

2025

**THE OFFICIAL ELECTRIC PLAYING RULES OF
FOOTBALL**



**MODERN GAMEPLAY
FOR
ELECTRIC FOOTBALL™**

PREFACE

The Official Electric Playing Rules Of-Football (TOEPRO-Football)

This gameplay features a return to Tudor Games' founding scrimmage procedures that, for 50 years (1947-1997), was the reason over forty million board games were sold. Changed over time, I have reexamined, restored and enhanced many electric football "fair-play doctrine" measures the game needed. It now accounts for the defensive team's rights and privileges while keeping it simple, fast and fun to play. It follows the "Laws of Football" by keeping the "play versus scheme" unknown until the action starts. This will make every electric football coach excited again about the "Xs and Os" as well as the rules of football while earning every yard in route to every victory.

That's what I believe Mister Norman Sas wanted.

These rules govern playing electric football with the methodology of professional football during the upcoming season. Member clubs or leagues may amend rules from time to time, pursuant to your league's applicable procedures, constitution or bylaws.

Because inter-conference games are played throughout the preseason, regular season, and postseason in your leagues, all rules apply uniformly to all electric football conferences.

There are also many moments in American football that are dynamic but in electric football are static. In each instance, consider the rule and act in accordance to the rules of National Football League and fair play.

Coaches,

You have now put together your electric football set. Now is the time to play it "just like football". This rulebook will give any simulated football coach or league that wishes to play electric football like American football an opportunity to so.

I read an entire professional football rule book (every rule, section and article) and put it into a version for simulated football. This rulebook highlights the laws, rules, rights, privileges, things commonly found and timekeeping measures of professional football. We want coaches to play it. The game can be played with a scoreboard clock.

In this gameplay, just as it in football, the defensive coach has to defend the field. The offense does not give away the play until it is time to execute. The offensive coach controls the time, assigns blocking schemes and requires an array of passing skills. Special teams are important and included. Played to scaled distances, kick returns are possible also. The game moved along quickly and it started with this simple yet profound component. That is, "only the OFFENSE knows how and where it wants to attack". Read the rule book, examine each procedure and try it.

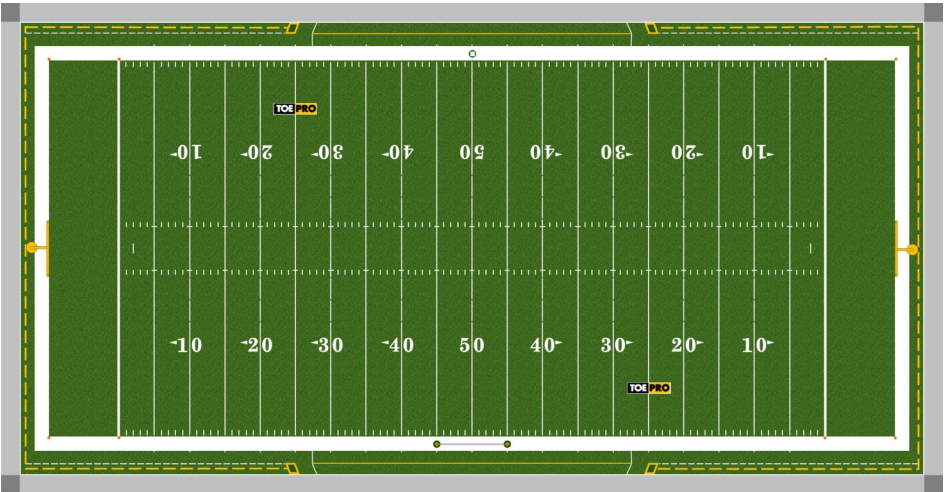
Korin "Kit" Kinchen
Commissioner, TOEPRO-Football

BEFORE THE START OF THE GAME

THE FIELD

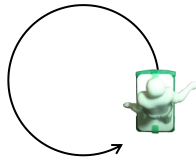
FIELD ASSEMBLY

Ensure all parts, including goal posts, down marker, ten yard marker and pylons are assembled and placed correctly. The motion generator is mounted under the field to provide constant movement.



FIELD SPEED

Test the motion generator for player speed. Field speed will allow for a player with Speed Base to travel in tight circle without falling over.



FIELD POSITIONING

The height of the field shall be set to accommodate the lower acceptable level between two coaches. The table area shall allow for general reach across the length and width of the field.

THE BALL

SUPPLY

Each team requires 6 footballs but can share footballs if one team does not have any.



USING THE FOOTBALL FROM SCRIMMAGE

The felt or rubber football is typically used only for passing and for kicking. For all other plays, the offensive and defensive coach are aware of which player is the RUNNER.

DEFINITIONS

DEAD BALL The time between downs starting when offensive or receiving team fails to act, play conclusion by a RUNNER tackle, tilting, out of bounds, turn around, touchdown or declaration. *The next down is at the furthest yard line gained or spot.*

BLOCKED PLAYER Any player touching an opposing team's player.

DOWN A period of action that starts when the ball is put in play and ends when the ball is declared dead.

FIRST DOWN The first in a series of 4 scrimmage downs. *Awarded again if 10 yards are gained from the previous first down spot.*

SCRIMMAGE DOWN A down that starts with a snap. *Not a kick.*

INBOUNDS The area between the sidelines and the end lines (back of end zones). *Anything not completely within it, goes or recovered outside it during the down is out of bounds.*

INBOUNDS LINES The hash marks on the field and parallel to each sideline.

KICKER The player punting or kicking the ball.

KICKOFF A placekick made from the kicking team's 35-yard line to start each half or after a score. *Kicking team is the offensive team.*

PUNT Kicking the ball to the opponent during the scrimmage down. *If the offense did not gain 10 yards in 3 downs, they usually punt the ball away or kick a field goal (distance permitting), on 4th down.*

NEUTRAL ZONE The horizontal area from the offensive line, one yard rearward or a ball. *Only the center is within it starting the scrimmage down.*

PASSER The runner passing the ball.

FORWARD PASS A one-time pass going toward the opponent's goal after leaving the passer's hands. *Any other pass is a backward pass.*

RUNNER The player identified as the ball carrier during the down.

TACKLE The action when a RUNNER is touched on ANY part of a runner's base, platform or anything behind it (e.g., handle, cord) by a standing opposing player.

OFFENSE The team with the ball to start the down. *The opposing team is the defense.*

COMPLETE PASS ACTION The legal catch including all pivots and/or adjustments.

COMPLETE POSSESSION A team's consecutive series of downs starting with a recovery of a kick or turnover and ending in a score, kick, turnover or end of a half.

COMPLETE THE DOWN Action, if no "board-off" tackle is made, turning on the motion generator until the RUNNER contacts an opponent, runs out of bounds, fumbles, turns around, or scores a touchdown.

TACKLE GUIDES The minimum on-center location of the full-base width spaced offensive tackles 5 1/2 inches apart.

TIME OUT A stop of game clock and/or reset play clock to change formations or halt play per quarter advancement before end of half. *Each team has 3 per half. Not used twice by the same team during the same down.*

TOUCHBACK A kicked ball landing inbounds and travels out of bounds through the opponent's end zone or the defensive team choosing not to return a change of possession from their end zone. *The ball is spotted at offensive team's 35-yard line for kickoffs and offensive team's 20-yard line for other inbounds touchbacks.*

ADJUST(MENT) Rotating, moving and/or returning a player anchored from a player's footprint after lifting the player from the field to align the base. *Done to an onside unblocked player during the down after the snap or kick.*

ANGLED Player placement/alignment on the field not parallel to the sidelines or end lines. *All players may be angled while maintaining base width apart requirements.*

AUDIBLE Changing a player's direction, QB shift location or QB type before the snap (calling the type of play).

ELIGIBLE RECEIVERS Defensive players, the outermost players on the offensive line (ends) and offensive backs by number or reporting.

BACKFIELD The area behind and between the offensive tackles at the start of the scrimmage down.

BASE WIDTH APART The horizontal spacing of a base equal to or greater than on both sides of a base's horizontally occupied space when placed on the field. *Tackle guides mark center of offensive tackles placement for proper minimum spacing of offensive line.*

HANDOFF-RUN ZONE The area simulating a snap, handoff and running in any direction. *Vertically behind the QB/holder in a scrimmage formation.*

LEADING EDGE The forwardmost edge of a moving player's base running in any direction. *The figure or base design can be facing in another way.*

PIVOT Rotating a player from its base's center within his original resting footprint or rotating his dialed prongs without changing its position. *A pivot is a type of audible, offensive zone/intended completion and defensive reaction.*

PLAYER A team member consisting of the base, platform, figure and/or handle.

PLAYER FOOTPRINT The circular area around a player when pivoted from the center of the player's base.

PLAYS PER QUARTER Counted game segments per period based on completion of: a return of a free kick, a non-try/penalty-free scrimmage down (complete and inbounds within two-play warning) or a fair catch kick down.

POCKET AREA The area behind the line and between the offensive tackles following the snap of the scrimmage down.

PAUSE THE PLAY Shutting off motion generator to stop player movement post snap.

STACKED PLAYER The vertical, straight-line alignment of two ELIGIBLE RECEIVERS.

TTQB Triple Threat Quarterback. Player designed to pass, kick or run. *Also referred to as PASSER, PUNTER or KICKER.*

GAME TIMING

A game consists of four periods (quarter), two quarters per half. Coaches may agree before the start of the game on a certain number of PLAYS PER QUARTER that may be as few as eight (8) or as many as fifteen (15). All non-try, non-penalty plays or returns will advance a play per quarter. Inside two-play warning, all non-try, non-penalty plays that end inbounds will advance a play per quarter. When no plays remain following the play, the period is over.

If the game is timed by a clock, the number of minutes allowed per quarter may be as few as eight (8) or as many as fifteen (15). Clock will start on all RUNS, RETURNS, FIELD GOAL or PASS attempts. Clock stops if RUNNER goes out of bounds, incomplete pass, fair catch, score, time-out or penalty.

If the game is timed by board time, each quarter is one minute long. Following each quarter both teams switch sides of the field.

COIN TOSS

Toss a coin to decide which team receives the ball first. The winner choices are:

- receive or kick off,
- end zone to defend
- or defer.

The second half begins with a choice to the team that lost the coin toss, unless the winner of the coin toss chose to defer in the first half.

TIMED ACTIONS

Timed actions are counted up (one-thousand-one, one-thousand-two, and so on). Timed actions are as follows:

- Recover kicked ball (field on): up to 3 seconds
- Offensive Formation setup/snap: 40 seconds total
- Defensive Formation setup: up to 5 seconds after offense setup
- CREATING THE PLAY: remaining play clock
- REACT/PASS DEFENSE, recover ball: 5 seconds
- SCRAMBLE DEFENSE: 10 seconds
- COMPLETE PASS ACTION (starts after PASS DEFENSE): 10 seconds
- Rush kick (field on): between 1 and 2 seconds
- Kick attempt time (starts when KICK play pauses): 5 seconds

If a referee is not present, the team not acting will count for the team acting.

To save time, adjustments are made as if player are moving. (e.g., to tackle, recover kicked ball)

PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

NUMBER OF PLAYERS

The maximum number of players on a team is 50 and INBOUNDS at any time is 11. All players will be complete. Modifications will leave figures in tact with base magnets only holding special team player bases steady during passes and kicks.

SUBSTITUTES/PLAYER PLACEMENT ON THE FIELD

Only a same number PASSER for a PASS/SCRAMBLE is substituted in during any down. Offense must have only 11 players before setup and all players in formation before the snap, will be:

- at least a BASE WIDTH APART; void of STACKED PLAYERS.

Penalty is an illegal substitution 5 yards from the previous spot.

Exception: Quarterback, Runner, Punter, Holder and Kicker.

JERSEY NUMBERING SYSTEM

All player jersey numbers are pre-cut and ready to use. NFL players use the following number plan for the players. Quarterbacks: 0-19, punters, and placekickers: 0-49 and 90-99, defensive backs: 0-49, running backs, fullbacks, tight ends, H-backs, and wide receivers: 0-49 and 80-89, offensive linemen: 50-79, defensive linemen: 50-79 and 90-99; linebackers: 0-59 and 90-99.

NCAA players use the following number plan for the offensive players.

1-49 All Backs, 50-59 Snapper, 60-69 Guards, 70-79 Tackles, 80-99 Ends

GENERAL RULES

Now you're ready to play TOEPRO-Football. The next sections will cover the game from start to finish.

FREE KICKS

KICKOFF OR SAFETY KICK

The 10 kicking team (offensive) members is on the kickoff start line (receiving team's 40-yard line), five each side of kicker, two outside the numerals. The KICKER with ball on the tee is placed at center of kicking team's 35-yard line (20-yard line safety kick). The receiving team is within kick return area, has nine or more player's forward edge within receiving team's 35 and 30-yard line (set up zone), seven on the receiving line (8 on line if more than 9), two of which are outside the numerals.

Two kicking team players may be pivoted. The ball is kicked toward the opponent's goal line. If the football lands within landing zone (LZ), doesn't hit a player before touching the field (a catch), remains inbounds and not a TOUCHBACK, the ball is "live" and must be recovered (touched) to gain possession. If the kicked ball:

- Doesn't reach LZ or OOB sidelines—ILLEGAL KICKOFF.
- Doesn't Touch LZ; lands in or not returned in end zone—TOUCHBACK-OWN 35.
- Touch LZ, rests/downed end zone—TOUCHBACK-OWN 20.

ONSIDE KICKOFF

Kicking team, trailing in the score, announces attempt. Kicker placed at kicking team's restraining line is 35-yard line; receiving line 10 yards advance. Kicked ball must rest within 15 yards beyond Receiving Team's restraining line.

CATCH OR RECOVERY OF A FREE KICK

The receiving team may adjust players not in the setup zones toward the ball. Turn on the power switch for a count of one second then release the switch. If any player first touches the ball, they gain possession and the game is immediately switched off. If possession is not gained, place the nearest player behind the spot of the ball. Both teams may pivot any unblocked players to either block or tackle. The kicking team will COMPLETE THE DOWN.

If the kicking team gains possession, not in the end zone, the play is a dead ball at the spot of possession. FIRST DOWN kicking team.

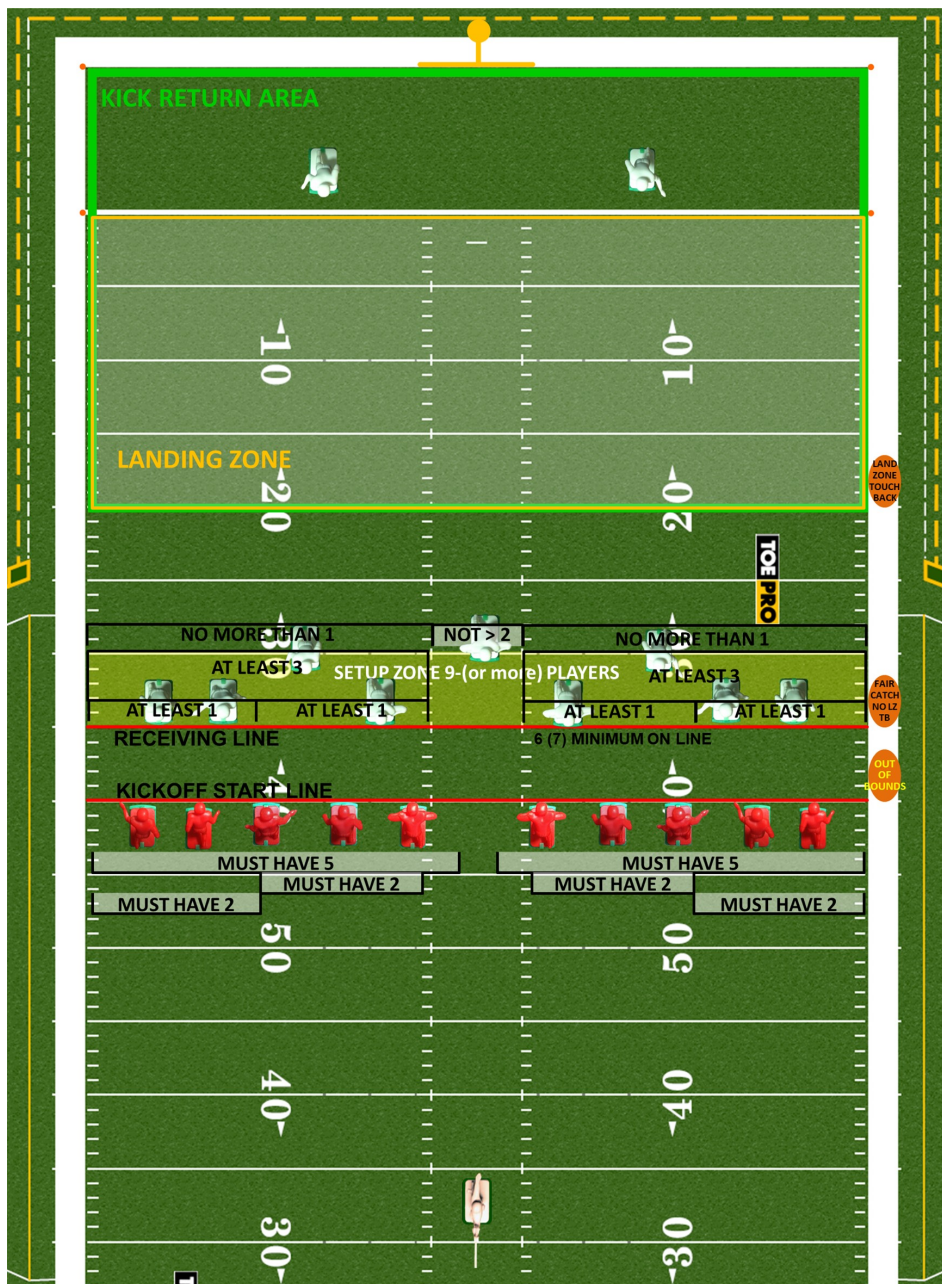
If any receiving team's player (or both same time) gains possession, it is the RUNNER and may pivot to advance the ball. Both teams may pivot any unblocked players to either block or tackle. The kicking team will COMPLETE THE DOWN.

ILLEGAL KICKOFF

Occurs when the ball does not reach the landing zone or onside kick setup zone, out of bounds, and is not a TOUCHBACK on a kickoff or onside kick.

Penalty is receiving team FIRST DOWN 25 (30 safety kick) yards from spot of kickoff or spot of kick whichever is closer.

Occurs when the ball flies off field without touching field of play through the end zone. The receiving team may elect to return with the most rearward player not the setup zones at the spot or a touchback 35 for kickoff, safety kick or onside kick. The punt return team may elect to return with the most rearward unblocked player at the spot or a touchback 20 for punts.





BALL IN PLAY, DEAD BALL, SCRIMMAGE BEFORE AND AT THE SNAP; BALL IN PLAY

The line of scrimmage (at center field or nearest INBOUNDS LINE) is determined by spot at the end of the previous play.

With both teams onside, set up using the following sequence:

1. Offense sets their players in a LEGAL FORMATION, declares, "SET".
2. Defense sets their players, declares, "SET".
3. Offense makes any audible calls to create the play (see CREATING THE PLAY), then declares RUN, PASS, KICK, KNEEL or SPIKE play, all representing the snap.
 - If a RUN play is called, the offense must declare the RUNNER's number.
 - If a PASS (to receiver) play is called, then the quarterback/holder/kicker has the ball.
 - If a KICK play is called, then the kicker/punter has the ball.
 - If a KNEEL or SPIKE play is called, then the quarterback has the ball.

Then press the power switch on the remote. Switch is released to PAUSE THE PLAY for a pass, kick, scramble, handoff, pitch-out, fumble, runner falling, contact with a defender or at the end of the play.

CREATING THE PLAY, AUDIBLES AND SHIFTS

After the defense declares "SET", the offense may create the play by calling an audible. An audible allows up to any two offensive players: to be pivoted, quarterback pivoted, quarterback shifted behind the center, quarterback changed, or change KICK play with each action as an audible. After the quarterback/kicker is audibled, the type of play is called, all representing the snap. The formation must be legal at the snap.

LEGAL SCRIMMAGE FORMATION

A legal scrimmage formation has each player inbounds, on-side with all player's base spaced at least BASE WIDTH APART (using TACKLE GUIDES) and not STACKED.

- Offense: Completely between NEUTRAL ZONE and 15 yards behind line.
 - * Center at spot (long axis perpendicular to line), 7 to 10 players on the line (horizontally within center's base); eligible receivers on ends.
 - * Quarterback completely both behind center and within 10 yards behind line.

Penalty is illegal formation 5 yards.



THE RUNNING GAME

If a RUN play is called, the declared RUNNER has the ball. The quarterback cannot run initially toward the line, even when traveling in a circle. Only players with any part of their base, on field vertically, behind the quarterback (Handoff Run Zone) before starting the play, may be a declared RUNNER in any direction. The defense will COMPLETE THE DOWN.

FALLEN RUNNER/PLAYER

An uncontacted fallen RUNNER causes an immediate pause to the play. Made upright from the side making contact with the field. Only RUNNER recovery is allowed. The defensive team player may also recover, REACT and the down continues.

BROKEN TACKLES

When a runner knocks over the defender, the play is paused. Flip a coin to determine status of contact: Heads-Continue play. Tails-A tackle.

ILLEGAL FORMATION/ILLEGAL PROCEDURE/DELAY OF GAME

Occurs when either team lines up not by the rules or does not follow the rules; time limits. **Penalty is 5 yards**

OFFENSIVE HOLDING

Occurs when the Coach audibles a player whose arms prevents a defender from going up field by spinning together in circles.

Penalty is 10 yards

FORWARD PASS, BACKWARD PASS, FUMBLE

TWO-PART PLAYS

If a PASS play is called, the offense starts the play by pressing the power button on the remote and watch for an offensive ELIGIBLE RECEIVER to break open. If one does before a defender touches your quarterback, pause the play (motion generator off), then immediately declare "PASS, PITCH-OUT, HANDOFF, SCRAMBLE or RUN". When creating a forward PASS play, make sure your quarterback has base that will make him drop back, roll out, or stay in the pocket. Be careful not to get flagged for an **Illegal procedure, Illegal Block/Crackback block, Illegal Forward Pass or Ineligible receiver downfield.**

INTENDED RECEIVER

A called PASS play may designate the intended downfield receiver before the snap (example "PASS to 88").

If completed downfield, that player is allowed to COMPLETE PASS ACTIONS.

All other downfield completions only continues the play.

TO PASS

Replace your quarterback within the runner's footprint with the PASSER. With a level, on-field PASSER ball in hand, throw to an unblocked offensive ELIGIBLE RECEIVER.

PASS DEFENSE/SCRAMBLE DEFENSE/REACT

Following the initial pause of a forward pass play, a scramble and any changes in the play, unblocked defensive players may make pivots or adjustments to react to defend the pass and again to make paused play tackles.

BATTED BALL

A passed ball that first hits an engaged defender within the line play area remains live in-flight outside the line play area.

PASS COMPLETION

If the ball hits an unblocked offensive ELIGIBLE RECEIVER or his base, forward pass first or backward pass last (if bounced, still inbounds), the pass is completed.

Offensive zone and downfield INTENDED RECEIVER completions may COMPLETE PASS ACTIONS. The defense may again REACT to and COMPLETE THE DOWN.

INTERCEPTION

If the ball hits an unblocked defensive player first or his base, forward pass first or backward pass last (if bounced, still inbounds), the pass is intercepted. The unblocked defensive team may COMPLETE PASS ACTIONS. The offense may REACT, to and COMPLETE THE DOWN.

INCOMPLETE

If the ball hits a blocked player outside the line play area, any player having gone out of bounds, anything out of bounds or hits the field first forward, the pass is incomplete.

PITCH-OUT

On a PASS play, the offensive coach pauses the play and call "pitch-out" to the number of the player who will take the pitch. The quarterback can pitch to any eligible receiver who is behind or lateral to him within 10 yards. No players are adjusted. The defense may REACT to COMPLETE THE DOWN.

HANDOFF

On a PASS play, if the quarterback, during movement or adjustment, makes contact with an eligible receiver, both remaining within the pocket, the offensive coach may call "HANDOFF" to that player only and COMPLETE PASS ACTIONS.

SCRAMBLE OR RUN

The offense may execute a one-time per down scramble or run with a pocket QB. The offensive coach must pause the play, declare SCRAMBLE with a PASSER in any direction extending the PASS play maintaining the remote following scramble defense or RUN pivoting the on-field QB. The defense may again REACT with all unengaged defenders and/or COMPLETE THE DOWN.

ILLEGAL FORWARD PASS

Occurs when a runner, crossing line of scrimmage, throws a forward pass.

Penalty is 5 yards and loss of down.

INELIGIBLE RECEIVER

Occurs when a pass hits an unblocked ineligible receiver (offensive tackle, guard or center) on the fly.

Penalty is 5 yards and the down remains the same.

INELIGIBLE RECEIVER DOWNFIELD

Occurs when an ineligible receiver (offensive tackle, guard or center) is beyond 10 yards downfield and/or beyond the line, further downfield than the selected forward PASS play downfield receiver.

Penalty is 5 yards and the down remains the same.

FUMBLES AND BLOCKED KICKS

When the leading edge of a moving defender's base knocks over the runner base and remains standing, a downfield tackle with the offense controlling the remote, an incomplete backward pass or blocked kick, remaining inbounds, the play is paused and the following happens:

Flip a coin to determine possession by each team's closest standing player to spot of fumble: Heads-Offense; Tails-Defense.

- If Defense: May advance if unblocked; the offense may REACT to COMPLETE THE DOWN.
- If Offense: If backward of fumbled spot, the defense may REACT to COMPLETE THE DOWN. If forward of fumbled spot; dead ball at spot of fumble.

SCRIMMAGE KICKS

PUNTING

Set up a scrimmage formation with the PUNTER no more than 15 yards behind the line and center, ball on the foot. The return team places no one in front of center and should place at least one player 50 yards behind the line of scrimmage to receive the punt.

When both teams have called "SET", the audibles completed, then call "KICK".

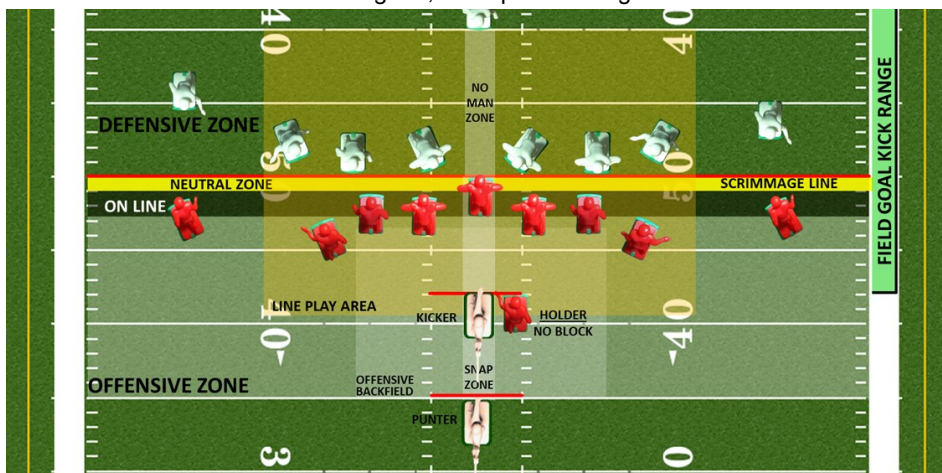
Offense starts the play by pressing the power button on the remote between one and two seconds pausing the play. This allows the defense a chance to block the kick and the kicking team to release downfield to down the ball or tackle the runner. With a level, on-field PUNTER and the ball on the kicking tee and or foot, kick it.

Rules for returning a punt are the same as returning a kickoff except:

- If touched by the offense it is a FIRST DOWN defensive team at the spot.
- If it bounces out of bounds it is a FIRST DOWN defensive team at the spot.
- If the punt first touches out of bounds and not through the end zone, it is considered a "shank" and is placed 20 yards from spot of kick.

FIELD GOAL

You must start a scrimmage down within 50 yards and kicker within 68 yards of the opponent's goal posts to attempt a field goal. Set up a scrimmage formation with the KICKER no more than 8 yards behind the line and center, ball on the tee. A second non-blocking player (holder) is placed next to the kicker. The defense places no one in front of center and tries to block the kick. When both teams have called "SET", the audibles completed, call "KICK". Offense starts the play by pressing the power button on the remote between one and two seconds pausing the play. With a level, on-field KICKER and the ball on the kicking tee, attempt the field goal.



BLOCKING THE KICK

The defense may rush to block all scrimmage kicks. The defense does not tackle during rush on KICK plays. If a kick is blocked, it is a FUMBLE.

OPPORTUNITY TO CATCH A KICK, FAIR CATCH

OPPORTUNITY TO CATCH A KICK

The receiving team has priority to recovery (if both at the same time) a kicked ball. To recover or down a ball, pivot or adjust unblocked players to only recover the ball. The receiving team presses the power switch on the remote for a count up to three seconds. Then pivot or until recovery or out of bounds. If receiving team recovers, it may pivot any unblocked players to block and advance. The kicking team may REACT to COMPLETE THE DOWN.

FAIR CATCH

If "fair catch" is called while the ball is in flight, the ball is dead at its resting spot and one down is given, regardless of time.

Free kick fair catches behind own 25 yard line will place ball at receiver's 25.

If invalid 5 yard penalty from further location (player/ball) following kick or touchback spot.

FAIR CATCH KICK

A free kick (by formation and rules) down following a fair catch that could result in a (scrimmage kick rules) field goal. Clock will start if returned or play will advance upon completion.

SCORING

WINNING TEAM

The team that scores the greater number of points during the entire game is the winner.

TYPES OF SCORING PLAYS Points are scored as follows:

- Touchdown = 6 points
- Field Goal = 3 points
- Safety = 2 points
- Try (conversion) = 1 point (Field Goal or Safety) or 2 points (Touchdown)

TOUCHDOWN

When any part of the runner's base crosses the opponent's goal line, a legal forward pass is completed or a fumble is recovered in the opponent's end zone.

FIELD GOAL

When the scrimmage/fair catch kicked ball goes through the Goal Posts. If it does not go through the Goal Posts it is FIRST DOWN to the defensive team at the spot of the kick, no further than own 20-yard line.

SAFETY

When offensive team's down ends or offensive penalty is behind his own goal line. The defensive team is awarded 2 points and also receives the ball on a safety kick. A kickoff, (by punting) made from kicking team's 20-yard line.

TRY (CONVERSION)

You can run an untimed or uncounted scrimmage down following a touchdown from the 2-yard line to attempt to score two points, or kick a "point after" for one point with ball place at the 15-yard line. Rules for the set-up of a point after are similar to a field goal (the defense gets 1 second to rush).

PENALTY ENFORCEMENT

REFUSE PENALTY

On-the-spot corrections can occur mid-down or game showing sportsmanship.

PLAY PER QUARTER

An accepted penalty prevents play per quarter advancement, regardless of results.

OFFSIDES

Occurs when a team lines up one or more of their players across the line of scrimmage, in the neutral zone, kickoff line or restraining line.

Penalty is 5 yards from the previous spot.

ILLEGAL BLOCK/CRACKBACK BLOCK

Occurs when a player is pivoted to block in a direction towards their goal line outside the line play area or from outside the numerals to a defender inside the numerals on a RUN play or holder actively blocks on a KICK play.

Penalty is 10 (illegal block)/15 (crackback block) yards from the spot of foul or previous spot whichever is further.

PALPABLY UNFAIR ACT

A non-player commits any act which is palpably unfair.

Make such ruling as he considers equitable.

DEFENSIVE HOLDING

Occurs when the defender's arm (outside the numerals, inside 5 yards) "hooks" un-audibled receiver's arm and prevents him from going downfield by spinning together in circles.

Penalty is 5 yards and offensive automatic first down.

DEFENSIVE/OFFENSIVE PASS INTERFERENCE

A defensive coach touches/directs a player to touch an unengaged offensive receiver with his hands or base at any time or any player after passer substitution.

An offensive coach directs a receiver "push pick" a covering defender on PASS play.

Penalty is defensive: spot of receiver and offensive automatic first down.

Penalty is offensive: 10 yards.

ASSISTING THE RUNNER AND INTERLOCKING INTERFERENCE

Occurs when the audibled offensive player materially pushes, outside the pocket, a RUNNER in any direction, at any time, use interlocking interference by grasping a teammate or by using his hands or arms or to encircle the body of a teammate in an effort to block an opponent.

Penalty is 10 yards.

UNSPORTSMANLIKE CONDUCT

Occurs when either coach/person acts in a manner unfair to the game played.

Penalty is 15 yards previous spot and automatic first down, if defensive.

OVERTIME PROCEDURES

If the score is tied at the end of four quarters, play an 8 or 10-play (or minute), two time outs, overtime period. The highest team score after overtime period or both teams COMPLETE POSSESSION, whichever is first, wins. If tied, tied. Post-season, play a full quarter until a winner.

EMERGENCIES, UNFAIR ACTS

The TOEPRO-Football Manual is the authoritative/reference document for anything not covered in this rulebook.

OFFICIALS

THE REFEREE

The Referee (lead official), in addition to conducting every coin toss, will:

- Approve field, equipment and player standards.
- Resolve any disputes relating to field positioning.
- Oversee the gameplay rules and enforce penalties.
- Count for timed actions.
- Provide results for passes and kicks.

KEEPING SCORE

The official scoring sheet can be used to track the score and number of plays per quarter and time outs per half. Photocopy the last page of this booklet for additional score sheets.

ALLOWANCES FOR BEGINNERS

To allow for lesser skilled coaches to compete, they can:

- Play no timed actions,
- Tilt PASSER, PUNTER or KICKER,
- 20 yard offensive zone,
- Up to 3 pass attempts (best catch),
- Bounced to player results in a catch and/or
- Up to 3 kick attempts at a field goal.

Find your level to compete and above all have fun.

DATE, KICKOFF TIME	PLACE (LEAGUE,CONF, DIVISION)	REFEREE
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	1	2	3	4	OT	F
VISITORS		<div><div></div><div></div><div></div></div>		<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	
HOME		<div><div></div><div></div><div></div></div>		<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	

QTR	PLAYS PER QUARTER													
1	15				10		8							
2	15				10		8							
3	15				10		8							
4	15				10		8							
OT	15				10		8							

DATE, KICKOFF TIME	PLACE (LEAGUE,CONF, DIVISION)	REFEREE
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	1	2	3	4	OT	F
VISITORS		<div><div></div><div></div><div></div></div>		<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	
HOME		<div><div></div><div></div><div></div></div>		<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	

QTR	PLAYS PER QUARTER													
1	15				10		8							
2	15				10		8							
3	15				10		8							
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DATE, KICKOFF TIME	PLACE (LEAGUE,CONF, DIVISION)	REFEREE
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	1	2	3	4	OT	F
VISITORS		<div><div></div><div></div><div></div></div>		<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	
HOME		<div><div></div><div></div><div></div></div>		<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>	

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