely motivating to players. Declare which coach will be making the decision to keep the player in the game. Simply take a leadership check for that coach. If the check is passed you may keep the player in the game. Note down next to that players name on your roster that your athlete is morale 7 instead of 6 because the Coach has giving this star athlete a fiery speech to motivate him!

If your player performs well and makes big plays (Intercepts ball, scores touchdown, big tackles, recovers fumbles, tackles for a loss, great blocks, catches 3 or more passes) the coach has made a Great Decision to keep that player in the game. Both the Coach and the players confidence is increased by 2 granting +2 morale and leadership for the coach and player.

(The Athletic Directors Office): If the player performs poorly, the coach will lose -3 leadership points for the remainder of the current game and all of the next game. This indicates the pressure of the Alumni Association and the Athletic Director's disappointment in the coaches Leadership. The player will lose his starting position as well.

"IN THE FAT8 BASES ARE CONSIDERED AS PART OF A PLAYERS PERSONALITY AND MAY NEVER BE MOVED TO ANOTHER PLAYER DURING THE SEASON."

If you choose not to coach a player with broken morale you may simply bench that player for one series. Players may return to the field after 1 series at their current morale level. Be sure to include morale on your rosters.

EXTREME Cases: If a player throws 2 interceptions, or fumbles 2 times, or gets burned deep for touch downs 2 times, receives Unsportsman like Conduct penalty, or 2+ infractions in a single game that player's starting position might be a risk. Roll on the Chart below to see what the coach's response will be.

ERROR #	ROLL 1 DICE	COACH REACTION	RESULT
1 FUMBLES, 1INTERCEPTIONS, Gets Burned 2 times in one game	1	Slams down Headset	Loses Starting position
	2	Jumps up and down	Benched for the game
	3	Puts his head down	Benched for 2 quarters
	4	Shakes his head	Benched for 1 quarter
	5	Puts hands on hips	Benched for 2 Series
	6	Coach Losses 3 Ld Points	Keeps player in Game

SECTION X

HOME-FIELD ADVANTAGE SYSTEM

Playing at home is an exciting time for all student athletes as they get an opportunity to make their marks on their beloved university in front of their peers, professors, alumni, and administrators. It's a proud time when players are filled with excitement and the prospect of being able to make the mark of becoming a campus legend fills their hearts. These feelings drive student athletes to perform beyond their normal ability and this pride is driven further as the home crowd chant the helm of their beloved university.

Home-Field Advantage is a supplement rule system for Solitaire play and is not required to play normal competitive games.

TEAM MORALE: "Team Morale Value 8"

Team Morale is different from individual player morale. Team morale represents the overall feelings of the entire offense or defense. Team morale is affected by hostile environments when playing on the road or at home and by the swing in momentum during the course of the game. The HFA system unlike the Player Rattled System, looks at the feelings of the entire team instead of the feelings of an individual athlete. In this case every team will start each game with a **Morale Value of 8**.

PLAYING AT HOME:

Below is a small chart of Home-Field modifiers.

Top 5 Toughest places to play list	+1 Morale
3 GameWinning Streak at Home	+1 Morale
2 score Lead at Home	+1 Morale
2 game losing streak at home	-1 Morale

HOMEFIELD HEADACHE RULE:

Playing on the road is no easy task. Playing on the road against a team in the Top 5 Toughest places to play in the FAT8 Conference is very tough as athletes try to cope with the frustrations of being bombarded with the boo's, the chants, and the overall deafening roar of the crowd. This can cause players to miss key assignments and being unable to hear audible changes and cadences at the line of scrimmage.

"When playing on the road all visiting teams must take a Loudness Test against the Teams Morale Value to see if the defense or the offense can hear over the roar of the crowd. This test is failed that team (offense or defense) whichever is in the game at the time must roll on the Twist of Fate Penalty table"

Away Team Modifiers:

Away Game	-1 Morale if fail Loudness Test
Away Game vs Top 5 Toughest places to play school	-1 Morale
Win 2 consecutive away games	+1 Morale during Away games
2 score lead	+1 Morale

Loudness Test is taken as follows

- 1) At the beginning of the Game! "After the kick-off"
- 2) At the beginning of the visiting teams possession if the home team scored.
- 3) After the visiting team turns the ball over.

REMEMBER- Failing a Loudness test results in -1 Morale and a roll on the Twist of Fate Table.

Nullifying the Loudness Test

- 1) If the game is tied up (excluding 0-0), the visiting team will be unaffected by Loudness Test. A visiting team Turn-over will always over-rule this Nullification.
- 2) Visiting team is winning while on the road all Loudness Test are ignored.
- 3) Visiting team is winning by two scores, home team must take a morale test and if its failed the home team will suffer -1 Morale and must roll on the Twist of Fate Penalty chart.
- 4) A Team that has won 2 consecutive away games always ignore the first Loudness Test.

The team receives morale boost for making big plays.

However the team that turns to ball over by fumbles and interceptions must take a team morale check and if it fails that entire team suffers -1 morale for each failed check.

Rallying the Squad!!!!

This may only be done once per game. If the team is having a horrible game and morale is low, that coach may elect to rally the squad by doing an electrifying speech during halftime. This restores all individual leadership and Team morale back to normal. Coaches leadership is unaffected.

SECTION XI

FAT8 STRATEGIC ZONE PASSING SYSTEM (SZP SYSTEM)

The FAT8 Alternative Pass Simulation System

Introduction:

The FAT8's SZP System is designed to stay true to American Footballs zone passing schema as seen in the NCAA and the NFL. Quarterbacks are taught the find holes in the defense and throw the ball to a venerable spot on the field as the relationship between the QB and wide receivers provide receivers with the ability to make incredible catches in game.

What you need to use the SZP System:

In order to make use of the SZP system you will need to collect a few items.

1. A 4.5 or 5 inch **Zone Template** and a 3 inch radius Zone template to designate the Danger Zone of Attack. These templates represent the location where a quarterback would not want to throw the ball as the chance for an interception is the greatest.



2. **A Ball on a Base.** Essentially you need to tweak a base that will travel in a straight line with moderate speed. (Not too Fast and Not too Slow). Glue a short Stick (Figure Height) to the base with a Ball on top.



SZP Rules and Procedures:

Zone passing plays a huge role in the foundation of any passing game in football. The quarterback knows where to place the ball to allow the receiver the best opportunity to make a great catch. The SZP system is designed to simulate just that.

1. **Pick a receiver.** If you are playing head to head against a friend/opponent you need to tell him or her exactly who your intended receiver is. According to the NCAA Rules and Procedures manual, the intended receiver must be an eligible receiver with numbers 1-49 and/or 80-89. Players with numbers 50-79 & 90-99 are not eligible receivers for the offense.
2. **Place the 3 inch or 5 inch Zone template over the intended receiver.**
 - a) All passes (Backfield passes & passes 0-5 yards use the 3 inch Zone Template.
 - b) All Passes beyond 5 yards of the LOS use the 5 inch Zone Template
3. **Choose the path or trajectory of the pass** by placing the (Ball on the Base) in any direction (Chosen by the offensive player) outside of the Zone Template. **RULE: The Ball on the base may never be placed under the Zone Template or along its edge. It must be clearly outside of the Zone Template.**
4. **Pivot or adjust** only the intended receiver and unengaged defenders to make a play on the ball.
5. **Turn on the Board.** If the receiver touches the ball first it's a catch. If the defenders touch the ball first it's an interception. If both players (offensive and defensive) touch the ball at the same time it's a batted down pass.
6. **PENALTY:** If the defensive player knocks the intended receiver off his route through any physical downfield pushing, shoving or holding a pass interference penalty will be assessed. The reverse is also true for the receiver in which case offensive pass interference will be called.

We hope that these rules have helped you to understand the basics of playing the game of FAT8 Football in the FAT8 Conference. Rule sets have evolved greatly over the past 60 years with many individuals putting a great deal of effort into making the game more fun and realistic. Today the game is played coast to coast in many leagues and tournament formats by a great number of creative and innovative people who enjoy the fun and fellowship that this hobby provides.

For more information please visit

<http://aggiepride01.wix.com/fat8>

FAT 8