



## Vintage Solitaire Electric Football League (VSEFL) Rules

{Note: Highlighted in yellow indicates a trial period rule & is subject to change}

### UNIFORMS:

Offense in the dark jersey, defense in the white jersey.

### BASES:

All bases are allowed. Some or all bases are weighted with putty underneath. All figures + bases weigh 4.0g or under.

### PASSING EQUIPMENT & GAME BALLS:

Pass Simulation Equipment (to be used in combo with use of TTQB and/or Game Changer QB or any other custom made QB)

For passing done with the simulation passing sticks: The measuring stick is used to determine the length of stick used during the play. There are three sticks to be used – red stick for short passes, white stick for medium length passes, and blue stick for long passes. A magnet football is used as the ball.

### DEFINITIONS:

**Stoppages:** Stoppages are defined as the period of time after the game board is turned off: 1) after a snap; 2) for a cutback on a running play; 3) after a ball carrier runs 10 yards past the line of scrimmage (see 10 yard rule); 4) after a kick returner has advanced 20 yards; and 5) after a coach stops the board to attempt to pass or scramble.

**Tackle:** Front of the base for the first 5 yards on running plays and passes caught behind the line of scrimmage. Any touch in all other instances. On kickoff and punt returns ANY base contact by an opponent's player constitutes a tackle. Contact between two figures without base contact is not considered a tackle. Running into the back of the base is NOT a tackle. Uncertain tackles are treated the same as uncertain pass completions. If it is not a clear tackle, it is not a tackle.

**Broken Tackle:** When a defensive player hits a ball carrier and falls down, it is considered a broken tackle and the play may resume. If a ball carrier is within 5 yards of LOS and a defender makes base contact with any part of the base other than the FOB, it is considered a broken tackle and the play may continue.

**Pivot:** When pivots are stated in the rules, it is understood that the coach may angle the figure. You must be careful not to move other surrounding players when performing a pivot. When pivoting, no portion of the base is to be moved closer to the desired end zone or target. The dials may not be turned during the course of a play.

**Base Switching:** The QB, defensive safety's, cornerback's, and line backers are the only players that can switch bases.\* The coach may switch the QB or the above mentioned defensive players to a stationary base before a play begins and must switch back to mobile bases after the first stoppage of play.

**\*Draws and delays:** Aside from the quarterback, one other running back in the backfield can also be made stationary pre snap. This player is eligible to become a ball carrier after the QB drops back, provided he is within two base lengths of the quarterback. Switch the RB back to his mobile base after the handoff. Runners on delays can be pivoted after getting the handoff. If the RB is pivoted the defense is allowed an equivalent pivot plus one. Additionally, a player cannot be given the ball on a draw or delay on a QB scramble.

**Standing Players:** To begin any play, all players must be upright on their bases without any portion of a player's figure touching the playing surface. If a player tips over during the progression of a play and any portion of that figure is contacting the board, that player has fallen. A player that is leaning into or on another player, figure, or platform has not fallen if the leaning player has no portion of the figure contacting the board. Such a player may be set upright at its current facing, and later pivoted (when/if eligible) so long as doing so does not involve dislodging the players in which it has made contact from their current position and/or facing.

**Fallen Players:** A player that has fallen is considered to be a part of the field, must remain down until that play is complete, cannot be adjusted by a coach, cannot make a tackle or receive a pitch or pass, and cannot carry the ball. A fallen player can affect a play by simply being in the way of another/other players. If a ball carrier falls during a play, it is considered a fumble and the fumble rule applies (see fumble rule).

**Engaged Players:** Players are engaged if they make base contact with any player of the opposing team. Offensive players who are engaged are ineligible to receive a pass. Engaged players are ineligible to be pivoted.

**Forward Progress:** On any play, the coach may let the ball carrier continue to run if the figure is facing moving toward his own end zone. If the ball carrier is facing the desired end zone and is being pushed back toward his own goal, the coach may allow the play to continue but no forward progress will be given. When a ball carrier runs out of bounds, forward progress is marked at the most downfield part of the player's base.

**Fumbles:** See "The Box" chart at the end of this document for fumble rule by roll of dice which determines possession.

\*If a ball carrier falls during a play, it is considered a fumble and the fumble rule is applied.

\*If two defenders tackle the ball carrier simultaneously, it is considered a fumble and the fumble rule is applied.

If a backwards pass is missed and the ball stays in the field of play, each team is allowed to pivot turn any player to recover the ball. The player who touches the ball within an allotted 3 seconds is allowed to be pivoted to run the ball and all unengaged players may be pivoted to attempt a tackle and/or block. If the ball goes out of bounds, the ball is marked where it went out and the offense retains possession. If the ball is not touched within the 3 seconds the offense retains possession at the spot where the ball lies. If defenders base touches back of QB's base, it is considered a fumble and is subject to fumble rule.

**Score:** A player who is the ball carrier scores any time his base crosses the plane of the goal line.

**Out of bounds:** A player who is the ball carrier is out of bounds anytime his base crosses the plane of the sideline.

**Eligible receiver:** A player of the offense (non-lineman) is eligible to catch a pass anytime he is open and not engaged with a player of the defensive team and is in bounds. Eligible receivers become ineligible if they run or are forced out of bounds while running route.

**Completed pass:** *TTQB/Custom QB* - A pass is complete if the ball hits the intended receiver on the fly. *Passing Sticks* - A pass is complete if the intended receiver touches the ball magnet before any other player.

**Incomplete pass:** *TTQB/ Custom QB* - A pass is incomplete if it does not hit the intended receiver on the fly or an engaged receiver. *Passing Sticks* - A pass is incomplete if the intended receiver runs one base length past the magnetic ball without touching it.

**Interception:** *TTQB/ Custom QB* - A pass is intercepted by the defense if it first hits an unengaged player of the defense on the fly. *Passing Sticks* - A pass is intercepted if a defensive player touches the magnetic ball before the intended receiver or if the defender touched the magnetic ball prior to the intended receiver advancing one full base length past the ball.

**Cutback Rule:** After the board runs...

If the ball carrier has not crossed the LOS and is outside the tackle box;  
Has advanced 10 yards from the LOS\*;  
Has advanced 20 yards on a kickoff or punt return, the following applies...

The offensive coach has the option to turn off the switch and pivot the ball carrier and any disengaged players to make blocks. Also during this stoppage, the defense may then pivot any unengaged players to make a tackle. \*\*

\*During a run play from scrimmage, the offensive coach must stop the board after the ball carrier has advanced 10 yards and BEFORE the ball carrier has advanced 20 yards from the LOS in order to apply the 10 yard rule. If the ball carrier has advanced 20 yards or more, the play must continue with no stoppage and no pivots for the offense or defense.

\*\*On kickoffs and punt returns, only unengaged defensive players that are beyond 10 yards from the ball carrier may be pivoted

**Scoring:**

Touchdown = 6 points  
Field goal = 3 points  
Conversion by kick = 1 point  
Conversion by run or pass = 2 points  
Safety = 2 points

**Pre-Game:**

The defensive team will be in their white jersey and the offensive team will be in their dark jersey. One team should be designated as the Home Team and the other as the Visitors. A coin is flipped to determine which team will receive the opening kickoff. Heads = home team and tails = visiting team. The kicking team will choose which end zone to defend. To begin the second half, the kick team will receive the kickoff. To allow for home team advantage, the home team will be allowed a free 25 yard field goal attempt prior to the start of the game.

**Game Timing:** 15 plays per quarter will be used for this rule set. All plays from scrimmage (running, passing or kicking) and kick offs will count as a play. Point After Touchdown (PAT), including the 2 point conversion, will not be counted as a play. Each team will be allowed 2 timeouts per half in this rule set. A time out can be used to trigger an extra play at the end of a half and must be called before the last play box is checked.

Teams will exchange sides of the field after the first, second, third, and fourth quarters. If the teams tie at the end of the game, **NFL rules will apply. See sudden death rules at the end of this document.**

#### Kickoffs (simulated):

A kickoff will occur to begin the game, the second half of a game, after a conversion try following a touchdown and after a successful field goal attempt. The kicking team (white jersey) will set up all of its players on their own 40 yard line to cover the kick. The receiving team (dark jersey) will set up with 1 player designated as the "kick returner" along the receiving team's goal line, at least 5 players on the 50 yard line and the remaining players on their own 40-45 yard line facing their own end zone to block for the return. All players must be lined up inbounds. The kick returner is removed from the board and the board is turned on for 3 seconds to simulate kick hang time. If any player from the kicking team reaches the end zone during the run off, the play results in a touchback. After the run off, the receiving team may elect to take a touchback and take the ball at the 20 yard line.

If the receiving team elects to return...

After the run off, the kick returner must be placed in the end zone and between the hash marks at any angle. Both teams may pivot all non-engaged players. The board is turned on and may be stopped once the ball carrier has advanced 20 yards and may be pivoted (cutback rule). The kicking team may then pivot any unengaged kick team player(s) which is beyond 10 yards from the kick returner to make a tackle. Also during this stoppage, the return team may pivot any unengaged player to make blocks during return. The kick returner returns the kick toward the kicking team's goal line until he scores, is tackled, runs out of bounds, or has his forward progress stopped or reversed.

#### Offensive and defensive formations:

**Offense:** The center of the field at the LOS will be used to begin plays from scrimmage after kick offs and/or change of possession. This is the spot where the offensive center must be set. Once plays from scrimmage are in progress, ball placement will follow NFL hash mark rules. The offense must have at least 7 players on the line of scrimmage. Offensive lineman may be angled to the line of scrimmage (this applies since I do not employ a "pre-snap" run off to start play from scrimmage). The interior linemen must have at least a small gap of space between them (preferably a wider gap to avoid offensive advantage\*).

\*On a 620 board this gap is about ¾ of an inch maybe slightly less

The receivers on the line of scrimmage may be placed or spaced anywhere along the line of scrimmage so long as they are completely inbounds. Stacking is not allowed on offense and defense\*

\*Stacking is defined as placing two (2) or more players directly behind one another with their bases making contact. There must always be a distance of at least one base length between players if they are on or near the line of scrimmage.

Any receiver not on the line of scrimmage must be at least 1 yard and no more than 5 yards off the line of scrimmage and may be angled. There must be at least 1 player in the backfield (QB), and no more than 4 players in the backfield including the quarterback. The quarterback may be set anywhere behind the center so long as it is directly in line with the center's base and no portion of its base may be beyond 20 yards behind the line of scrimmage. RB's must also have no portion of base beyond 20 yards behind the LOS and may not be placed between the center and the QB but they can be lined up outside of tackles in the slot and they may be angled.

**\*Stacking Exceptions:** During the two yards or less play. The Defense is allowed to stack anywhere on the field in 2 yard or less situations. This includes the PAT and two-point conversions

**Pulling a lineman\*:** Up to a maximum of two offensive linemen can be pulled on a play to block. To pull a lineman, once the defense has been set, the coach must take a guard, center or tackle, and pull his base backwards away from the LOS and pivot him towards a sideline to block.

\*A pre-snap may be employed in order to execute pulling linemen

**Defense:** The following are basic formations but the roll of the die will determine the actual formation based on down and distance.

**Between the red zones (offensive 20 yard line to defensive 20 yard line)** - A basic 4-3 or 3-4 alignment with zone pass coverage or man-to-man pass coverage.

**Defensive red zone (between the defensive 20 yard line and 5 yard line)** - A 5-2 alignment with man-to-man pass coverage.

**Goal line (inside the defensive 5 yard line)** - A 7-4 alignment with man to man pass coverage.

**Offensive red zone (inside the offensive 20 yard line)** - A basic 4-3 or 3-4 alignment with man-to-man or zone pass coverage.

Five Offensive linemen are set up first to establish the LOS. The play call dice are rolled to determine the defensive formation and then the offensive formation. The Defense is then set up with the defensive linemen directly in front of the offensive. The line backers 10 to 15 yards (or 5 yards/one base length) behind the O-linemen and the defensive backs 15 to 35 yards behind the line of scrimmage (unless defensive play call indicates a different type of formation, i.e. Safety blitz). Then the offensive formation is set up with 2 receivers on the line of scrimmage and then the back field players are set up with at least one player designated as the quarterback directly behind the center. (Note: I don't look at the offensive play after rolling the dice until I set the defense so that I don't influence the defensive formation)

## PLAYS FROM SCRIMMAGE

### Play Calling:

In this solitaire league a dice system of play calling is utilized. Each team has an offensive and defensive playbook with 6 plays per page based on down and distance. The defensive call is rolled first and the formation is set. The offensive play is then rolled and formation is set. At this point the defense is allowed to move one player in response to the offensive formation. The following rules then apply.

### Play Sequence:

All players must be lined up inbounds without any portion of the base being out of bounds. The QB always starts out with the ball.

**Running Plays:** On a run play, the quarterback must be turned away from the LOS after he hands the ball off. Quarterbacks are not allowed to block on running plays. On a run play the 10 yard cutback rule applies unless the ball carrier is running perpendicular to the LOS. If the ball carrier is running perpendicular to the LOS (a sweep play), the board may be stopped once the ball carrier has advanced outside the tackle box. During this stoppage the ball carrier may be pivoted (cutback rule) and any unengaged players from both teams may also be pivoted. The board cannot be stopped again until if/when the ball carrier has advanced at least 10 yards downfield. During this stoppage the ball carrier may be pivoted (cutback rule) and any unengaged players from both teams may also be pivoted.

**Read option play style:** If the roll of the play call dice indicates a read option play...At any time, the offense can stop the board – the offense is allowed up to three stoppages before the ball carrier crosses the LOS. This allows for options, read-options, run and pass plays! During each stoppage, the offense may pivot any non-engaged players including lineman. When the offense is done with the pivoting, the defense can pivot as many unengaged players as the offense plus one. However, if the offense does not pivot during the stoppage, the defense cannot pivot during the stoppage. On the third stoppage, the offense must pitch, pass or run the ball at that point. During each stoppage, the offense can elect to continue to run the board, pitch or pass the ball. Pitch plays: The QB may pitch the ball to another non-engaged RB if all of these are true:

1. The RB is behind the LOS
2. The RB is within 2 base lengths from the QB (either in front or behind the QB)
3. There is a clear path between the QB and the RB. If the RB is in front of the QB, the pitch becomes a forward pass. At this point the ball carrier is subject to running play rules. All pitches and forward passes\* are automatic.

**\*A forward pass is automatic if the receiver (RB) is between the tackles**

During a stoppage, the QB may elect to run the ball if he is behind the LOS. The board is turned on and no pivots are made by the offense or defense. If the QB crosses the LOS at any time, the QB must run the ball and running play rules apply. During a stoppage, the QB may elect to pass the ball if the QB is behind the LOS. The QB may elect to pass the ball to any eligible receiver (non-lineman) who is in bounds and non-engaged.

### Passing Plays:

A passing play is any play that begins with a ball carrier (usually the Quarterback) fading back or rolling out to pass the ball to another player (an eligible receiver). Passing is done by the TTQB/Custom QB figure or by pass simulation. *Sticks are extremely effective for lob passes over the top of defenders or to "throw a receiver open."* A coach can also throw with the TTQB at any time if he so chooses to exploit tight coverage.

**TTQB/Custom QB Passing:** The board is stopped and the ball carrier is replaced with a passing figure at the exact same spot where the ball carrier was when the board was stopped. The pass is performed using the passing figure and is caught if the ball hits the intended receiver on the fly. The receiver may be pivoted after the pass attempt but the offense then loses the opportunity to pivot unengaged players to block. If the pass is caught, the receiver becomes the ball carrier. The defense has one more stoppage at their discretion during the rest of the play. **The defense may stop the board if no non-engaged defensive player is within one base length of the ball carrier.** During that stoppage, the defense can pivot any non-engaged player to make the tackle. The board is turned back on and the ball carrier advances the ball towards the defensive goal line until he scores, is tackled, runs out of bounds or has his forward progress stopped or reversed.

A pass is incomplete if it fails to hit the intended receiver. The pass is intercepted if it hits a defensive player on the fly. The defensive player becomes the ball carrier; the defense may now pivot the ball carrier only if still unengaged after the catch. The passing team has one more stoppage at their discretion during the rest of the play. The passing team may stop the board if no non-engaged defensive player is within one base length of the ball carrier. During that stoppage, the passing team can pivot any non-engaged player to make the tackle. The board is turned on and he advances towards the opposite goal line until he scores, is tackled, runs out of bounds or has his forward progress stopped or reversed. If the receiver falls down before the pass attempt, the pass may still be attempted and if completed, the receiver is down at the spot where he fell. The QB can throw the ball away only if outside the tackle box.

**Pass Simulation (Lead Passing):** When a pass is attempted by pass simulation, a colored measuring stick is placed from the head of the QB to the intended receiver to determine which passing stick is to be used. The passing stick is placed in contact with the receiver's base from the front portion of the base. The stick may be angled in any desired direction.

Eligible receivers on the line of scrimmage may be pivoted (released) even if they are engaged with a defender. The defense is not required to release receivers. It is the offensive coach's responsibility to release eligible receivers off of a defender. The coach on offense can also choose to not release or disengage a receiver, if that receiver is designated by the coach to be blocking. Receivers are released by sliding a maximum of one base width horizontal to the LOS, and then pivoted away from a defender.

#### **Pass Interference:**

Pass Simulation: No disengaged player from either team may be pivoted to intentionally obstruct a disengaged opponent player's path to the ball without risking a penalty. Intentionally obstructing a disengaged opponent player's path to the ball constitutes pass interference. If a defender is aimed towards the target prior to the board being cut on (going for the ball), any contact within a base length of the target is considered incidental. If contact is made outside a base length of the target, this is considered pass interference.

**Scramble Rule:** Each team is allowed unlimited scrambles. A coach is allowed to scramble as long as no eligible receiver is further than 30 yards past the LOS.

*Scrambles can be used to buy the quarterback time, or to allow receivers to run routes or double moves. Once the offense and defense are set in their formations, the board is turned on to allow play to develop. When stopped, the QB must attempt pass or scramble.*

During scrambles, eligible receivers in the secondary must be pivoted (not released) off of defenders, or it is considered offensive pass interference. The defense may then pivot all disengaged players toward any offensive players they choose. A QB is allowed one pivot to begin a scramble. A stationary QB may be substituted for the scramble. The board may be running for as long as no defensive player sacks the QB. If the QB crosses the line of scrimmage, the play becomes a running play and run play rules apply.

**Scramble Zone:** There is a designated 30 yard "scramble zone" on passing plays (15 yards on a scale board) which extends from the LOS 30 yards downfield into the defensive secondary. The offense is allowed to scramble at any time provided that no offensive player has run more than 30 yards downfield past the LOS. If a coach calls scramble after a receiver has run more than 30 yards past the LOS, he cannot attempt a pass and the QB must run. As is the case above, the offense can pivot disengaged players to block. The QB cannot cutback when he runs during a scramble. All other rules concerning running apply. The defense can pivot any disengaged players to pursue the QB.

**Throw-Away Passes:** If any part of the quarterback's base drops more than twenty (20) yards behind the LOS (15 yards on scale boards) and he is outside of the tackle box, it is considered a throw away pass. If the QB drops more than 20 yards behind the LOS (15 on scale boards), and he is in the tackle box, it is a penalty for illegal grounding - 10 yards loss of down. Even if all receivers are engaged, the offense may still elect to throw away a pass.

**Screens and swing passes:** For purposes of this rule set, passes completed behind the LOS and within the numbers are treated like long hand offs. Therefore, the receiver making the catch, along with all disengaged offensive players can be pivoted to block after the catch is completed. The defense may also pivot all disengaged to may tackle.

**Illegal Lineman Down Field:** During downfield pass attempts or scrambles, all disengaged offensive linemen in the secondary (more than 5 yards past the LOS) must be turned back towards the LOS or it is a five (5) yard penalty for "Illegal Lineman Down Field."

**TTQB (Bullet Passing):** A pass is considered completed by a coach using the TTQB when the ball hits an eligible receiver on the fly. When using the TTQB, the coach on offense cannot lean the quarterback into other players to gain an advantage. When a coach attempts a TTQB pass, he must declare which receiver he is throwing to. If the ball hits another eligible receiver on offense other than the intended receiver, it is ruled a catch but it cannot be advanced. If the pass is completed to the intended receiver, the defense is allowed to pivot disengaged players to attempt to tackle the receiver.

**Interceptions and batted balls:** If the ball hits an engaged defensive player on or within 5 yards of the LOS it considered a batted down pass. If the ball hits an engaged or unengaged defensive player who is beyond 5 yards from the LOS, it is an interception. If the ball is intercepted and the defender is engaged at the moment of the interception, he is down at that spot. If the intercepting defender is unengaged, the coach may now pivot the interceptor to run with the ball. The coach may also pivot disengaged defenders to block for the interceptor. This is followed by the opposing coach pivoting any disengaged players to attempt a tackle. The board is turned on. If the interceptor is able to run 20 yards without being touched, the board is stopped again and all disengaged defenders on the team who threw the interception can be re-pivoted to attempt to make the tackle.

**\*\*Experiment with only 3 unengaged defensive players can pivot after pass completion\*\***

#### Kicks from scrimmage:

A kick from scrimmage can be either a punt or a field goal attempt.

#### Punts:

The offense and defense lines up in punt formation with the punter on a stationary base. After both sides are set up for play, the offense must state a punt or fake punt. If a fake punt, the play continues as a regular play from scrimmage. The punter may run or pass and all previously described running and passing rules apply.

If a punt, the defense places the punt returner on a stationary base at a distance of 40 from the LOS. The defense must release all receivers from the line of scrimmage by pivoting the defensive players allowing the receivers to go down field. The board is turned on. The offense allows the board to run for as long as possible. However, if the punter on the stationary base is tackled, it is a blocked punt and the ball belongs to the receiving team at the spot where the punter stands and the play is over. If the punt returner is touched by a member of the kick team before the board is stopped, this results in an interference penalty against the kick team. **This is a 15 yard penalty marked from the spot of the stationary punt returner.** If the punt is not blocked and the kick team has not interfered with the punt returner when the offense turns the board off, the receiving team **will place the punt returner 10 yards beyond where the most downfield kicking team player is located.** If the punt returner is in the end zone, the receiving team may elect to take a touch back. If a punt return is elected, the punt returner must place the ball in the middle of the field at that point. The kicking team may adjust all non-engaged players toward the punt returner to make the tackle and, if in position, the kick team may pivot any unengaged players to make blocks during the punt return. The board is turned on and the receiver returns the ball. The kicking team has one more stoppage (the 20 yard cut back rule) at their discretion during the rest of the play. During this stoppage, the kicking team may pivot any non-engaged players who are not within one base length of the ball carrier to make the tackle.

**Field Goal:** A field goal is performed using a kicking figure to kick the ball over the cross bar of the goal posts seven yards from the original line of scrimmage. A missed field goal is returned to the yard line where the kick was attempted from if outside the defensive 20 yard line and to the 20 yard line if the kick is attempted from within the defensive 20 yard line. A FG may only be attempted if the offense is at or inside the opposing teams' 40 yard line. For FG's and extra points, the offense sets up for kick and board is turned on for 3 seconds. If the defense does not get to and touch the kicker, the kick then takes place.

#### Safety and Safety Kick:

A safety is scored by the defense anytime an offense player is tackled, runs out of bounds or has his forward progress stopped or reversed inside his own end zone. **The team scored upon then performs a kickoff from their own 20 yard line with the receiving team lined up beginning at the kicking team's 35 yard line and the kick returner anywhere along the receiving team's 25 yard line.** Play will continue as a kickoff until the kick returner scores, is tackled, runs out of bounds or has his forward progress stopped or reversed. The receiving team may elect to "fair catch" the kick and not return it. **Play will then begin at the receiving team's 25 yard line and the kick will not be counted as a play.**

#### Onside Kick:

Anytime a team is behind in the fourth quarter and they are kicking off after a score, they may attempt an "onside kick". An onside kick is performed by lining up the kicking team on their 40 yard line and the receiving team on their 40 yard line. Ball placement is determined by the roll of the 12 sided dice (see chart below). The board is turned on. The first player to "recover the kick" by touching the ball, gains possession of the ball for his team. If the player is a member of the kicking team they take possession of the ball at the spot on the field where the player first touched the ball. If the player is a member of the receiving team and is not being touched by a player of the kicking team, he may advance the ball until he scores, is tackled, runs out of bounds, or has his forward progress stopped or reversed. There are no cutbacks allowed during this run. If the receiver is being touched by a player of the kicking team, he may not advance the ball and the receiving team takes possession of the ball at the spot on the field where the receiver "recovered the kick".

#### Onside kick Chart:

1st roll determines kick distance

1-3 = 13 yard kick  
4-6 = 12 yard kick  
7-9 = 11 yard kick  
10-12 = 10 yard kick

2<sup>nd</sup> roll determines "zone placement"

Zone 1: Left side inside #'s to left of hash  
Zone 2: Middle of field between hash  
Zone 3: Right side of field between hash  
1-4 = Zone 1  
5-8 = Zone 2  
9-12 = Zone 3

## **PENALTIES:**

### **Penalty Chart**

If a 2 or 12 is rolled on the penalty dice, check the action dice, then check the penalty chart below for the call.

Offense- Unsportsmanlike Conduct 15 yards - repeat down

Offense- Personal Foul 15 yards- repeat down

Offense- Illegal Formation 5 yards - repeat down

Offense- Illegal Procedure 5 yards - repeat down

Offense- Illegal Shift 5 yards - repeat down

Offense- False Start 5 yards - repeat down

Offense- Holding 10 yards - repeat down

Defense- Encroachment 5 yards - repeat down

Defense – Defensive Holding 5 yards - automatic 1st down

Defense - Illegal Substitution 5 yards - repeat down

Defense - Personal Foul 15 yards - automatic 1st down

Defense- Unsportsmanlike Conduct 15 yards - automatic 1st down

The outcome of penalties will be interpreted to reflect the actual NFL penalty book\* to the maximum extent practical with the following exceptions:

Penalties not found in NFL Rule Book that are specific to electric football:

5 Yard Penalties on the field:

- Neutral Zone Infractions (Offense or Defense).
- Offense Delay of Game 45 second play clock.
- Offense Illegal Formation – Offensive players not perpendicular to the LOS or not having 7 players on LOS.
- Illegal Motion (offense) – 2 Offensive players being placed in motion prior to the snap
- Ineligible Receiver (offense) – An offensive lineman hits magnetic target during pass simulation.
- Illegal Stacking (offense or defense).
- False Start – any offensive lineman more than 3 yards down field after the snap.

10 Yard Penalties on the field:

- Offensive pass interference (offensive player in secondary not pivoting off a stationary player during a pass attempt or directly impeding a defender from making a play on the magnetic target).
- Offensive Holding, an offensive stationary player impeding a defender in the offensive backfield
- Illegal Grounding (offense), any part of a QB's base dropping more than 20 yards behind the LOS while in the tackle box. 10 yards –loss of down.

See NFL.com/penalties for more information on NFL Rule Book

## **SUDDEN DEATH**

The modified sudden death system of determining the winner shall prevail when the score is tied at the end of regulation playing time of NFL games. The system guarantees each team a possession or the opportunity to possess, unless the team that receives the opening kickoff scores a touchdown on its initial possession.

» At the end of regulation time, the Coach/Referee will immediately toss a coin at the center of the field in accordance with rules pertaining to the usual pregame toss.

» Following the coin toss, play will be continued in 15 plays per quarter until a winner is declared. Each team must possess or have the opportunity to possess the ball unless the team that has the ball first scores a touchdown on its initial possession. Play continues in sudden death until a winner is determined, and the game automatically ends upon any score (by safety, field goal, or touchdown). Each team has two time-outs per half and all general timing provisions apply as during a regular game. The try is not attempted if a touchdown is scored.

### **Key Definitions:**

» Possession: Actual possession of the ball with complete control. The defense gains possession when it catches, intercepts, or recovers a loose ball.

» Opportunity to possess: The opportunity to possess occurs only during kicking plays. A kickoff is an opportunity to possess for the receiving team. If the kicking team legally recovers the kick, the receiving team is considered to have had its opportunity. A punt or a field goal that crosses the line of scrimmage and is muffed by the receiving team is considered to be an opportunity to possess for the receivers. Normal touching rules by the kicking team apply.



Following are the Approved Rulings pertaining to overtime as found on pages 106-108 of the 2010 Official Casebook of the NFL:

#### APPROVED RULINGS

##### RULE 16-SUDDEN DEATH

###### A.R. 16.1 KICKOFF RETURN FOR TOUCHDOWN

Team B receives the opening kickoff and returns it for a touchdown.

Ruling: Game over. Team B wins.

###### A.R. 16.2 ONSIDE KICK

On the opening kickoff of overtime, Team A legally recovers the ball at the A41.

Ruling: A's ball, first-and-10 on A41. A kickoff is considered an opportunity to possess for the receiving team. Team B is considered to have had an opportunity to possess the ball.

###### A.R. 16.3 ONSIDE KICK

On the opening kickoff of overtime, Team A attempts an onside kick. A2 legally touches the ball at the A42 but muffs it and it is recovered by B1 at the A43.

Ruling: B's ball, first-and-10 on A43. Team A is not considered to have had an opportunity to possess the ball.

###### A.R. 16.4 MUFFED KICKOFF

Following a successful field goal on the opening possession of overtime, Team A's kickoff is muffed by B1 at the B35 and is recovered by A2.

Ruling: Game over. Team A wins. Team B had an opportunity to possess the ball.

###### A.R. 16.5 TOUCHDOWN ON FIRST POSSESSION

Team A drives down the field on the opening possession of overtime and scores a touchdown.

Ruling: Game over. Team A wins.

###### A.R. 16.6 FIELD GOAL ON FIRST POSSESSION

Team A kicks a field goal on the opening possession of overtime.

Ruling: Three points for Team A, but the game is not over. Team A must kick off to Team B. If Team B scores a touchdown or does not score the game is over. If Team B scores a field goal the game continues under sudden death.

###### A.R. 16.7 MUFFED PUNT

On the opening possession of overtime, Team A punts and B3 muffs the punt at the B20. A6 recovers at the B22.

Ruling: A's ball, first-and-10 on B22. Team B had the opportunity to possess the kick. Both teams have met the minimum requirements for possession and the first team to score wins.

###### A.R. 16.8 FUMBLED KICKOFF RETURN

On the opening kickoff of overtime, B3 returns the ball to the B30 where he is hit and fumbles. A6 muffs the loose ball to the B28 where B5 recovers.

Ruling: B's ball, first-and-10 on B28. Since the ball was loose from a fumble as opposed to a kick, Team A is not considered to have had an opportunity to possess the ball.

###### A.R. 16.9 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. A2 picks up the loose ball at the A40 and runs to the 50 for a first down.

Ruling: A's ball, first-and-10 on 50. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

###### A.R. 16.10 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. B4 attempts to pick up the loose ball at the A40 but muffs it to the A33 where it is recovered by A4 who runs to the B40 for a first down.

Ruling: A's ball, first-and-10 on B40. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

###### A.R. 16.11 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. The ball hits the ground beyond the line at the B48 and bounces back to the A43 where it is recovered by A4 who runs to the B40 for a first down.

Ruling: A's ball, first-and-10 on B40. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

###### A.R. 16.12 BLOCKED PUNT

Fourth-and-5 on A45. On the opening possession of overtime, Team A's punt is blocked by B3 at the A35. The ball bounces beyond the line to the A48, where B4 muffs the loose ball to the A45 where it is recovered by A4.



Ruling: A's ball, first-and-10 on A45. By touching the punt beyond the line of scrimmage, a new series is awarded to Team A. Since Team B had the opportunity to possess the ball, both teams have met the minimum requirements for possession.

**A.R. 16.13 FUMBLE**

Third-and-5 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the B35 where he fumbles the ball. B2 recovers the ball and runs to the B40.

Ruling: B's ball, first-and-10 on B40. Both teams have had an actual possession and the first team to score wins.

**A.R. 16.14 FUMBLE**

Third-and-5 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the B35 where he fumbles the ball. B2 recovers the ball and runs to the B40 where he is hit and fumbles. A5 recovers at the B41.

Ruling: A's ball, first-and-10 on B41. Both teams have possessed the ball and the first team to score wins.

**A.R. 16.15 INTERCEPTION**

Third-and-5 on A30. On the opening possession of overtime, B2 intercepts a pass at the 50 and returns it for a touchdown.

Ruling: Game over. Team B wins. Each team has had an actual possession.

**A.R. 16.16 FUMBLE**

Second-and-10 on A30. On the opening possession of overtime, A2 takes a handoff and runs to the A38 where he fumbles the ball. B2 muffs the loose ball at the A35 and it is recovered by A5 at the A33.

Ruling: A's ball, third-and-7 on A33. Since the ball was loose from a fumble as opposed to a kick, Team B is not considered to have had an opportunity to possess the ball.

**A.R. 16.17 TOUCHING OF A PASS**

Third-and-5 on A30. On the opening possession of overtime, A1 drops back to pass and throws the ball from the A23. The ball is tipped by defensive lineman B4 at the A25 and is caught by tight end A3 at the A34. A3 runs to the A40 where he is tackled.

Ruling: A's ball, first-and-10 on A40. Touching of a pass by Team B does not constitute an opportunity to possess the ball.

**A.R. 16.18 INCOMPLETE PASS**

Second-and-5 on A30. On the opening possession of overtime, A1 drops back to pass and throws the ball from the A23 toward receiver A2 at the B40. Cornerback B4 jumps up to intercept the pass and lands with his left foot inbounds and his right foot on the sideline.

Ruling: A's ball, third-and-5 on A30. An incomplete pass is not considered an opportunity to possess.

**A.R. 16.19 SAFETY**

Third-and-5 on A7. On the opening possession of overtime, A1 is tackled in his own end zone for a safety.

Ruling: Game over. Team B wins. Both teams have met the minimum requirements for possession.

**A.R. 16.20 FIELD GOAL**

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage and lands at the B28 where it is recovered by A4 who runs to the B18 for a first down.

Ruling: A's ball, first-and-10 on B18. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.

**A.R. 16.21 FIELD GOAL**

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage. The ball hits the ground beyond the line at the B22 and bounces back to the B28 where it is recovered by A4 who runs to the B18 for a first down.

Ruling: A's ball, first-and-10 on B18. Team B is not considered to have had an opportunity to possess the ball because it did not touch the ball beyond the line of scrimmage.








**A.R. 16.22 FIELD GOAL**

Fourth-and-5 on B25. On the opening possession of overtime, Team A's field-goal attempt is blocked by B3 at the line of scrimmage. The ball bounces beyond the line to the B20, where B4 muffs the loose ball to the B18 where it is recovered by A4.

Ruling: A's ball, first-and-10 on B18. Because Team B touched the kick beyond the line of scrimmage, a new series is awarded to Team A. Since Team B had the opportunity to possess the ball, both teams have met the minimum requirements for possession.

At the end of every kickoff and play from scrimmage, the dice are rolled to determine fumbles and/or penalty's (I do not employ injuries at this time nor do I use the "Deuces" for incomplete passes). The ball is not advanced after a fumble recovery.

## "THE BOX"

					
Snake Eyes!!	Deuces!	Double Threes!	Double Fours!	Double Fives!	Double Six's!
<b>FUMBLE</b>	<b>INCOMPLETE</b>	<b>INJURY - Minor</b>	<b>INJURY - Major</b>	<b>PENALTY - Minor</b>	<b>PENALTY - Major</b>
ODD (1, 3, 5) to the Offense EVEN (2, 4, 6) to the Defense	Dropped pass whether catch or interception.	ODD (1, 3, 5) on the Offense EVEN (2, 4, 6) on the Defense	ODD (1, 3, 5) on the Offense EVEN (2, 4, 6) on the Defense	ODD (1, 3, 5) on the Offense EVEN (2, 4, 6) on the Defense	ODD (1, 3, 5) on the Offense EVEN (2, 4, 6) on the Defense
		<b>PLAYER INJURED</b>	<b>PLAYER INJURED</b>	<b>PENALTY ON...</b>	<b>PENALTY ON...</b>
		Offense Dice Defense	Offense Dice Defense	Offense Dice Defense	Offense Dice Defense
		Kicker [1] Punter	Kicker [1] Punter	Kicker [1] Punter	Kicker [1] Punter
		QB [2] DT-R	QB [2] DT-R	QB [2] DT-R	QB [2] DT-R
		FB [3] DT-L	FB [3] DT-L	FB [3] DT-L	FB [3] DT-L
		TB [4] DE-R	TB [4] DE-R	TB [4] DE-R	TB [4] DE-R
		TE [5] DE-L	TE [5] DE-L	TE [5] DE-L	TE [5] DE-L
		WR-R [6] LB-M	WR-R [6] LB-M	WR-R [6] LB-M	WR-R [6] LB-M
		WR-L [7] LB-R	WR-L [7] LB-R	WR-L [7] LB-R	WR-L [7] LB-R
		C [8] LB-L	C [8] LB-L	C [8] LB-L	C [8] LB-L
		RG [9] CB-R	RG [9] CB-R	RG [9] CB-R	RG [9] CB-R
		LG [10] CB-L	LG [10] CB-L	LG [10] CB-L	LG [10] CB-L
		RT [11] RS	RT [11] RS	RT [11] RS	RT [11] RS
		LT [12] LS	LT [12] LS	LT [12] LS	LT [12] LS
		<b>LENGTH of INJURY</b>	<b>LENGTH of INJURY</b>	<b>PENALTY (5 Yards)</b>	<b>PENALTY - Major</b>
		1) One Play	1) 2 Weeks	1) Offsides	1) Pers. Foul 15 Yds
		2) Two Plays	2) 3 Weeks	2) Neutral Zone	2) Holding 15Yds, Repeat
		3) Three Plays	3) 4 Weeks	3) Delay of Game	3) Unsportsmanlike, 10 Yds
		4) Four Plays	4) 5 Weeks	4) Encroachment	4) Chop Block, 15 Yds
		5) One Quarter	5) 6 Weeks	5) Illegal Rcvr Dwnfld	5) Clipping, 10 Yd, Repeat
		6) 5 Plays	6) 7 Weeks	6) Illegal Motion	6) Illegal Crkbbk, 10 Yds
		7) Seven Plays	7) 8 Weeks	7) Pushing	7) Illegal Block, 10Yds
		8) Nine Plays	8) 9 Weeks	8) False Start	8) Taunt/Celeb 10 Yds
		9) 10 Plays	9) 10 Weeks	9) Illegal Shift	9) Player Ejection 10 Yds
		10) Two Quarters	10) 12 Weeks	10) Illegal Formation	10) Illegal Use of Hands
		11) Three Quarters	11) 14 Weeks	11) Tripping	11) Illegal Contact, 10 Yds
		12) Out for the game	12) Season Ending	12) Off Setting Penalties, repeat	12) Interf w/ Rcvr, 10 Yds
Vers 1.6 October 2, 2009		<b>PENALTY - Expanded Explanations</b> 1) Personal Foul: 15 Yds, Loss of Down 2) Holding: 15 Yds, Repeat Down 3) Unsportsmanlike Conduct: 10 Yds, => automatic 1st Down or Loss of Down 4) Chop Block: 15 Yds, Loss of Down 5) Clipping: 10 Yds, Repeat Down 6) Illegal Crackback Block: 10 Yds, Loss of Down 7) Illegal Block: 10 Yds, Loss of Down 8) Taunting/Excessive Celebration 10 yds 9) Player Ejected: 10 Yds and \$1.00 Fine to League 10) Illegal U 11) Illegal Contact: 10 Yds, 1st Down 12) Interference with Receiver: 10 Yds, 1st Down			