

# The National ELECTRIC FOOTBALL Game Museum

## 6 Man “RED ZONE” Electric Football

### INTRODUCTION

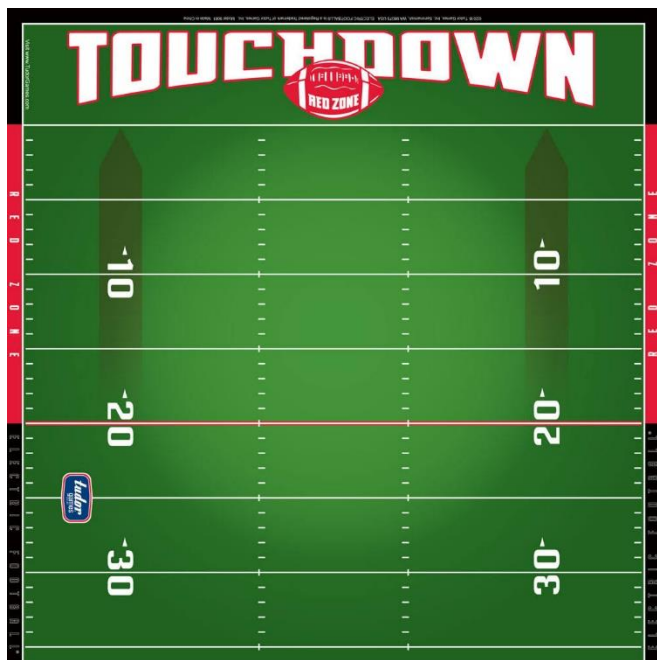
In certain areas of the country where schools are located in remote rural areas and not able to field 11 player teams, it has become more acceptable to play with 6, 7, 8, or 9 player teams. Rule modifications often include smaller field sizes, scoring point values, number of players on the line of scrimmage and pass receiver eligibility. These games are often very high scoring and have mercy rules which ends the game if one team is ahead by a specific number of points after the second half has started.

#### Here are the Basic Six-Man Football Rule Variations:

- **Field is 80x40 yards instead of 100x50.**
- **The offense must gain 15 yards for a first down instead of 10.**
- **All players are eligible receivers.**
- **There must be a 'clean exchange' of the football. The quarterback (player who receives the snap) must hand off, pitch or throw the ball to another player before it can be advanced past the line of scrimmage.**
- **Field goal is worth 4 points.**
- **A kicked PAT is worth 2 points and a run/pass PAT is 1 point.**
- **If at any point after the end of the first half, a team leads by 45 points or more, the game is over.<sup>1</sup>**

<sup>1</sup>*SixManFootball.com – The Bible of Six-Man Football in Texas*

In 2018, Tudor Games® came out with a Model 9061 “Red Zone Electric Football” game board. It is a smaller 13” x 13” playing surface with a 36 yard long playing field and an approximately 7 yard long end zone.



This is the game board we will be using in this version of the **NEFGM Rules of 6-Man “RED ZONE” Electric Football**

The basic rules we will use are as follows:

- Teams will be made up of at least 6 players.
- Play will start from the 25-yard line.
- 15 yards is needed to gain a first down.
- All players are eligible receivers.
- The quarterback must hand off, pitch or throw the ball to another player before it can be advanced past the line of scrimmage.
- Field goal is worth 4 points.
- A kicked PAT is worth 2 points and a run/pass PAT is 1 point.
- If at any point after the end of the first half, a team leads by 45 points or more, the game is over.

Play is very similar to that used for Over Time in most college football games of today, with teams alternating possessions rather than performing a kickoff to put the ball in play and first possession determined by a coin toss. We will also use a multi-stop form of game play with player readjustments each time the game is stopped during the execution of a play allowing for more realistic “read and react” game play action.

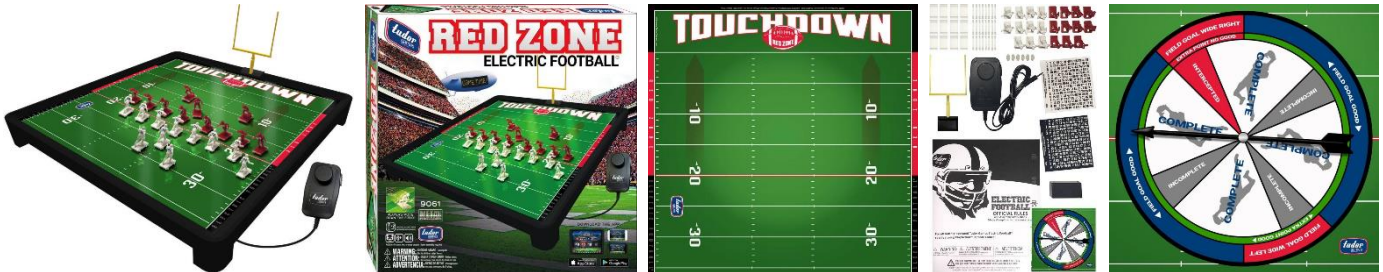
# Official NEFGM

## 6-Man Backyard ELECTRIC FOOTBALL

### Rules, Regulations and Game Play Procedures

#### Rule One: The Field

The official playing field is the Tudor Games® Model 9061 RED ZONE Electric Football® with the following accessories: Goal Post, Line of Scrimmage Yard Maker and 15 Yard Line to Gain Markers. Any game board specifically made for electric football may be used.



**Note:** Although not available from Tudor Games any longer , these game sets can still be found on various online selling platforms. They also come with a Passing and Kicking Spinner which can be very useful in playing this game.

#### Rule Two: The Ball

The official ball is any ball specifically made for use as an electric football game ball. This ball must be made to be held in the arms, on the hand or on the base of a player and must be made so that it can be physically passed and kicked by an electric football figure specifically made for passing and kicking.



Tudor Games "Saturn" Balls



Third & Long Deluxe Precision Footballs  
Available for purchase at [tudorgames .com](http://tudorgames.com)



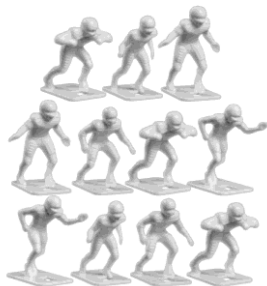
Tudor TTQB Passer/Kicker

#### Rule Three: Teams and Players

The game is played by teams of 6 players. Players are the combination of an electric football figure and the base it is mounted on. Any figure and base specifically made for use as an electric football player may be used. The official player is the Tudor Games® Electric Football Action Figure that comes in sets of 11 (HT-11-W) and the Tudor Games® Rookie and TTC Bases. These typically come in sets of 12.



Red (HT-11-R)



White (HT-11-W)



Pro Pack "Mean 13" (HT-13-W)



Beenutt PAC 12 (PAC-12-PPS-P)

Typical sets of figures available at [tudorgames.com](http://tudorgames.com)



**Rookie Bases - 12 Pack Classic Green (12-GRN-ROOKIE)**

**TTC Bases - 12 Pack Green (12-GRN-TTC-SET)**

*Typical sets of bases available at tudorgames.com*

#### **Rule Four: Roster Size, Uniforms and Numbering**

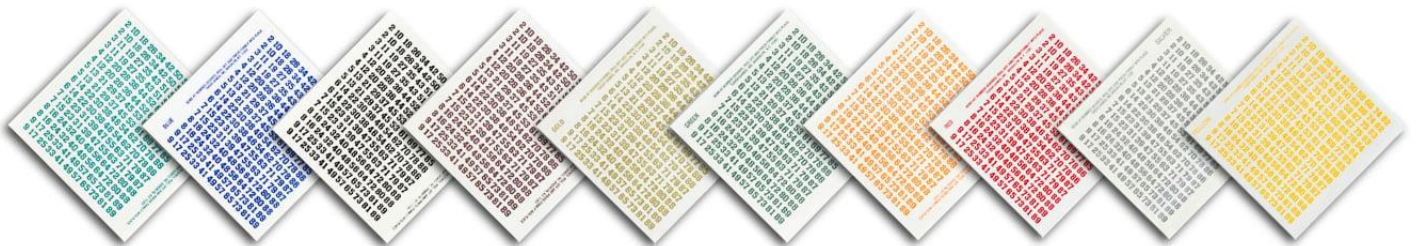
**Roster Size:** The minimum roster size is 6 players. However, a roster may include enough players to make substitutions, field platoons of both offensive and defensive players as well as special team players.

**Uniforms:** Players should be dressed (painted) in uniforms that are of a sufficiently contrasting color to those of a team they are playing against. It is suggested that teams be available in a “Home” dark jersey uniform and an “Away” white jersey uniform or have offensive teams available in one color uniform and defensive teams available in one color uniform.



*Typical sets of pre-painted teams available at tudorgames.com*

**Numbering:** Players should be numbered on the backs of their jersey with a number that is common to numbering systems used in real football. However, since all players in 6-man football are eligible receivers, any number may be worn.



*Typical sets of Varsity Stick-on Numbers available at tudorgames.com*

#### **Rule Five: Game Length and Timing**

Any method of timing commonly used in electric football may be used including but not limited to a continuous running game clock; a game clock that starts and runs during periods of “live ball” game play action and stops during periods of a “dead ball” when there is no game play action; a play count method (specifying a certain number of scrimmage plays be run per quarter, half, or game).

For our game, we will use a 10 minute per quarter game clock that starts and stops during periods of “live ball” game play action and stops during periods of a “dead ball”.

The game clock starts when the ball is “snapped” starting the “live ball” game play action and will continue to run until the conclusion of the play, when the game clock will be stopped. This is the period of a “dead ball” and when the players of each team are separated and set up again for the next play. The game clock will next start again when the ball is “snapped” to begin the next play. The game clock will not run during the execution of a conversion try attempt after a touchdown has been scored. No time outs will be allowed since the clock is not running in-between plays, anyway.

### **Rule Six: Scoring**

Scoring Values are the same as those commonly used in football except with the following modifications:

- Conversion tries by kicking will count as 2 points and by scrimmage play will count as 1 point
  - Conversion tries will take place from the 3 yard line regardless of whether it is by kick or scrimmage play.
- Field goals will count as 4 points
- Touchdowns will still count as 6 points.

### **Rule Seven: Game Play Procedures**

The game will be played in a series of plays from scrimmage that will begin with one team starting with possession of the ball from the 25 yard line and continuing until that team either scores or loses possession of the ball. They are allowed 4 downs to gain fifteen yards and retain possession of the ball. They may elect to attempt to kick a field goal at any time during their possession. Possession will be turned over to the opposing team if there is a failure to score, gain the 15 yards necessary to retain possession, lose possession by means of a fumble recovery by the defense, or an intercepted pass by the defense. There will also be a turnover of possession if at any time there is not a gain of yards beyond the 25 yard line. Possessions will alternate and the team that is ahead in score at the end of 4 quarters will be declared the winner. Games will be allowed to end in a tie unless it is a single elimination playoff game in which a winner must be declared. A game that does require an over time period will be played in alternating possessions until there is a clear winner determined.

### **Rule Eight: Executing a Play from Scrimmage**

To execute a play from scrimmage the following procedures must be followed:

- The offensive team is lined up with at least 3 players on the line of scrimmage, one of which must be the center snapper. All other players of the offense must be at least one yard behind the line of scrimmage, There must be a player in the back field to receive the center snap. This player may not run with the ball beyond the line of scrimmage but must first pass, hand off, lateral or pitchout the ball to another player.
- The defense is lined up in any formation on their side of the line of scrimmage.
- The play starts with a quick on and off of the power switch. This is used to simulate the snap. It must then be decided which player is the player that received the center snap. This is the initial ball carrier.
- The initial ball carrier must then either continue the play by running with it in any direction being careful not to cross the line of scrimmage, handoff, lateral, pitchout or pass the ball to another player,
- The next player to receive the ball and become the ball carrier may then continue the play by running with it beyond the line of scrimmage, handoff, lateral, pitchout or forward pass the ball to another player if he has not yet crossed the line of scrimmage.
- The play continues until the player with the ball, either scores, is tackled, runs out of bounds, or otherwise has his forward progress stopped or reversed.



### **Rule Nine: Executing a Pass**

At anytime during the execution of a play, the power may be switched off, and a pass attempted to another player. This pass may be in any direction forward, lateral or backwards. A forward pass may only be thrown if the ball carrier is behind the line of scrimmage. A lateral or backwards pass may be thrown from anywhere on the field. If the intended receiver of the pass is within 2 base lengths of the ball carrier, it is an automatic completion of the pass and the play continues. If the intended pass receiver is more than 2 base lengths away from the ball carrier, the pass must be made by whatever method of passing has been chosen by the players of the game.

The official method of passing suggested for this game by the NEFGM is to use a TTQB or other figure specifically made for passing . In this method the ball carrier is substituted for with a TTQB, and the pass is physically thrown toward the intended receiver.

If the pass is a forward pass ...

- and the ball hits the intended receiver anywhere on his body or base while still in the air and without first hitting the ground, it is a completion of the pass and play continues with that player as the ball carrier.
- and the ball first hits the ground, it is an incomplete forward pass, and the play is immediately dead.
- and it first hits a defender while in the air and before first hitting the ground, it is an interception. The play is dead, possession of the ball is turned over to the defending team, and they start their next offensive possession at the 25 yard line.

If the ball is a backwards pass ...

- and the ball hits the intended receiver anywhere on his body or base while still in the air or after it has touched the ground, it is a completed backwards pass, and the play continues with that player as the ball carrier.
- and it first hits a defender while in the air or after it has touched the ground, it is a loose ball fumble recovery. The play is dead, possession of the ball is turned over to the defending team, and they start their next offensive possession at the 25 yard line.
- and it fails to hit a player of either team and remains in bounds, it is a loose ball fumble and may be recovered by a player of either team. If it does not remain inbounds, it is a dead ball at the spot where it went out of bounds and possession is retained by the team that lost it out-of-bounds.

### **Rule Ten: Executing a Kick from Scrimmage**

At any time during a possession, a team may elect to execute a kick from scrimmage. This is an attempt to score by kicking a field goal. The team lines up as they normally would with 3 players on the line of scrimmage, a wing back to either side of the line and a player designated as the holder is lined up 7 or 8 yards behind the line of scrimmage. A kicker figure is lined up beside the holder with a ball placed on his kicking tee. It is recommended that these two players are made to be stationary so that they do not move during the execution of this play. The game board is switched on for approximately 2 seconds to allow the defense to rush and attempt to block the kick. The kick is blocked if any player of the defense runs into either the holder or the kicker. If the kick is not blocked, the ball is kicked and must travel over the cross bar and through the uprights of the goal post to score a field goal. If the field goal attempt fails, possession is turned over to the opposing team and play begins again at the 25 yard line.

Open field kicks from behind the line of scrimmage are allowed. This is basically simulating a drop kick attempt to score a field goal. At any time during the progression of the play, the ball carrier is allowed to stop his forward progress, be replaced by a kicker figure, and kick the ball. A missed field goal attempt of this nature also turns the ball over to the opposing team.

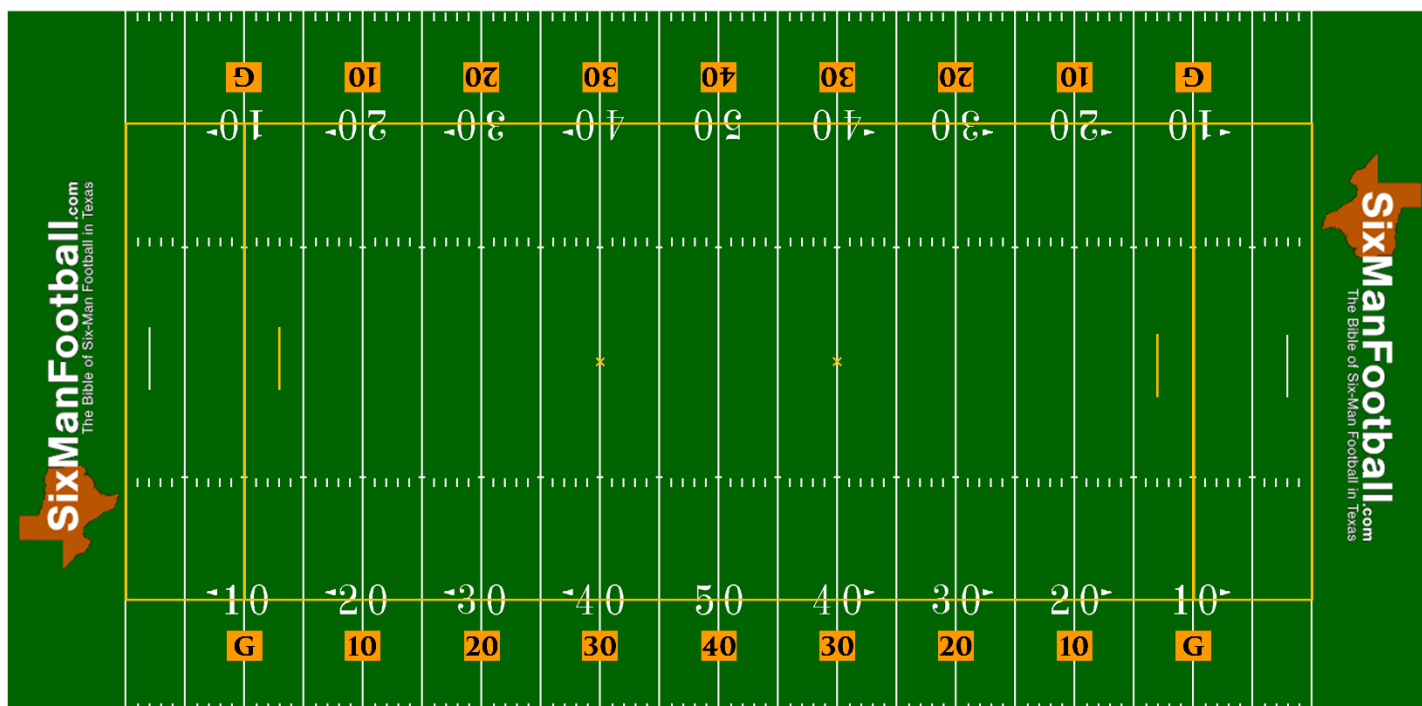
### Rule Eleven: Tackling and Forward Progress

In this game, tackling will be made by front of the base contact. In other words , a ball carrier is not tackled until he has been contacted by the front of a defender's base. Either from the front, back, or either side. The ball carrier is also considered down if his forward progress is completely stopped or reversed i.e. his forward movement is redirected to run back towards his own line of scrimmage rather than forward towards the goal line.

There are many ways in which to play electric football and to get fun and enjoyment from this great game and hobby. These rules are just a suggestion for playing this version and variation of electric football. Please give it a try and let me know if you have any other suggestions or comments on how to improve this version of the game. As always, though ...

**“Just Have Fun and Play the Game!!**

Here is a full field version of a field cover that can be added to your full size game boards to play regulation Six-Man Football



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The National Electric Football Game Museum

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