



2025 Rule Book

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The Field

1.1 The Field

1.1.1 The home team is responsible for providing the field of their choice. Every coach must have their own home field. The boards that are acceptable are Rollersboards, Wattz, Diamonds, Footballfigures and Tudors Championship or NFL Pro Bowl electric football boards which measure 48x24, the smallest size field allowed 46x19

1.2 Goal Posts

1.2.1 Miggle/Tudor goal posts are acceptable. Homemade goal posts must be to scale with the field, if the homemade goal posts are not to scale with the field they are on; they are not to be used. The home team must provide goal posts that correspond with their field.

1.3 Yard Markers and 10 yard-chains

1.3.1 The home team is responsible for providing the yard markers and 10-yard chain for their field. Before a game can commence; there must be a verbal agreement between the two coaches who will be responsible for both the yard markers and the 10-yard chain.

1.4 Board Speed

1.4.1 The board speed is determined by the home team. If 2 or more player falls down consistently through the game the referee will judge whether the board speed selected by the home team is at an acceptable level.

2 The Ball

2.1 The Ball

2.1.1 Miggle foam and felt footballs and other balls of a similar size are allowed. Oversized (“Big Pill”) footballs are not allowed for passing, but are allowed for kicking. Any questions regarding the eligibility of a ball should be brought to the commissioner’s attention for review and approval.

3 Players and Equipment

3.1 Players

3.1.1 The following players are allowed for game play from the following recognized manufacturers:

- (a) 808 figures
- (b) Miggle/buzzball
- (c) ITZ
- (d) Gameday figures
- (e) FootballFigures.com
- (f) Undefeated
- (g) Next Level figures
- (h) Jennings Figures
- (i) Wattz figures
- (j) Dev figure
- (k) Any custom pose created from any of the above figures in accordance with the provisions listed in 3.1.2 through 3.1.3

3.1.2 The figures mentioned in 3.1.1 can be manipulated to create custom poses providing they are not disproportional to the figure. All questionable figures will have their eligibility decided by the commissioner. Furthermore, said questionable figures will not be allowed for game play until the ruling by the commissioner is rendered.

Height restriction = Player cannot be more than 3.7 cm in height
Weight restriction: Player maximum is 4.0 grams (including base)

3.1.2.1 Custom pose figures can be made to increase the width of the torso of the figure in any way from their original form.

3.1.2.2 Any of the arms, legs and head can be repositioned on any figure to create a new pose.

3.1.2.3 The players can come in any action pose, providing he has all of the following intact: includes stationary and passing QBs

- (a) Two arms
- (b) Two legs
- (c) One head
- (d) One torso

3.1.2.4 The height of any player (helmet) can be no taller than the approximate height of the Triple Threat QB.

3.1.2.5 Figures must have at least one foot on the base of the figure's platform.

3.1.2.6 Custom figure poses can increase a figure's height from its original form as long as it meets the prescribed height standards.

3.1.3 Players must be affixed with numbers on both sides of their jerseys to distinguish them. If numerals are not affixed to both sides of the jersey, that player(s) is ineligible for game play. The commissioner, on a case-by-case basis, may grant waivers.

3.1.4 Figures that are not painted to match the uniform of the figures fielded in the game by a team/coach are not permitted on the field; this includes stationary figures. The TTQB is the exception to this rule

3.1.5 Cover corners are defined as any figure whose arms are modified to be outstretched forward and are capable of grabbing an opposing figure to impede their progress down the field. Four cover corners are allowed on the field at a time on defense. Cover corners are not permitted on the down line position on defense.

They can be used as offensive linemen and must be designated by numbers ranging from 50 to 79.

3.1.6 Maximum roster is 60 players, not including TTQBs or TDQs. Dark Jersey's will be worn to represent the offensive team and White Jersey will be used for the defensive team. On kick-offs and punts the kicking team can use white jersey or dark jersey. The Returner can be in white or dark jersey.

3.1.7 Referees from ITZ, Miggle, or Footballfigures.com are not allowed on the field during the game. The referees may be used to spot players when adjustments must be made during a play from scrimmage.

3.1.8 Three players with Hand above head can be on playing field (defined as having two hand above players head)

3.1.9 Stand still players (QB, Safeties) can have base with no prongs or Freeze frames that are the size of the base. NO large freeze frames are allowed

3.2 Bases

3.2.1 The following bases are allowed:

- (a) Tudor Games Current online bases
- (b) ITZ bases, CL 1 & 2, Blitz's, Hitz bases, M2 Bases (normal and wide)
 - 1. only round front attachment are allowed.
- (c) Buzzball
- (d) NextLevel 8 prong bases
- (e) Dev bsases

3.2.2 Prongs may be altered on bases, but the outside of the base may not be altered in any way. Subject to review by the commissioner

3.2.3 Bases may not be altered as to increase their height from the original form.

3.2.4 Bases must remain on the player during the game and cannot be changed.

3.2.5 At no time can magnets, nuts, bolts be added to a player's base, which includes a non moveable QB (no tape, glue or anything else that will make the

player not to move). You can add lead tape or putty under the base to make weight but it is not allowed to touch the playing surface in anyway.

3.2.6 No boiled bases are allowed,

3.2.7 No Tudor old base are allowed. EX. Frosties, Wide Tops etc.

3.2.8 No 1st, 2nd or 3rd runs proline are allowed.

3.2.9 no Boat, arrow bases are allowed

3.3 Inspection

3.3.1 Prior to each game, both coaches will have their teams inspected by the referee or opposing coach.

3.3.2 The referee or opposing coach will make sure that all offensive and defensive players shall not exceed a weight of 4.0 grams.

3.3.3 Any player that is deemed unacceptable, for any reason, by the other coach will be offered up for inspection to the referee for a ruling. The referee's ruling is final for the purpose of playing the game. The challenging coach may appeal to the Commissioner for a final ruling.

3.3.4 A roster/depth chart of all players on a coach's team listing player numbers and corresponding positions will be made available to the referee and opposing coach prior to the start of the game. The game cannot proceed until this roster/depth chart is made available. Names of players are not necessary. This roster will help easily identify players in the event of an injury, penalty or confusion of a player's position.

4 Game Timing

4.1 Length of Game

4.1.1 The length of the game is 15 minute per quarter, divided into four quarters. Between the first and second half, there shall be a 6-minute intermission.

4.1.2 The game clock will stop for all scores, change of possession and two-minute warnings in the 2nd and 4th quarters.

4.1.3 On Kickoff returns ran out of endzone and punts returns 6 second is ran off the clock.

4.2 Game Clock

4.2.1 Between plays the game clock will run for the 50 second period from when the players are separated. Once the offense says set the defense has 15 second setup. If a hurry-up offense is called the game clock will run from the time the Center is placed on the field up until the time that the defense calls set.

4.3 Overtime

4.3.1 In the event the score is tied during a regular season game, an overtime period will be played. A coin toss will determine who will kickoff and receive. The coach, who wins the toss, will elect to kick or receive.

4.3.2 The overtime will consist of one 15 Minute quarter. If the team receiving the ball first scores a TD or the Defense creates a safety the game is over. If the receiving team kick a Field Goal on it opening drive the other team will get to an opportunity to receive the ball.

4.3.2.1 If the 2nd team receive the ball and scores a TD the game is over, if they kick a FG, we have reached sudden death. The first team to scores win the game. If no score after the 15 minutes quarter will end in a Tie game.

4.3.3 Each coach will have two timeouts during the overtime period and 1 scramble. Scrambles not used during regulation may not carry over to overtime.

4.3.4 In the event of a tie during the playoffs or championship game, the first team to score after regulation play has expired will be the winner.

4.4 Set Up Time

4.4.1 In between every change of possession and score, the offense will have (60 seconds) and defense (10 seconds). The Offensive Coach writes the stats down, and the Defensive Coach separates the teams. The defensive coach is responsible for starting the clock after the stats are in. The Defensive coach will then count 5, 4,3,2,1 clock started!

4.4.2 In between every play from scrimmage, the offense will have up to 50 seconds to set their men, and the defense will have 15 second after offense says set.

4.4.3 The 50-second clocks will begin immediately after 15 second for coaches to separated players.

4.4.4 Once the setup clocks has expired for the offense or defense, that coach may not continue to touch and set up their men. If there are not enough men on the field, the coach may elect to take a time out. If a team has too many men on the field, the opposing coach shall assess a penalty of 5 yards to the team with the excessive players.

4.4.5 A coach may call set at any time prior to the expiration of the 50 second clocks.

4.4.6 If the offensive coach calls hurry up offense once the offensive coach calls Set, the defense will have 10 seconds to finish setting up, regardless of how much time was on the 50/65 second clock. The coach must call Hurry up offense before he places his center to begin his play formation. No audible calls are allowed. No substitutes are allowed!

4.7 Clocks – (Note)

The defense is responsible for running the offensive clocks and the offense is responsible for running the defensive clocks. There must be a mandatory verbal count down for the last 10 seconds on the clock.

Offense shall run the following:

1. Final 15 seconds of the defensive set up clock
2. Defensive 5 second angle clock
3. Defensive 5 second audible clock
4. Defensive Time Out Clock
5. Punt block/Hang time (If no 3rd party coach is available)

Defense shall run the following:

1. 50 second set up clock
2. 5 second audible clock
3. 20 second passing clock
4. 20 second adjustment clock after a kick off. (If no 3rd party coach is available)
5. 5 second passing clock.

**** Special teams clocks are ran by a third party (A coach not playing the game)**
If there is not a coach available the clocks are defined above.

4.5 Time Outs

Time outs – (2) 40 seconds
(1) 60 second.

4.5.2 Each team is allowed three time outs each half. A timeout can be call up until the offense ID what they are going to do. Once the pass or run is call that simulates the snap.

4.5.3 On charged team time outs, the Defense starts the 50/15 second play clock after 50/15 seconds have elapsed.

4.5.4 The timeout will allow necessary time to attend to an injured player, or repair a legal player's equipment.

4.5.5 Consecutive team time outs can be taken.

4.5.6 A team cannot receive a fourth time out via a penalty. However, a fourth time out is allowed without penalty for an injured player, who must be removed immediately. A fifth time out or more is allowed for an injury.

4.5.7 If the defensive team is behind in the score and commits a foul when it has no time outs left in the 40 second of either half, the offensive team can decline the penalty for the foul and have the time expire.

5 Plays from Scrimmage

5.1 Start of Game/Coin Toss

5.1.1 All games are to begin with a coin toss. The visiting coach will call “Heads” or “Tails” while the coin is in the air. The winner of the coin toss has only three options:

- (a) Elect to receive the opening kickoff
- (b) Elect to kick off
- (c) Defer to the second half

5.1.2 The team that lost the coin toss gets to select the end zone they wish to defend for the first quarter

5.1.3 The team receiving the kickoff to open the game will kick off to begin the second half.

5.2 Position of the Players at the Snap

5.2.1 The offensive team must have the following in their formation:

- (a) No more and no less than seven players on its line of scrimmage at the snap.
- (b) All players who are not on the line, other than the snap receiver under center, must be no farther than 5 yards from the line of scrimmage at the snap.
- (c) All guards, tackles and tight ends must be at least 1/2 yard behind the center.
- (d) Offensive linemen must be ½ base lengths for minimum distance and 1 base width lengths is maximum distance
- (e) The QB can be positioned under the center or up to a maximum of 10 yards from the line of scrimmage

5.2.2 The defense must be lined up on line of scrimmage but not over base and body can't be over the LOS. The defense may set up in any formation desired. All defensive players must begin the play in an upright position (no laying down of safeties in the secondary).

- A. Defense is allowed two stand still safeties 10 Yard from LOS.
- B. On run play if coach decided to remove stand still before board is turned on player must be in same direction.

5.2.3 There is a delay of game warning if a coach repeatedly drops a player on the board causing the players to move offside. Coaches will readjust their men into their original position at the time the board was disturbed. If there are excessive disturbances in the board by a coach, the referee shall first warn the coach and then penalize him 5 yards for every disturbance of the board.

5.2.5 If an offensive coach substitutes a player with another who is not designated on the roster as a position that would make that player an eligible receiver and does not notify the referee and opposing coach of such eligibility, it will be considered an illegal substitution and a 5-yard penalty.

5.2.6 The offensive and defensive team will have 50 and 15 seconds respectively to set up their formations from the time the center is set. The center must be the first player set after players are separated from a play.

5.2.7 Audible are the only form of shifting that is allowed. An audible occurs after both the offense and defense are set.

5.2.8 5 second is given for Audible for both offense and defense.

Angling: Is spinning the player left or right from the back of their base (you can blindly turn the dial as you angle your player).

Motion: Moving one player from one spot on the field to another.

Shift: Moving a player up to the LOS and a player back of the LOS (players must face the same way they started before the shift)

1. Offense: two Linemen can be angled

- a. Option 1: Angle two players
- b. Option 2: Motion one player and angle one player.
- c. Option 3: Motion two players
- d. Option 3: Shift move and Angle one player
- e. Option 4: Shift move and Motion one player

2. Defense: any defensive player can be angled-DL, LB, S, CB

- a. Option 1: Angle two players

- b. Option 2: Motion one player and angle one player.
- c. Option 3: Motion two and angle one... only done on offense two motions
- d. Option 4: Shift move and Angle one player
- e. Option 5: Shift move and Motion one player

5.2.7.2 QB Substitution. There are 2 ways that a QB substitution can be made:

- A. During the completion of their two audible the offensive coach may substitute an immobile QB for a mobile QB or a mobile QB for an immobile QB. The defense will get their one adjustment.
- B. After the offense completes their adjustments and the defense has completed their adjustment, the offensive coach may choose to replace a mobile QB with an immobile QB in the same spot. The offensive coach may not replace an immobile QB with a mobile QB at this time. The defense can replace a player with a standstill player as long as that player is 12 yard from LOS.

5.2.8 Hurry up offense. The offensive coach must call “hurry up” prior to placing his center on the field. The offensive coach then sets up his team as quickly as he likes within the 50 second clock and then calls “set.” Once the offense says “set”, the defense has only 10 more seconds to position their players. No audible or substitutions are allowed.

5.2.8.1 When calling a “Hurry up Offense” The offense must run the play with the players that are on the field at the time that they say set.

5.2.9 Stacking of players, placing one player directly behind another, is **definitely not** allowed.

5.2.9.1 The QB can be stacked behind the center when this happens the Defense can mirror the move.

5.2.9.2 After all audible have been performed the board must come on in 5 second. It will be a Delay the game penalty on the offense if this doesn't happen. It a 5 yard penalty and the game stops until the next play begins.

5.3 Running Plays

5.3.1 Straight Run with RB

5.3.1.1 After both coaches have completed their formations and declare they are set, and any/all audible are performed, the offensive coach will declare the number of the individual who will carry the ball.

5.3.1.1.1 If QB is in shotgun (see definition), the Running Back that carries the ball must be 7 yards or more behind the LOS but not exceeding 12.

5.3.1.1.2 If QB is under center the defense can mirror the move.

5.3.1.2 The defensive coach will operate the switch until completion.

5.3.1.3 The board is then turned on the play is over if the runner is tackled, score or runs out of bounds

5.3.1.4 Running play tackles are FOB for the first 10 yards and any touch after the initial 10 yards.

5.3.1.5 QB is FOB for first 5 yards any touch after five yard from LOS

OPTION PLAY

5.3.2 **QB Option:** The QB option is a Pitch, keep or pass play. After both coaches have completed the formation and audibles, the offence coach will declare quarterback option. If QB is on a stationary base with an empty backfield the coach cannot call QB option. This is any touch tackle on all Option plays

5.3.3 **Option pass:** When calling QB option once the board is turned off by the offense coach they have 5 seconds to decide (keep, pitch or pass). If coach decide to pass they have 15 second complete the pass.

1. Once board is turn off, offense coach must declare within 5 seconds
2. QB must be behind the LOS
3. Offense has 15 seconds to complete the pass
4. If pass is completed Defense has 20 seconds to pivot all unengaged player

5.3.4. Option pitch: If pitch is called ball is pitched to RB that must be within two base links with no player between QB and RB and RB must be behind or even with the QB

1. no part of the QB base can be over the LOS
2. 2 base length from QB to RB
3. no one between QB and RB including offense players
4. Defense can only pivot unengaged stationary players after pitch
5. After Pitch QB must be replaced with Stationary QB cannot be lead blocker into the tackle box.

5.3.5. Option Keep: if coach calls QB keep, Defense has 10 seconds to pivot unengaged stationary players then ball is ran by defense coach

5.4 Passing

5.4.1 Eligible Receivers

5.4.1.1 A forward pass is the forward movement of the ball to an eligible receiver. Eligible receivers are tight ends, wide receivers, running backs and quarterbacks who are either lateral with or downfield from the quarterback at the time the pass is to be executed.

5.4.1.2 Eligible receivers are those who are numbered 1 - 49 and 80 - 89. Those who are numbered 50 - 79 and 90 - 99 are considered ineligible receivers, but may become eligible by notifying the referee and opposing coach and then lining the player up in an eligible position.

5.4.1.3 All figures that remain inbounds at the time of a pass and are declared eligible as prescribed in 5.4.1.1 they are not eligible for a pass regardless of the fact if they went out-of-bounds and came back in.

5.4.2 Passing Plays

5.4.2.1 After both coaches have completed their formations and declare they are set, and any/all audible are performed, for a passing play, the offensive coach will

retain control of the switch. The Board can run up to 5 second to get a receiver open.

5.4.2.1.1 The mobile QB can be replaced with a standstill QB at this time after the Offense Calls Pass. The defense can bring in a Stand Still safety or freeze frame if there is a Defense player 10 yard from the LOS.

5.4.2.2 After stopping the board, the offensive coach has three options:

- (a) Attempt the pass
- (b) Scramble (provided he began the play on an immobile base). Scrambles will be covered separately.
- (c) QB run not using a scramble (will be covered separately).

5.4.2.3 If passing, the offensive coach must identify his intended receiver.

5.4.2.4 From the time the switch is turned off, the offense has 20 seconds to complete the pass. The referee or defense will run the 20-second clock. If the ball is not thrown to the intended receiver by the time the 20 seconds has elapsed, the pass is incomplete.

5.4.2.4..1 A coach with a handicap/disability you can use a TTC with a modified passing clock. Once the board is turned off the coach has to identify their attended receiver within 10 second, once the TTC touches the field of play the pass clock 20 second will begin.

5.4.2.5 For attempting the pass, the TTQB will be placed in the exact spot that the base of the QB occupied when the board was turned off. After completion of the pass (or interception) the TTQB will be replaced at the same spot with the original QB.

5.4.2.6 On all pass plays it is any touch tackle, even if the offense coach decides to run the QB or scrambles

5.4.2.7 During the running of the board on a pass play, if the stand still QB falls over the board can remain on until a receiver get open within the 5 seconds:

1. Pass to open WR
2. a scramble can be used to continue the play by picking up the QB and bringing in the mobile QB, if you don't have any scrambles left it is a sack. The ball is placed at the spot of the fallen QB
3. if QB is hit anywhere base and player it is a sack/fumble.

5.4.2.8 Screen plays. The QB can throw a forward pass to a RB behind the LOS (**Screen Pass**). If the pass is completed to the RB the RB can be angled to run in any direction up field. A RB on a dial base can have the dial turned but it must be a blind turn (**without picking the RB up off the field looking at the dial**). **The RB has a maximum of 10 seconds to angle**. After the RB has been angled the defense angles all unengaged defenders to pursue and tackle the RB. Because this is a pass play the defense must angle all unengaged players before the board is turned on for the RB to run up field.

5.4.2.9 Screen plays can only be attempted to a player that started behind the LOS.

5.4.3 Pass Completion

5.4.3.1 A TTQB pass is complete when the ball is thrown to an eligible receiver and hits the player or his base directly without hitting the playing field or another player first. It is up to the referee to determine if a pass is completed or not. Rulings of the referee are subject to the challenge rule. If the pass hits an eligible receiver, but not the intended receiver, the pass is complete but the ball is down at the spot of the receiver who caught the ball.

5.4.3.2. A receiver, who is eligible, may catch a ball if he is unengaged with a defender but still touching them or has fallen down and remains inbounds; however, he will be down at that spot and further forward progress is not allowed.

5.4.3.3 After completion of the pass, the defense has 20 seconds to adjust all unengaged players to make the tackle. After all pivots have been completed the defense will now run the switch for the completion of the play.

5.4.3.4 A TTQB pass is incomplete when it hits the playing field or ground prior to hitting a receiver. In the event the pass hits an ineligible offensive player first, a 5-yard penalty will be assessed on the offense from the previous spot plus loss of down.

5.4.3.5 A TTQB pass is intercepted whenever it hits any eligible defensive player (engaged or unengaged) first while in the air. Eligible players DB, LB and DL pushed back and are 5 yards from the LOS

5.4.3.6 In the event the ball is intercepted, the defense is allowed to run the ball from the point the interception occurred (if the defender is unengaged). The offense will then have 20 seconds to adjust all unengaged players to make the tackle. The defense will then pivot the player who made the interception in any direction they choose. The team who threw the interception will control the switch.

5.5 Sacks

5.5.1 A sack occurs when any part of a defensive player's base touches any part of the quarterback's base, behind the line of scrimmage.

5.5.2 The quarterback may drop back no farther than 20 yards behind the line of scrimmage. If his base completely exceeds the 20-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point.

5.5.3 If the stand still QB falls over and the offense has no scrambles or open receiver it is a sack

5.6 Scramble and QB run

5.6.1 If a stationary QB is used, the offense is allowed the scramble option. If the QB begins the play as a mobile QB with the ball at the beginning of the play, he cannot scramble.

5.6.2 The play is started as a pass play with the offensive coach controlling the switch. The offense then stops the board (at which time the 20 second passing

clock begins) and can then call scramble rather than attempting a pass. Once the coach calls scramble the 20 second clock is temporarily halted. The defense now has 10 seconds to adjust all unengaged players toward the QB or any other offensive player they choose. The offensive coach will then substitute a mobile QB for the stationary QB and may pivot his QB from that spot and aim him in a new direction.

5.6.3 The offensive coach now has the choice to either declare a run from that point or to keep the run/pass option open. If the offensive coach decides that he wants to run their QB at this time, he must declare this and the defense will now be given control of the switch. The play will be completed in accordance with the rules of a running play.

5.6.4 If the offensive coach decides to scramble keeping his run or pass option open he retains control of the switch. The offense is allowed to turn the board back on to scramble the QB and is allowed one more stoppage of the board. After stopping the board for a second time, the offensive coach must now declare run or pass (the 20 second passing clock is re-started with whatever time is left on it when the board is stopped for the second time). If he declares run then the switch is handed to the defensive coach and the play will be completed in accordance with the rules of a running play. If he declares pass, the offensive coach must now attempt the pass in accordance with the passing rules.

5.6.5 Once the QB goes 10 yards from the line of scrimmage and remains untouched by the defense, the defense may stop the board (only once) and adjust all their unengaged players toward the ball carrier. The board will then be turned back on and the play will be run to completion.

5.6.6 During the course of the scramble, if the QB passes the line of scrimmage while the offensive coach is in control of the switch, once he has achieved a three yard gain, the play is dead at that spot. A 10 yard penalty from the original line of scrimmage and loss of down will be enforced.

5.6.7 There are only two scrambles allowed per team, per half.

5.6.8 Running of the QB the Offense coach place the mobile QB in the place of the stationary QB and then the QB is angled the way the coach like. The defense has two choices they can angle all players unengaged at that time or you can wait until the players go 10 yard then angle all unengaged players. Once you pick up the

stationary QB up the coach has 10 secs to put in mobile QB. Defense has 20 second to make angles.

6. Special Teams

6.1 Kickoffs

6.1.1 The kicking team lines up at their own 30-yard line (considered their line of scrimmage). The receiving team begins their formation at the kicking team's 45 yard line.

6.1.2 The kicking team can align all 11 defenders on the line of scrimmage if they choose. The receiving team may only have 5 players on the line of scrimmage. The receiving team's second wave of blockers can be lined up no closer than 15 yards behind their first line of blockers. The receiving team must tell the kicking team which player will be used to return the kickoff.

6.1.3 The kicking team then kicks the ball off: The ball can be kicked in the air or along the playing surface.

- a) If the ball hits a receiving team player, that player has the ball at that spot
- b) If the ball land in the endzone and goes out of bound the ball is placed on the 20 yard line.
- c) If the Ball ends up in the field of play the closet man to the ball will be the ball carrier
- d) If the ball goes out of bound on the fly the ball will placed on the 40 yard line and the receiving team will take over there.
- e) If the ball is kicked out of the back of the endzone on the Fly, the time will be run for the required time. The kicking team can choose to take the ball at the 20 yard line or place there returner in middle of field, hash mark or numbers on goal line for the return.

6.1.4 During the kickoff, the kick returner must remain stationary until time allowed for hang time is complete. If the ball travels between the 50 yards line and the 20 hang time is 2 second. If the ball is between the 20 and the endzone it is a 3 second hang time

6.1.5 Should a player from the kicking team hit the intended KR the ball is spotted at the spot of the contact, if the contact is in the endzone the ball is at the 20 yard lines. Because magnets are not being allowed, if the players moved will the board is running and the KR is hit the ball is moved back to the original place of the kickoff return.

6.1.6 After the period for hang time has been run off and the kick is to be returned sthe receiving team will replace the stationary figure with the actual kick returner. The receiving team will now have 20 seconds to redirect all unengaged players for blocking. The kicking team will then have 20 seconds to adjust any of their unengaged players toward the ball carrier. Once the kicking team has adjusted, the receiving team will aim the kick returner in the direction of their choice and the play will then resume until the kick returner is tackled, runs out-of-bounds or scores.

6.1.7 A 10 second run off if the KR runs out of end zone, is hit in the field of play or runs the ball

6.2 Onside Kicks

6.2.1 An onside kick may be attempted in the 3rd or 4th quarter providing the kicking team is behind in the score. The kicking team must inform the receiving

team of the onside kick attempt. Both team line up on the 40 yard lines. The ball must go 5 yards from the spot of the kick and the ball remains inbounds, the attempt is good. The ball is moved straight ahead to the 50 yard line. If the ball goes past the receiving team it is a failed onside kick, the ball is spotted at the kicking team 40 yard line.

6.2.2 Once the kick is determined to be a successful onside kick, there will be one adjustment by both side. The switch will be turned on and the first player to touch the ball with their base will recover the onside kick. In the event that no player touches the ball after 5 seconds, all unengaged players may be directed toward the ball. **If offense recovers ball the ball is placed at offense 40 yards line.**

6.2.3 The kicking team has two onside kick attempts in the event the ball goes out-of-bounds on the first attempt. In the event the ball goes out-of-bounds on the first attempt, a 5-yard penalty will be assessed to the kicking team. The receiving team stay on their own 40 yard line. The ball is still moved to the 50 yard line. In the event the ball goes out-of-bounds on the second onside kick attempt, the receiving team will take the ball at the kicking team's 40-yard line and play begins at that point.

6.3 Punting

6.3.1 Punts can be attempted on any down but are typically saved for 4th down. **Punting must take place on 4th down providing that the offense has not crossed their opponents' 45-yard line.** Punts are not mandatory if you reach the opponents 45 yard line or it is less than 2 yard for a first down. All punt will be 45 yard automatic punts.

6.3.2 Once the teams have setup and audible are performed the game clock will be stopped. After the punt is attempted and the block has happen, fair catch is done or a return is happen, once the play has ended 10 second will run off the clock for the punt.

6.3.2 The punting team must line up 7 players on the LOS, The punting team will have 2 players that are lined up outside (gunners), and the punter can be back up to

15 yard from the LOS. The punt return team can line up anyway they want, except in guarding gunners you must give a 10 yard cushion.

6.3.4 If the punt is not blocked after the 1 second run off, an automatic 45 yard punt is kicked.

6.3.5 After the rush, a period of 2 seconds will be given for hang time. During a punt, if a punt team players run past the punt returner this is a Fair catch. If no one runs past the punt returner, the Punt teams players that are not engage can be turned to the Punt returner.

6.3.9 After the period for hang time has been run off and the punt is to be returned, the receiving team will replace the stationary figure with the actual punt returner. The punting team will then have 20 seconds to adjust any of their unengaged players toward the ball carrier. Once the punting team has adjusted, the receiving team will aim the punt returner in the direction of their choice and the play will then resume until the punt returner is tackled, runs out-of-bounds or scores.

6.4 Field Goals

6.4.1 In order to attempt a field goal the offense must reach the opposing team's 45 yard line. The maximum amount a field goal may be attempted in the REFL is 63 yards (kicking team's 45-yard line) from the spot of the kicker. There must be a minimum of 8 yards between the line of scrimmage and the front of the base of the kicker.

6.4.2 Field goals will be attempted with the board turned on. The offense and defense will both set up their players and the kicking team will instruct the referee to turn the board on by announcing "Ready" at which point the board is turned on and the kick is attempted. Should a defensive player make contact with the kicker or the kicking team's coach (fingers, hand, arm etc.) prior to the field goal attempt, the kick is considered blocked and the defense will take over the ball at the spot of the kicker.

6.4.3 In the event the field goal is missed, the opposing team takes over from the spot of the kick. If the spot of the kick is inside the 20-yard line, the spot of the ball will be at the 20-yard line for the change of possession.

6.4.4 The kicker's base may be flat on the field or tilted provided some portion of the base remains in contact with the field.

6.5 Fake Field Goal

6.5.1 Not permitted

6.6 Extra Point (1 point)

6.6.1 After a touchdown, the team scoring the touchdown may elect to kick an extra point or go for two points by performing a running or passing plays from the 5-yard line.

6.6.2 Extra points will be attempted from the 23 yard line with a free kick no rush.

6.7 Two point conversions (2 points)

6.7.1 The offense may elect to attempt a 2-point conversion after a touchdown with the ball being spotted at the 5-yard line. The play is run under the same rules for running and passing plays.

6.8 Free Kick after a Safety

6.8.1 After a safety, the team surrendering the safety will then free kick from their own 20-yard line. The receiving team will line-up on the kicking team's 35-yard line. The kicking team will then follow the kicking procedures as prescribed in 6.1 (onside kicks are not allowed following a safety)

7.2 Fumbles, Broken tackles & Interceptions

7.2.1 If offensive player is hit by a defensive player and the offensive players falls over it is considered a fumble. If the offensive player hit the tackle and the defensive player falls over it is a broken tackle

7.2.2 A coin toss will be perform to see who recover the ball.

7.2.3 A fumble recovery can't be advance it is down at the spot of the recovery

7.2.4 If a ball carrier crosses the goal line or goes out of bounds, it is not a fumble.

7.2.5 An interception occurs if an attempted pass hits any defense players in the air except a DL. If the DL is within 5 yard of the LOS it is a batted pass, the DL is more than 5 yard from the LOS on their side of the ball it is an INT.

7.2.6 If the ball ricochet off of the attended WR and lands on the Defensive player platform it is an INT

7.3 Injuries

7.3.1 Injuries occur on broken tackle and fumble plays

7.3.2 If offensive player is hit by a defensive player and the offensive player's falls over it is considered an Injury If the offensive player hit the tackler and the defensive player falls over it is an Injury.

1. The first time it happens the player is done for the remainder of the current series
2. The second time it happens to the same person they are injured for the remainder of the current quarter.
3. The 3rd time it happens to the same player they are done for the game.
4. If the Injury is to the QB the TTQB that is used for the player is out as well. You must use a different player to throw your passes
5. Injuries cannot occur on special teams play

7.3.5 All players who are injured will be surrendered to the referee immediately. The coach who loses the player due to injury will not be allowed to touch the player again until the prescribed time as passed. The player will be secured by a REFL official for the duration of his injury.

7.4 Penalties

1. Hitting your offensive lineman with a pass – 5 yards from the LOS, loss of down.
2. Scramble violation – 5 yards from the LOS, loss of down
3. Excessive delay of game – **FOREFIT**.

4. Too many men on the field – 5 yards from LOS, repeat down.
5. Off sides – 5 yards from LOS, repeat down.
6. Excessive illegal formation – 5 yards from LOS, repeat down. (After 2nd warning)
 - a. 6 men on the LOS
 - b. RB or LB not lining up 7 yard off the LOS
7. Kicking the ball out of bounds during a Kick Off will result in the Kick Return team getting the ball at their 40-yard line to start the possession.
8. QB running behind the OL getting hit by a offense player before being 10 yard pass the LOS 15-yard penalty and LOSS of Down

8 Definitions

8.1 Approved Ruling (AR): Disputed calls of the referee will be arbitrated by the Commissioner. An Approved Ruling (AR) is an official decision on a given statement of facts and serves to illustrate the intent, application, or amplification of a rule.

8.2 Blocking

8.2.1 Blocking is defined as the physical engagement between two players from the opposing teams. If and only if any type of contact between the bases of the opposing players occurs, this is considered blocking.

8.2.2 If a player is engaged (base touching base) in blocking, he cannot be adjusted to react on a play.

8.4 Cover Corners & Vertical Linemen

Cover corners are defined as any figure whose arms are modified to be outstretched forward and are capable of grabbing an opposing figure to impede their progress down the field. Only four cover corners are allowed on the field at a time per team on defense. Cover corners are not permitted on the down line position on defense. They can be used as offensive linemen and must be designated by numbers ranging from 50 to 79.



8.5 Field Goal – see Section 6.4

8.6 Foul: Any violation of a playing rule.

8.7 Fumble: is by runner being knocked over by a tackle on the field. (See Section 7.2).

8.7.1 For a fumble the ball is down at the spot of the fumble based on the forward progress of the original ball carrier.

8.8 Kickoff – see Section 6.1

8.9 Offside

8.9.1 A player is offside when any part of his base is beyond the line of scrimmage or free kick line when the ball is put in play.

8.9.2 A cover corner is offside if any part of its body or base crosses the line of scrimmage.

8.9.3 A 5-yard penalty will be assessed for any offside penalty.

8.10 Out-of-Bounds and Inbound Spot

8.10.1 A player is out-of-bounds when any part of his base touches a boundary line. If the runner comes into contact with a player that is out of bound and never touches the out-of-bounds line then the is still in bounds.

8.10.2 The inbounds spot is always the most forward spot of the player's base. You cannot spot the ball until forward progress has stopped (i.e. wherever the forward progress of the player's base stops after the switch is turned off). In the event the switch is not turned off after contact, it will be up to the referee to spot the ball.

8.10.3 The ball will be spotted to the left or right of the center hash marks of the field if the play goes outside of the hash marks. The ball will be spotted at the exact spot of the tackle if the tackle was made inside the center hash marks.

8.10.4 If, at any time, a receiver goes out of bounds he is ineligible to receive a pass. If no referee is present this call can be challenged. If there is a referee then he will have the final decision which could be subject to the challenge rule.

8.12. Passing – see Section 5.4

8.13 Play Clock: 40/50/20 second clock. There are 4 primary play clocks in the REFL. The Game timing Clock 15 minutes per quarter for 4 quarters. The 40-second play clock is used for the offense to set up, the 50-second play clock is used for the defensive alignment, and the 20-second clock is used for quarterback passing once the board has been stopped for the passing attempt.

8.14 Pocket Area: Applies from a point two yards outside of either offensive tackle and includes the tight end if he drops off the line of scrimmage to pass protect. Pocket extends straight back towards the offensive team's own goal line.

8.15 Safety (2 points)

8.15.1 A safety occurs when a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone.

8.15.2 A safety also occurs when any part of an offensive ball carrier's base crosses the back of the end zone or out-of-bound markers in the end zone.

8.15.3 After a safety, the team surrendering the safety will then free kick from their own 20-yard line. The kicking team will then follow the kick-off procedures as outlined in Section 6.

8.16 Scramble – see Section 5.6

8.17 Shotgun- a QB that is further than 5 yards or further from the back of the offensive lineman base.

8.18 Stand still Safeties- any player on a non-moving base, freeze frames, figures can weigh up to 4 grams.

8.19 Suspended player(s) A suspended player is one who must be withdrawn for at least one down for correction of illegal equipment, or illegal base. Play shall not stop to correct the player. The player may be put back in the game once his equipment is within standards.

8.20 Tackle: Any part of a ball carrier's base that comes in contact with any part of an opposing team's base (base to base contact) is considered a tackle on this even includes the prongs of the base if a player falls over.

8.20.1 If offensive player knocks over the defensive player making the tackle it is a broken tackle and play continues, the fallen defender cannot make the tackle.

8.21 Unsportsmanlike Conduct

8.21.1. Good sportsmanship is an absolute must in competition. Electric football is about having fun and playing the game as realistically as possible. It is not about humiliating your opponent. Here are some of the penalties that will accompany any unsportsman-like conduct:

(a) Trash talking. Any attempt to humiliate or assault your opponent will not be tolerated. If the referee, after first warning a coach, feels that talk is excessive, he will call an unsportsmanlike conduct penalty and mark off fifteen yards.

(b) Abusive language. The goal of the REFL is to incorporate young people into the game of electric football. As men and women of this game, there is something to be said for a "clean mouth." Cursing will not be tolerated in the REFL.

8.21.2 The Commissioner, upon hearing of such a violation will give one written warning to the offending coach during the season. He will then be fined \$10 per offense, not to exceed 2 offenses (beyond the warning) during a season. All games of the offending coach will be forfeited unless the fines are paid to the treasurer of the REFL.

8.21.3 Once a coach reaches his abusive language limits set by the league, he will be removed from the REFL, forfeiting all games and monies paid to the league. He/she will not be allowed to return to the league for a period of two years from the date of removal from the league.

8.21.4 Throwing your team or any individual on your team will not be tolerated in the REFL. The referee will penalize the offending coach 15 yards if such an action occurs.

8.21.5 Arguing with the referee. A coach may dispute a call, but if he begins to get abusive toward the official, he will be flagged with an unsportsmanlike conduct penalty. If a second flag is thrown for this same offense (at the official's discretion), the violator will automatically forfeit the game and be counseled by the Commissioner. Upon a second forfeiture of game for this offense, the individual will be removed from the REFL and not be allowed to return to the league for a period of two years from the date of the removal from the league.

8.21.6 Insubordination. Any coach found to be insubordinate of league rules, league officers, officials or referees will be dismissed from the league for a period of two years by the Commissioner.

