



HALL of FAME

INNOVATORS ARTISTS and ICONS



**CELEBRATING THE PEOPLE AND THINGS
THAT HAVE MADE ELECTRIC FOOTBALL
THE GREATEST TABLETOP SPORTS
SIMULATION GAME EVER INVENTED.**



HALL of FAME 2026 INNOVATORS



Anthony D. Burgess





Football played with miniatures, this is the chess, a higher level of this hobby. It's a procedures-based structure that transforms electric football that had no structure into a hole entirely new game.

Due to the foundation of the MPFL (Based on the NFL RULES OF THE GAME) it isn't electric football but a first of its kind hands on football simulation played with miniatures.

MPFL doesn't use the TTQB in the passing game as this tool isn't consistent with the play structure.

- Anthony D. Burgess, September 24, 2016

When Norman Sas Invented the game of electric football it was his intent to create a game that could be used to simulate as realistically as possible the real game of football. It was also his intent to use the game as a teaching tool for the serious student of the game of football. He encouraged players of the game to change the rules and add variations that would make the game more interesting and fun to play.

None have taken that more seriously than Anthony Burgess.

His creation of the MPFL (Miniature Professional Football League) system of game play has turned the game into more than just a random movement action game to a more purposeful “Stop Motion Animation” style of play that allows defensive coaches to stop the action after a play has started so that their defenders can react to how the play is progressing.

“In real life the defensive players have an opportunity to respond to a play that is unfolding in front of them; thus, my Stop Motion Animation gives EFL coaches a chance to play the same type of game as they do in the NFL.”

The greatest innovation to come out of this style of play is his creation of the “Stick Passing” or “Pass Placement” game play procedures that have been out right copied or have had many variations made of that are used by many coaches without giving Anthony the proper credit he so honorably deserves as being its inventor.

In further defining what the MPFL is, Anthony says it is “through divine inspiration” that it was created.

“I was able to do what people said could never be done, and that is to make this board game play like real football. I reflected back on my experience as a football player, coach and official in order to truly understand this game beyond what we see on Sundays. I wanted to imitate the game that I love, and to change the negative perception of the game. To bring out the true essence of football, and the chess like decisions that are made in, on, and during the game. To break down each position on the field, and to examine its function and responsibility. To recreate the feelings that are associated with playing the game as well as to test your knowledge of X's and O's.”

Ira H. Silverman



If you ever attended one of the Miggle Toys / Tudor Games Official Electric Football National Conventions and Super Bowl Tournaments, then you should recognize that Ira Silverman was really the man that oversaw these events.

It was through his business, Silverman Media and Marketing Group, Inc. that these events were made possible.

He and his staff were the ones responsible for securing the host cities and hotels, setting up the format for which these events were conducted, writing the rules for the tournament and ensuring the overall success to bring the most effective national attention and media coverage to the game and hobby than any others before or since.



Ira Silverman is the one responsible for making “*PLUGGED IN!*” the most informative publication for everything that was going on in the world of electric football for over 10 years. Through its pages we were introduced to star athletes and celebrities that had connections with electric football, articles about the many otherwise unknown people of the electric football community who

eventually came to be recognized nationally through their accomplishments in the game and hobby.

It is through his concepts of how a tournament was to be conducted that came to be the national standard for how other tournaments should be conducted. In the Spring 2000 Issue of *PLUGGED IN!*, Ira had this to offer:

- At the beginning of every Quick Tournament Format competition, the group should choose one or more individuals to serve as the Tournament Official(s). They will be responsible for such duties as interpreting rules, arbitrating differences of opinion and conducting blind draws to determine seedings, placements, byes and qualifying spots.**
- Divide participants into two equal groups representing the AFC and NFC Conferences. Allow coaches to enter either draw, but tournament officials must reserve the right to assign coaches to either Conference to balance the draws. If draws do not break down “evenly” (i.e., eight teams, 16 teams, etc.), officials should draw names randomly to determine qualifying games for entry into the main draw.**
- All coaches should utilize only official, unaltered Miggle Toys players.**
- Each game begins with a coin toss. The winner of the coin toss chooses whether they want to be on offense (Team “A”) or defense (Team “B”) first. Team “A” then places the ball on the 50-yard line, and has a total of four downs to move the ball as far as it can. There are no first downs in the Quick**

Tournament Format. and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line.

- **If Team "A" loses the ball via an interception or fumble, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50 yard line.**
- **If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.**
- **If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10 yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.**
- **At the conclusion of Team "A's" turn, Team "B" immediately begins its four downs, starting at the 50-yard line and going in the opposite direction. The same rules apply for Team "B's" turn as for Team "A's."**
- **If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, the game is automatically over and Team "B" is declared the winner.**
- **If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10-yard line. If one team is ahead 8-6 at this point, that team is declared the winner.**
- **If total yardage or total points are equal after each team has had the ball once, each team gets one more play from the 50-yard line to see who can move the ball further. If the game remains tied after this overtime period, the players will alert a Tournament Official who will conduct a coin toss to determine the winner.**
- **Coaches should not be able to seek out or receive help, advice or assistance during a Quick Tournament Format game from anyone else. Doing so should put the coach in jeopardy of disqualification by Tournament Officials.**
- **All other playing rules should be the same as rules found in the new Official EFL Rules.**

***Thanks, Ira, for your creativity and contributions to the game and hobby of
ELECTRIC FOOTBALL !!***

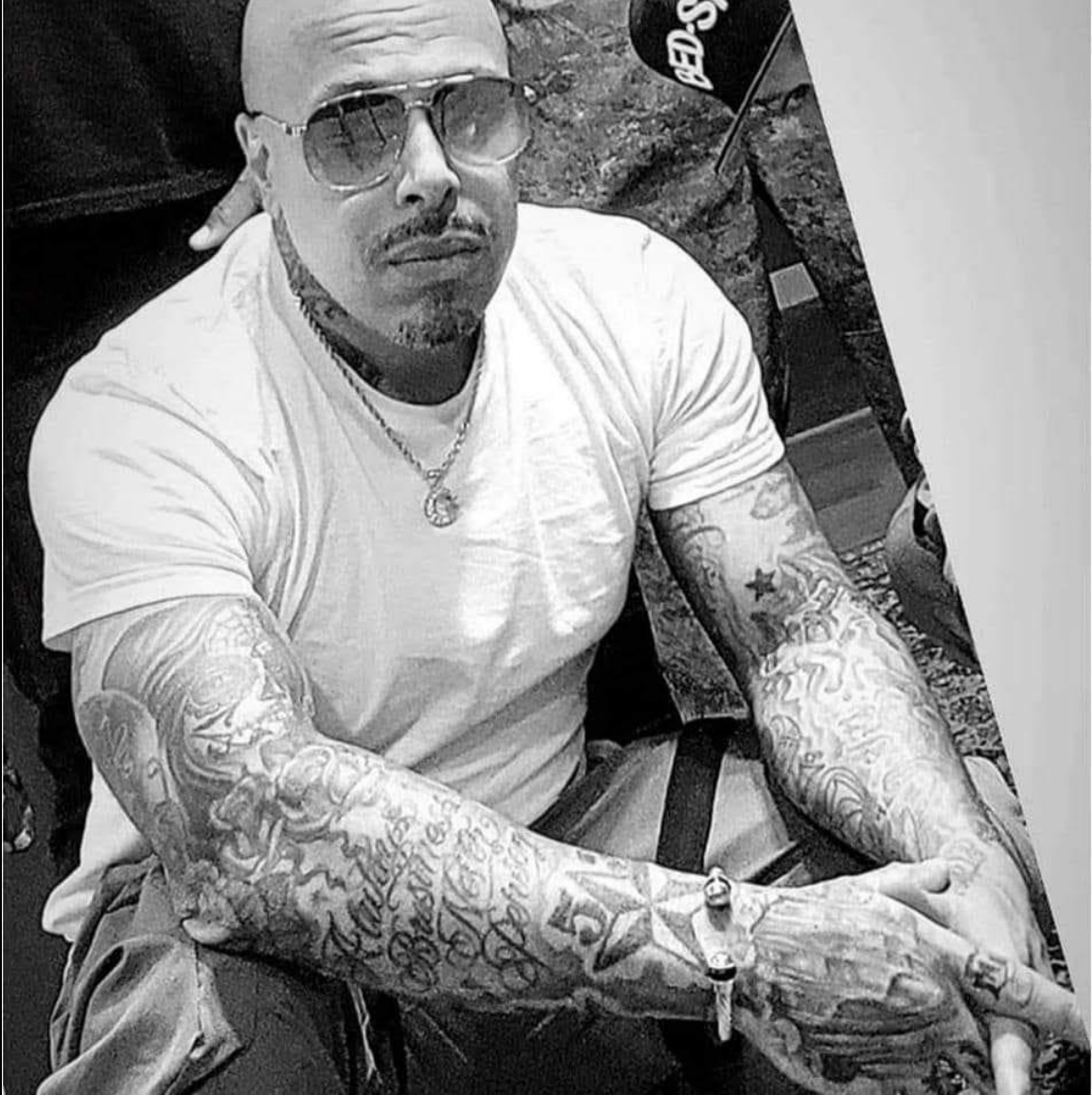


HALL of FAME 2026

ARTISTS



Scotte “Bricks” Turner

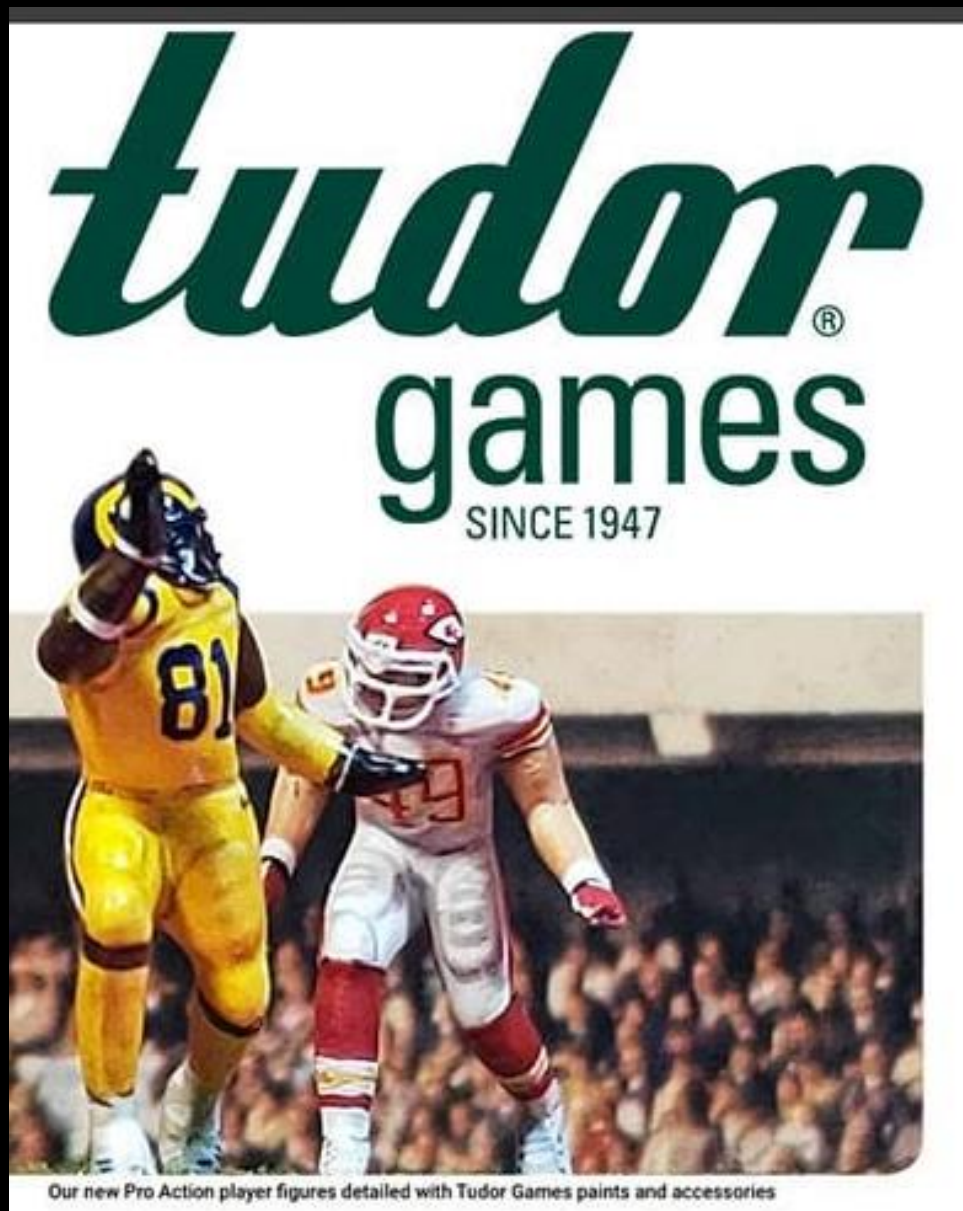


Elite Miniature Electric Football Artist

Scotte's creations have taken the Art of Electric Football to a level never before seen. Besides being an electric football artisan and collector, Scotte is also a tattoo artist and miniature figure artist of all types.

As a kid, I fell in love with miniature art. At 4 my mom introduced me to electric football. I used to stare at the Tudor catalogs and plan my Christmas, Birthday, and maybe weekend out.

I received an email today with a copy of the new Tudor catalogs. I am very honored and its kind of surreal to see my work representing the "new era" of Tudor figures. I just painted them. So, I take no credit for anything else. With that being said. Thanks, Tudor games and friends and family that have shared and supported me in my crazy art life.





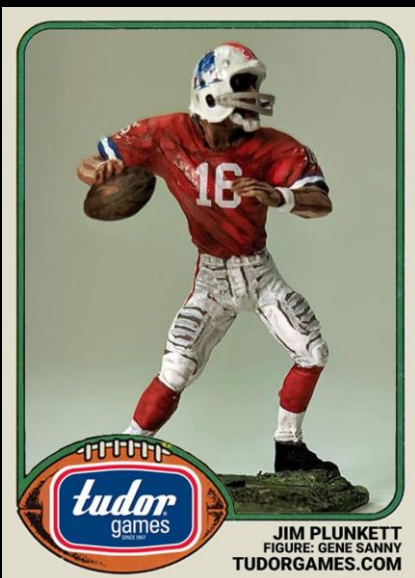
Scotte "Bricks" Turner

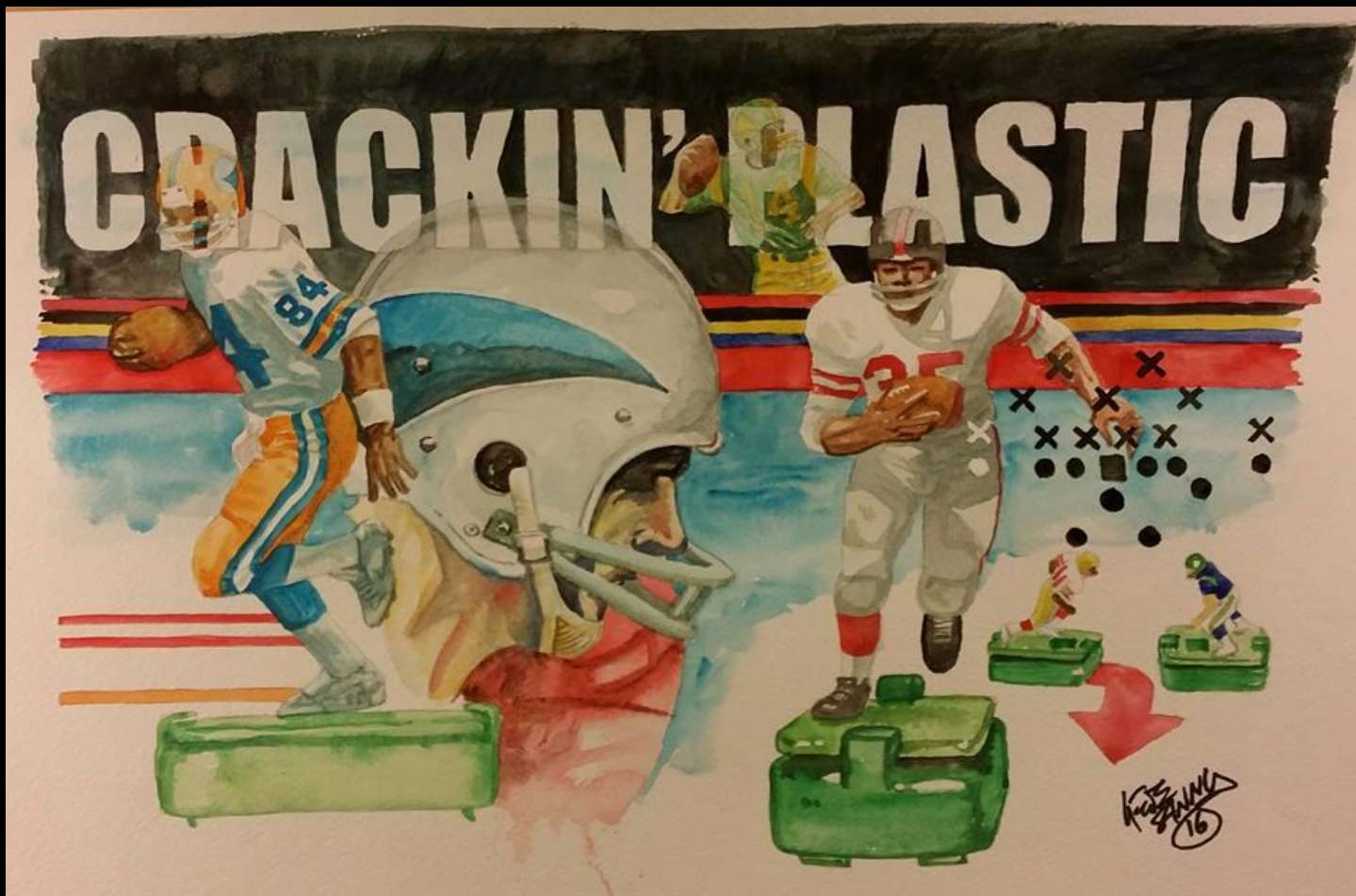
Gene Sanny



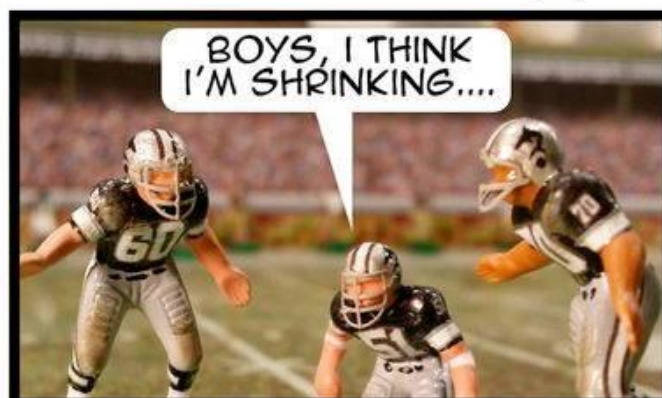
Elite Miniature Electric Football Artist

Gene Sanny is an artist extraordinaire. He has created many works of art using electric football as a medium from custom figures to comic strips to drawings and paintings.





The BUZZ by Gene Sanny



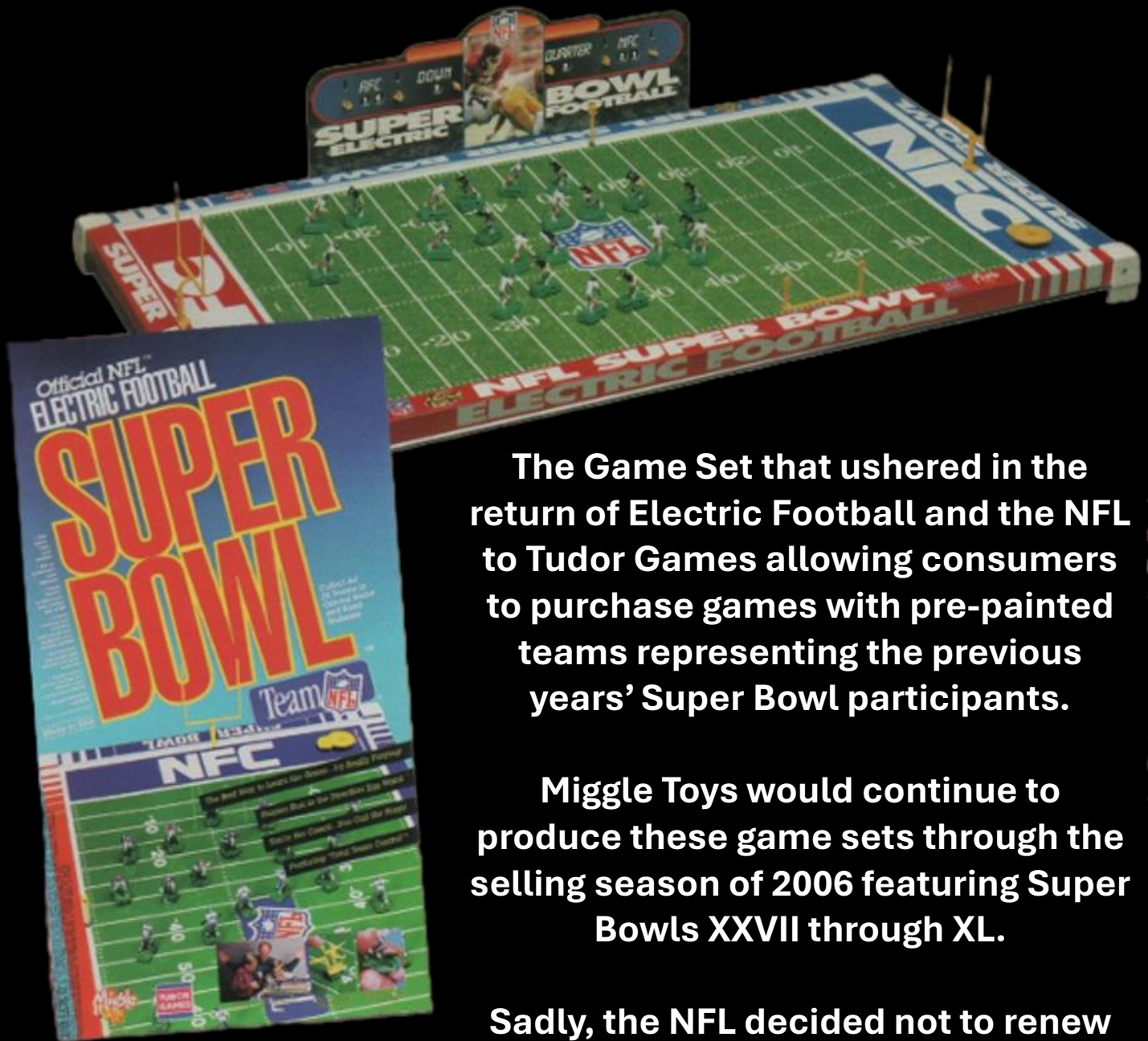


HALL of FAME 2026 ICONS



1993 Miggle Toys / Tudor Games Model 6072

NFL Super Bowl Electric Football



The Game Set that ushered in the return of Electric Football and the NFL to Tudor Games allowing consumers to purchase games with pre-painted teams representing the previous years' Super Bowl participants.

Miggle Toys would continue to produce these game sets through the selling season of 2006 featuring Super Bowls XXVII through XL.

Sadly, the NFL decided not to renew their license with Miggle Toys in the Spring of 2007 ending its near 40-year partnership with Tudor and Tudor Games which ultimately led to the marked decrease in popularity of electric football for the next 6 years.

The TTQB (Triple Threat Quarterback)



The Triple Threat Quarterback, so called because of its ability to run, kick and pass, has been around in one form or another since the invention of the game of electric football. Its current basic design has been around since 1964. It is the one piece of equipment that has led to more innovative creations and variations in the rules than any other piece of equipment used in the game.