

PURPLE PEOPLE EATERS ELECTRIC FOOTBALL LEAGUE (PPEEFL)

Official Solitaire Rules Manual by Coach Glenn Merritt



2026

I. LEAGUE FUNDAMENTALS

- **Game Length:** 4 Quarters | **10 Scrimmage Plays** per quarter.
- **Star Tokens:** 2 Tokens per half. A Star Player may only use **1 Token per game**.
- **The Tackle:** Runner is down if forward progress stops for **1 second** while in contact with a defender, goes out of bounds, or tips over.
- **The Arm Tackle:** If the runner contacts a defender but maintains forward motion, **slide the defender 1/2 base to the side** to signify the power of the RB's stride. Motor remains ON.
- **The Pivot Rule:** Figures with touching bases are locked and cannot Pivot.
- **The Fall Rule:** Tipped figures are out of the play. Tipped ball carriers are down at the spot
- **Fumble Rule:** If the player is tackled by the front of the base, 1 six-sided die is rolled, with a result of 1 being a Fumble. The ball is then dropped on the board with all unengaged players pivoted to it with a 1 second run off, the player who touches it first, or the closest to it, recovers the fumble. A touched fumble recovery can be returned with runner and 1 player on the recovery team and 2 players on the non-recovery team pivoted to intercept and tackle the runner.

II. PERSONNEL & ALIGNMENT

- **Offense (3-WR Singleback):** 1 QB, 1 RB, 1 TE, 3 WRs, 5 Linemen.
- **The Formation:** TE must be on the line. One Split WR, two Slot/Flankers.
- **The Line:** Maintain 1 football width (Neutral Zone) between opposing lines.
- **Lineman** must be set up with a base width between them, with the exception of lining up inside the 10 yard line.

STAR TOKEN OPTIONS (2 Per Half, 2nd & 4th Qtr.)

These Tokens will be triggered by a pre-play roll of A 2 six-sided dice.

- **QB (Dime):** Blue stick is used for all distances
- **RB (Truck):** Ignore 1st tackle; move defender 1 full inch away and continue.
Can Pivot after 1st missed tackle, defense cannot pivot.
- **DE (Jump):** Start in neutral zone with unobstructed path to QB.
- **DB (Ballhawk):** Teleport 2 yds closer to ball than the receiver going for a catch.

In the star player scores a td, or makes a sack or interception he becomes a player on fire and can use another token if trigger

III. SPECIAL TEAMS

1. Kickoffs

- **Roll 1–5 (Touchback):** No return. Ball starts at the 25-yard line.
- **Roll 6 (The Breakout):** Returner starts on Goal Line vs. 2 Gunners on the 20-yard line. Motor is run for 2 seconds or until a tackle is made, after the 2 seconds all players are pivoted and the 2 second rule continues until the player is tackled, scores or goes out of bounds.

2. Punts (Distance Selection)

- Standard (Roll 1–5): Ball travels 45 yards from LOS, No Return
- The Return (Roll 6): Ball travels 50 yards. Returner vs. 2 Gunners (20 yards in front). Trigger Pursuit Loop as in the Kickoff Instructions.

3. The Kicking Ladder (Field Goals)

IV. FIELD GOAL LADDER

- Inside 10 Yards: Automatic
- Inside 20 Yards: Success on 1–5 (Roll 6 is Blocked)
- Inside 30 Yards: Success on 1–4 (Roll 6 is Blocked)
- Inside 40 Yards: Success on 1–3 (Roll 6 is Blocked)
- Inside 50 Yards: Success on 1–2 (Roll 6 is Blocked)

Blocked Kick Rule: Ball moves 15 yards back. Roll 1d6:

- 1–3: Defensive Recovery
- 4–6: 2-on-2 Scramble for the ball
- Blocked Kick: Ball moves 10 yards back. Roll 1d6: 1–3 Def Ball (Dead); 4–6 2on-2 Scramble (closest 2 off and def players)

I. PRE-SNAP GAME STATE (1d6 Roll) Active in 2nd and 4th Quarters

Roll 1—Select Offensive Player to use a Token

Roll 2 – Normal Play

Roll 3 – Normal Play

Roll 4 – Normal Play

Roll 5 – Normal Play

Roll 6 – Select Defensive Player to use a Token

** If the STAR PLAYER makes an exceptional play, Touchdown, Interception, or Sack, the player is on fire and qualifies for another token if triggered.

IV. PLAY PROCESS (4 TACTICAL STOPS)

STOP 1: The Snap

1. Line of Scrimmage: Offense lines up and then Defense lines up
2. Offense calls Audible : Pivots 2 players OR Pivot 1 and Motion 1 (move to a new spot).
3. Defense Mirror: Defense may pivot 2 or 1 Pivot, and 1 player move
4. The Blitz: Roll 6 sided die. On a roll of 6, place 1 LB in a gap with a direct path to the QB.
5. Action: Motor ON AND OFF QUICKLY.

STOP 2: Read The Play – Next Move

6. Play Call: Offense calls run or pass and pivots up to 2 players
7. Defense Reacts Roll one 6-sided die (1-2) =1 pivot, (3-4) =2 pivots, (5-6) = 3 pivots
8. Action: Motor ON for 2 seconds.
9. Rush Play: Was RB tackled, Yes – End Play, No: Is he past the LOS (Skip to Stop 4), Is he behind the LOS (Stop 3)
10. Pass Play: Defender 1 base away from QB = SACK
11. Pressure Release: If a defender is within 2" of QB, the QB can Quick Pass (Skip to Stop 4) or Scramble: Pass under pressure moves up to next longer passing stick. (Stop 3).

STOP 3: Next Move

- Rush Play: Offense pivots up to 2 players, Defense pivots 2 players
- Scramble: Remove the stationary QB for a running base QB. QB and additional player can pivot, defense can pivot 2 players.
- Action: Motor on for 2 seconds

STOP 4: The Finish (Rush or Pass)

- Rush Play: Run motor until Runner is tackled, scores or runs out of bounds.
- Pass Play: Offense must announce if he will continue to be the ball carrier, if he will pitch to a RB within 2 base lengths and with both players being behind the LOS, OR, A receiver must be selected to pass to.
- QB Rush or RB Pitch: Either runner is not allowed to pivot anymore, motor is on until the runner is tackled, scores, or goes out of bounds.
- PASS THROWN: Distance from the LOS to the receiver's head is measured to determine which color passing stick is to be used. The receiver may be pivoted in any direction and the passing stick is laid down for placement of the magnetic ball. 2 defenders are also pivoted towards the target, who over gets to the magnetic target 1st catches the ball. If a player is hit before he reaches the target, that is considered OPI, or DPI. If a player catches the ball and is hit immediately, it is a contested catch. A 6-sided die is then rolled with 1-4 being a reception and a roll of 5 is an incomplete pass, ball knocked away, a roll of 6 is an interception.

After a completed pass the receiver gets to pivot, as do all unengaged defensive backs.

On a contested catch, whether it is a catch or interception, there is no advancement of the ball.