

UNITED



EFL

UNITED ELECTRIC FOOTBALL LEAUGE

RULES



**PRESENTS
THE
UNITED ELECTRIC FOOTBALL LEAGUE
RULES**

Reported to the United Electric Football League Founders

DISCLAIMER: THE FOUNDATION OF THESE RULES ARE BASED ON SEVERAL SOURCES; ALTHOUGH, NOT ENTIRETY, SUCH AS, THE NATIONAL FOOTBALL LEAGUE, TUDOR GAMES, TOURNAMENT OF CHAMPIONS (MFCA), AND THE HISTORICAL EXPERIENCES OF THE UNITED ELECTRIC FOOTBALL LEAGUE RULES COMMITTEE. THIS IS A CREATION OF AN EDUCATIONAL RULE SET TO EXPLAIN THE BASIC PROCEDURES FOR PLAYING THE GAME OF ELECTRIC FOOTBALL WHILE EXPLORING MANY VARIATIONS THAT HAVE BEEN DEVELOPED BY INDIVIDUAL COACHES, ORGANIZERS OF LEAGUES, AND TOURNAMENTS INVOLVED IN THIS HOBBY-SPORT.

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Electric Football Educational Rules for the Beginning or Returning Coach

Our Mission: To create a guidance for this league, a rule set, for the beginning or returning coach(es) explaining how to play the game of Electric Football and to explore the many variations that have been developed by coaches, league and tournament organizers that play the game today.

Introduction

Electric Football is a game that allows you to coach and quarterback a team of Electric Football players on a vibrating realistic football field game board. As the coach, you call the plays, and as the quarterback, you execute the play on the field.

Electric Football is a “hands on” game which puts you on the field and allows you to physically set up your players in offensive and defensive formations. It requires a basic knowledge of football and the ability to analyze your opponent’s strengths, weaknesses and tendencies to formulate a strategic game plan to be victorious.

The basic rules of this game are almost identical to real football but variations have been implemented to create added interest and more gameplay realism.

These rules are intended to be a guide. Basic rules will be given and are provided herein, but variations that have been developed by various coaches and leagues will be explored.

IMPORTANT: This league has adopted a strong Code of Conducts and Professional Image Policy (PIP). Our Code of Conduct and PIP are based on maintaining professionalism, uniformity, and integrity. We strongly encourage members to preserve a friendly, sociable, competitive, and professional conduct always, particularly during any events that United EFL is apart-of.

SECTION 1: CODE OF CONDUCT:

1.1.1. No form of physical and/or verbal abuse will be tolerated.

1.1.2. No misuse (handling, stealing, or disrespectfully touching) of other team figures (players and/or bases), equipment, and/or personal possession(s) at any time.

1.1.3. No negative out-burst during any type of event regarding the rules set-forth: We encourage anyone who’s interested in questioning, challenging, or over-turning any part of these rules to submit a ‘Rule Change’ form to start the process of discussing the matter at the next league meeting. A league meeting could take place at any time, any place, and without the completion of a ‘Rule Change Form’, depending on the severity of the proposed change. For any part of the rules to be changed, it must be approved by no less than 2/3 of the members of the Rules Committee.

1.1.4. No tobacco or alcohol beverages of any type will be allowed at any United EFL event(s). We must respect and protect the fact that there may be under aged coaches that are part of this league.

1.1.5. Everyone are welcome to become a part of this league. It’s all about electric football!

1.1.6. No cheating of any type will be allowed. Cheating may include, but is not limited to - Unauthorized Enhancement Performance Abuse (U.E.P.A.): U.E.P.A. is an unauthorized method of play and/or may include the creating or placing of foreign objects upon a figure, playfield, or base for the purpose of enhancing the performance of any bases. U.E.P.A. may also include - Adding weight and/or the creation of “Frankenstein” type bases for purposes of enhancing performance or creating an unauthorized competitive advantage. “Frankenstein” type bases will not be authorized in the league.

1.1.7. Any other type of conducts detrimental to the league may be implemented and added to this list at any time for the sole-purpose of protecting what has been established.

1.2. PIP – Professional Image Policy: This league operates in a manner that will position itself for the future. An organized, well conducted, and professional organization is in better control of its course of actions and welfare to survive the test of time. To maintain this course of action, the United EFL has adopted the following:

1.2.1. All equipment and players (figures) must maintain a professional, uniformed (same as team colors), and positive image at all times.

1.2.2. Coaches must place certain players (figures) in certain positions – for example: A Quarterback figure cannot be placed within a Linemen’s position or vice-versa. (See Offense and Defense Formation Rules for details)

1.2.3. Team Boxes (Locker Room) must maintain a professional, uniformed, and positive image at all times.

1.2.4. No base is permitted to have on and/or under it, for additional weight; any type of substance and/or item(s), unless it was a part of its manufactured state. The NFL has substance abuse policies against illegal drugs use to enhance performances, which also causes harm to players and a potential unfair competitive advantage; therefore, allowing unnatural foreign objects to become a part of electric football league players or bases to enhance performance violate the United EFL substance abuse policy.

1.2.5. All stadiums/ (Field/Board) and Team Boxes (Locker Room) should display the United EFL logo.

1.2.6. Any other type of PIP can be implemented to this list at any time for the sole-purpose of protecting what has been established.

SECTION 2: EQUIPMENT:

2.1. Game Boards and Accessories

Game Boards (The Field) – Game boards are generally constructed of a 24-gauge sheet metal playing surface with an electric motor underneath, that when turned on, causes the field to vibrate and thus emit the familiar “buzz” of Electric Football. The most popular game boards were manufactured by Tudor beginning in 1947. Today, there are many custom game boards manufactured by several vendors past and present.

2.1.1. Game board sizes vary by manufacturer and model number. A game board should be scaled to no smaller than a dimension of 32” x 17”, which is the approximate size of the traditional Tudor Games NFL Deluxe playing-field. The playing-field shall not exceed a dimension of 37.5” x 19.5”, like the Tudor Game Championship Electric Football size board.

- 2.1.2. The United EFL does not allow for “Monster” or larger size boards (equal to or above 60” x 26.5).
- 2.1.3. Field must operate with a smooth consistent speed that does not cause player(s) to fall.
- 2.1.4. The field must be level and free from obstructions that protrude to cause a player to change direction.
- 2.1.5. It is the responsibility of each coach to insure all fields work properly and are consistent with the specifications that would compromise game play and free from hazard that would cause electric shock or electrocution to anyone operating the board.
- 2.1.6. Any board with open wires or improper electrical connections will not be used. If any coach finds a game board in a condition that is unsafe or not within the United EFL game board standards, an official of the league should be alerted immediately so the board may be immediately repaired or removed.

2.1.7. Game boards may be decorated with team or league logos, covered with custom field covers or side line decorations. Such decorations should not interfere with operation of the board or player movements on the field of play.



2.1.8. Both coaches should agree on a desirable speed before the game starts. It is suggested to test players on various parts of the field before reaching agreement on the game board’s speed.

2.2. Accessories – All game boards should have the following accessories:

2.2.1. **10 yards Marker** – Used to mark the yard line that begins a series of downs and the necessary 10 yards needed to gain a first down and new series of downs.



2.2.2. **Ball Marker** - Used to mark the Line of Scrimmage.

2.2.3. **Goal Posts** – (Not necessary in this league - Field goal & Kicking Extra Point Attempts are under consideration for future rule changes) Goal posts are used for kicking field goals; which, at all time, UEFL does not recognize extra-point attempts by kicking field goals.

2.2.4. **Footballs** – Miggle, Tudor, or Buzzball foam or felt footballs of similar size are allowed. Oversized footballs are not allowed, which

includes the EFDW balls. Any questions regarding the eligibility of a ball should be brought to the attention of a United EFL official for review and approval.

2.2.5. Buzzball magnetic balls and pass placement sticks are unauthorized at this time.

2.2.6. The above accessories should be scaled to fit the game board and field markings being used.

2.3. Players - Figures



2.3.1. Each team should have a minimum of 33 players (11 – Offense, 11 – Defense, and 11 – Special Teams). There’s no maximum number of players a team can have on its roster; however, no team can have multiple players with the same jersey number.

2.3.2. Players must be professionally painted in official team colors that represent any NFL (National Football League) present or past team.

2.3.3. Opposing teams cannot be the same; therefore, the first team of a NFL team that enters this league will become the only official team. It doesn’t matter if a coach uses dark or white jerseys, however, when playing a game, each team must be in uniformed dark or white jerseys throughout the entire game.

2.3.4. Enhancing Rule 2.3.3., It’s not necessary to alter team jersey color(s) from one half to another half of the game or have different jersey colors for offense and defense. This type of procedure has never been conducted by any level or type of organized football.

2.3.5. **Weight limit (Figure and Base):** Not Greater than **3.00** grams. The United EFL official and Rules Committee reserves the right to authorized a greater weight limit based on new figures manufactured today.

2.3.6. **Lead tape, magnet, or any type of putty are unauthorized in this league.** This violates one of the ethical Code of Conduct Rules based on UEPA (See Rule 1.1.6 - Unauthorized Enhancement Performance Abuse).

2.3.7. Metallic/Acrylic paint and small amount of glue are authorized materials that may be used within the Professional Image Policy. However, these materials must fall within the guidelines of the uniform policy, not constitute UEPA, not constitute the creation of a “Frankenstein base or figure” and may add no more than approximately 1/2 gram or less to the overall combined weight of the figure and base. Notwithstanding, the Not Greater than 3.00grams requirement for the combined weight of the figure and base still applies.

2.3.7.a. **Metallic/Acrylic (hobby-paint):** Used to enhance the appearance of players and bases, also, to support the management of the team.

2.3.7.b. **Glue:** (Super, Elmer's', Epoxy) to stabilize figures on platforms and/or stabilize directional movement of bases (i.e. total control bases).

2.3.8. Authorized Player (Figure) Types:

Note: The first task is to scout your team. The head coach of a football team doesn’t just randomly pick players for positions, they work to understand their players, their skills, and their body types. For example, the wide receiver and the defensive lineman positions are very different. This principal also applies to Electric Football. To win, you must find a way to use each combination to its best advantage when running your plays. There are many different player poses, including the special TTQB. Following are the current authorized player (figure) types in the United EFL:

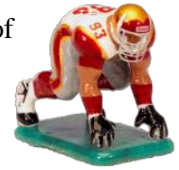
2.3.8.a. First is the **LINEMAN** figures. These figures are position in the trenches of the formation. There's multiple Linemen figures on the market; however, the United Electric Football League currently recognize limited figures that will distinguish these position as true linemen. A lineman figure cannot be



placed in any position. Must be lined up primarily on the Line of Scrimmage. Notice that the body position is lower than the more upright figures, he has a low center of gravity. This makes him less likely to get knocked back. Because his mass is spread out equally, it makes him the ideal lineman figure. Linemen are required to be placed on the offensive and defensive line. These figures may be placed



as: C, OG, OT, DT, NG, or DE.



2.3.8.b. Next, we have the **ALL PURPOSE** figure. This player is squatting, with his arms hanging to his sides. He is very well balanced. He is a versatile figure capable of playing many positions; however, this figure must be positioned as an Offensive Guard or Tackle. As an OG, the player must be positioned within the brackets. As of Defensive player, this figure is positioned as either an LB, DB, or DE.



2.3.8.c. The **BACKER** figure is the tall player be position as a defensive player. As a difficult for the TTQB to throw over him. His pass hitting him, increasing the odds of an Defensive-End, Defensive-Back, and/or

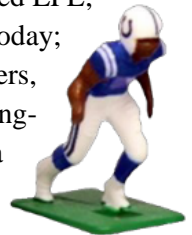


standing with his hands out to his sides. He can Defensive-back, his height makes it more wide stance offers a greater chance of an errant interception. This figure can be placed as: Safety.

2.3.8.d. The **RUNNER** figures are primarily used however, many custom which, are evolving these Special Teams players, or Backs or Slot-Backs. This Defensive or Offensive



as the ball carriers within the United EFL; figures are being produced today; figures into either Receivers, utility players, such as Blocking-player cannot be utilized as a Lineman, or Defensive-End.



2.3.8.e. The **RECEIVERS**: With increasing number of custom figures, it's becoming more difficult to regulate the proper type of figures authorized to be placed into a Receiver's position; however, currently, these two figures are the official United EFL receiver types.



2.3.8.f. The **QUARTERBACK** figure. These figures are easily recognized and distinguished. The only position a Quarterback figure will be placed is within the Offensive backfield. There's many QB figures on the market, currently these two figures are the official United EFL QB figures. No other position can be used as a Quarterback.



2.3.8.g. **Mobile and Stand Still Quarterbacks:** If any mobile Pass QB starts off as a running QB, he must remain on the field until a decision to run or pass is made. If a run (QB Keep) is made, that QB must remain on the field until the end of play. If a pass play is elected, he must make the pass attempt from that spot; however, the pass attempt most likely will be made with a Triple Threat QB or such. The knob or trigger in the back of the player will be considered as part of the base for contact purposes since it protrudes away from the player. It cannot interfere with “base” contact.

2.3.8.h. The **Triple Threat Quarterback™ or TTQB** is a player that can pass, kick, and run. He is used in specialized situations. For passing, the TTQB enters the game only as a mid-play substitution after the offensive coach decides to throw a pass. For kicking, the TTQB enters the game at the beginning of the play for a kickoff, field goal, or extra point. The United EFL has elected to only utilize the TTQB only for passing plays. Rules are being evaluated on the tweaking of this figure for greater passing ability. Specifications for this figure: Must be consistent with function (throwing). Must be placed directly on the base. Must have a platform that covers the base in its entirety. May have springs, metal, plastic type material to assist in throwing.



2.3.9. Players should be numbered for identification and to help represent authorized positions. The United EFL does not require number's to be placed on the front of a player's jersey. The following is the required players position numbering system:

Player Numbering Requirements:

- Quarterbacks, Punters, and Place kickers: 1 – 19
- Running Backs and Defensive Backs: 20 – 49
- Centers: 50 – 59 (60 – 79 if 50 – 59 are unavailable)
- Offensive Guards and Tackles: 60 – 79
- Wide Receivers: 10 – 19 and 80 – 89
- Tight Ends: 80 – 89
- Defensive Linemen: 60 – 79 (90 – 99 if 60 – 79 are unavailable)
- Linebackers: 50 – 59 (90 – 99 if 50 – 59 are unavailable)
- Other Special Team Players: Any number

2.3.10. Coaches can choose to play with their favorite current and/or historical rosters. Some coaches even choose to make up a team of All – Stars from different eras.

2.4. Bases - There are a wide variety of stock manufactured player figures available in standard poses to represent offensive and defensive player poses. There are also a wide variety of stock manufactured bases. The United EFL authorizes all manufactured bases, if the total weight with figure does not exceed this league authorized weight limit and it doesn't exceed the enclosed authorized specifications. A manufactured base is a unit massed produced by an authorized vendor. This league reserves the right to ban any type of base.



2.4.1. All players must be placed on a base that provides the movement when the game board is switched on. Bases have prongs underneath which may be “tweaked” to provide a player with strength, speed and better directional control. Some bases have a separate dial to give a player adjustable direction.

2.4.2. Authorized Specifications & Requirements:

- 2.4.2.a. Max Length: 32mm
- 2.4.2.b. Max Width: 20mm
- 2.4.2.c. Weight: Cannot exceed **3.00** grams with figure
- 2.4.2.d. Prongs only may be altered (No Frankenstein Bases)
- 2.4.2.e. Bases must remain on the player during the game and cannot be changed during a play.
- 2.4.2.f. Boat bases are allowed at any position.
- 2.4.2.g. No chemical alterations of any type.
- 2.4.2.f. May or may not have prongs.
- 2.4.2.g. Cannot contain magnetic material.
- 2.4.2.f. No type of substance can be placed on top and/or under base to add weight.

2.4.3. **Tweak:** Bases are available in a wide variety of styles and colors. Most bases “straight out of the bag or box” will not perform as expected and must be “tweaked” to gain the characteristics desired to build a competitive team. There are many ways to “tweak” a base. The most acceptable methods are flashing, squeezing, brushing, bending, or curling the prongs. These “tweaks” are accomplished with numerous tools ranging from lighters (used in flashing) and flat nosed pliers to sandpaper, clippers and scissors. Boiling is another method which chemically alters the plastic a base is made of; however, this method is not acceptable or allowed by this league.

2.4.4. Bases must be painted to authorized team official colors only or maintain the original manufactured color, which, if not green, must match the team color scheme (For example: If any of your bases are “Pink”, and that color is not a part of your team official color(s), then that/those base(s) must be removed immediately). It’s very important that this league maintain a professional – organized image at all times; therefore, if the color of your bases conflicts with your team color scheme, the league can demand that the owner of that team bring that team in line with the league Professional Appearance Policy or the entire team must be removed from league game(s).

SECTION 3: SCORING

3.1. Touchdown = 6 - Points

3.2. Safety = 2 - Points

3.3. 1-Point Conversion by Run or Pass = 1 - Point (From the 2 Yard Line)

3.4. 2-Point Conversion by Run or Pass = 2 - Point (From the 7 Yard Line)

SECTION 4: PLAYING THE GAME

4.1.1. The Offensive Coach will operate the on/off switch on all plays.

4.1.2. The switch should run until either a tackle is made, the Offensive Coach is still within his Grace-Time to decide on option play or to pass the ball, or the ball carrier turns in a direction away from the line of scrimmage and the coach wishes to down the ball.

4.2. **Game Length** – Games are usually divided into 4 quarters of game play with a half time intermission at mid-point of the game (End of 2nd Quarter). Any game can be played based on 15 minutes per 4 Quarters or 30 minutes based on 2 halves. The clock will only stop upon the calling of a Time Out; after scoring, or after a run out of bounds within 2 minutes of the remaining time of each half.

4.2.1. **Game Timing** – The game clock will continue to run after Kickoffs and Change of Possessions (except during the last 2 minutes of each half). The game clock will stop for 30 second for customary time; which, allows both team to remove Special Team players or change-out offensive and defensive players upon a Change of Possession, then the game clock resume after the 30 seconds' customary time.

4.2.2. Several different clocks will be used each game to ensure a competitive event and controlling the length of each game. Here's the different time periods to be used for each game:

4.2.3. **Game Clock:**

4.2.3.a. **Play Clock** – The Play Clock consist of a 1 minute and 15 seconds' set-up time for Offense and 45 seconds for the Defense to set-up, immediately starting after each kick-off, punt, and/or change of possessions.

4.2.3.b. **Pass/Option Clock** – The Pass/Option Clock consist of a 15 second time from the start of play to determine a ball carrier for either a Pass or Option Play. Out of the 15 seconds; there's a 5 second "decision time". The coach can make determination sooner than the 5 second allotted. To accommodate the 5 second time, either coach should count out loud the 5 second by counting 1 to 5, 5 to 1, or by 1/thousand count method. After the 5 second "decision time", the remaining 10 second requires the execution of a Pass or Pitch attempt.

4.2.3.c. **Time Outs** – Time outs are used for clock management to gain extra plays or at a coach's discretion. Each team is usually allowed 3 time outs per half. A time out stops the clock any time during each half. The clock resumes when the next play begins.

4.2.3.d. **Overtime** – If the score is tied at the end of regular game, an overtime game will be played. The United EFL has adopted the college football method of overtime game with each team getting possession of the ball, starting at the opponents 20-yard line and the team scoring the most points after alternate series of possession (each team experience an Offensive and Defensive series) wins the game.

4.2.3.d.a. After the end of the first series of play, the team that initially elected to deferred taking possession - on Offense; will start the second series of play on Offense. Basically, have possession of Offense, back-to-back.

4.2.3.d.b. If the score is tied after the completion of two series, the game will end in a tie.

4.3. **Coin Toss** – A coin toss is performed before each game (or to begin an overtime period) to give the winner of the coin toss the option to receive the opening kickoff, which end zone to defend, or to defer to the second half. The coin toss is usually called by the visiting coach so it should be determined before the game which team will be the visitors and which team will be the home team.

4.4. **Half Time Options** – The loser of the beginning coin toss has the choice of the options described above to begin the second half unless the winner of the beginning coin toss chose to defer to the second half. If the winner of the Coin Toss decided to defer, the loser of the Coin Toss has the choice of End Zone to defend

4.5. **Kickoffs** - A kickoff puts the ball in play at the start of each half and after an extra point attempt.

4.5.1. **Kickoff Formations** – The Kicking team lines up in a kick coverage formation with one player designated as the kicker lined up at the 35 Yard-Line and within the brackets. This player will be placed within/on a SBP during the hang-time. All other players of the kicking team are lined up anywhere on or behind the restraining line with at least 4 players on either side of the kicker. The receiving team lines up in any kick return formation with all players on or behind their restraining line.

4.5.1.a. The Kicking Team must announce which area of the field the result of a simulated kick will take place. For example – From the view of the Kicking Team, The Receiver will be placed either:

- Middle of Field: Within the brackets and no further than the 2-Yard Lines.
- Middle Right: On Right-Outside of the brackets, within the field numbers and no further than the 5-Yard Lines.
- Far Right: Right-Outside of the field numbers and no further than the 7-Yard Lines.
- Middle Left: On Left-Outside of the brackets, within the field numbers and no further than the 5-Yard Lines.
- Far Left: Left-Outside of the field numbers and no further than the 7-Yard Lines.

4.5.1.b. If any member of the Kicking Team passes at least the front-end of the Stationery Receiver base before the expiration of the hang-time, the kick-off will be considered a touch-back and the ball will be placed at the 20-yard line (Pending valuation of being placed at the 25-yard line).

4.5.1.c. If any member of the Kicking Team hit any portion of the Stationery Receiver (SBP), before the expiration of the hang-time, the kick-off will be considered down at the spot of the Receiver.

4.5.2. **Kickoff Restraining Lines** – Restraining line for the kicking team is their own 35-yard line and the restraining line for the receiving team is the 35-yard line. This method allows both teams a fair and even start. If the receiving team would be allowed to line-up further up field, such as the 50 Yard-Line; which, is the case in real football, it's possible in electric football that the kick-off team could be pushed back further within their own territory, which is unrealistic and unfair advantage for the receiving team. Also, this method more realistically simulates the Receiving Team falling back into protective coverage.

4.5.3. Performing the Kickoffs – Kickoff will be simulated based on not allowing for the usage of the Triple Threat Quarterback or any other figures of like of kicking the ball. Realistically, there's a hang time on kickoff's; which is approximately 4 to 5 second, which, allows for kickoff coverage and the opportunity of a touchback. This means that if a player on the kicking team runs into the Kick-off Returner, the ball will be placed at the spot of contact or if a member of the kickoff team passes the same yard-line of the receiver without contact, a return is not allowed and the ball will be placed at the 20-yard line simulating a touchback.

4.5.3.1. The Kickoff team will hold-back a designated player (kicker) and place into a SBP during the 4-5 second hang time. After the expiration of the hang time, the Kickoff team will remove the kicker from the SBP and place the kicker on the board within the brackets, at the same spot originally positioned with the SBP and placed behind and no farther than the 40-yard line and can be pointed any direction.

4.5.3.2. The Receiving team must designate a returner, which, the returner (figure) must be placed into a SBP during the entire duration of the hang time. After the completion of the hang time, the offensive coach must remove the returner from the SBP and place the returner at the same spot the SBP was originally placed, directed in any direction and the play resume.

4.5.4. Punt: The offense can only elect to punt on 4th down. If this election is made, the Offensive Coach must announce immediately prior to the set-up of defense, to allow the defense to set-up the appropriate Punt formation. The Defensive Coach can elect to either go for a block punt and/or pull a Punt-Returner from the formation and place as far as 40 Yards back from the Line of Scrimmage.

4.5.4.a. The 5 second Hang-Time rule will be in effect at the start of play. The Punt Returner must be placed on a SBP no closer than 40 yards from the Line of Scrimmage. If the Punter is still unengaged by the end of the Hang-Time, the punt will be simulated and the Punt Returner will be removed from the SBP and placed in the exact position of the SBP and direct in any direction behind the 40 Yard Line, and the play resume until the Punt Returner is hit, run out of bounds, or the coach call the play dead.

4.5.4.b. The Punter must be placed within 15 yards from the Line of Scrimmage. The back of the Punter's base cannot exceed beyond the 15-yard mark or the Punter can be placed on a SBP. He must be placed directly behind the center, which the center is required to be placed within the brackets. No more than two running-back figures can be placed with the Punter.

4.5.4.c. Once the play start, if the Punter is hit by a defensive player at or within Hang-Time, the ball will be placed at the spot of the far part of the Punter base from his own end-zone.

4.5.4.d. The Offensive Coach may elect a "Fake-Punt". If this option has been elected, since the Punter has not been hit by a defensive player, the Punter can be directed in any direction from its exact position at the end of the Hang-Time period. The Punter must run the ball. No passing will be permitted during a Fake-Punt.

4.5.4.e. If any member of the Punt Team hit any portion of the Stationery Receiver (SBP), before the expiration of the hang-time, the kick-off will be considered down at the spot of the Receiver – or if a member of the Punt Team passes the same yard-line of the receiver without contact, a return is not allowed and a fair catch is then indicated, and the

ball be placed at the spot of the Receiver.

4.5.4.f. The Punt Team can elect to have up to 2 Gunners. Each Gunner must be placed within a SBP and remain in it until the expiration of the hang time. The Gunner must be positioned on the outside of the offensive-line formation, and no further back than 3 Yards from the Line of Scrimmage. No other offensive player can be set-up on the outside of the Gunner (between the Gunner and the sideline).

4.5.5. **Free Kicks** – A free kick is a kickoff play after a safety. Currently, very few rule sets allow for the use of a Triple Threat Quarterback or any other type of kicker figures to perform an actual kick off. For sake of time and pending determination on guidelines on Free-kick's in the game of electric football, that team that caused the safety will take-over on offense at its own 20-yard line.

4.5.5.1. If the Receiving team elect to receive the kick, then the Kicking team must line up at its own 45 Yard-Line and the Receiving team will line up at its own 20 Yard-Line. A “4 second” hang Time Rule will be in effect (Due to shorter length of field versus Kick-off's).

4.5.6. **Receiving Team** – 10 out of 11 players on the Receiving Team can set up into any type of formation; however, must not set up beyond the 35 Yard-Line retraining line. The remaining player, which, is the Kick-off or Punt Returner must be set-up within a Field Zone established by the Kicking-Team. The Receiver will be placed on a SBP during the Hang-Time, then if not hit, will be placed on the field and directed in any direction.

4.6. **Plays from Scrimmage** – After the completion of a kick-off and the ball has been declared dead in the field of play, the line of scrimmage has been established at the point of Kick-Off Receiver has been declared down and/or the team that has gained possession of the ball as a result of the previous play is awarded a new series of downs in which to advance the ball downfield and gain a first down and may continue to attempt to advance the ball downfield until that team either scores, fails to gain the necessary 10 yards to receive a new series of downs or, as the result of the previous play, loses possession of the ball (interception). To determine the line of scrimmage, the position of the ball should be considered the forward point of the ball carrier base.

***Note** The 1968/69 Tudor Official rules describe how to run a play from scrimmage as follows:*

“On plays from scrimmage, the offensive and defensive lines don't have to be any space from the other, if either is not over or past the designated line of scrimmage. If any player is forward of this point at the time the switch (start of down) is turned on, the player's team is charged with offside. The United EFL has determine that all plays will start in the center of the field within the hash-marks also known as the brackets.

In setting up your teams for a play from scrimmage the following sequences, as set forth in Section 5 and 6, should be used:

SECTION 5 - DEFENSE: Our methods are based on the true definition of DEFENSE; which is *the action of defending from or resisting attack*. A defensive unit is normally stabled, anchored-down, prepared for an attack, or positioned to defend something of value. Based on these principles, we have adopted the true concept of requiring the Defense to set-up first to prove its true strength.

5.2. **DEFENSE SET'S UP FIRST** - Defense has up to **1 minute 30 seconds** to set-up, starting at the end of the previous play. Thirty (30) seconds are customary time for both team too clear and organize their team for preparation of the next play. The remaining 1 minute is used to set-up the defense. Once the Defensive Coach complete his set-up, he must inform the Offensive coach by stating “SET” and/or pressing the Defense Play Clock to start the Offense Play Clock (Based on

the use of a chess clock).

5.3. Setting up the Defense and Offense at the same time in electric football in our opinion takes away from the elements of surprise, challenge, and excitement. Although it appears that the defense is setup in a questionable formation, the outcome of the play isn't always favorable for the offense. Realistically, regardless of the level of football, it's not meant for the defense to know exactly what play the offense will run. Setting up the Defense at the same time is basically knowing exactly where the offensive play is going. Where's the elements of surprise, challenge, or excitement?!

5.4. Run and Pass Defensive Formations:

5.4.1. Since Defense set up first, the Defense can set-up in any desired formation. It would be wised to structure a defense that can shut down the middle, outside, and/or pass plays at all time.

5.4.2. The Defense can set-up any type of formation on its side of the line of scrimmage within 15 yards from the Line of Scrimmage, with exception to any Safety/Safeties. Up to Two Stationary Safeties may be setup within SBP's and must be placed beyond 15 yards from the line of scrimmage.

5.4.3. Any player(s) set-up as Safety/Safeties must be declared as "Stationery" or "Non-Stationery" Safety. Stationery Safety will be identified by placing onto a SBP prior to the initial start of the play and until the Offensive Coach make an audible on the play call (Run, Pitch, Pass, or Punt).

5.4.4. A Non-Stationery Safety is a defensive player that must be set-up within 15 yards from the Line of Scrimmage and must immediately engaged in the play.

5.4.5. A Stationery Safety is a defensive player that must be placed into a Stationery Base Pad (SBP), not closer than 15 yards from the Line of Scrimmage. If the Line of Scrimmage is placed on or within the 5-yard line, the Stationery Safety cannot be aligned in-front or behind any portion of another defensive player base.

5.4.6. After the Offense opt to run or pass and if there's a stationery Safety, the Defense will have up to 10 seconds to pivot unengaged Safety/Safeties in any directions prior to resuming the play. The Safety must remain with the same Field Zone started.

5.4.7. Stationery Safety/Safeties cannot be replaced with any other player(s) from the side-line for the duration of the play.

5.4.8. A lineman figure can be placed at any position except as a Defensive-Back/Safety.

5.4.9. Up to 5 Defensive Backs can be placed on the field each play.

5.4.10. The Offense allows up to 5 eligible receivers. Once the Offensive Coach announces a "PASS" play, the Defensive Coach can reposition up to 5 defensive players (Known as Defensive-Backs), anywhere within 15 yards from the line of scrimmage on his side of the ball. Only a DB's figure can be placed in these positions (See Figures Above).

5.4.10.a. A DB can be placed directly in front of a receiver; known as "jamming".

5.4.10.b. Once Offensive Coach audible for "PASS", the Defensive Coach can reposition up to five (5) DB figures. The Defense has up to 10 seconds to reposition any DB's into pass coverage.

SECTION 6 - OFFENSE: Offense can set-up at any time; however, it has up to **60 seconds** to set-up **after** the Defense set-up. Since the Defense **must** set-up first, the Offense has restrictions on its formations and/or type of plays it can execute. To keep the game balanced, the Offense can elect the following type of plays per 4 downs: **(The following type of plays are pending Rule Committee determination)**

A Run-Play (a RB must be designated prior to start-of-play); an Option Play; a Pass Play; or a Punt (Punts are available only on 4th downs). These Offensive Plays can occur in the following combinations:

- Up to 4 Run-Plays per 4 downs (a RB must be designated prior to start-of-play);
- 2 Option Plays per 4 downs with the remainder being either Run-Plays or a Punt on 4th down;
- 2 Pass Plays per 4 downs with remainder being either Run-Plays or a Punt on 4th down; or
- 1 Pass Play and 1 Option Play per 4 downs with remainder being either Run-Plays or a Punt on 4th down.

For example: If 2 Pass Plays have already been called, or if 1 Pass Play and 1 Option Play have already been called, then the Offensive Coach must call 2 Run Plays for the remaining 2 plays unless he elects to Pun on 4th down.

6.1. The Offensive Line:

At the start of each play, the (simulated) ball will always be line up in the middle of the field. There must be a minimum of seven offensive players on the Line of Scrimmage at the start of play and there's no restrictions on the distance each lineman must be from each other. The following positions must be set-up on the LOS as follow:

6.1.a. **Center (C)** – Lineman Figure: lined-up within the brackets separating the two Guards. Must be lined up right on the Line of Scrimmage.

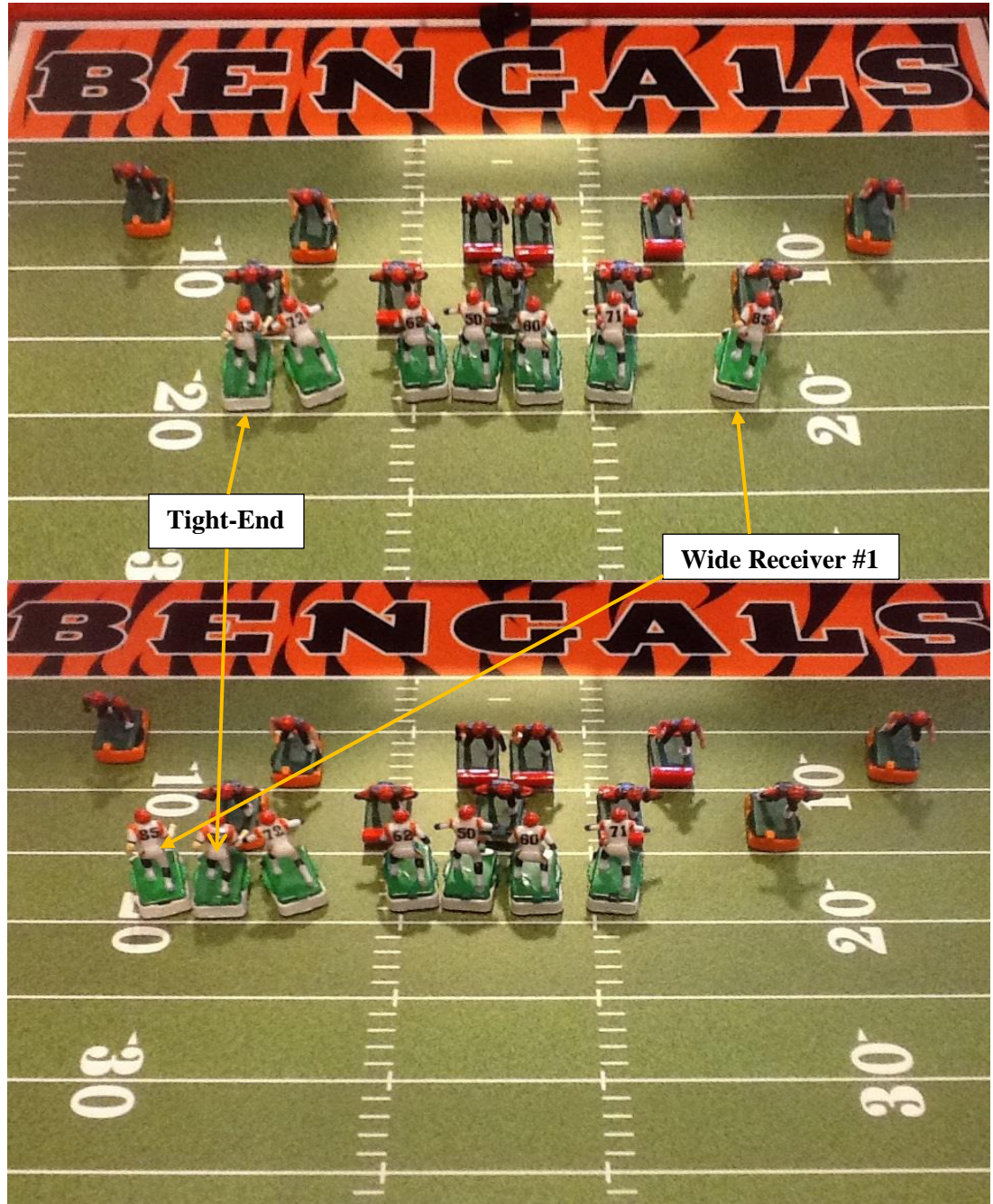
6.1.b. **Guards (G)** – Lineman Figure: line-up on both sides of the Center. The Guards must be lined-up within the brackets and can be lined up no more than 1 yard from the Line of Scrimmage.

6.1.c. **Offensive Tackles (OT)** – Lineman Figure: lined-up on the outside of the Guards and cannot be line-up no farther than the mid-point between the brackets and the numbers on the field. The Tackles can be line-up no more than 1 yard from the Line of Scrimmage.

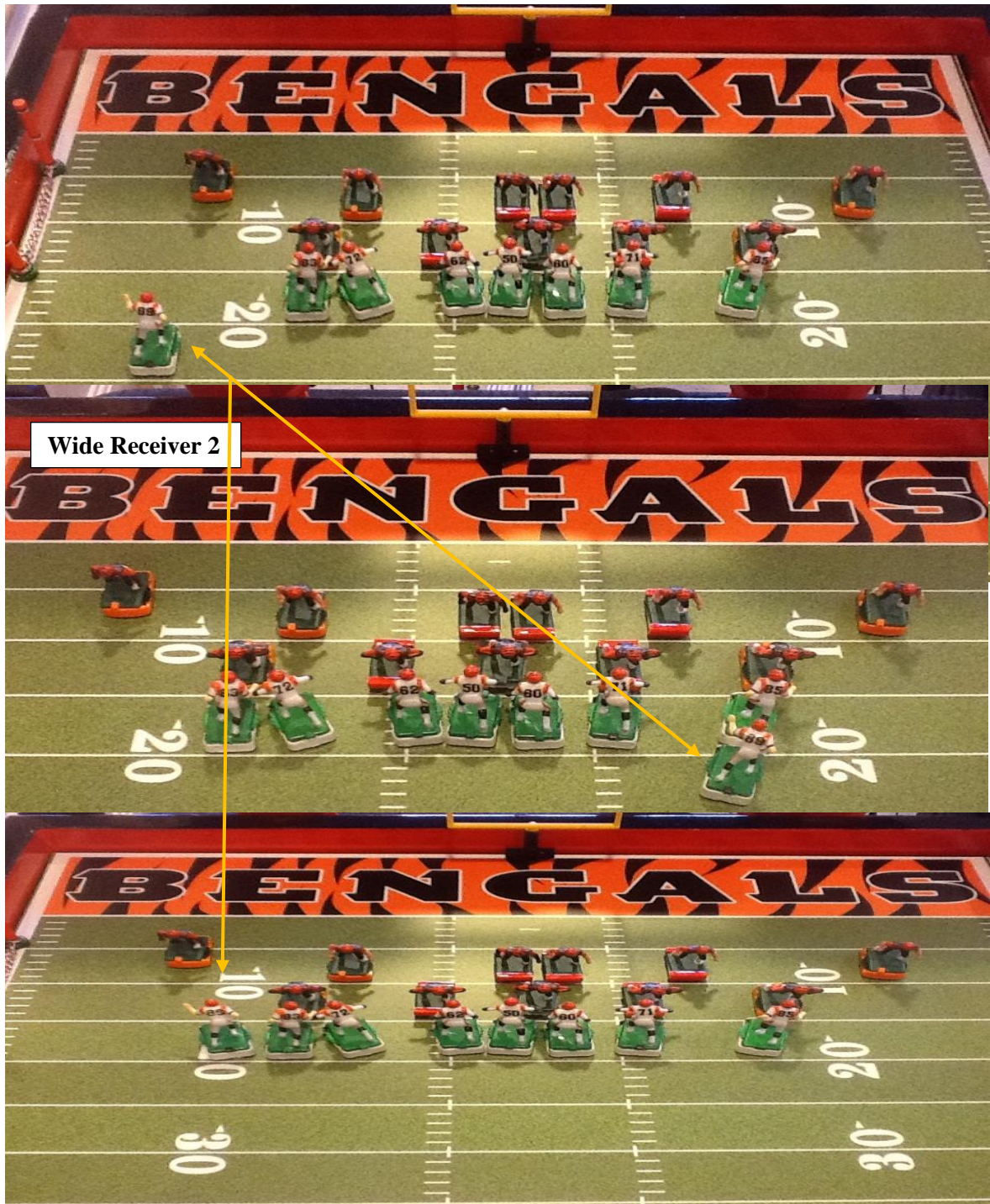


6.1.d. **Tight-End (TE)** – The Tight-End will set-up on either side of an Offensive Tackle and cannot be line-up behind any player. TE can be set on the line of Scrimmage or no more than 1 yard from the Line of Scrimmage and can be placed at any distance from the OT. During a Pass play, the TE is an eligible receiver.

6.1.e. **Wide Receiver #1 (WR1)** – One of the WR’s must be placed on the Line of Scrimmage. WR1 is identified by a receiver figure positioned on the outside of the TE or may be placed on the opposite side of the formation from the TE, regardless, he’s the nearest receiver to the Offensive Linemen. During a Pass play, this WR is an eligible receiver.



6.1.f. Wide Receiver #2 (WR2) – The WR2 can be positioned on the opposite side of the formation from WR1. WR2 can be off the Line of Scrimmage by no more than five yards (Based on the front-side of the base) and can be line up behind another eligible receiver only for a Pass play – this does not apply to any other type of plays. Based on a Pass play; if one of the Running-backs are line-up on the Line of Scrimmage as an eligible receiver, the WR2 can be line-up behind the RB or vice-versa.



6.2. The Back-Field: Consist of one (1) Quarterback and up to two (2) Running-backs.

6.2.1. Running-backs (RB): Up to two (2) RB's are allowed in the Backfield (See diagram for the Back-Field Zone) at the same time and either RB's can be "STACKED" behind the QB or the other RB. A RB cannot be placed outside of the Brackets unless it's placed on the Line of Scrimmage, placed on the outside of a WR or TE, and/ or placed (STACKED) behind an eligible receiver for a Pass Play. It's possible that no RB's could be in the backfield.

6.2.2. Cannot be positioned in front of the QB (Front-Side of Base) for any reason.

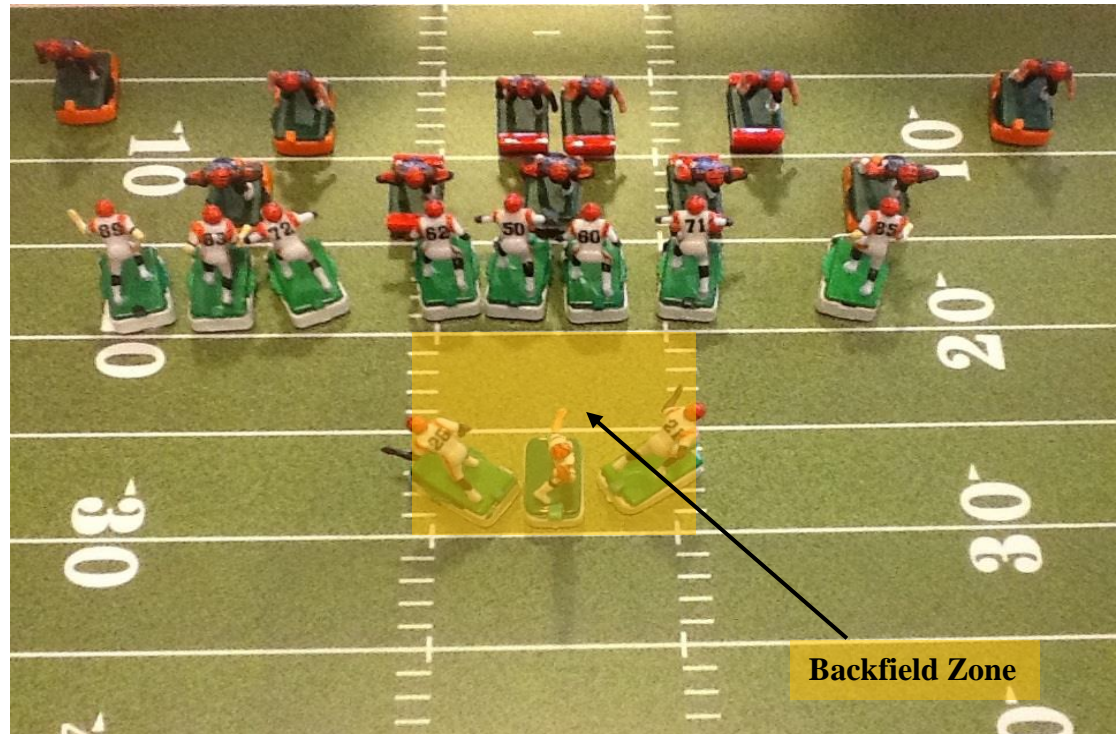
6.2.3. Must be positioned within the **Backfield Zone**, which is a designated area of 15 yards from the Line of Scrimmage within the Brackets.

6.2.4. No part of the Base can be positioned more than 15-Yards from the Line of Scrimmage.

6.2.5. During any type of play, a potential ball carrier (RB) cannot be line up more than parallel to the QB at the start of play.

6.2.6. Both RB's can be set-up in the backfield at the start a Pass Play.

6.3.7. Must be one of the United EFL official RB figure.



Note: There's multiple Backfield formations. The above diagram is an illustration identifying the Backfield Zone. The Backfield Zone is an important matter pertaining to the formation of the Offense. This area is the launch pad for the QB position and/or Punter's.

6.3. Quarterback (QB): The QB is the heart of the Offense. This is an important position in electric football as much a real football. Based on the QB response to different plays could determine the outcome of the play. If there's a Run Play, the QB could serve as an extra blocker. The QB initiate the Option Plays, which becomes the wildcard within the play. In electric football, there's no initiation of a Pass Play without the QB.

6.3.1. The QB must be positioned within the Backfield Zone at the start of every Offensive Play.

6.3.2. Must be positioned in front of any eligible ball carrier (RB).

6.3.3. Must be one of the United EFL official QB figure.

6.3.4. Run Plays – The QB can become a run-blocker for a designated RB.

6.3.5. Option Plays – The QB initiates the play and become the key player (wildcard) to determine if he becomes the ball carrier, pitch to an eligible RB, or make a Pass Attempt (see Rule 6.3.6.)

6.3.6. Pass Plays – The Offensive Coach has up to **20** seconds from the start of the play to initiate a Pass. After the initial **5** seconds, there must be a decision to run or pass. If a Run Play is elected, the QB cannot be pivoted and must continue the run play from current position. If a Pass Play is elected, the QB can be replaced with a throwing QB figure and the Pass Attempt must be completed within **15** seconds.

SECTION 7 – PENALTIES: Below is a list of penalties and their corresponding yardages. Some penalties by nature include a "Free Play Option" (FPO), indicating that play can continue and the decision to accept or decline the penalty can occur once the play has been completed. A penalty may be cited before the snap. If play option is elected, play is completed as outlined above. Once play is concluded the offended team then has the option of taking the result of the play OR accepting the penalty. If the play option is selected, this will count as a play from scrimmage. If the penalty is accepted prior to the play being started, it will not count as a play.

7.1. **Offensive Offside** - Lined up with some portion of the figure and or base over the neutral zone. Penalty: 5 yards / Repeat Down.

7.2. **Defensive Offside** - Lined up with some portion of the figure and or base over the neutral Zone. Penalty: 5 yards / Repeat Down or FPO (unless resulting in a first down)

7.3. **Too many players on the field** – 5 yards / Repeat Down.

7.4. **Illegal Formation** - Players placed in illegal positions prior to the start of play and after both coaches have called set. Penalty: 5 yards / Repeat Down.

7.5. **Delay of game** – Not set within the required setup times. Penalty: 5 yards / Repeat Down.

7.6. **Un-sportsman Like Conduct** – After an initial warning of not abiding by any rules set within this rule book. Penalty: 10 yards and loss of down (Possibility of immediate forfeit of game).

We hope that these rules have helped you to understand the basics of playing the game of Electric Football. Rule sets have evolved greatly over the past 60 years with many individuals putting a great deal of effort into making the game more fun and realistic. Today the game is played coast to coast in many league and tournament formats by a great number of creative and innovative people who enjoy the fun and fellowship that this hobby-sport provides.

SECTION 8: Glossary of Terms and Definitions

The following is a glossary of terms and definitions as they pertain to the United Electric Football League.

ADJUST – This occurs when a player on a directional or dial base is picked up and his dial is turned from its original position to give the player a new direction of movement. The player is placed back on the playing field in his original position.

ANGLE – The act of angling a player is when a player has been placed on the playing field at an angle, either forward or backward, to the line of scrimmage. This most often occurs when offensive linemen are angled to make their blocks or offensive backs are angled to run to a hole to block for another ball carrier.

AUDIBLE – For Offense; calling out the type of play that will be executed prior to the start of each play; such as, Pass, Run, Option, or Punt and for Defense, repositioning up to five (5) Defensive Backs for Pass Protection.

BRACKETS or **HASH-MARKS** – The two rows of lines near the center of the field marked off in one-yard increments. The United EFL has elected to start every play within the Brackets, also known as the Hash-Marks. The Brackets are primarily used to position Offensive linemen and the backfield, ball placement for directional kick-off, and Extra-Point attempts.

COMPLETED PASS - Pass strike an unengaged intended-eligible receiver beyond the Line of Scrimmage. If the ball initially strikes an unintended receiver, it is considered a complete pass, however, the unintended receiver cannot advance the ball and is considered down right at the most forward portion of the receiver's base.

DEFENSIVE FALLEN PLAYER – a Defensive Fallen Player (Includes Kick-Off or Punt Team) is a defensive player(s) that has fallen over for any reason, to include by vibration of the board, will be considered as a Defensive Fallen Player. The player must remain down thru-out the entire play.

If a Fallen Player contacts the ball carrier's base, the ball carrier will be considered down at the spot of touch. Fallen players are eligible to make a tackle or intercept a pass. If an opposing player base is touching ANY part of the fallen player at the time of a catch or pitch, the play will be considered down at that spot of touch. Let's keep it real – It's possible for a player to experience this type of situation and can influence a play; therefore, it can happen in electric football.

ENGAGED - Base to base contact with an opponent's base is engaged. Body parts of a figure do not count for the purposes of determining engagement, unless the player has fallen for any reason.

Engaged players cannot be adjusted (pivoted) or receive a pass or pitch.

EXTRA POINTS (ONE POINT CONVERSION) - After a team scores a touchdown an extra point can be earned by scoring an extra-point by any play call from the 2 yard-line; which, the Extra Point will count for an additional one (1) point after a touchdown.

FIELD GOALS - Field goals or kicking extra point attempts are not recognized in this league now.

FIELD ZONES – A designated area on the field that restrict a Kick-off/Punt Returner, or Safety(ies). There's 5 zones: Middle Zone (Within the Hash-Marks or Brackets); Mid-Right Zone (Right Side of the Outers Hash-Marks to the middle of the Numbered Yard Markers); Mid-Left Zone (Left Side of the Outers Hash-Marks to the middle of the Numbered Yard Markers); Far-Right Zone (Right Side of the middle of the Numbered Yard Markers to the right side out of bounds); and Far-Left Zone (Left Side of the middle of the Numbered Yard Markers to the left side out of bonds).

FIRST DOWN – The first down of every series. The offense must gain 10 yards or more in four downs to be awarded another first down. In electric football, the ball carrier is considered to have fallen short of a first down when tackled, turned around, ran out-of-bounds or forward progress has been stopped just short of reaching or touching the line of gain.

FPO (Free Play Option) – If the defense is called for offside penalty or too many players on the field, the offense could have the option of completing the play after which they may accept the penalty or decline the penalty and take the result of the play.

HOLD TIME – Is a limited amount of time a player is held in a stationary position within a “Field Zone”. Thus-far, the Hold Time is set at 5 seconds (4 seconds for Free-Kicks following a Safety).

INTERCEPTION – A pass that is deflected by a defensive player, giving his team possession of the ball. After an interception, the player that deflected the ball can then advance it toward the opponent's end zone. A pass is considered intercepted if the ball first strikes an engaged or unengaged defensive player while it's in the air. After the interception, if the defender is engaged, the play is immediately considered dead and the ball placed at the advanced forwarded point of the defender's base. If the ball touches the field or any other object (accessories) besides any part of a defensive player, and touches the intended receiver, it's not an interception, the play will be considered an incomplete pass.

If a pass is intercepted, and the intercepted player is not engaged, that defender can attempt to make a return from the same spot of interception. The defensive coach can call the play dead at the spot of the interception or allow the defensive player to attempt the return. The intercepting player cannot be adjusted, nor can any offensive player be adjusted after the interception.

If a pass is intercepted in the end zone, the intercepting team may elect to take a touch back or attempt a return.

LINE OF SCRIMMAGE (LOS) – An imaginary line stretching the width of the field that separates the two teams prior to the snap of the ball. The ball is always marked at the fullest yard gained on any given play. Example: If the ball carrier's base passed the 20-yard line, but has not quite touched the 21-yard line, the ball is then marked at the 20-yard line to begin the next play.

NEUTRAL ZONE - The area between the two lines of scrimmage, stretching from sideline to sideline. {Pending a further definition by the Rule Committee}

OFFENSIVE FALLEN PLAYER – an Offensive Fallen Player (Includes Kick-Off Receiving or Punt Return) is an offensive player that falls for any reason, to include by vibration of the board, and will be considered as an Offensive Fallen Player.

If the fallen player is the ball carrier, then the ball carrier will have effectively fumbled the ball and the ball is deemed to be loose until either recovered by a teammate or by a defensive player, with such recovery deemed to be the first player to touch the fallen ball carrier after the fall. If such a recovery occurs, the play is immediately considered dead and the ball will be placed at the furthest point of the player's base (not figure), toward the opponent's end-zone. If any other offensive player has fallen, that player must remain down (not touched by any coach) until the play has been resolved; however, fallen players are eligible to catch a pass or receive a pitch. If an opposing player base is touching ANY part of the fallen player at any time, the play will be considered down at that spot of touch. It's possible for a player in real football field to experience this situation and influence the play; therefore, it can happen on the electric football field.

OPTION PLAY: An offensive play in which the quarterback has the choice (option) of either passing, running, or pitching the ball to a running back. The option play, often referred to as the read-option system, is a highly reactive offensive scheme that gives the quarterback a tremendous amount of flexibility when executing plays. The offense run from under center, or start within the brackets and the entire back-field (Quarterback, up to 2-Runningbacks) must be within 15-yard from the line of scrimmage. The quarterback takes the snap and immediately reads how the defense is reacting. The Offensive Coach, upon reading the defense's reaction, must choose to either keep the ball, pitch it to an eligible running-back or to complete a forward pass to an eligible receiver.

The Option Play will not always be available for every play; therefore, the offense could elect up to 2 Option Play calls per series of 4 downs; however, the use of an Option Play count starts over on each first down.

A potential ball carrier must be either behind or no further than parallel to the QB and all members of the backfield must be no further than the line of scrimmage to become an eligible ball carrier. If the QB is past the line of scrimmage, he must keep the ball. An eligible ball carrier must be no more than the length of two bases (approximately 2 ¼") away from the QB; however, if the potential ball carrier is more than the length of two bases; the QB must either make a pass attempt or keep the ball. There must be at least one eligible RB in the backfield for an Option Play to be considered. If one out of the two RB are placed as eligible WR, the defense has the option to reposition up to 5 players for defensive coverage.

OUT OF BOUNDS - If any portion of the ball carrier's base touches the side line of the playing field, he is out of bounds and play stops. Play is resumed on the next down at the most forward downfield portion of the base at the time a portion of the base touched out of bounds. The clock will remain running, unless, the game clock time is within the final (two) 2:00 minutes of Half-Time, End of Game, or Over-Time.

OVERTIME - If the score is tied at the end of a game, an overtime period will be played. Usually, overtime is resolved by playing a pro style Sudden Death overtime period with the first team scoring winning the game. A coin toss is performed to determine first possession for the overtime period. The United EFL has adopted the college method of overtime period with each team getting possession of the ball, starting at the opponent's 20-yard line and the team scoring the most points wins the game. See rules relating to Touchdowns and Extra Points.

PASS PLAY OR PASS ATTEMPT - The action of actually pulling back the throwing arm on the Passing QB must be made in order for it to be considered a Pass Play Attempt. If the ball inadvertently falls off the Passing QB, the QB will be allowed to reload the ball and throw the pass prior to Pass Clock time expiring. The Offense has up to 15 second to pass the ball. Within the 15 seconds, there's 5 second to make a decision to pass or run and 10 second to throw the ball.

If the pass cannot be attempted for any reason after 15 second, the Offensive coach must either allow the QB to run the ball or consider the play an incomplete pass. The QB can act as a Running QB at the start or within the first 5 second of play, then a decision must be made, to either run or pass the ball. A decision can be made at any time within the 5 second rule. If the decision to run the ball has been made, the QB cannot be adjusted (pivoted). If there's a decision to pass (Attempt Pass) the ball, the QB can be pivoted (when replaced with an official or Tudor Triple Threat QB Figure or an official QB figure that can throw the ball) at current location to make a pass attempt.

When replacing a QB figure on the field from a standard QB to a Passing type QB, a marker of sort must be used designate the exact position of the replaced QB. The key point of the spot will be based on the center-front portion of the replaced QB. When the replacing QB is positioned, it can face in any direction on the designated spot from previous QB. If a Passing QB is used at the start of play, the vise-versa; although, same action with a Running-QB will take effect.

Up to five (5) players can become eligible receivers. A minimum of two (2) eligible receivers must be on LOS.

PITCH-ZONE: A Pitch-Zone is within two base length distance (approximately 62mm) from the nearest point of the Quarterback and the eligible running-back must be no further than parallel to the QB. The pitch will be determined caught within the Pitch-Zone. Any distance beyond the Pitch-Zone would either require a Pass Attempt or QB Keeper play.



PIVOT – A pivot is the act of moving one end of a player’s base (front or back) by his base (left or right) to advance in another direction. The player is not picked up but remains on the playing field, except for a throwing QB.

SAFETY - A safety results in two (2) points being awarded to the defensive team. A safety occurs when the ball carrier is tackled, runs out of bounds, or is forced down due to running backwards without some portion of its base breaking the plane of its own goal line. A Free Kick will follow all safeties. The defensive team will receive the free kick.

STACKING – In offensive and defensive formations, the act of lining up one player directly behind another with little or no space between them is authorized. The United EFL allows stacking. It’s allowed in all level of football, why not Electric Football?!

STATIONARY BASE PAD – Is a unit designed to hold a player (Kick-off/Punt Receiver, Quarterback, and Safety(ies)) in stationery position during a “Hold Time” or during an Option Play period.



SUBSTANCE ABUSE: A player’s base that has been manipulated (Frankenstein Alteration) and/or provided with additional substance to add weight for enhancing performance or any other reasons.

TACKLE – The ball carrier is considered tackled when an opposing player touches his base. The ball is downed at the point on the field directly under the forward point of the ball carrier’s base. If the ball carrier turns and moves towards his own goal line, play stops and the ball is downed at the point at which he turned.

TIMEOUTS – Three time-outs are usually allotted to each team per half. A coach can call a timeout at any time during a game prior to saying “set” to begin a play. There are also other variations of how time-outs are administered and the impact of such an act.

TOUCHBACK (DEFENSE) - A Defensive Touchback occurs when the ball is intercepted by a defensive player in his own end-zone and he does not choose to run the ball out. The defense then puts the ball into play at the center of the field on the twenty-yard line.

TOUCHBACK (OFFENSE) – Offensive Touchback occurs when a Kickoff Team player passes the same line that the Kickoff Returner is placed on within the 5 second “Hang-Time”. If this occurs, the LOS will be established at the 20 Yard-Line.

TOUCHDOWN - A touchdown is scored (awarded 6 points) when any part of a ball carrier's base touches the opponent's goal line, when a pass is completed in the opponent's end-zone, or a pass has been intercepted and returned to an opponent's end-zone.

TRIPLE THREAT (PASS) QB - The "passer" and "kicker" figure that was developed by Tudor in the late 1960's and currently being manufactured by Miggle. The name is derived from the fact that the figure can be used to pass, kick, or run the ball during game play.

TURN AND BURN – The act of pivoting a receiver to run downfield after a pass completion to prevent engagement by defenders. **This rule is pending Rules Committee consideration.**

TWO-POINT CONVERSION - After a team scores a touchdown they may choose to go for a two-point conversion rather than a one-point conversion. A two-point conversion is worth only 2 points and is conducted just like any other offensive play with the line of scrimmage at the 7-yard line.