

INTRODUCTION

On January 23, 1999, Miggle Toys assembled some of the leading Electric Football proponents in order to draft a set of rules that could be used at local, regional, national and international tournaments and competitions. These rules address the most common issues and questions that arise when coaches from different leagues get together to play. The Rules Congress participants believe that these rules can be universally utilized and should elevate the game to a higher level of sophistication. These rules were written under the assumption that the coaches using them are familiar with the rules of football.



OFFICIAL ELECTRIC FOOTBALL RULES

1.0 GAME DURATION. Depending on the situation, one of the two following methods is used to determine the length of the game.

1.1 Play-Count Method. This method requires counting the number of plays run instead of using a clock. The game is divided into two halves. Each half consists of 16 plays. This total of 16 plays is the sum of the number of plays run by both coaches. This total includes plays from scrimmage, punts, field goal attempts, and kick-offs. PATs (point after touchdown attempt) or two point conversion attempts are not counted in the number of total plays.

1.2 Clock Method. The game is divided into two 30 minute halves. Once it starts, the clock continues to run. Each coach has three time-outs per half which may be used to stop the clock.

2.0 COIN TOSS. A coin toss is made just prior to starting the game. The "visiting" coach calls "heads" or "tails" while the coin is tossed in the air. The winner of the coin toss gets first choice of one of the following:

1. Receive the kick-off,
2. Kick-off,
3. Defend the goal of choice, or
4. Defer first choice in exchange for first choice at the start of the second half.

The coach who lost the coin toss then chooses from the remaining options which still apply. At the start of the second half, the coach who lost the coin toss gets first choice of options 1, 2, or 3 (unless the winner of the coin toss selected option 4 at the start of the game).

3.0 KICK-OFF PLAYS. Kick-off plays are run as the first play of each half and after a touchdown or field goal is scored.

3.1 Kicking Team Formation. The kicking team sets up all players at or behind its own 30 yard line.

3.2 Receiving Team Formation. The receiving team must have at least five players on the fifty yard line. One player, the kick returner, must be set in its own endzone. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 50 yard line and the receiving team's 5 yard line.

3.3 Kick-Off Play Procedure. When both teams are set, play proceeds in the following manner:

1. The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.
2. If any player from the kicking team reaches the receiving team's goal line by the end of the four second count, it is an automatic touchback. If no kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the endzone for a touchback or return the kick-off.
3. If the receiving team decides to return the kick, the stationary player in the kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of

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adjust and angle). No other player on the receiving team may be angled or adjusted.

4. The kicking team may then angle and adjust any of its players which are not engaged (see definition of engaged) with an opposing player.
5. The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores, or has his forward progress stopped.

3.4 On-Sides Kick. A team may attempt an on-sides kick only if it is losing. The procedure for an on-sides kick is as follows:

1. After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick.
2. The kicking team then removes one of its players and replaces it with the triple-threat quarterback.
3. The ball is then kicked.
4. (A) The kicking team will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of ten yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then allowed to adjust and angle any of its players including the kicker toward the football. The receiving team may not make any adjustments. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball, the receiving team gains possession at the spot of the ball.
- (B) The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than ten yards, or hits any player on the field, or goes out of bounds. If the ball travels less than ten yards, the play is over and the receiving team takes possession at the spot of the ball. If the ball hits one of the players on the field, the play is over and the receiving team takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at either the spot where the ball went out of bounds or at the receiving team's 40 yard line.

4.0 PLAYS FROM SCRIMMAGE. This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage.

4.1 Offensive Formations. The offense must set its players in the following manner:

Interior Offensive Linemen. The interior offensive linemen (center, guards, and tackles) are set on the line of scrimmage with a gap (see definition) or space between them measuring one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted.

Tight Ends and Receivers. Any tight end or receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked.

Quarterback. The offense must always have a player designated as the quarterback. The quarterback must be set such that at least part of its base is in the straight line path behind the center's base and no more than 15 yards behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction.

Runningbacks. A maximum of two players may be set as runningbacks. A runningback must be set such that its entire base is in the area between the

1/2 base width

tackles and at least ten but no more than 15 yards behind the line of scrimmage.

4.2 Defensive Formations. Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner:

Defensive Linemen. A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards and between the guards and tackles.

Linebackers and Defensivebacks. Linebackers and defensivebacks may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles. If they are set five or more yards behind the line of scrimmage, then they may be in the gaps between offensive linemen. If they are set ten or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 4.3).

4.3 Play Procedure. Plays are run as follows:

1. The offense and defense simultaneously begin to set their players in the desired formations.
2. The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.
3. Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set."
4. The offense may now angle (but not adjust) a maximum of two players in the offensive backfield (i.e. runningbacks and quarterback).
5. In response to Step 4 above, the defense may angle as many players as the offense did, provided that the defenders being angled are at least ten yards behind the line of scrimmage.
6. The offense may elect to make a quarterback substitution (see definition). The defense is not allowed any response to a quarterback substitution.
7. The offense announces the number of the ball carrier. If the ball carrier is a runningback, or if the quarterback will run without attempting a pass, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step 12). If the offense plans to attempt a pass, then proceed to Step 8.
8. The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as he is ready to attempt a pass. The offense may attempt a pass if all of the following conditions are met.
 - (a) The quarterback has not been tackled (sacked).
 - (b) The quarterback has never had its entire base drop back more than 15 yards behind the line of scrimmage.
 - (c) An eligible receiver is open to receive a pass.
 - (d) The quarterback has never had any part of its base on or past the line of scrimmage.
 - (e) The quarterback has not run out of bounds.If all these conditions are met, then proceed to Step 9. If any of these conditions are not met, then skip to Step 12. The quarterback is sacked for a loss if conditions (a) or (b) are not met. Not meeting condition (c) is also a sack by the Coverage Sack rule (see definition). If condition (d) is not met, then the pass is automatically incomplete. If condition (e) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds.
9. The quarterback substitution is made (if necessary).
10. The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step 11. The offense may elect to take an automatic incomplection ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away," then skip to Step 12. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier.

If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted. Play

continues in Step 11, but with the defender as the ball carrier and with the offense becoming "the defense."

11. The defense may angle and adjust any of its players which are not engaged. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.

12. The line of scrimmage is marked for the next play.

5.0 PUNTS.

5.1 Formations. The rules for offensive and defensive formations as described in Section 4.0 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. In addition, the defense may elect to place a kick returner on a stationary base exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).

5.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to punt.
2. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two second count). If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two second count the punt is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player.
(b) The punt hits the field of play and stays inbounds.
(c) The punt hits a player on the fly or after bouncing on the field of play.
(d) The punt hits the field of play and then goes out of bounds.

If situations (a) or (b) occur, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b), the punt returner is moved to the spot of the ball. Proceed to Step 5.

If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and return team has possession at the point where the ball went out of bounds.

NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 4.3, Step 10.

5. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments.

6. The board is turned on for two seconds (to simulate the ball being punted in the air while the kicking team runs downfield to cover the punt) and then turned off.

7. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot of the punt returner while remaining inbounds, then the result is an automatic "fair catch." The play is over and the ball is marked at the spot of the punt returner. (If the punt

returner was in the endzone, then the result is a touchback). If no player from the punting team is able to force the "fair catch," then the punt is returnable. Proceed to Step 8.

8. The stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot.

9. The punt returner may be angled. No other player on the return team may be angled.

10. The punting team may then adjust and angle any of its players not engaged with a player from the return team.

11. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

6.0 FIELD GOALS AND PATs. A field goal may only be attempted when the offense is on or beyond the opponent's 40 yard line.

6.1 Formations. The rules for offensive and defensive formations as described in Section 4.0 apply to field goal and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

6.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to attempt a kick.

2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3.

3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.

4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. *NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 4.3, Step 10.*

DEFINITIONS

ADJUST. An *adjust* is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An *angle* is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A *coverage sack* occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are covered or out of bounds). The play is then down at the spot of the quarterback.

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 to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

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.

GAP. The *gap* is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one base width apart when setting up a play from scrimmage.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player which intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. *QB substitution* is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

STACKING. *Stacking* is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least ten yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50 yard line (the line of scrimmage) and on the left hashmark. A linebacker also set on that same left hashmark can be no closer than the 40 yard line (ten yards farther off the line of scrimmage than the lineman in a straight line in front of it). On offense, stacking behind offensive linemen or receivers is also illegal. One exception, however, is that some stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center and a runningback may be stacked behind a quarterback or behind another runningback. (Remember, by rule, any runningbacks must be at least ten yards behind the line of scrimmage).

STATIONARY PLAYER. A *stationary player* is a player on a base with the prongs cut out so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

on the punt team must be allowed to "run free." There are no fake punts. Board is run until a member of the punt team reaches 20 yards from the punt returner's spot. If punt goes out of bounds, return man begins at that spot.

6.0

On field goals and PATS, there is no formation set-up. Kicker is set 7 yards behind LOS and kicks.

The FCEFL allows two attempts on all passes, kickoffs, punts, onside kicks and field goals. By making a second attempt, you forfeit your opportunity to use the first attempt.

FCEFL Penalties

After the offense sets its first player in formation, anyone dropping or tipping their own player on the board who does not land upright is assessed a 5 yard "offside" penalty. Only one offside penalty will be assessed per play.

If an ineligible receiver is hit with a pass, even if he's touching a defender, it's an immediate incompleteness and 10 yard "ineligible receiver downfield" penalty. The down is not repeated.

At anytime during the game, if a coach knocks over an opposing team's player his team is penalized 15 yards for "unnecessary roughness." The down is not repeated, and only one such penalty will be assessed per play.

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