



2025

TOE PRO
FOOTBALL

**OFFICIATING
HANDBOOK**



PREFACE

Electric Football Officials and Coaches,

Being an electric football official has challenges. We need to know the legal pre-snap actions, at-snap formations and post-snap reactions. We need to keep a watchful eye on action as it takes place. If a foul occurs, share the information and enforce penalties. Being an official has judgment calls that will disappoint coaches and fans. You, in electric football, will have the same. Just do the best you can with the information provided.

TOEPRO Football is like the NFL to the maximum extent possible. Meaning it is different, yet not difficult. We want this to be a guide to inform officials (or coaches when competing), of the key observations to ensure proper compliance with the rules.

We'll begin before the game starts. From the kickoff to scrimmage to the rare fair catch kick. Then show you the official signs and penalty enforcement. Over time, the casebook will grow to show instances and rulings based on the TOEPRO Football Manual.

The position and responsibilities through words, pictures and diagrams, will assist you to be well prepared to officiate TOEPRO Football games.

It's not a toy, it's a game. Just like football.

Aaron "A.J." Johnson

TOEPRO Football Officiating Council

We have a method of gameplay, let's play it the right way.

"Jimbo" Dunagan

TOEPRO Football Officiating Council

From my days as kid, I offer you this.

Korin "Kit" Kinchen

Commissioner, TOEPRO-Football

Professional Football, on an Electric Field.

TOEPRO
FOOTBALL

ORDER OF THE HANDBOOK

1.	<u>WHAT IS TOEPRO FOOTBALL</u>	<u>4</u>
2.	<u>POSITIONS AND RESPONSIBILITIES</u>	<u>4</u>
3.	<u>EQUIPMENT STANDARDS</u>	<u>4</u>
4.	<u>PLAYER STANDARDS</u>	<u>4</u>
5.	<u>GAME TIMING</u>	<u>5</u>
6.	<u>SUBSTITUTIONS</u>	<u>5</u>
7.	<u>GENERAL RULES</u>	<u>5</u>
8.	<u>THE BASICS</u>	<u>6</u>
9.	<u>FREE KICKS</u>	<u>6</u>
10.	<u>PLAY FROM SCRIMMAGE</u>	<u>7</u>
11.	<u>SCRIMMAGE KICKS</u>	<u>9</u>
12.	<u>RETURN KICKS</u>	<u>10</u>
13.	<u>FAIR CATCH KICKS</u>	<u>10</u>
14.	<u>SIGNS AND PENALTY ENFORCEMENT</u>	<u>11</u>
15.	<u>OTHER GAME GUIDES</u>	<u>22</u>
16.	<u>CASEBOOK</u>	<u>23</u>

WHAT IS TOEPRO FOOTBALL

IT IS AN ADAPTATION TO THE LAWS, RULES, RIGHTS, PRIVILEGES AND COMMONPLACE THINGS OF THE NATIONAL FOOTBALL LEAGUE APPLIED TO ELECTRIC FOOTBALL. THE STRATEGY, PHYSICAL ACTIONS AND AREAS OF CONCERN BASED ON WHAT YOU SEE IN AN ACTUAL FOOTBALL GAME IS COVERED IN OTHER PUBLICATIONS. THIS HANDBOOK IS BASED ON THE RULES AS THEY APPLY AT THIS TIME.

POSITIONS AND RESPONSIBILITIES

YOUR AUTHORITY

COMES DIRECTLY FROM RULE 19 OF THE TOEPRO FOOTBALL MANUAL. IT STARTS WHEN YOU ARE ASSIGNED A GAME TO OFFICIATE AND ENDS WHEN THE FINAL SCORE IS REPORTED TO HIGHER AUTHORITY. PERSONNEL MAY MERGE RESPONSIBILITIES, HOWEVER, THE ORDER OF OFFICIALS ASSIGNED WILL BE IN THE FOLLOWING ORDER BELOW.

THE REFEREE

THE LEAD OFFICIAL DURING THE GAME. HAS THE FINAL DECISION RELATING TO ON-FIELD AND OFF-FIELD SPECIFICATIONS, JUDGEMENTS, RULINGS AND MAY PROVIDE ON THE SPOT CORRECTIONS TO ENSURE CORRECT GAMEPLAY PROCEDURES AND OVERSEE ALL OTHER OFFICIALS' FUNCTIONS.

THE UMPIRE

ASSISTS THE REFEREE WITH WATCHING ON-FIELD ACTIONS. CONSULT WITH THE REFEREE ABOUT ON-FIELD RULINGS, OBSERVE LEGAL SUBSTITUTIONS AND FORMATIONS, MAINTAIN THE PLAY CLOCK AND COUNT MID-DOWN TIMED REACTIONS.

THE FIELD JUDGE

ASSISTS THE REFEREE WITH WATCHING ON-FIELD ACTIONS. RESPONSIBLE FOR INSTANT REPLAY EQUIPMENT IF AVAILABLE.

THE SCORER

ASSISTS THE REFEREE MAINTAINING THE GAME CLOCK AND GAME STATUS.

EACH OFFICIAL MUST MAINTAIN AN UNOBSTRUCTED VIEW OF THE FIELD WHILE BEING UNIMPEDED TO THE COACHES PLAYING ON THE FIELD. THE CLOSEST OFFICIAL TO FIELD IN ORDER ARE THE REFEREE, THE UMPIRE, THEN FIELD JUDGE. THE SCORER WILL BE LOCATED IN A POSITION TO COMMUNICATE WITH THE REFEREE.

EQUIPMENT STANDARDS

THE FIELD

THE FIRST CHECK IS TO ENSURE ALL FIELD ITEMS ARE AVAILABLE AND MEET RULE 1 SPECIFICATIONS. EACH TEAM WILL PROVIDE A WELL-BALANCED, FAST DIALED PLAYER TURNED TO ITS MAXIMUM RANGE WITHOUT DISCLOSING ITS DIRECTION. RUN THE MOTION GENERATOR AND TUNE THE FIELD UNTIL THE PLAYERS RUN IN A TIGHT CIRCLE WITHOUT FALLING OVER. ONCE COMPLETED, NOTIFY COACHES THE FIELD CONDITIONS WILL NOT CHANGE UNLESS FOUND DISRUPTIVE TO GAMEPLAY.

THE BALL

EXAMINE THE BALLS USED BY EACH COACH. IT IS TO BE AS AUTHORIZED BY HIGHER AUTHORITY AND COMPLY WITH RULE 2 SPECIFICATIONS.

PLAYER STANDARDS

USUALLY, HIGHER AUTHORITY CHECKS PLAYERS PRIOR TO PLAY, IF NOT AVAILABLE CHECK:

THE BASE

HAVE THE PLAYERS LYING ON THEIR SIDE THE PRONGS EXPOSED. THEY SHOULD HAVE APPROVED ITEMS FOR ADDITIONAL WEIGHT. THE PRONGS SHALL BE OF A MANUFACTURE'S DESIGN AND FREE FROM RESIDUE. IT SHALL HAVE ONLY A NUMBER ON THE FRONT IF ANY. THE SIDE/BACK MAY HAVE OTHER NON-TACKY SUBSTANCE MARKINGS.

THE FIGURES

THE FIGURES SHALL MEET RULE 5 SPECIFICATIONS. ANY FIGURES NOT MEETING SPECIFICATIONS WILL NOT BE ALLOWED FOR PLAY DURING THE GAME UNLESS APPROVED BY HIGHER AUTHORITY. DEFICIENCIES MUST BE CORRECTED BEFORE COIN TOSS.

THE ATTACHMENTS

THE ITEMS USED ON A FIGURE THAT PASS, PUNT AND KICK MUST MEET RULE 5 SPECIFICATIONS. EACH COACH MAY DEMONSTRATE HOW THE PLAYER FUNCTIONS AND WHAT THE IMPACT ON PLAY WILL BE BEFORE THE GAME. ANY FIGURES NOT MEETING SPECIFICATIONS WILL NOT BE ALLOWED FOR PLAY DURING THE GAME UNLESS APPROVED BY HIGHER AUTHORITY. DEFICIENCIES MUST BE CORRECTED BEFORE COIN TOSS.

GAME TIMING

GAME CLOCK

WILL BE KEPT IN ACCORDANCE WITH RULE 4 AND HIGHER AUTHORITY. GAMES HAVE DIFFERENT METHODS OF BEING TIMED. NOTIFY THE COACHES IF THEY ARE RESPONSIBLE FOR MID-DOWN TIMING AND IF YOU ARE TASKED, YOUR PACE OF COUNT. IT WILL NOT BE INTERRUPTED FOR MID-DOWN STATUSES OR RULINGS. BE COGNIZANT OF THE METHOD AND ENSURE BOTH COACHES ARE NOTIFIED OF GAME STATUS WHEN INQUIRING. METHODS INCLUDED BUT LIMITED TO:

- CLOCK BASED TIME IN THE SAME FASHION AS THE NFL.
- PLAY PER QUARTER TIMED BASED ON COMPLETED PENALTY-FREE DOWNS.
- BOARD TIMING TIME BASED ON THE MOTION GENERATOR.

TWO MINUTE GAMEPLAY

NOTIFY EACH COACH OF WHATEVER METHOD OF GAMEPLAY INVOLVED WITH TWO-MINUTE ACTION.

DURING GAME COUNTING

ENSURE THE COUNT IS CLEAR, SUCCINCT AND IN ENGLISH. IT IS REQUIRED TO COUNT IN SECONDS BUT MAY INCLUDE INTERMEDIATE WORDING. (ONE THOUSAND, ONE MISSISSIPPI, ECT)

PLAYER SUBSTITUTIONS

BEFORE THE DOWN

DURING THE DEAD BALL, THE OFFENSIVE TEAM IS ALLOWED TO CHANGE PLAYERS AS NEEDED FOR THE NEXT DOWN. HOWEVER, AFTER THE OFFENSE BEGINS SETTING UP HIS PLAYERS (2-MORE) HE IS **NOT** ALLOWED SWITCHING OUT PLAYERS. EVEN IF, THEY ARE SAME NUMBERED.

DURING THE DOWN

RULE 5 PERMITS ONLY A SAME NUMBERED PASSER CAN BE SUBSTITUTED IN DURING THE DOWN. HIGHER AUTHORITY MAY ALLOW FOR RETURNING THE ON-FIELD PLAYER FOLLOWING THE PASS.

GENERAL RULES

LEGAL FORMATIONS

EACH TYPE HAVE DISTINCTIONS BUT BASICALLY THERE ARE ONLY THREE TYPES OF FORMATIONS IN FOOTBALL

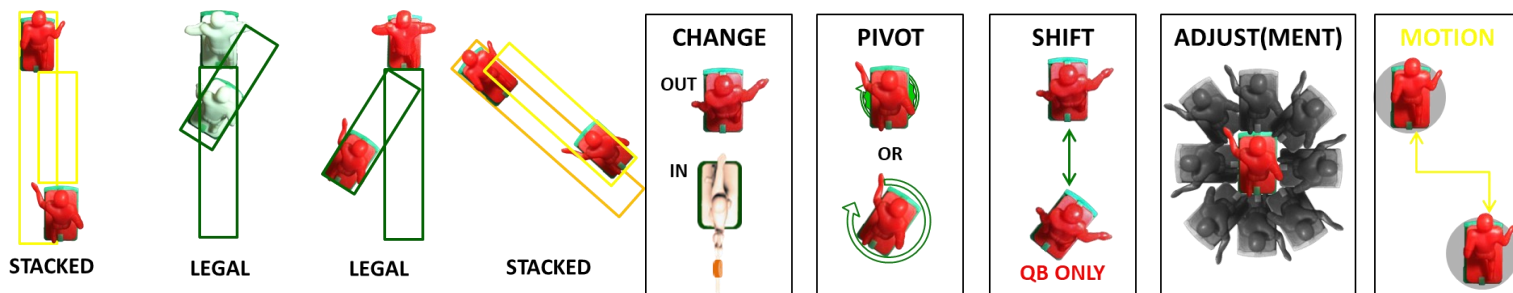
- FREE KICK (KICKOFF, ON SIDE, SAFETY)
- SCRIMMAGE (RUN/PASS, KICK (PUNT, FIELD GOAL))
- FAIR CATCH KICK

WHAT TO WATCH

WHEN THEY ARE ASSEMBLED, OBSERVE THAT FORMATIONS ARE LEGAL. IF ASKED BY A COACH, SIMPLY POINT AT THE PLAYER(S) NOT IN COMPLIANCE.

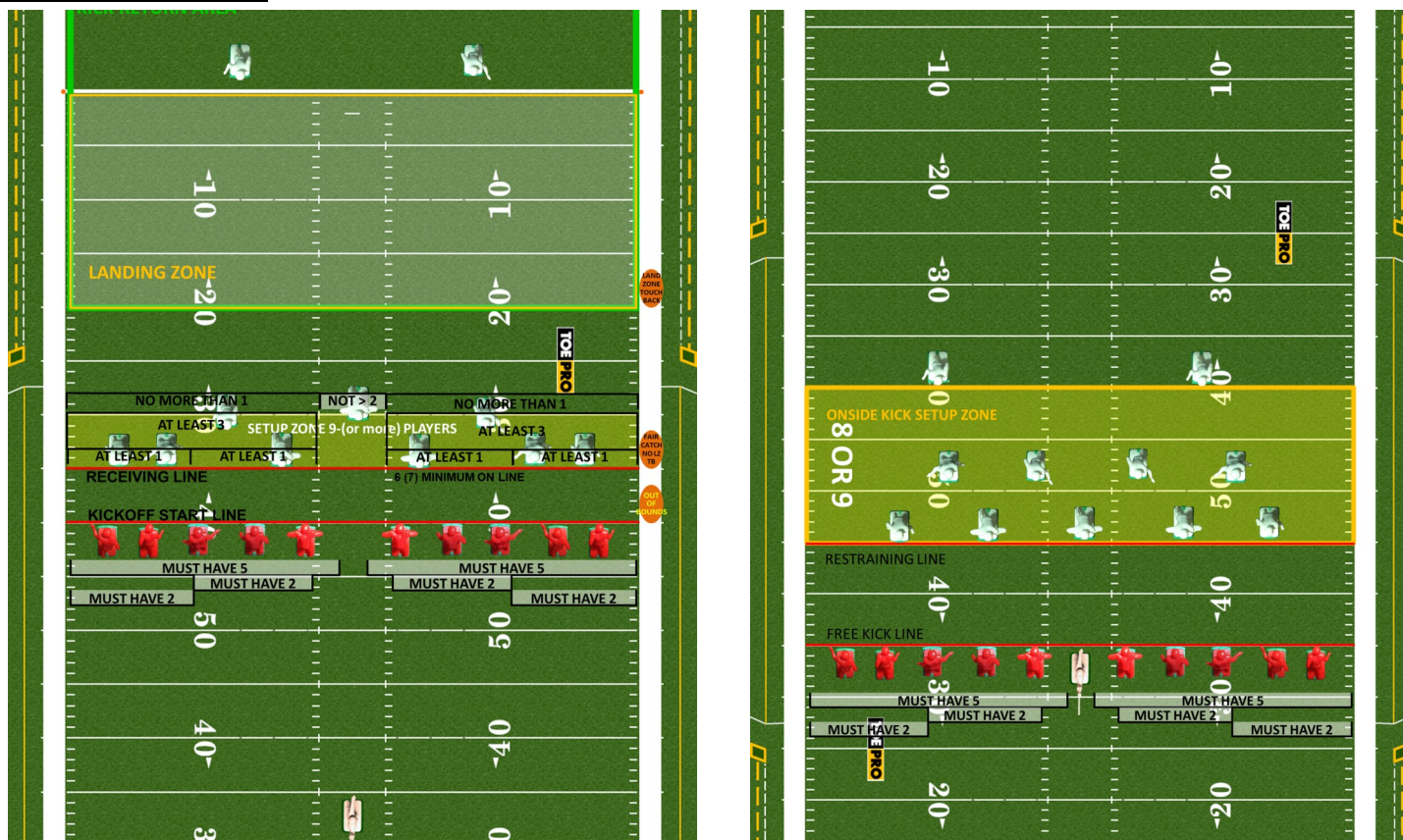
THE BASICS

LEGAL DEFINITIONS IN TOEPRO FOOTBALL ARE AS PICTURED. THESE TERMS WILL BE USED WHEN PLACING PLAYERS IN FORMATION AND ACTIONS THEREAFTER. THE YELLOW OR ***ITALICIZED*** MEANS THE ACTION, IF NOT AS DESCRIBED, IS ILLEGAL



FREE KICKS (KICKOFF AND ONSIDE KICK)

LEGAL FORMATION



WHAT TO WATCH

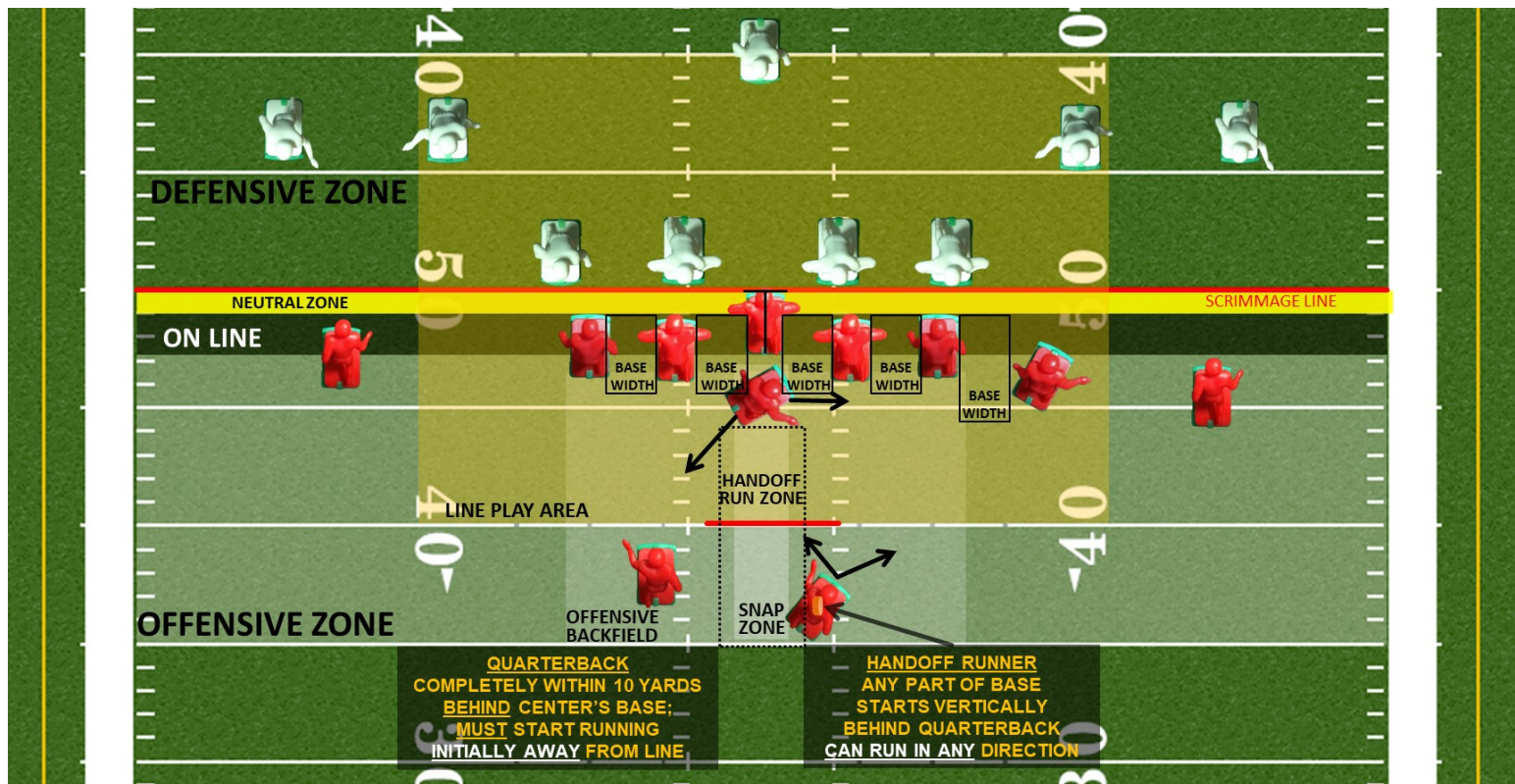
- ONLY TWO PLAYERS ON THE OFFENSE CAN BE PIVOTED. THAT INCLUDES THE KICKER WHEN ABOUT TO KICK. (***ILLEGAL PROCEDURE***)
- THE BALL MUST TOUCH INBOUNDS. (***INVALID KICK OR ILLEGAL KICK***)
- ONE COMPLETE SECOND MUST RUN OFF TO ALLOW FOR ON-SIDE KICKING RECOVERY. (***ILLEGAL PROCEDURE***)
- WATCH KICKING TEAM PIVOTS, DURING RECOVERY, TO BLOCK TOWARDS “THE BALL” AS IT LIES ON THE FIELD. (***INTERFERENCE WITH CATCH***)
- CHANGE OF POSSESSION FOLLOWING RECOVERY IS BEHIND THE BALL AS IT LIES, EVEN IF PUSHED. (***ILLEGAL PROCEDURE***)
- WATCH RECEIVING TEAM PIVOTS, FOLLOWING RECOVERY, TO BLOCK TOWARDS THE OPPONENT’S GOAL. (***ILLEGAL BLOCK***)

PLAY FROM SCRIMMAGE

DURING THE DEAD BALL/READY FOR PLAY

- THE OFFENSE STARTS AND COMPLETES SETUP ONLY WITH THE 11 PLAYERS ON THE FIELD WHEN THE BALL IS IN PLAY. (**ILLEGAL SUBSTITUTION**)
- OBSERVE THE ON FIELD TACKLE'S LOCATION. (AT MINIMUM, CENTERED ON THE BASE OF THE TACKLE GUIDES) MAYBE WIDER IF COACH DESIRES. THINNER BASES MAY ALLOW FOR CLOSER ALIGNMENT. (**ILLEGAL FORMATION**)
- ONLY PLAYER IN THE NEUTRAL ZONE IS THE CENTER. (**NEUTRAL ZONE INFRACTION**)
- BOTH TEAM'S FORMATION ARE BASE WIDTH APART. (**ILLEGAL FORMATION**)
- BASE WIDTH APART IS HORIZONTAL, NOT DIAGONAL. (**ILLEGAL FORMATION**)
- OBSERVE ANY DEFENSIVE BACKS OUTSIDE THE NUMERALS; WITHIN 5 YARDS. (**POTENTIAL DEFENSIVE HOLDING**)

LEGAL FORMATION



DURING (CREATING THE PLAY) AUDIBLES

- ONCE STARTED, BOTH FORMATIONS MUST REMAIN LEGAL. (**ILLEGAL FORMATION**)
- UP TO ANY TWO PLAYERS (**ILLEGAL SHIFT**) MAY EITHER:
 - ROTATE DIAL IN PLACE OR PIVOT A PLAYER
 - SHIFT THE QB,
 - ROTATE THE QB,
 - CHANGE TYPE OF QB (**ILLEGAL PROCEDURE**)
- OBSERVE ANY BACKS VERTICALLY REARWARD OF THE QB (HANDOFF RUN ZONE).

WHAT TO WATCH

- THE INITIAL MOVEMENT OF THE MOBILE QB AWAY FROM THE LINE. (**FALSE START, ILLEGAL MOTION**)
- THE RUNNER BEING MATERIALLY (USUALLY IN OFFENSIVE ZONE) PUSHED FROM BEHIND OR MOVED SIDWAYS BY A TEAM MEMBER'S PIVOTED PLAYER. (**HELPING THE RUNNER**)
- PIVOTED PLAYERS ON RUNS
 - CORRECT LINE BLOCKING (**HOLDING, INTERLOCKING INTERFERENCE, CRACKBACK BLOCK-WR**)
- PIVOTED PLAYERS ON PASSES
 - PUSHED FORWARD LINE BLOCKING-WR (**OFF PASS INTERFERENCE-WR**)

HOLDING

THIS IS A TOUCHY SUBJECT IN ELECTRIC FOOTBALL SO WE WILL HIGHLIGHT IT. IT'S IN FOOTBALL, IT'S IN TOEPRO FOOTBALL SO HERE IS HOW WE GAVE IT ELECTRIC FOOTBALL FAIR PLAY DOCTRINE. THE COACH IS THE PERSON WHO:

- PURCHASED THE PLAYER DESIGNED TO HOLD
- PUT IT ON THE FIELD IN A POSITION TO HOLD AND
- IF ON THE OFFENSE, PIVOTED THE PLAYER TO ENSURE IT WOULD HOLD.

THOSE FACTORS ARE THE REASON WE INCORPORATED THE PENALTY. IT'S EASY TO DISCERN JUST LOOK AT WHAT THE NFL SAYS ABOUT HOLDING. WE FOLLOWED THE SAME CRITERION WITH FORWARD/OUTSIDE THE BASE PLAYER'S HANDS:

- DOES AN AUDIBLED OFFENSIVE PLAYER:
HOLD THE PLAYER DIRECTLY TO ITS FRONT-NO HOLD
IS TURNING THE PLAYER HAVING MOVED EQUALLY/PAST-HOLDING
- DOES A DEFENSIVE PLAYER (WITHIN FIVE YARDS, OUTSIDE NUMERALS):
DIRECTLY HOLD RECEIVER TO ITS FRONT-NO HOLD
IS TURNING THE RECEIVER HAVING MOVED EQUALLY/PAST-HOLDING

THIS GAMEPLAY HOLDS THE COACH ACCOUNTABLE, NOT THE PLAYER AS PROGRAMMED TO PERFORM. SO FOLLOWING THE SETUP:

- ON OFFENSE, IF THE PLAYER IS LEFT ALONE THERE WILL BE NO POSSIBLE HOLDING PENALTIES.
- ON DEFENSE, IF THE PLAYER IS OUTSIDE NUMERALS AND FIVE YARDS FROM THE LINE, THERE WILL BE NO POSSIBLE HOLDING PENALTIES.

NOW LIKE MOST HOLDING PENALTIES, THEY ARE MISSED BY MOST OFFICIALS. HOWEVER, THAT DOESN'T MEAN THAT TOEPRO FOOTBALL SHOULDN'T HAVE IT...WE DEFINE IT.

HOLD POSITIONING



NO HOLD



HOLDING



INELIGIBLE RECEIVER DOWNFIELD

THE FIVE MAN CORE OFFENSIVE LINE IN FOOTBALL SHOULD NOT BE DOWNFIELD ON A FORWARD PASS PLAY BUT WE ARE TALKING ABOUT ELECTRIC FOOTBALL. THERE AGAIN WE FOUND TWO SOLUTIONS.

1. PERMIT ONLY DOWNFIELD RECEIVERS FARTHER DOWNFIELD THAN THE INTERIOR LINEMAN TO RECEIVE A FORWARD PASS.
 2. JUST LIMIT THE OFFENSIVE LINEMEN DISTANCE TO TEN YARDS ON FORWARD PASS PLAYS.
- WE USED 1. THERE MAY BE A FURTHER DECISION FOR NUMBER 2. UNTIL THEN, WE WILL KEEP IT AT 1 NOTED ABOVE.

COUNTING PASS PLAYS

- THE UNBLOCKED DEFENSE WILL EMPLOY PASS DEFENSE (PIVOTS-UPFIELD, ONE BASE LENGTH ADJUSTMENTS-DOWNFIELD) WITHIN 5 SECONDS.
 - THE OFFENSE THEN MAKES ITS DECISION AND COMPLETES THE ACT WITHIN 10 SECONDS.
 - THEN THE DEFENSIVE TEAM'S REACTION, IN SAME MANNER ABOVE, WITHIN 5 SECONDS.
- THIS MEANS EACH COACH GETS 10 SECONDS TOTAL TO BE IN POSITION WITH THE DOWNFIELD DEFENSE GAINING THREE VERTICAL YARDS (BASED ON ADJUSTMENTS) FOR EACH REACTION TO COMPLETE THE DOWN.

DURING THIS TIME, OFFICIALS ARE **NOT** TO GIVE MID-DOWN ADVICE. THE COACH IS TO DETERMINE THE SITUATION WITHIN THE TIME THE OPPONENT IS ACTING TO ASSESS THE FIELD AND MAKE THE RIGHT DECISION. A PENALTY IS INDICATED BY A YELLOW MARKER ONLY WHEN THE ACT OCCURS.

SCRIMMAGE KICKS

DURING THE DEAD BALL/READY FOR PLAY

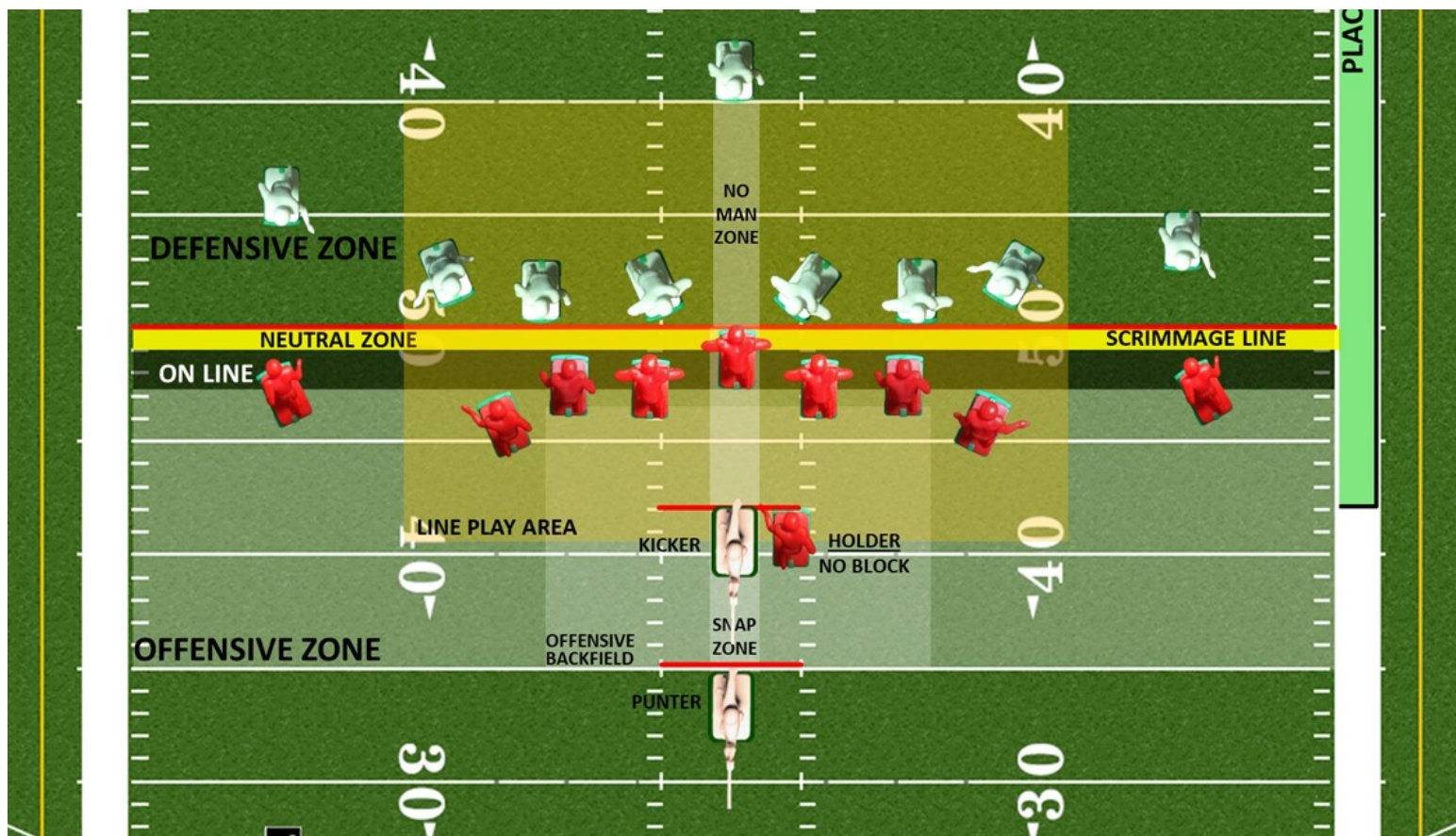
- SAME AS PLAY FROM SCRIMMAGE
- BALL ON THE KICKER'S FOOT (**ILLEGAL PROCEDURE**)
- DEFENSE-NO ONE OVER THE CENTER (**ILLEGAL FORMATION**)

DURING (CREATING THE PLAY) AUDIBLES

- ANY TWO PLAYERS MAY EITHER:
 - ROTATE DIAL IN PLACE OR PIVOT A PLAYER,
 - SHIFT THE HOLDER (FIELD GOAL),
 - ROTATE THE HOLDER (FIELD GOAL),
 - CHANGE TYPE OF HOLDER (FIELD GOAL),
 - CHANGE THE TYPE OF PLAY (PASS, RUN)

ONCE DONE, THE FORMATION MUST STILL BE LEGAL. (**ILLEGAL PROCEDURE, ILLEGAL FORMATION, ILLEGAL SHIFT**)

LEGAL FORMATION



WHAT TO WATCH

- FULL ONE TO TWO SECOND COUNT (**FALSE START**)
- THE INITIAL MOVEMENT OF THE HOLDER. (**FALSE START, ILLEGAL MOTION**)
- THE HOLDER BLOCKING. (**ILLEGAL BLOCKING**)
- PIVOTED PLAYERS ON KICKS/RUNS
 - CORRECT LINE BLOCKING (**HOLDING, INTERLOCKING INTERFERENCE, CRACKBACK BLOCK-WR**)
- PIVOTED PLAYERS ON PASSES
 - LINE BLOCKING (**OFF PASS INTERFERENCE-WR**)
- COUNT IMMEDIATELY FOLLOWING THE PAUSE. (KICK CLOCK)

RETURN KICKS

WHAT TO WATCH

AS THE PLAYERS ARE PIVOTED TO RECOVER/DOWN THE BALL ALL PLAYERS ARE PIVOTED TOWARD IT.

BLOCKING MAY OCCUR HOWEVER, IT MUST BE TOWARD THE BALL. (**ILLEGAL BLOCK**).

WHEN POSSESSION OCCURS, ANY PLAYERS FROM THE RECEIVING TEAM PIVOTED TO BLOCK MUST BE TOWARD THE OPPONENT'S GOAL. (**ILLEGAL BLOCK**)

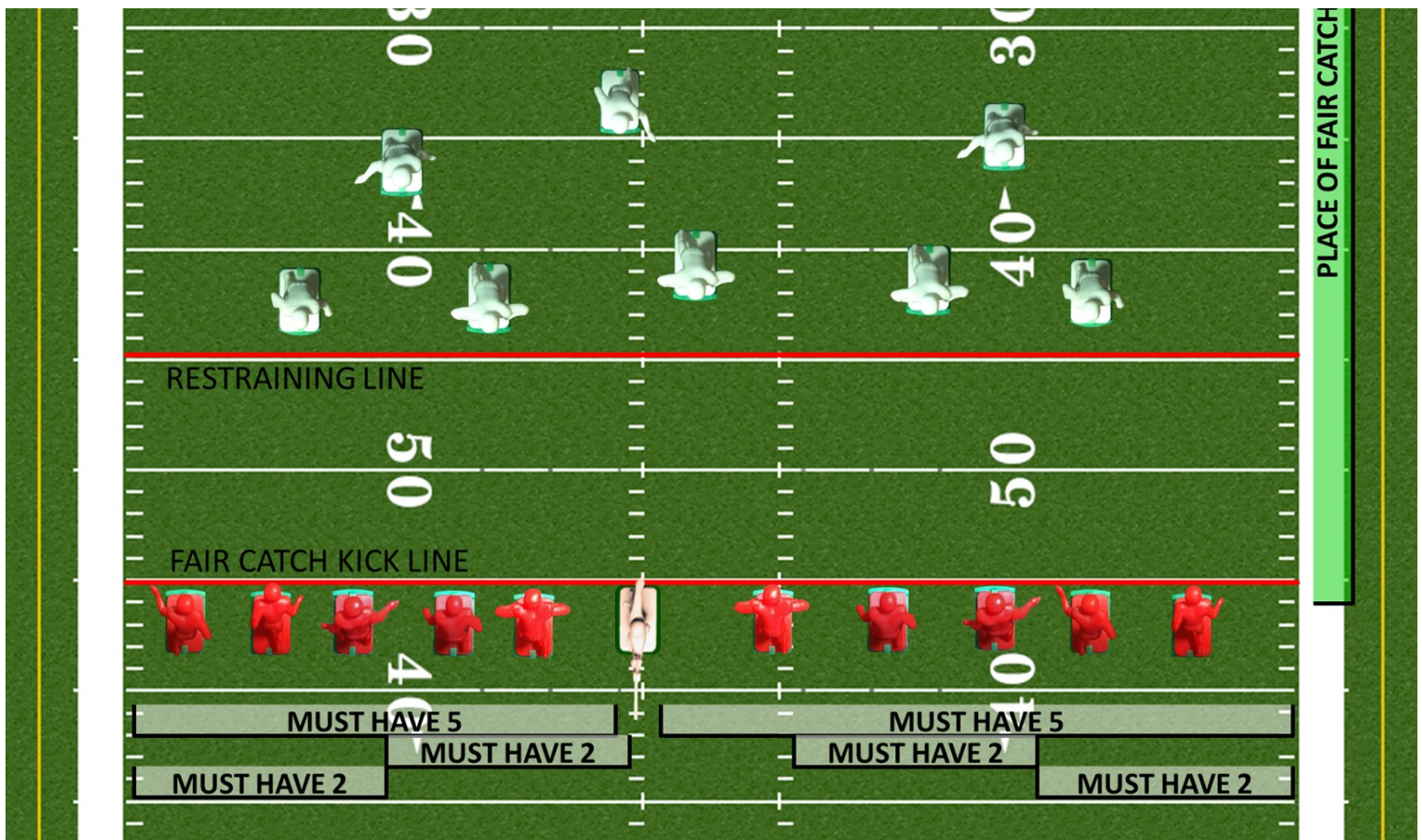
FAIR CATCH KICK

IT'S IN FOOTBALL, IT'S IN TOEPRO FOOTBALL.

FIRST, THE FAIR CATCH HAS TO BE CALLED WHILE THE BALL IS IN THE AIR. (**ILLEGAL FAIR CATCH**)

ALTHOUGH RARE IF IN FIELD GOAL RANGE THE OFFENSIVE TEAM MAY ATTEMPT A FAIR CATCH KICK INSTEAD OF RUNNING A PLAY FROM SCRIMMAGE AS A MANDATED DOWN.

LEGAL FORMATION



WHAT TO WATCH

SAME AS KICKOFF BUT THE KICK MAY BE AT THE INBOUNDS LINE. A FIELD GOAL OF THREE POINTS MAY OCCUR. IF MISSED FIELD GOAL THAT DOESN'T TOUCH THE FIELD COULD RESULT IN A CHANGE OF POSSESSION AT SPOT OF KICK. (RULE 11-4-2)

BEING AN OFFICIAL HAS JUDGMENT CALLS THAT WILL DISAPPOINT COACHES AND FANS. YOU IN ELECTRIC FOOTBALL WILL HAVE THE SAME. JUST DO THE BEST YOU CAN WITH THE INFORMATION PROVIDED. GOOD OFFICIATING.

SIGNALS AND PENALTY ENFORCEMENT



BOTH ARMS EXTENDED ABOVE HEAD.

TOUCHDOWN, FIELD GOAL, OR SUCCESSFUL TRY



PALMS TOGETHER ABOVE HEAD.

SAFETY



ARMS POINTED TOWARD DEFENSIVE TEAM'S GOAL.

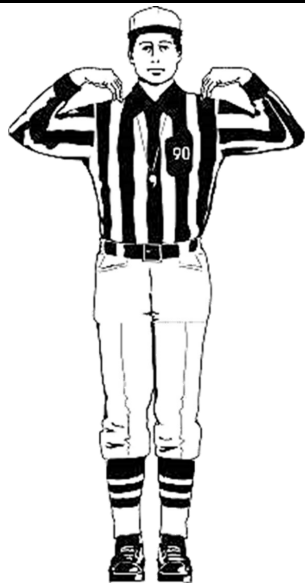
FIRST DOWN

SIGNALS AND PENALTY ENFORCEMENT



ONE ARM ABOVE HEAD WITH AN OPEN HAND.
WITH FIST CLOSED: **FOURTH DOWN.**

DEAD BALL, OR NEUTRAL ZONE ESTABLISHED



FINGERTIPS TAP BOTH SHOULDERS.

BALL ILLEGALLY TOUCHED, KICKED



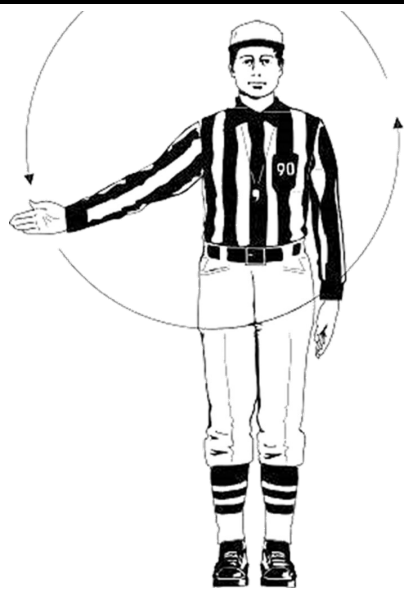
HANDS CRISSCROSSED ABOVE HEAD. SAME SIGNAL FOLLOWED
BY PLACING ONE HAND ON TOP OF CAP: **REFEREE'S TIMEOUT.**

SAME SIGNAL FOLLOWED BY ARM SWUNG AT SIDE: **TOUCHBACK.**

PLAY PER QUARTER IS NOT ADVANCED

TIMEOUT

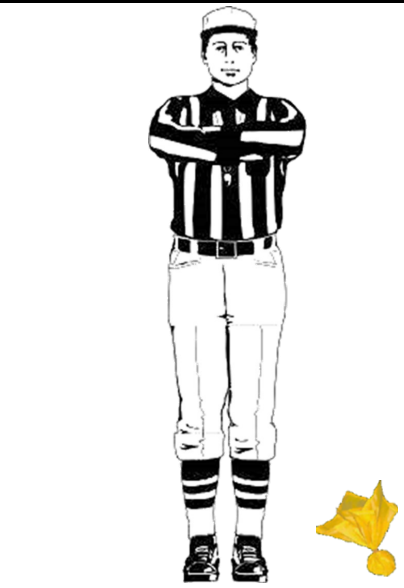
SIGNALS AND PENALTY ENFORCEMENT



FULL ARM CIRCLED TO SIMULATE MOVING CLOCK.

PLAY PER QUARTER IS ADVANCED

NO TIMEOUT OR TIME IN WITH WHISTLE



EITHER TEAM HAS NOT ACTED IN THE REQUIRED TIME. (RULE 4-6)

PENALTY IS FIVE YARDS, EXCESS TIME OUT: FIFTEEN YARDS

DELAY OF GAME OFFENSE/DEFENSE OR EXCESS TIMEOUT



THE KICKOFF/FREE KICK LEAVES THE FIELD, FAILS TO TRAVEL PAST THE RESTRAINING LINE OR IS TOUCHED ALONG THE SIDELINES NOT IN THE END ZONE. (RULE 6-2)

EITHER TEAM LINES UP IN A FORMATION NOT ESTABLISHED BY THE RULES. FOLLOWING "SET."
FAILS TO FOLLOW ESTABLISHED FORMAT. (RULE 5-5, 6-1, 7-5; 9-1)

A MOBILE SNAP RECEIVER'S INITIAL MOVE IS NEARER THE LOS ON THE SNAP. (RULE 7-6)

FAILURE TO CALL A PLAY TYPE.
STOPPING THE PLAY ON SCRIMMAGE KICK BEFORE THE ALLOTTED TIME (RULE 7-4, 9-1)

PENALTY IS FIVE YARDS, FREE KICK: SPOT OF KICK OR PLACEMENT AT RECEIVING TEAM'S 40

FALSE START, ILLEGAL FORMATION, KICKOFF OR SAFETY KICK OUT OF BOUNDS

SIGNALS AND PENALTY ENFORCEMENT



A NON-PLAYER COMMITS ANY ACT WHICH IS PALPABLY UNFAIR.
(RULE 13-1)

**PENALTY IS FIFTEEN YARDS;
IF DEFENSIVE, AUTOMATIC FIRST DOWN OFFENSIVE TEAM**

PERSONAL FOUL



THE COACH DIRECTS AN OFFENDER'S ARM TO HOOK OR HOLD THE OPPOSING PLAYER BY USE OF THE UPPER EXTREMITIES AND PREVENTS HIM FROM GOING UP FIELD OR TO TACKLE IN OFFENSIVE ZONE. (RULE 12-1)

THE COACH PLACES A DEFENDER: INSIDE 5 YARDS OF THE LINE OF SCRIMMAGE, OUTSIDE THE NUMERALS ON AN UN-AUDIBLED OFFENSIVE PLAYER, HOOKS OR HOLD THE OPPOSING PLAYER BY USE OF THE UPPER EXTREMITIES AND PREVENTS HIM FROM GOING DOWN FIELD (RULE 12-1)

PENALTY IS TEN YARDS; IF DEFENSIVE, FIVE YARDS, AUTOMATIC FIRST DOWN OFFENSIVE TEAM

HOLDING



HANDS SHIFTED IN HORIZONTAL PLANE.

PENALTY REFUSED, INCOMPLETE PASS, PLAY OVER, OR MISSED FIELD GOAL

SIGNALS AND PENALTY ENFORCEMENT



SNAP RECEIVER OR INTENDED PASSER THROWS A FORWARD PASS ACROSS THE LINE OF SCRIMMAGE. (RULE 8-1)

PENALTY IS FIVE YARDS AND LOSS OF DOWN

ILLEGAL FORWARD PASS



WHEN A PASSER INSIDE THE BACKFIELD TO A DOWNFIELD RECEIVER NEVER CROSSES THE LINE OF SCRIMMAGE OR BALL LEAVES THE PLAYING SURFACE TO AVOID A SACK/LOSS. (RULE 8-2)

PENALTY IS TEN YARDS OR SPOT OF FOUL WHICHEVER IS FURTHER

INTENTIONAL GROUNDING OF PASS



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. (RULE 8-5)







AN OFFENSIVE COACH TOUCHES/DIRECTS A OFFENSIVE PLAYER TO PUSH AN UNENGAGED OFFENSIVE RECEIVER BASE FORWARD AT ANY TIME OR TO PICK A COVERING DEFENDER ON PASS PLAY. (RULE 8-5)

KICKING TEAM DIRECTS PLAYER INTO RECEIVER TO PREVENT RECOVERY. (RULE 10-1)





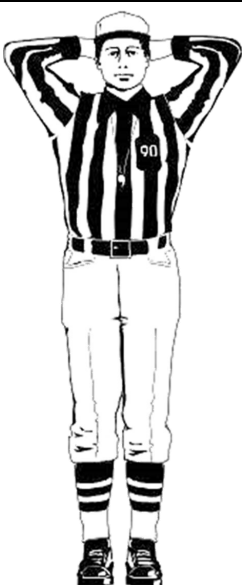
PENALTY OFFENSIVE: TEN YARDS, DEFENSIVE: SPOT OF FOUL, (END ZONE-DEF 1) FIRST DOWN OFFENSIVE TEAM, KICKING TEAM: 15 YARDS FROM SPOT OF FOUL AND CATCH AWARDED

INTERFERENCE WITH FORWARD PASS OR FAIR CATCH




SIGNALS AND PENALTY ENFORCEMENT

 	<p>A COACH ANNOUNCES “FAIR CATCH” BEFORE THE KICK, IT IS AN INVALID FAIR CATCH SIGNAL. IF THERE IS AN INVALID FAIR-CATCH SIGNAL, THE BALL IS DEAD WHEN CAUGHT OR RECOVERED BY ANY PLAYER OF THE RECEIVING TEAM. (RULE 10 -2)</p> <p><i>PENALTY IS FIVE YARDS FROM THE SPOT OF THE DEEPEST PLAYER OR BALL, IF END ZONE: FROM TOUCHBACK SPOT</i></p>
INVALID FAIR-CATCH SIGNAL	
 	<p>A PASS HITS AN UNENGAGED INELIGIBLE RECEIVER ON THE FLY. (RULE 8-1)</p> <p>AN ORIGINALLY INELIGIBLE RECEIVER IS BEYOND THE LINE PLAY AREA, BLOCKS A DEFENDER BEYOND LINE PLAY AREA IN DEFENSIVE ZONE OR IS FURTHER DOWNFIELD THAN THE INTENDED DOWNFIELD RECEIVER WHEN THROWN TO ON PASS PLAY. (RULE 8-3)</p> <p><i>PENALTY IS FIVE YARDS FROM PREVIOUS SPOT</i></p>
INELIGIBLE RECEIVER OR INELIGIBLE MEMBER DOWNFIELD	
 	<p>EITHER TEAM DIRECTS A PLAYER TO BLOCK TOWARD OWN GOAL, NOT IN LINE PLAY AREA. (RULE 12-2)</p> <p><i>PENALTY IS FIFTEEN YARDS</i></p>
ILLEGAL CONTACT	

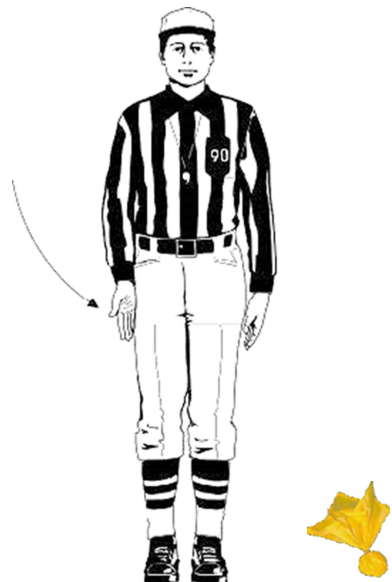


SIGNALS AND PENALTY ENFORCEMENT

 	<p>A COACH TOUCHES OPPOSING PLAYER(S) WHEN THE BALL IS READY FOR PLAY; OR LINES UP ONE OR MORE OF THEIR PLAYERS AHEAD OF THEIR LINES OR ENTERS NEUTRAL ZONE PRIOR TO SNAP OR KICK. (RULE 7-4)</p> <p><i>PENALTY IS FIVE YARDS</i></p>
OFFSIDE, ENCROACHMENT, OR NEUTRAL ZONE INFRACTION	
 	<p>WHEN A PLAYER IS BEING MOTIONED OR MOVED FROM ITS FOOTPRINT FOLLOWING THE SETUP AND BEFORE THE DEFENSE SETUP TIME IS COMPLETE. (RULE 7-4)</p> <p>A MOBILE QUARTERBACK'S OR SNAP RECEIVER'S INITIAL MOVE IS NEARER THE LOS ON THE SNAP. (RULE 7-6)</p> <p><i>PENALTY IS FIVE YARDS</i></p>
ILLEGAL MOTION AT SNAP	
	<p>BOTH HANDS HELD BEHIND HEAD.</p>
LOSS OF DOWN	

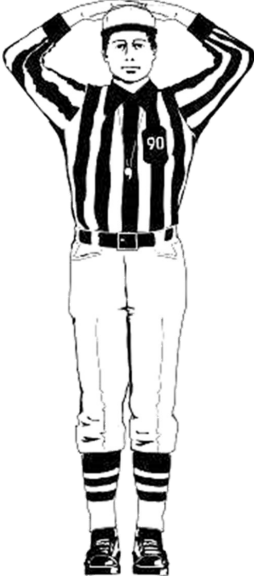

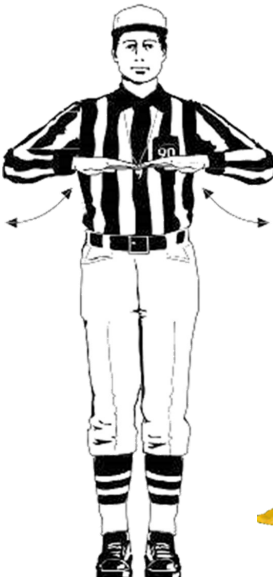


SIGNALS AND PENALTY ENFORCEMENT

	<p>WHEN THE OFFENSIVE COACH DIRECTS A PLAYER THAT MATERIALLY PUSHES A RUNNER IN ANY DIRECTION AT ANY TIME</p> <p>USE INTERLOCKING INTERFERENCE BY GRASPING A TEAMMATE BY USING HIS HANDS OR ARMS OR TO ENCIRCLE THE BODY OF A TEAMMATE IN AN EFFORT TO BLOCK AN OPPONENT. (RULE 12-1)</p> <p><i>PENALTY IS TEN YARDS</i></p>
INTERLOCKING INTERFERENCE, PUSHING, OR HELPING RUNNER	
	<p>DIAGONAL MOTION OF ONE HAND ACROSS ANOTHER.</p>
TOUCHING A FORWARD PASS OR SCRIMMAGE KICK	
	<p>EITHER COACH ACTS IN A MANNER DETRIMENTAL TO GOOD PLAY. (RULE 12-3)</p> <p><i>PENALTY IS FIFTEEN YARDS, AND DEFENSIVE: FIRST DOWN OFFENSIVE TEAM</i></p>
UNSPORTSMANLIKE CONDUCT	




SIGNALS AND PENALTY ENFORCEMENT

	<p>A COACH DIRECTS AN OFFENSIVE PLAYER PARTIALLY/OUTSIDE THE LINE PLAY AREA TO BLOCK WITHIN IT, A DEFENSIVE PLAYER COMPLETELY WITHIN THE LINE PLAY AREA OR TOWARD THEIR OWN GOAL ON A RUN PLAY. (RULE 12-2)</p> <p><i>PENALTY IS FIFTEEN YARDS</i></p>
ILLEGAL CRACKBACK/BLINDSIDE BLOCK	
	<p>A PLAYER NO LONGER OR FOUND INELIGIBLE FOR PLAY. (RULE 5-4, 12-4)</p> <p>ALSO DISQUALIFIED IN OVERTIME PERIOD(S)</p>
PLAYER DISQUALIFIED	
	<p>PLAYER'S USE OF THE LEG OR FOOT TO OBSTRUCT ANY OPPONENT. (RULE 3-43)</p> <p><i>PENALTY IS FIFTEEN YARDS</i></p>
TRIPPING	

SIGNALS AND PENALTY ENFORCEMENT

 	<p>WHEN AN OFFENSIVE COACH SUBSTITUTES A PLAYER DURING A SETUP. (RULE 5-2)</p> <p>12 OR MORE PLAYERS ARE ON THE FIELD FOLLOWING THE FIRST “SET”, DURING PLAY. (RULE 5-2)</p> <p>WHEN A TEAM HAS SAME NUMBERED PLAYERS ON THE FIELD DURING A DOWN OR FAILED TO REPLACE WITH A LIKE NUMBERED PLAYER DURING A DOWN. (RULE 5-2)</p> <p><i>PENALTY IS FIVE YARDS</i></p>
ILLEGAL SUBSTITUTION, 12 MEN OFFENSIVE HUDDLE, TOO MANY ON THE FIELD	
 	<p>OFFENSE CONDUCTS MORE THAN TWO AUDIBLES BEFORE THE SNAP ON A SCRIMMAGE PLAY. (RULE 7-4)</p> <p><i>PENALTY IS FIVE YARDS</i></p>
ILLEGAL SHIFT	
	<p>PUMP ONE ARM VERTICALLY.</p>
RESET PLAY CLOCK—10 SECONDS	

SIGNALS AND PENALTY ENFORCEMENT

	<p>PUMP TWO ARMS VERTICALLY.</p>
RESET PLAY CLOCK—40 SECONDS	
	<p>PENALTY OR FOUL ON THE PLAY</p> <p>AN ACCEPTED PENALTY PREVENTS PLAY PER QUARTER</p>
PENALTY FLAG	
	<p>CHALLENGE THE ACTION/PLAY</p> <p>CONTINUE THE PLAY SUCCESSFUL TO THE CHALLENGING TEAM</p> <p>TEAM MUST HAVE TIME OUTS TO CHALLENGE</p>
CHALLENGE FLAG	

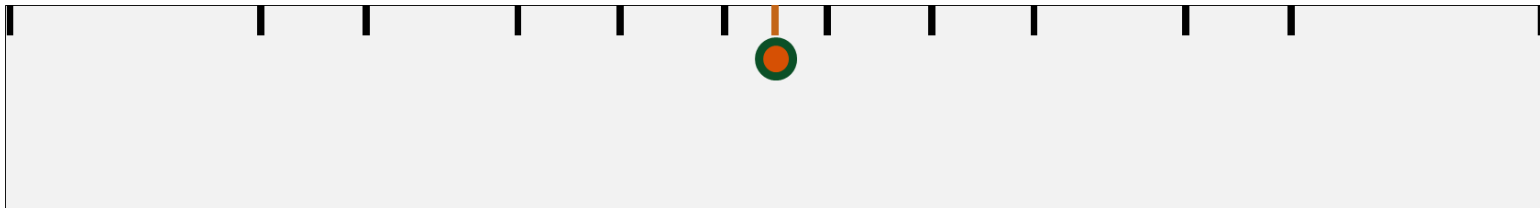
GAME GUIDES

ITEMS USED TO ASSIST WITH PROPER ALIGNMENT OR DETERMINATIONS MAY BE USED PROVIDED THEY ARE NOT INBOUNDS. WE ARE BIG FANS OF THIN CLEAR PLASTIC FOR GUIDES.

BALL MARKER

THE BALL MARKER CAN BE A STRIP OF PLASTIC 11 1/8TH INCHES LONG 1 1/2 INCH WIDE CONTAINING MARKS ON EACH SIDE FROM THE MARKER INDICATING THE FOLLOWING:

- ONE YARD-NEUTRAL ZONE
- THREE YARDS-ON LINE PLAYERS
- FIVE YARDS-DEFENSIVE COVER LIMIT
- EIGHT YARDS-KICKER LOCATION
- TEN YARDS-QUARTERBACK LIMIT/LINE PLAY AREA
- FIFTEEN YARDS-OFFENSIVE SET AREA/PUNTER LOCATION



TEN YARD INDICATOR FOR PITCH DISTANCE/SPACING.

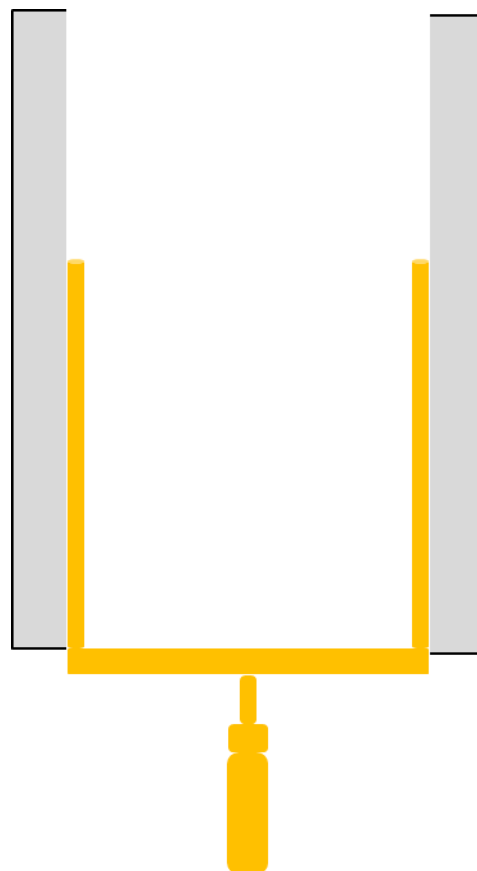
BECAUSE TOEPRO FOOTBALL FIELDS ARE SAME SIZE CUTTING A STRIP OF PLASTIC EXACTLY 3 3/4 INCHES LONG AND AN 5/8TH INCH WIDE CAN SERVE THREE PURPOSES:

- SPOT LOCATION
- HORIZONTAL BASE WIDTH APART DISTANCES
- TEN YARD PITCH DISTANCE



GOAL POST EXTENSION.

ELECTRIC FOOTBALL GOAL POSTS UPRIGHTS ARE NOT VERY HIGH. SO JUST USE A STRIP 7 INCHES HIGH AND 1/2 INCH WIDE AND TAPE IT TO THE OUTSIDE OF EACH UPRIGHT. NOW YOU CAN SEE IT GO THROUGH RATHER THAN HIT OF THE BLOCKING SCREEN TO DETERMINE A SUCCESSFUL FIELD GOAL. IF IT GOES ANY HIGHER THAN THIS, THE KICKER IS USUALLY NOT TO SCALE AND ARE AT THE DETERMINATION OF THE OFFICIAL.



TOOTHPICK FOR MARKING THE PLAYER LOCATION

BECAUSE TOEPRO FOOTBALL CALLS FOR PLAYERS TO ADVANCE, A TOOTHPICK TO MARK THE LOCATION WOULD BE HELPFUL. ANOTHER GREAT TOOL IS THE YARD LINE ITSELF. THE LENGTH OF A BASE IS APPROXIMATELY THREE YARDS ON A FIELD.



CASEBOOK

A.R. 5.1

SUBSTITUTES AND WITHDRAWN PLAYERS

Team A starts lining up a scrimmage formation with 11 players on the field. While setting up, the coach goes to the sideline and changes different receivers. Calls and starts the play.

Ruling:

- a) Illegal Substitution. TOEPRO Football Rule 5-2 note. The offense has the defensive substitutions time to make offensive substitutions and that time is dead ball time.

A.R. 6.1

RECOVER FREE KICK BEHIND LINE

Team A conducts a free kick play; the ball hits ground, bounces off Team B player and rests behind Team A at A25.

During 1st recovery attempt, Team B gets behind free kick line near ball, pivots to recover ball, and during return goes into the opponents end zone.

Ruling:

Touchdown. Rule 6-1-4. Free kick ball went 10 yards (6-4-2). A ball hitting the ground before player is a touch, not a catch/recovery. Pivots to recovery are legal acts. May advance (6-1-6).

A.R. 6.2

FREE KICK OUT OF BOUNDS

Team A kickoff has the ball to the B's 6-yard line where it rests in bounds but very close to the sideline where the Team B player makes a contact with the ball:

- a) but pushes the ball out bounds.
- b) while out of bounds.

Rulings:

a) First down, Team B at B6. TOEPRO Football Rule 6-2-3

b) Illegal Free Kick. Ball at B40. TOEPRO Football Rule 6-2-3 incl Rule 3-21-3 Loose Ball

The kickoff was valid (6-4-2) and the recovery is made (6-1-4) but the location of the player determined the outcome in keeping with rules of the NFL.

A.R. 7.2

TIMED ACTION EXPIRES

Ball at A45. Standstill QB at A38 Offense calls PASS; snaps the ball. Play paused and substitutes the QB. Passing clock expires without any action taken (for whatever reason).

Ruling:

Dead ball at A38. TOEPRO Football Rule 7-2-1. The QB is the runner until a pass is thrown. By making no attempt in time to pass, the ball is dead at the spot.

A.R. 7.3

HALF YARD LINE

Team B begins to return a kicked ball from their end zone and is tackled with the forward edge

- a) between their goal line and the one yard line.
- b) between opponent's goal line and the one yard line.

Ruling:

a) Team B ball at B1.

b) Team B ball at A1.

TOEPRO Football 7-2, incl. 3-12-4, 3-17. In a), once a ball (leading edge of the base) is carried into the field of play, it is a safety for it to return. (Rule 11-5-1)

In b), the last whole yard gained is A1. To be a touchdown, it has to comply with Rule 11-2-1.

CASEBOOK

A.R. 7.4

DOUBLE CHANGE OF POSSESSION

First and 10, Ball at A45. Standstill QB, Shotgun. Offense calls PASS; snaps the ball. Play paused. Tackle A73 moves beyond line further downfield than the downfield receiver thrown to. Pass intercepted by B52 at B40, attempts to advance; immediately fumbles. Coin flip awards Team A recovery; tackled at B43.

Ruling:

First and ten Team A at B43, TOEPRO Football Rule 7-3-1 incl 8-1-3 and 8-7-3. An illegal pass can be intercepted and returned. A new series of down is awarded to Team A if there is a change of possession during the down, and Team A has possession at the end of the down.

A.R. 7.5

POSITION OF PLAYERS AT THE SNAP

Team A lines up a scrimmage formation with both OTs centered on the tackles guides. While creating the play, the coach:

- a) pivots (rotating) the guard less than 180 degrees,
 - b) rotates the dials on the guard,
 - c) pivots (rotating) the guard 180 degrees completely,
 - d) rotates the guard completely and turns the dial,
- calls and starts the play.

Rulings:

- a) Illegal Formation. TOEPRO Football Rule 7-5-1 incl 1-1-5. The on-center tackle guides are the minimum full base width spacing of the five man core offensive line. There is no way a guard can be pivoted by rotation at an angle less than 180 and proper spacing be met.
- b) Legal formation.
- c) Legal formation.
- d) Illegal procedure. A pivot consist of ether rotating the dial or rotating the player.

A.R. 7.6

RUN BLOCKING QB

First and 10, Ball at A45 Mobile QB, under center. Offense pivots QB, calls RUN RB; snaps the ball. QB initially moves away from the line, then strikes the RUNNER's base in the side/back

- a) downfield or
 - b) offensive zone
- that runs for a touchdown.

Ruling:

- a) Touchdown
- b) First and 20 at A35, Assisting the runner. TOEPRO Football Rule 12-1-4. On the offensive side of the ball, any unassisted contact with a runner on a RUN play by diverting it from the path by side movement, or behind of base (diverting and/or gaining additional blocking leverage) in electric football, is unfair gameplay doctrine. The offense creates plays that, at the point of attack, must comply with this doctrine. Downfield contact is incidental.

A.R. 7.6

ZONE READING QB

First and 10, Ball at A45 Standstill QB, Shotgun. Offense pivots RB, calls PASS; snaps the ball. RB then strikes the QB base in the side/back holding it's position until a running lane develops. Play paused the running back and/or the QB is:

- a) in the offensive backfield
 - b) not in the backfield
- handoff to that runner who scores a touchdown.

Ruling:

- b) Touchdown. In pocket contact is incidental.
- a) First and 20 at A35, Assisting the runner. TOEPRO Football Rule 12-1-4. Pocket contact with a QB (runner) on a PASS play diverting it from the pocket by side movement, or behind of base in electric football, is unfair gameplay doctrine.

CASEBOOK

A.R. 8.1

ILLEGAL FORWARD PASS

First and 10, Ball at A45 Mobile QB, under center. Offense calls PASS; snaps the ball. QB forward edge rolls beyond the line but the passing hand is not, play paused and the QB:

- a) throws forward to WR
 - b) pitches rearward to RB
- that scores a touchdown.

Rulings:

- a) Illegal forward pass. TOEPRO Football Rule 8-1-2 incl 7-3-3. The forward edge of the runner is the determining factor in the ball or player's positioning place on the field.
- b) Touchdown.

A.R. 8.2

CATCH IN/OUT OF BOUNDS

First and 10, Ball at A45. Standstill QB, Shotgun. Offense calls PASS; snaps the ball. Play paused. QB throws a pass that hits A88 very close to the sideline and the receiver is moved out of bounds.

Ruling:

Incomplete pass. TOEPRO Football 8-1-3 Sideline Catches, incl. 3-2-7. This ruling is consistent with player possession (3-2-7). Control is the ability to advance following contact by the ball.

A.R. 8-3

INTENTIONAL GROUNDING

First and 10, Ball at B45 Mobile QB, under center. Offense calls PASS; snaps the ball. QB drops back, pauses the play with the QB:

- a) between the tackles at A48
- b) between the tackles at A30
- c) outside the tackles.

Throws a forward pass to a player, that by rule, cannot legally catch a pass or in such a manner to spoil the down (off the field) to avoid a loss of yardage at the pause.

Ruling:

- a) Intention Grounding, Second and 20 Ball at A45 TOEPRO Football Rule 8-2-1 incl 8-6-1
- b) Intention Grounding, Second and 35 Ball at A30 TOEPRO Football Rule 8-2-1 incl 8-6-1
- c) Second and 10 at B45. Outside the pocket.

When in the pocket, a pass, if one is to be thrown, must be a reasonable chance to advance the ball.

Understand the offensive team could have called SCRAMBLE and reduced the yardage lost on the play.

Officials make judgement calls like this. A game between coaches may need authority but at a minimum to a downfield receiver, must cross the line or to a behind the line receiver, be in the vicinity of.

A.R. 8.4

FUMBLE RECOVERY FORWARD

During the:

- a) last play of the half,
- b) last two minutes of the game,
- c) fourth down at any time.
- d) game not a), b) or c).

Team A intentionally creates a fumble by (placing in a TTQB with a handle on the field during audibles, calling PASS, running beyond the line, being tackled and-or falling over awaiting defensive contact) at B12 yard line. The nearest upright A Team member is in advance of the player last having possession.

Offense recovers, advancing and scores a touchdown.

Ruling:

- a) No touchdown, half over. TOEPRO Football Rule 8-7-6. (see note)
- b) Team A ball at B12. TOEPRO Football Rule 8-7-6. (see note)
- c) Team A ball at B12 or First Down Team B (if spot is not beyond line to gain). TOEPRO Football Rule 8-7-5. (see note)

Note a), b) and c): Offensive recovery in advance of player losing possession, dead ball last yard gained.

- d) Touchdown, legal recovery.

CASEBOOK

A.R. 8.5

NON-MOVING TACKLE BACK OF BASE

First and 10, Ball at B45 Team A Mobile QB, under center. Offense calls PASS; snaps the ball. QB drops back, pauses the play. Team B pivots/adjusts players to defend pass. Team A completes pass; pivots/adjust to advance. Team B pivots/adjusts player to tackle touching with front of base to back of new runner's base at A46.

Ruling:

Second down at B46. TOEPRO Football Rule 7-2-1. The offense, after making the catch, elected to advance. The defense reacting, made the tackle by pivot/adjustment. Leading edge of base tackler is now by motion generation knocking over the base runner, creating a fumble (8-7-3).

A.R. 8.6

UNCERTAIN CATCH

First and 10, Ball at B45 Team A Standstill QB, shotgun. Offense calls PASS; snaps the ball. QB drops back, pauses the play. Team B pivots/adjusts players to defend pass and is very close to Team A receiver. QB throws forward pass that can not be decided and rests on both player's platform.

Ruling:

Incomplete. TOEPRO Football Rule 8-1-10 note. Because there was not clear and convincing evidence to a catch (by the ball hitting any player involved), there is no catch (8-1-10). The ball resting on the players is not a determining factor in that determination...therefore incomplete pass, second down.

A.R. 8.7

OFFENSIVE LINEMAN CATCH

First and 10, Ball at B45 Team A Mobile QB, under center. Offense calls PASS; snaps the ball. QB drops back, pauses the play. Team B pivots/adjusts players to defend pass. QB throws forward pass that hits an unengaged offensive lineman at A45. The down is over. Penalty-illegal touching of a forward pass.

Defensive chooses acceptance of:

- a) the play.
- b) the penalty.

Ruling:

- a) Second and 10 at B45.
- b) First and 15 at B40.

TOEPRO Football Rule 8-1-8 note (1 and 2). In electric football, the ball is dead when the ball hits an ineligible receiver (1). In may have been beneficial to the defensive team to accept the penalty resulting in only a loss of five yards from the previous spot, or the spot of the catch (2). The only choice for the defense is to accept the penalty on the play (*loss of down*) or the play as a penalty with no gain (*loss of 5 yards*) but not both.

A.R. 9.1

FIRST TOUCHED OR MUFFED PUNT

Team A conducts a punt play at B49; the ball hits ground, bounces off Team B player and rests inbounds at B20. During 1st recovery attempt, Team A recover ball, and during return goes in the opponents end zone.

Ruling:

Ruling is Team A ball, first down at B20. TOEPRO Football 9-3-1. The ball striking the ground then a player beyond the line is a touch, not a catch/recovery. The offense cannot advance a kicked ball.

A.R. 9.2

PUNTS HIT GOALPOSTS

Team A conducts a punt play at A45; during rush Team B player touches the side of punter base; punter kicks ball that hits and falls through the opponent's goal posts.

Ruling:

Touchback Team B's ball at A20. TOEPRO Football 9-4-2. The yardage is outside field goal range (9-1-1). The punter is not tackled on a kick play (9-1-8, 9-2-6). The ball hitting the post represents touching an object before leaving the field through the end zone. So the kick is valid and cannot be returned.

CASEBOOK

A.R. 9.3

KICK HOLDER BLOCKING

Team A conducts a field goal play at B45; during rush Team A holder, while moving, touches an opponent
a) behind of
b) ahead/beside
of the kicker. Kicker kicks ball that travels through the opponent's goal posts.

Ruling:

- a) Successful Field Goal
b) Penalty, Illegal block. TOEPRO Football Rule 12-1-3 incl, 9-1-6. The holder is a non-blocking player.

A.R. 9.4

MOVING FIELD GOAL KICKER

Fourth and 5. Team A conducts a field goal play at B45; during rush Team A moving kicker drops back to A40, attempts kick. Kicker kicks ball that travels through the opponent's goal posts.

Ruling:

Fourth and 30 at A30. Penalty, Illegal kick. TOEPRO Football Rule 9-1-1. Team A kicker may attempt a placekick no more than 66 yards from opponent's goal from on or behind the line of scrimmage. The kicker is allowed to move forward with the ball on its tee (7-4-2 ex: b)). The maximum allowable range is in keeping with the NFL's longest successful field goal.

A.R. 9.5

FAKED BUT NOT FAKED KICK

Fourth and 5. Team A conducts a punt play at B45; pivots Kicker, calls PASS. During rush Team A pauses the play in
a) less than one second.
b) more than two seconds.
Following pass defense, calls KICK and punts the ball to B1 that Team B recovers and returns to B27.

Ruling:

Both a) and b) Fourth and 10 at 50. Penalty, False start.
TOEPRO Football Rule 7-4-2 incl. 9-1-8. Once Team A assumes a scrimmage kick formation, it is required to run the motion generator the minimum one maximum two seconds. The choice to PASS at the snap is not the issue unless it pivoted two players (illegal procedure (7-4-9)). The kick is valid and recovery legal.

A.R. 9.6

TWO FOOTBALLS

Fourth and 5. Team A conducts a punt play at B45; pivots kicker, calls PASS to 88. During rush Team A pauses the play. Following pass defense, calls PASS to 88, removes the ball from the tee and uses a legal but special ball designed for passing. Completes pass to 88 actions that crosses the opponent's goal line.

Ruling:

Fourth and 10 at 50. Penalty, Illegal procedure.
TOEPRO Football Rule 7-7-15. Once Team A assumes a scrimmage kick formation, it is required to use that ball in play at the snap. If removed before the snap (to ensure no fumble, legal) but replaced by another ball before the pass it is still an illegal procedure.

A.R. 9.7

SPECIAL TEAM SPECIAL TASK

Fourth and 5. Team A conducts a punt play at B45; pivots Kicker, calls PASS to 88. During rush Team A properly pauses the play. Following pass defense, calls PASS to 88, removes the kicker from the field and uses a same numbered player designed for passing. Completes pass to 88 actions that crosses the opponent's goal line.

Ruling:

Touchdown. TOEPRO Football Rule 7-7-13. Only a PQB is allowed in for substitution during the down. Once PASS play was called, the kicker is a RUNNER adhering to scrimmage pass rules during the rush phase of the play. Team A could have also changed the kicker with a same numbered passer while creating the play (7-4-9) but would not have been able to change the ball.

CASEBOOK

A.R. 10.1

GET OUT THE WAY

Fourth and 5. Team A conducts a punt play at B45. Kicks ball that lands at B10. A Team B downfield player between the ball and defender is pivoted to block an on-coming kicking team player coming toward the ball. Contact is made at B20. The recovery is made and returned to A30.

Ruling:

First down Team B ball at B5 for Illegal peel back block. TOEPRO Football Rule 12-2-2. All players must block toward the ball until recovery. Post possession kick foul; half distance.

A.R. 11.1

FELL OVER THE LINE

Fourth and 5. Team A RUNNER was headed into the endzone. The runner encountered a hot spot on the field, bouncing, fell in the endzone with the once forward facing runner the opposite direction at B2.

Ruling:

Touchdown. Any crossing of the line while possessing the ball is a touchdown. TOEPRO Football Rule 3-38, 11-2-1

A.R. 11.2

I THINK IT'S GOOD

Fourth and 5. Team A kicks a field goal that so exceeds the height of the goalposts the referee, finding it hard to discern, says its:

a) good

b) no good

but it's easy to discern from your viewpoint.

Ruling:

a) good

b) no good

The official ruling (unless overturned by challenge or assistance) is definitive. TOEPRO Football Rule 19-2. The kickers are not supposed to kick outside of the calibrated distance. TOEPRO Football Rule 5-4-1 Item 2, Special team figures.

CASEBOOK

CASEBOOK

CASEBOOK

