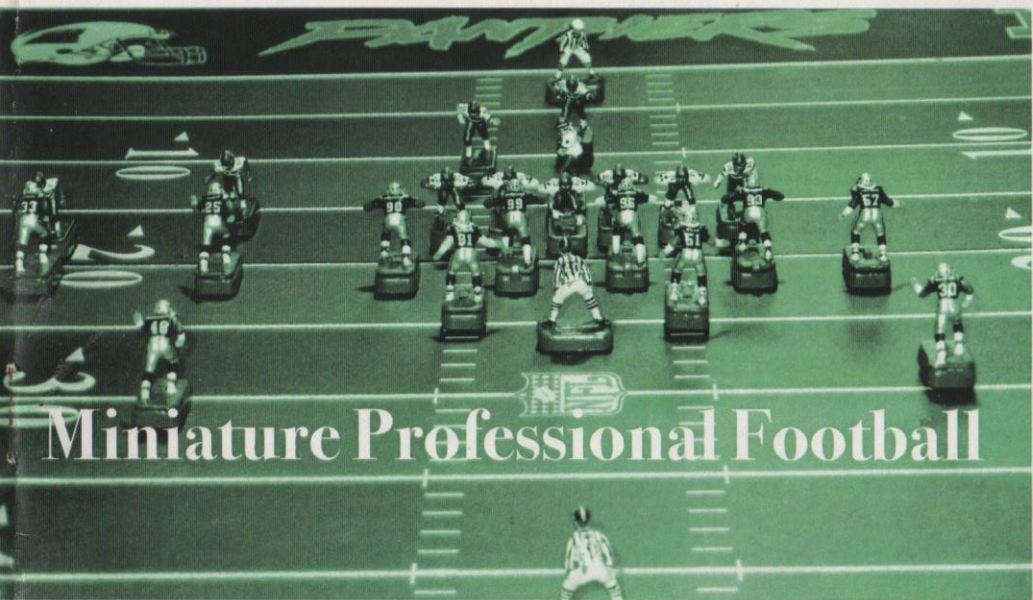




Miniature Professional Football

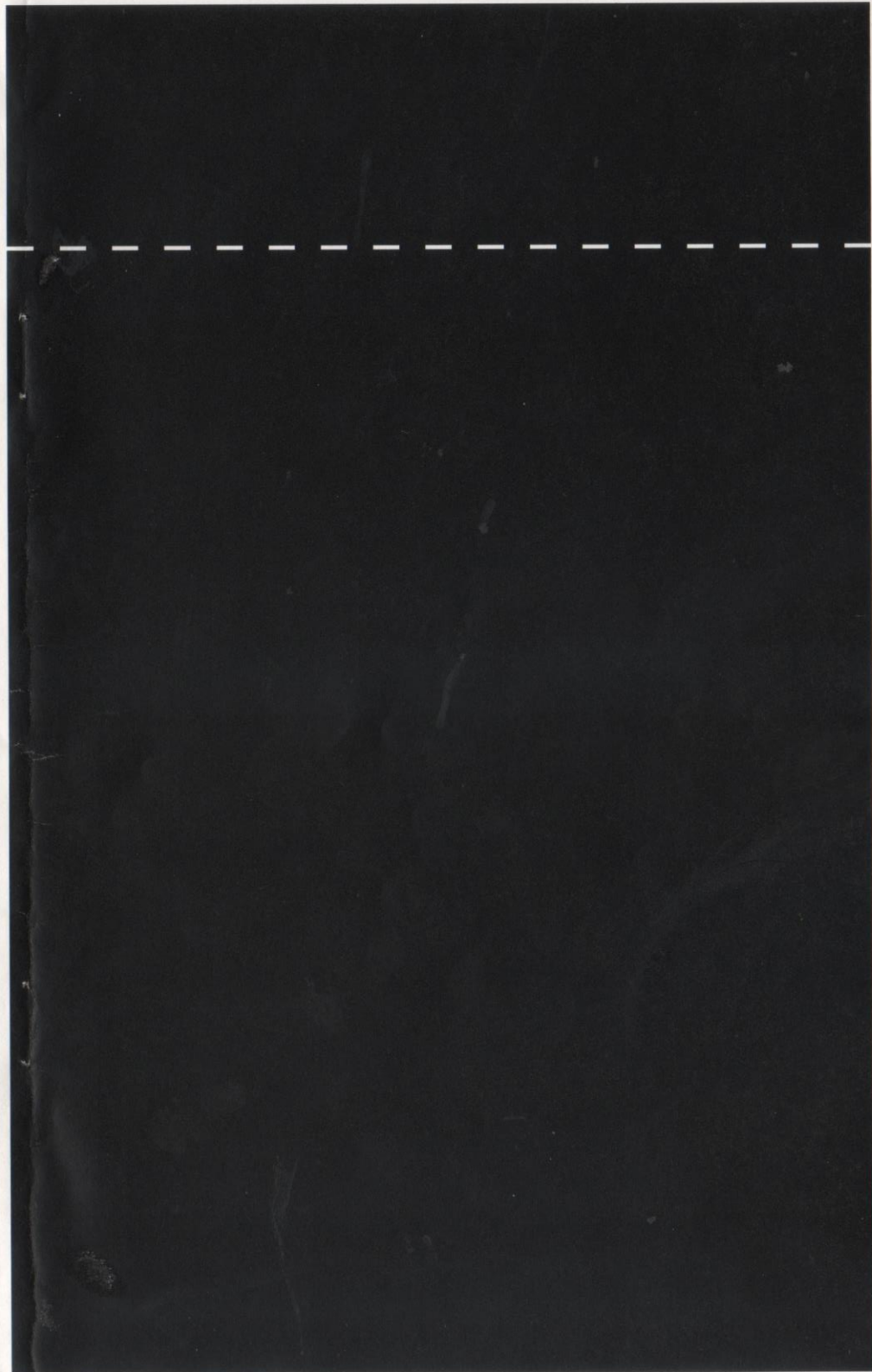
Official Rule Book for League Play

Game Play Operating Procedures

Miniature Professional Football League



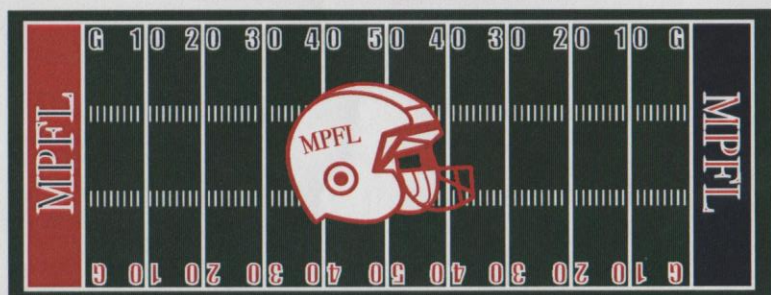
Anthony D. Burgess



Offical Rule Book for League Play

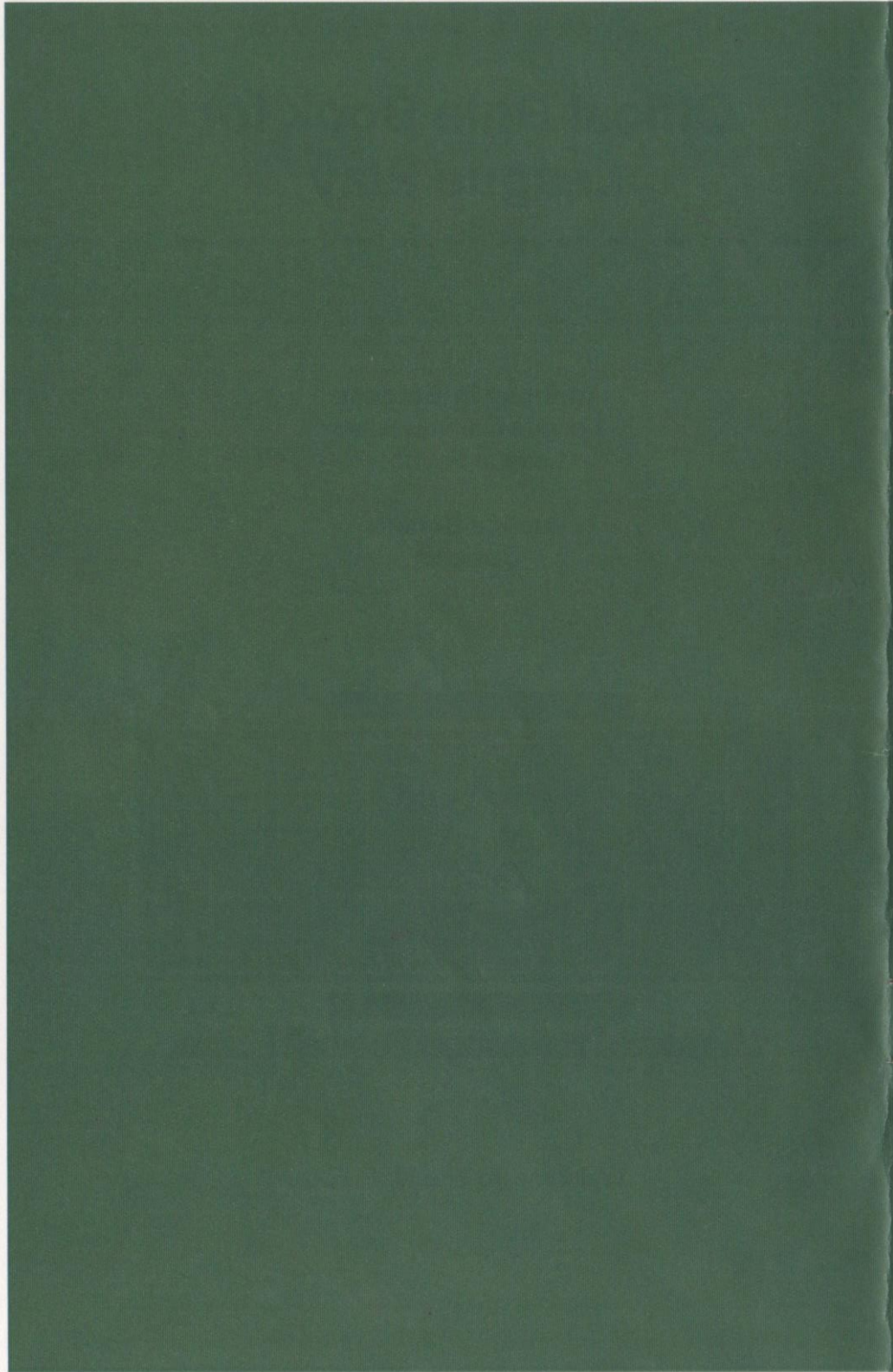
Anthony D, Burgess
League Commissioner
League Founder

Justina Benitez
Designer



Miniature Professional Football League

Welcome To The M. P. F. L.



CONTENTS

Welcome To The M. P. F. L.

Introduction

GENERAL APPEARANCE 12-13

Characters

Bases

Weight

TO BEGIN THE GAME 14

Game Clock/ Play Clock
/Adjustment Clock

START GAME 15-23

Kick Off

Hang Time

Stoppages

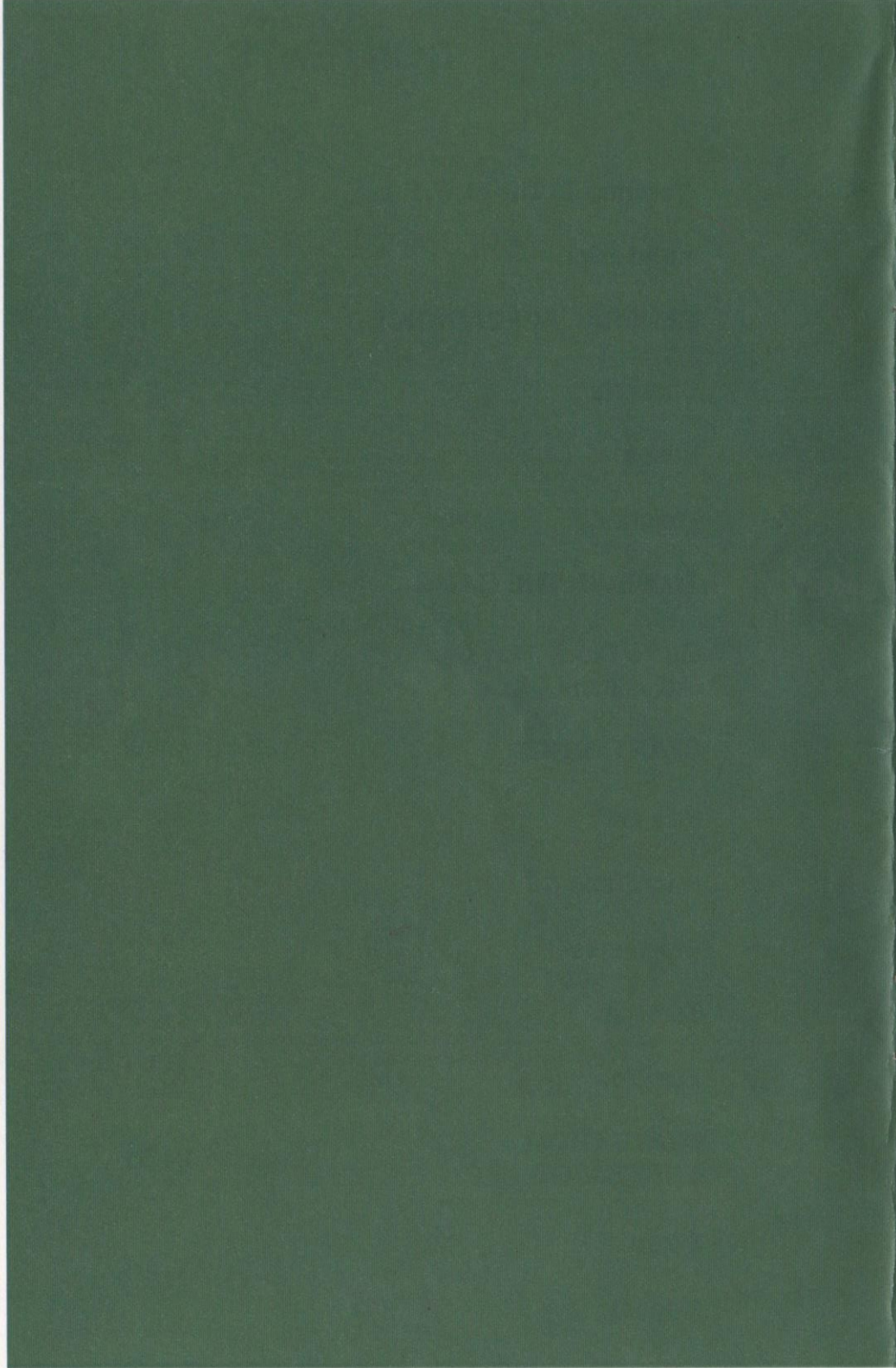
Tackling

Fumbles

**PLAYS FROM
SCRIMMAGE** 24-31

Setup

Magnets



CONTENTS

Start Of Play

Running The Ball

Passing The Ball

PASS PLACEMENT CHART

28-30

Completed Catch

Punting

MISCELLANEOUS

32-34

Usage For On Field
Referees

Time outs

Overtime

PENALTIES

35-42

Penalties Loss Of
Five Yards Are As Follows

Penalties Loss Of
Ten Yards Are As Follows

Penalties Loss Of
Fifteen Yards Are As Follows

Welcome To The M. P. F. L.

This is a brief introduction to the system for playing miniature football. The Operational and format makes this game play very realistically you will not want to go back to the one stop pitch or pass of another board game. MPF is real football scaled down to a board strategy game that will test your X's and O's of football. It will reflect and imitate real football and it is not to be mistaken for electric football. I tried to create a system that is so close to actual football that you might forget you are playing a board game with miniature figures on a vibrating metal board. You will find this to be innovative and challenging.

-Anthony D. Burgess

Introduction

Now that you are a member and team owner in a league, there are some things that you will need to know and understand concerning your duties and responsibilities. It is vital to your success in this system that you not rely on your old method and or the old way of playing.

- It is your responsibility to learn this system by practicing 2-3 times a week; scrimmaging and directing any questions you may have to the owner and founder.
- Learn and develop your team's ability.
- Respect the referee at all times as well as your fellow team members and coaches.
- Do not look for loopholes to gain an advantage in the system; just have fun playing the game.

- A chain is only as strong as its weakest link. That's to say, in order for all involved to enjoy playing M. P. F. we must commit ourselves to the systems.
- Do what you can to bring in new members
- Our goal is to have every team represented and to play the same schedule as our NFL counterpart.
- Follow all instructions without fail.
- Honor and respect the system.
- Truth, honor, respect, pride, fairness, loyalty, understanding, love and support will make this a system you will come to enjoy as a great and fun way to relax with friends.
- All of the above is your duty and responsibility as a member and team owner of this system known as the M. P. F. L.

"We know that you will enjoy our procedure for playing M. P. F. In fact, we can guarantee it!"

GENERAL APPEARANCE

Figures: Must have artistic value and appearance and or mimic a football action pose.

-See miscellaneous 2

Bases: Similar in size and shape green in color to match the field

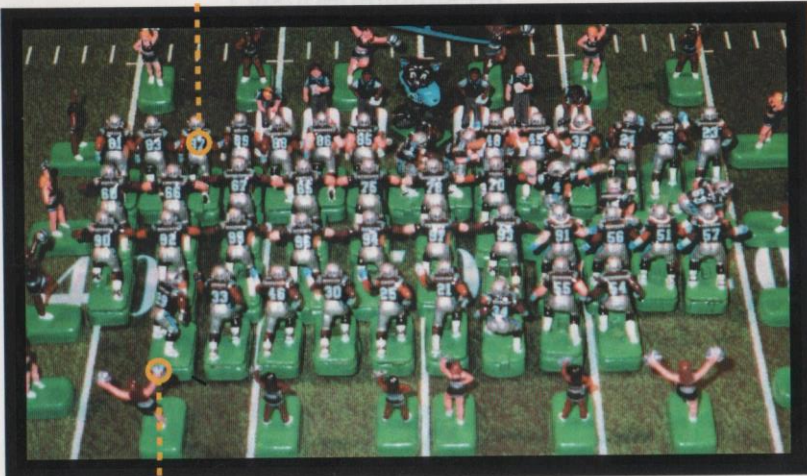
-See miscellaneous 2

Weight: This system is based on weighted players. The weight shall be under the base. What ever you want to use as weight is fine as long as it is under the base. USE YOUR IMAGINATION.

Note: Whenever you come into the league, your team has to be inspected. Only when your team has been approved by the league owner may you participate in the games.

Figures

This is how your team should look.



Base and weight

Bases are green in color and weight is under the base.

TO BEGIN THE GAME

Game Clock 25 minutes: Counts down and will stop for the following: Time outs, out of bounds, incomplete pass * The five minute mark of the second and fourth quarter is the same as the two minute warning.

Play Clock: 45 seconds (Both sides set up simultaneously.)

Adjustment Time: 20 seconds per coach.

Coin toss: To decide who will kick off or receive winner may elect to receive or defer.

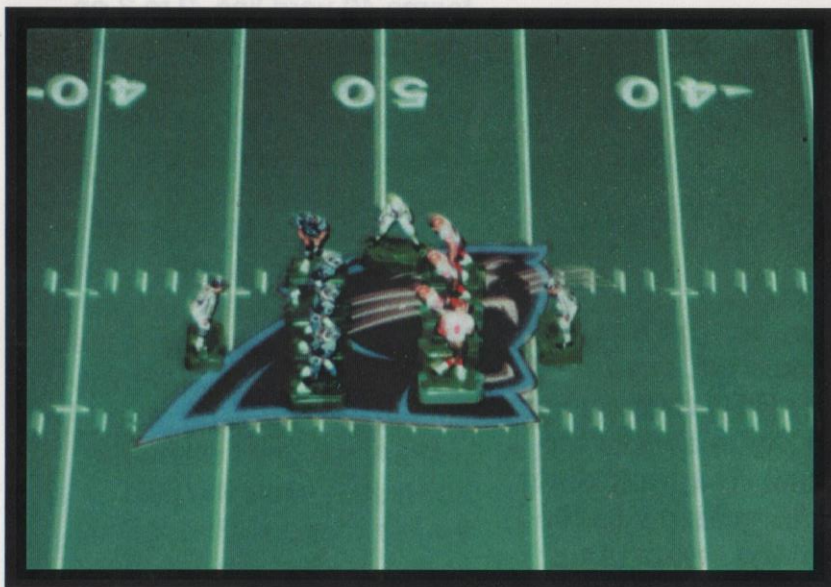
Penalty For Violating the

Play Clock: Delay of game and lose of five yards. Failing to play immediately when ordered is also a loss of five yards.

START GAME

Kick Off: The kicking team shall line up at its own 30 yard line. The receiving team shall line up at the kicking team's 40 yard line. It is recommended for the receiving team to place 5 men on the kicking

Coin toss to start game. This is proper set up.



kick if the ball lands beyond the return man where it first touched the field then he has to go back to that point and retrieve the ball.

up to that spot and place on a magnet to simulate hang time.

START GAME

Kick Off: The kicking team shall line up at its own 30 yard line. The receiving team shall line up at the kicking teams 40 yard line. It is recommended for the receiving team to place 5 men on the kicking teams 40 yard line, 2 to 3 on the receiving team's 40 yard line 2 or 3 at receive teams 20 yard line, and 1 or 2 between the 10 yard line and the end zone. Using the TT Quarterback to kick the ball if the ball goes out of bounds the receiving team shall start at its own 40 yard line. If the ball lands in the field of play in front or beside the return man. At the point where the ball first touches the field the return man is brought up to that point to receive the kick. If the ball lands behind the return man where it first touched the field then he has to go back to that point and retrieve the ball.

Example: The ball is kicked off. The initials position of the return man was in the middle of the end zone. The Kick lands at the 15 yard line to the right of the return man. The return man is brought up to that spot and place on a magnet to simulate hang time.



Proper Formation for kick off

Kick/Punt Hang Time: Kicks under 50 yards from the kicking teams 30 yard line is a quick 6 second count while the field is on. If the kick goes 50+ yards, the hang time shall be 12 seconds broken down to two 6 second intervals. This will be an adjustment period. All players regardless if they are touching the opposing player can be adjusted.
Now you are ready to play some football.

-After the last 6 seconds, starts the three stoppages

On Side Kick: Can only be attempted when down by 21 or more points. The set up is that of an on side kick. The kicker must kick the ball, the ball must go ten yards. If the ball lands on a receiving team member than they have possession of the ball at that point and may advance it.

But if the ball bounces off of a receiving team player and is not in his possession (ball is not at rest on that player) Then the kicking team may recover the ball (refer to recovering a fumble.) If the on side kick is recovered by the kicking the ball can be advance.

Stoppages: With the exception of kickoffs, punt, and field goals, there will be 4 stoppages per play.

- (1) Snap of the ball; a quick buss of the field.
- (2) The remainder of the 3 stoppages shall be done in preset intervals

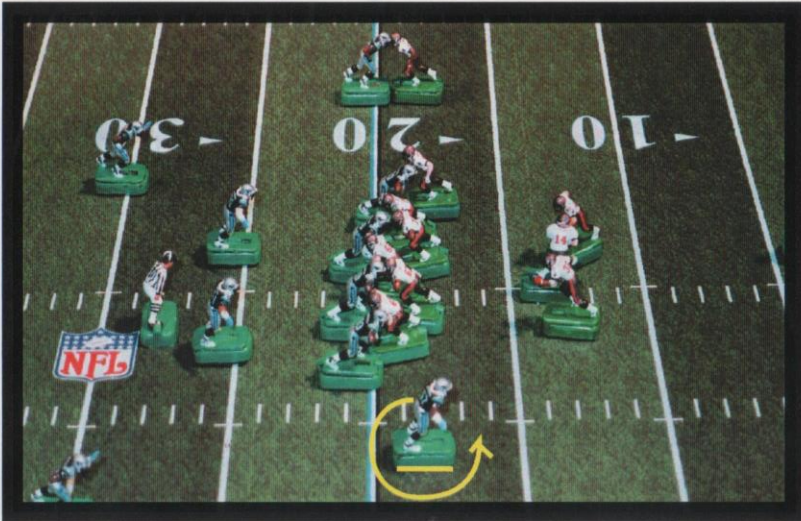
Adjustments:

- (1) Any player not in contact with an opposing player.
- (2) QB behind the line of scrimmage not being touched by an opposing player and or inside 3 yards of opposing player, and the defender that is pursuing the QB.

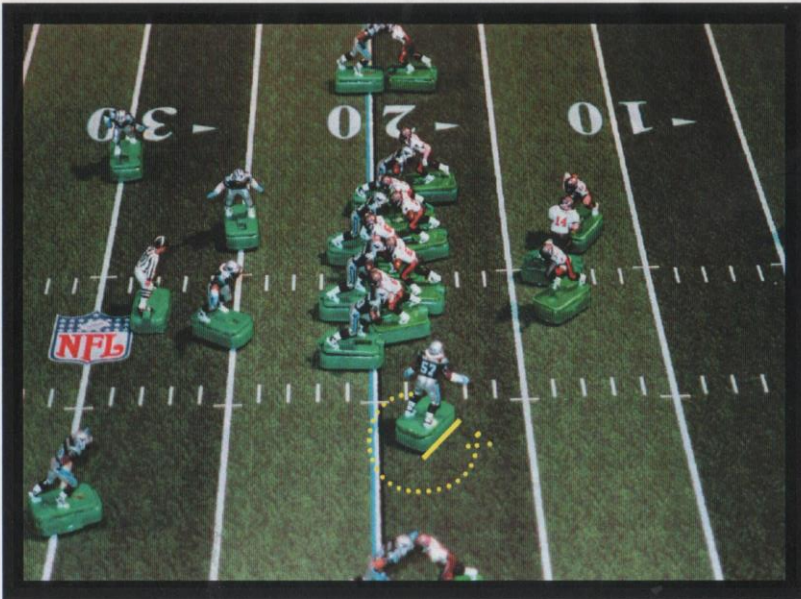
Three Yard Buffer Rule: Any defensive player outside of 3 yards of the ball carrier not being touched by an opposing player can be turned. If both the offensive and defensive player I.E. ball carrier are inside 3 yards of each other not touched by opposing players. They cannot be turned. If both the offensive and defender is being blocked by a offensive player (touched) then the runner is free to change directions refer to examples corresponding with snap of the ball, 1st stoppage, 2nd stoppage, 3rd stoppage.

Example: Turn the board on for a predetermined amount of time and automatically shut it off. This is done 3 times per play. The snap of the ball is just to get the play started. Total stopages for offensive plays= 4. (this may vary play to play, maybe as few as 2 or all 4.) When the board stops, this is your adjustment period. Adjustment period should last for 20 seconds for each side players that may be adjusted are as follows:

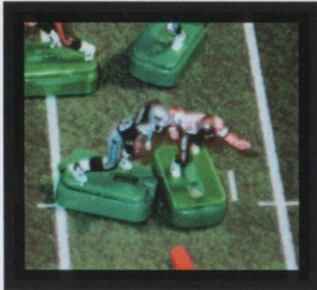
Adjustment: is to pivot, or to point in a direction, or to aim said player. (Adjustments represents individual player's reactions.)



Snap of the ball, FB is given the ball HB Block



FS, SS, LB's react, see next page for result of play
-Tackle # 1



Tackle # 1

The Board will run for a predetermined amount of time and automatically shut off. This is your adjustment period, and you can only adjust said players referred to in the latter paragraph, repeat this procedure for a total of 3 stoppages.

Tackling: The ball carrier is considered tackled when the front of a defending players base touches anywhere flush against that of the ball carriers (See illustration # 1). If it does not, (Corner of the base) it is considered a 'Broken Tackle' and the play will continue (See illustration # 2). The referee determines both tackles and broken tackles.



Broken Tackle # 2

Fumbles: Any time that player loses the ball for any reason it is considered a fumble. If during a stoppage; if any part of the defenders body is touching the ball when the field is off this shall be considered a fumble. Anytime a fumble occurs the referee will remove the ball from the ball carrier if applicable, drop the ball between the two players, at the point where the ball comes to rest, then the teams are allowed to point their free players toward the loose ball. Once a fumble is recovered; If by the offensive player the fumble can be advanced with the remaining stoppages intact if any. If the fumble occurs on a 4th down, the offense must advance the ball past the first down marker. If recovered by the defensive team, a change of possession occurs and the defense can advance fumble (Change of possession=3 new stoppages).

Note: A tackle overrules a fumble/ a fumble overrules a broken tackle. If the ball comes to rest on a player, that player has recovered the fumble, or to recovered a fumble is the same as a completed pass, by pass placement.

PLAYS FROM SCRIMAGE

Setup: Both offense and defense have 45 seconds to set up their formation. (Simultaneous set up) Once your formation is set you must say if on offense "Offense Set" if on defense "Defense Set". If this is not said and the play clock expires, the team in violation will be charged with delay of game and the penalty for this is minus 5 yards.

Magnets: Magnets will be used to allow a player to hold his position while on the field. Offense is allowed 3 magnets. The defense is allowed 5 magnets. Magnet cannot interfere with game play.
-Once a player comes off a magnet he can not go back on the magnet except the QB.

Example: Your QB is on a magnet in the pocket, both RB are on either sides of the QB and both of them are on magnets. The outside rush hits the RB while on a magnet.



This will be considered offensive holding as the magnets are used to help block. Penalty is a loss of 10 yards. If an offensive player runs into a defensive player on a magnet, it shall be considered defensive holding which is an automatic first down at the spot of the foul.

Start Of Play: A quick buzz of the ball will simulate the snap of the ball with a 20 second adjustment period. Offense always goes first and defense is second. Refer back to the section on stoppages. Repeat for a total of 4 stoppages

Running The Ball: In order to run the ball, the ball carrier must be given to the ball before half of his base is pass the QB bases (Hand Off inside 3 yards of QB.) Or if the RB is outside of 3 yards of the QB and front of his base has not pass the QB. (No more 2 bases away/ pitch.) Ball must be give to RB. The offense does not have to tell the defense that they are running the ball. The ball can be carried by the RB and can be visibly seen either in his arm or on his base.

-See miscellaneous 6

Passing The Ball:

Option 1: (Bullet Pass)

NOTE: The defense reacts first before the TTQB pass is attempted.

The TT QB-One pass attempt shall be made and the QB cannot lean forward more than 2 yards from the tip of the QB's front arm. The first player that the all touches from the QB has the ball. Coach must remain on his side of the field when attempting a TTQB pass. The pass is completed when the ball touches any part of the figure and or his base. Any touching of the field is incomplete pass.

-See miscellaneous 8

Option 2: (Leading the receiver)

NOTE: See pass placement chart.

Exclusively to this system; pass placements is designed to simulate passing. The passing range will start from the line of scrimmage.

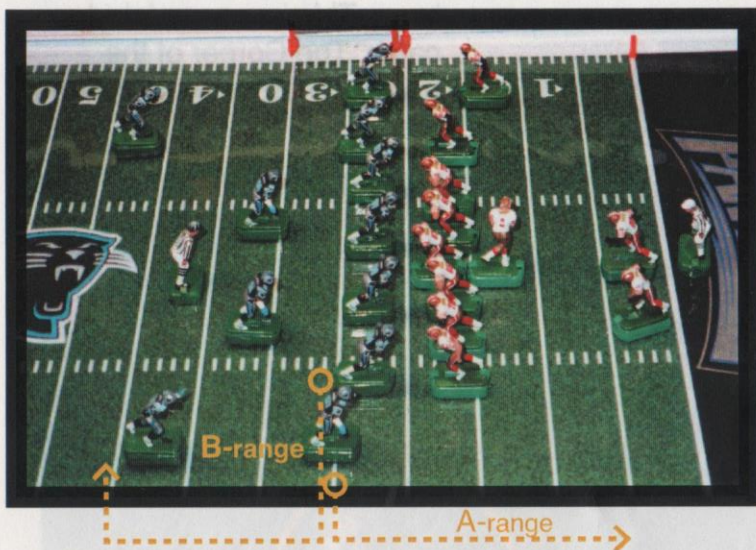
-Range A-G

PASS PLACEMENT CHART

Example: If receiver falls in position B, (Front part of his base is 11 yards from the line of Scrimmage.) Then follow the condition for normal, touching, or add for across field.

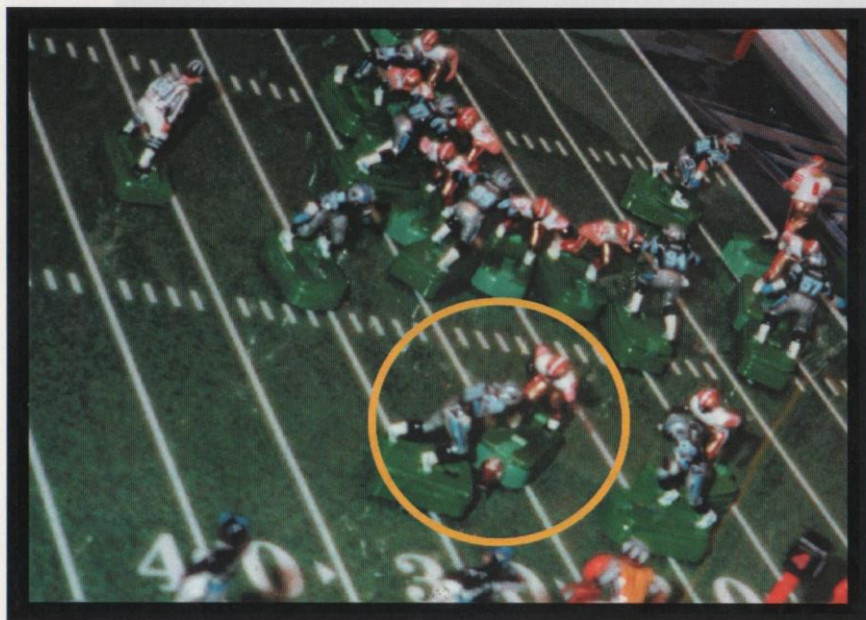
From the Line of Scrimmage	Normal Pass
A. +5 yds.	A. 3 yds.
B. 6-20 yds.	B. 5 yds.
C. 21-30 yds.	C. 7 yds.
D. 31-40 yds.	D. 9 yds.
E. 41-50 yds.	E. 12 yds.
F. 51-60 yds.	F. 15 yds.
G. 61+ yds.	G. 18 yds.
Touching	Across Field+
A. 5 yds.	A. 7 yds.
B. 7 yds.	B. 9 yds.
C. 9 yds.	C. 12 yds.
D. 12 yds.	D. 15 yds.
E. 15 yds.	E. 18 yds.
F. 18 yds.	F. N/A yds.
G. N/A yds.	G. N/A yds.

Note: Touching is when QB and or receiver is being touched by a defender at the time a pass is attempted. No TTQB can be attempt if the receiver is being touched and or QB/QB drop back limit 14 yards.



Example: If receiver falls in position A, (Front part of his base is 2 yards from the line of Scrimmage.) Then follow the condition for normal, touching, or add for across field.

Completed Catch: The eligible receiver must touch the pass placement ball with the front part of his base. This is a completed catch. The Corner of the base is to be determines by the official.



Dual possession (Offense VS. Defense) reception shall be awarded to the offensive receiver and he will be down by contact at that point.

Punting: Follow procedure for setting up initial play I.E. punt formation.

Step One Snap the ball

Step Two Place ball on kicking T of the TT QB and then the ball is kicked while the board is on. This is the same for kicking field goals and extra points (In order to attempt a field goal said team must be inside its opponents 40 yards line— this is in field goal range). If a defender touches the holder and/or the hand of the coach or user, it shall be considered a block, punt and/or kick. Go to step three if applicable.

Step three *Refer to fumble/ drop the ball between.*

Two— Point Conversion: Two— Point Conversion shall be attempted from the ten yard line. An offensive turnover cannot be advanced by the defense and will result in a failed conversion trail.

MISCELLANEOUS

Usage For On Field

Referees:

Referees are to be used to mark the position of said player in order to remove the magnet from player. Referees shall be considered part of the field. And can help in adjustment as a pivot point.

Timeouts:

There are only 3 time outs per half and 2 during any overtime period. You can call consecutive time outs.

Overtime

Regulation:

Regulation shall be one additional quarter (5th quarter) each tem will have 2 time outs and will play as if it was the start of a new game I.E. coin toss, kick off, etc. Quarter time shall be 25 minutes. If there is no winner after the end of overtime period the score will be final.

Playoffs:

Same as above but must be played until there is a clear winner. (There can be no tied games, a winner must be declared).

- 1 Coach must remain on his side of the field during the game. **NO EXCEPTIONS**
- 2 No figure and or base that is design to hook another figure or prevent a base from being block is prohibited.
- 3 DB/ CB letting a receiver go on bump and run must take the position that the figures head mostly on.
- 4 TE's maybe released upon request of the coach
- 5 HB pass must be 6 yards or greater behind the line of scrimmage no more than 14 yards,
- 6 Specialty figures with the ball IE Runner back, coach must declare when it is a run play and point out the ball carrier.
- 7 QB being touch can not

throw a pass to the side he is being touched on. If the defender is in the flight path of the ball, if not refer to pass placement chart under touching. Drop back limit 14 yards.

8 QB being touch no TTQB pass may be attempted

9 A defender that falls down is out of the play, if said defender falls down during a tackle then it would be ruled a broken tackle. No three yard rule applies.

10 If the ball carrier falls down he must stay down for the duration of the stoppage. If he is touch in anyway by a defender he is down at that point.

11 Goal line area. The marking point is the ball not the base.

12 Front part and corner of the bases touches the pylon IE carrier going to the end zone it is a touch down. Any part the base touches out of bounce the player is out. Mark the position/ point where the player step out.

PENALTIES:

On any play, an unsportsmanlike penalty will be enforced regardless of the result of the play. If both the offensive and defensive teams are penalized on the same play, that play is automatically nullified, and the down is replayed. If either the offensive or defensive team is penalized for more than one infraction, then the opposing team has the option to accept whichever penalty it chooses.

Main Ideal

1. Penalties Loss Of Five Yards Are As Follows:

A) Illegal Forward Pass

1.

2.

Supporting Details

Delay of game-failing to play immediately when ordered; Substituting while ball is in play; Illegal substitution neutral zone infraction, illegal formation (Less than 7 players on line/ Having players neither on nor 1 yard behind the center); Player not reporting change in eligibility; Making forward pass beyond line of scrimmage; Ineligible player down field on pass (To void this penalty turn free offensive linemen back to toward the line of scrimmage and or away from intended receiver).

An illegal forward pass is:
Any forward pass thrown from beyond the line of scrimmage; or,
More than one forward pass thrown from behind

3. the line of scrimmage; or,
. Any forward pass thrown by an ineligible player; or,
4. Any illegal 'Halfback Pass' attempt.
(-5) Yard loss from the previous spot, and loss of down, or the result of the play.

B) Illegal Substitution

Any offensive/ defensive player, or player's base is substituted (Switched) after the start of an official play. (-5) yards from the previous spot and the loss of the down, or the result of the play.

C) Ineligible Player Down Field

- An ineligible player is any offensive player who during the play became ineligible because:
1. That player went out of the field of play (Out of Bounds) on his own power; or,
 2. Any player that was ineligible at the start of the play (offensive lineman). If that ineligible player is beyond the point of the reception, and 10 yards beyond the line of scrimmage, it is a penalty. 5 yard loss F/ previous spot and replay the down, or result of the play.

D) Illegal Contact

1.

An eligible receiver is intentionally impeded by a defender, provided that:

2.

The eligible receiver is beyond 5 yards of the line of scrimmage; and,
The pass has not been thrown.

5 yard gain from the previous spot, and an automatic first down, or the result of the play.

E) Offsides

If any offensive or defensive player lines up in the neutral zone (The Length of the ball). If the penalty is against the offense (Encroachment), the play is topped. (-5) yards of loss from the previous spot, and replay the down. This penalty is automatic. If the penalty is against the defense (Neutral Zone), the play continues. The offensive team has the option of taking the result of the play. (-5) yard gain F/ previous spot, and replay the down.

2. Penalties Loss Of Ten Yards Are As Follows:

A Pass touches or caught by an ineligible of offensive player beyond the line or loss of down. Pass

A) Assisting The Runner

interference: (Spot Foul);
If any offensive player is placed directly behind another player to assist that player in gaining yards. 10 yards F/
Previous spot, & replay down, or result of the play.

B) Clipping

If An Offensive player is intentionally directed to block or impede a defensive player from the rear. The rear is defined as the area from the front foot to the rear of the base. If the infraction occurs

C) Holding

If any player is intentionally directed to impede an opposing player by using an exposed appendage (arm) to impede that player. If the infraction occurs during a play from scrimmage, against the:
10 yards loss from the previous spot and replay the down, or the result of the play.

Offense

Defense

10 yards gain F/ previous spot and an automatic first down, or the result of the play. If the infraction occurs during a punt, kick,

interception, or fumble return, 10 yard loss from the spot of the foul, or the result of the play. The opposing team has the option.

D) Illegal Procedure

An illegal procedure occurs when:

1. Either the offensive or defensive team is lined up in an unrecognized formation; or,
2. The defensive coach stacks the defensive formation with too many uncovered players on one side of the formation, or;
3. Either the offensive or defensive team is not lined up at least a yard apart, and not equal distance from the line of scrimmage, or;
4. The offense fails to have seven players only on the line of scrimmage, or;
5. Improper use of audible. 10 Yards F/ previous spot, & replay down, or result of the play. Opposing team has the option.

E) Ineligible Receiver

An ineligible receiver is any player that is:

1. Ineligible because that player went out of the field of play on their own power;

2. or
Ineligible at the start of the play (Offensive Lineman)
Penalty occurs if that ineligible receiver touches pass before the intended receiver. The play is stopped at the time of the infraction. 10 yard loss F/ previous spot, or loss of the down.

F) Intentional Grounding

If any passer throws a forward pass:

1. To avoid a sack; or
2. To an ineligible receiver; or
Not to an uncovered player; or
3. Without sufficient distance for a completion; or
4. If the passer is not an uncovered player.
10 yard loss from the previous spot and loss of down, or the result of the play.

3. Pass Interference:

G) Offensive Interference

Any player or receiver that is beyond 5 yards of the line of scrimmage that directly impedes any defender prior to or after the forward pass has been thrown. 10 yard loss F/ previous spot, & replay the down, or the result of the play.

If any defender intentionally impedes the intended pass receiver after the forward pass has been thrown, or if the defender runs *intentionally* directly in front of an eligible receiver. An automatic first down from the spot of the infraction, or the result of the play. Furthermore, if that same eligible receiver is perceived by the referee to be "Broken Away", and an infraction occurs, it is a flagrant foul. An automatic first down from the spot of the infraction, plus 15 yards, or the result of the play.

I) Minor Misconduct or Class 'A' Infractions

Carry a penalty of 10 yards from the previous spot, and loss of down, or the result of the play. These infractions are:

1. Piling players in attempt to block a field goal, or;
2. Non-Use of on-field referees, or;
3. Use of magnet after the play starts, or;
4. Use of too many time outs, or;
5. Unauthorized changing of the speed control, or;
6. Handling of the 10 yard marker.

J) Major Misconduct of Class 'B' Infractions

Carry a penalty of 10 yards from the previous spot and loss of down, or the result of the play. These infractions are:

1. The turning of a covered player, or;
2. The turning of a player during a Referee stoppage.

4. Penalties Loss Of Fifteen Yards Are As Follows:

K)Flagrant Misconduct of Class 'C' Infractions

Carry a penalty which is defined by individual infractions. These infractions are as follows:

A) Profanity
1st

Infractions -15 yards and the loss of Down/ Automatic 1st Down

2nd

Infraction -35 yards and the loss of Down/ Automatic 1st down.

3rd

Infraction -Disqualification and game forfeiture.

B) Taunting

No coach can "Show-Up" or taunt another coach during any point of the game. 20 yards from the previous spot and the loss of down.

C) Threats

If this occurs during a game, The offending party

will be disqualified, and the game is forfeited. This infraction could result in the offending party having to forfeit season games, & being banned from the league.

D) Use of disqualified Player

1st

If any coach uses a player that was deemed disqualified prior to start of or during the game.

Infraction -15 yards and loss of Down/ Automatic 1st down.

2nd

Infraction -35 yards and loss of Down/Automatic 1st Down.

3rd

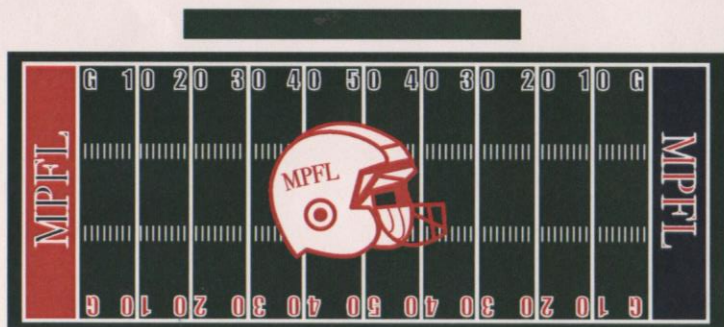
Infraction -Disqualification and game forfeiture.

A Concluding Thought

Through divine inspiration

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 this 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 it's 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

Miniature Professional Football (M. P. F.) does just that. It eliminate the restrictive nature of one stop pitch or pass. Years of testing and research has resulted in this system (M. P. F.) that allows you to imitate real football with miniature figures on a vibrating metal board (scale size), and will help this hobby to evolve into the next level of sports strategy game, and to reeducate those who have a negative perception of this great hobby.



Miniature Professional Football League

NOTES:



"Remember, if your not playing in the 'M. P. F.' system, then your just playing electric football."

NOTES:

Lined area for notes, featuring horizontal ruling lines and a faint circular watermark in the center.

[illegible]

