

OFFICIAL 2019 RULE BOOK OF
LOS ANGELES ELECTRIC FOOTBALL LEAGUE



- Boiled and/or chemically treated bases are allowed
- Weight limit is 4.0 grams (figure on base)
- Offense in dark jersey and defense in light jersey
- Roster must be available on game day (player numbers & position)

Frequently Asked Questions

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Frequently Asked Questions

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1 - THE FIELD

1.1 THE FIELD

Dimensions: All games will be played on custom constructed boards provided they have playing field dimensions greater (subject to review) than that of the vintage 620. DIMENSIONS OF ALL FIELDS SHOULD BE AT OR AROUND 2' (WIDE) X 4' (LONG). Original 500/620 type or any other original vintage fields are no longer approved for game day play.

Player side lines: all fields **MUST** have adequate home and visitor side line accommodations in order to be eligible for use on game day. **All fields must be in acceptable running condition (board must be acceptable to play on by visiting coach/opponent).**

The home team is responsible for providing the field of their choice. If the home team does not have a field, the visiting team may use their field of choice. If any coach has an issue with a field he is about to play on it should be brought to the attention of the Commissioner/BOD before kick-off. Once the game is started there will be no neutral field requests unless there is a mechanical failure that makes the field unplayable.

Before kick off the Commissioner/BOD will examine the field in question as well as listen to and watch examples of the complaint. The Commissioner/BOD will then conduct a series of player tests to evaluate the situation and come to a decision regarding the playability of the field. If the field is deemed playable the game must commence or it is a forfeit for the complainant. In the event that the field in question is deemed unplayable it is to be set aside for the remainder of the game day and a neutral field will be chosen for game play.

The fact that the field may have been used in previous games where no coach objected will not weigh in on the decision once it has been called to the Commissioner/BOD's attention. Both coaches should agree on the neutral field, if they do not, then the Commissioner/BOD will select one for them, the game will then be played or both coaches will forfeit and each will take a loss.

Field surface shall be free of any chemicals, Pledge, polish, etc... that are used to enhance boiled base performance while having negative effects on non-boiled bases. If a field is thought to have a chemically treated surface and is brought to the attention of the Commissioner/BOD then said field will be wiped down with rubbing alcohol or similar product to remove any chemical coating, if that cannot be agreed upon then a neutral field shall be used for the game and the field shall not be used until the issue is resolved.

1.2 GOAL POSTS

All goal posts will be offset from the end line and be constructed in the same width as the vintage Tudor single post type. The uprights can extend indefinitely above the crossbar with a net or backstop to catch the ball.

1.3 CHAIN CREW

Before a game can commence, there must be a verbal agreement between the two coaches who will be responsible for the yard marker and the 10-yard chain.

1.4 BOARD SPEED

Prior to starting game play, both coaches will settle on a mutually agreed board speed.

1.5 SHARED DUTIES WORKING GAME EQUIPMENT AND STAT KEEPING

During games played where there is no referee, both coaches are REQUIRED to EQUALLY share duties in working of the three game clocks, the ball marker, chains and recording or calling out stats after each play for the entirety of the game and any overtime period(s) played.

If a coach fails to EQUALLY share these duties or starts but suddenly stops helping at any time during the entirety of the game or overtime period(s) he will be given one verbal warning and after that he will be handed a forfeit immediately and the game will be over with a loss for the offending coach.

2 - THE BALL

2.1 THE BALL

The football can either be felt, foam or leather as chosen by the individual coach. Coaches are responsible for bringing their own footballs to the game. A coach has the right to switch footballs during the game. Approved footballs are those manufactured by Miggle Toys, Tudor Games, and Electric Football Discount Warehouse (EFDW), the pill type football is allowed as well.

3 – DEFINITIONS

3.1 BLOCKING

Blocking is the physical engagement between two players from opposing teams. If any type of contact occurs between the bases of the opposing players, this is considered blocking (engaged) and player cannot be adjusted to react on a play. Due to a variety of custom figure poses, offensive and defensive linemen are considered engaged if any part of the base and or figure's body is engaged with any other lineman base or figure body both inside and outside of the tackle box.

3.2 TOUCHBACK/FAIR CATCH

Should a player from the kicking team hit the intended kick returner the ball is spotted at the point of contact, if the contact is in the end zone the ball is at the 20 yard line.

3.3 FIELD GOAL (3 points)

A field goal is achieved by kicking the ball from the field of play through the plane of the opponent's goal post by a place kick from behind the line of scrimmage. The maximum amount a field goal may be attempted in the LAEFL is 64 yards (opposing team's 46-yard line) from the spot of the kicker. There must be a maximum of 8 yards between the line of scrimmage and the front of the kicker's base.

A portion of the kicker base must be in contact with the playing surface during the kick. The base of the kicker can be angled when the kick is attempted provided the base is not advanced towards the goal in any way.

In the event the field goal is missed, the opposing team takes over from the spot of the kick.

3.4 COACH CONDUCT

As adults we are expected to know right from wrong and maintain a family atmosphere at any LAEFL gathering while representing the league in the proper fashion.

3.4.1 ABUSIVE LANGUAGE /THREATS OF VIOLENCE/PHYSICAL VIOLENCE

Excessive cursing, foul language, name calling, berating of others, vulgar photos, derogatory statements with regards to one's person, race, creed, religion, sexuality, skin tone or any semblance thereof will not be tolerated whether related to game play, general fellowship at game day, league gatherings, on the LAEFL website or any other online forum. There will be a zero tolerance policy towards violence, be they threats, actual or implied or any violence of a physical nature.

DISCIPLINARY ACTION

Any coach that commits any offense listed above shall be subject to suspension from the league depending on circumstances as deemed necessary by the Commissioner/BOD.

Threats of physical violence, actual act of physical violence or touching another coach during an argument will result in immediate removal from the game day venue and suspension from the league effective at the time of the infraction leading to possible permanent suspension from the league,

3.4.2 UNDERMINING COMMISSIONER/BOD MEMBERS- LEAGUE OFFICERS-LEAGUE ACTIVITY

Berating of Commissioner, Board Members, League Officers or activity in a public forum or social media will not be tolerated nor will undermining Commissioner/BOD Members, League Officials or league activity. **Secret rallying for votes on league matters will not be tolerated.** You are responsible for anything that is said/posted and done under your online screen name on the LAEFL website and any other online forum. You are also obligated to represent the LAEFL in good fashion when in any public venue and are responsible for the actions/behavior of any guest(s) you invite to an LAEFL gathering. Proper procedures for airing a grievance are to contact the Commissioner/BOD and debate any issues "***Behind Closed Doors***". All league members are required to put the best interest of the league as a whole before their own personal interests or agendas.

DISCIPLINARY ACTION

Any league member/members found to be in violation of the offenses listed above, especially undermining the LAEFL through actions/behavior will be automatically dismissed from the league. The offending coach/coaches may petition the board for league re-entry the following season.

3.4.3 ARGUING WITH THE REFEREE

A coach may dispute a call, but it must be done in a respectful manner, no yelling, fussing, throwing, tipping of boards, etc. Once the official has given an explanation, the issue is dead. All referee calls are final. In the event that the coach begins to get excessive toward the official, he will be flagged with an un-sportsmanlike conduct penalty. Should there be a second flag thrown for this same offense (at the official's discretion), the violator is subject to forfeit the game.

If an official does not know the proper ruling, he may seek guidance from another league official. When the ruling has been made the issue is dead.

ARGUING WITH THE REFEREE – DISCIPLINARY ACTION

Any coach that gets "excessive toward the official", whether he delays game play or not, will be flagged with an un-sportsmanlike conduct penalty. This includes, but is not limited to, yelling, fussing, throwing things, tipping of boards, and continuing to argue a rule/call after the official has already ruled. Should there be a second flag thrown for this same offense (at the official's discretion), the violator is subject to forfeit the game. Game officials are encouraged to throw the flag for the initial un-sportsmanlike conduct penalty. Berating of officials will not be tolerated.

3.4.4 TARDINESS

The game day schedule must be strictly adhered to by all coaches and referees. Start times are usually as follows (subject to change):

ROUND ONE: 9:00 – 11:30
LUNCH: 11:30 – 12:00
ROUND TWO: 12:05 – 2:35
ROUND THREE: 2:50 – 5:20 (this round is optional)

If a participating coach is tardy for the start of his game he will be subject to a mandatory penalty. If the referee is tardy he will be subject to the same mandatory penalty at the start of his next game.

TARDINESS – MANDATORY DISCIPLINARY ACTION

The official game clock runs at the start time of the round in which the game is to be played. There is a 15 minute grace period. If the tardy coach is not prepared to start by the end of the 15 minute grace period, the game will be considered a forfeit. "Prepared to Start" means that the coach is ready to go. He can not be in the process of weighing in or testing how figures run. If the tardy coach is prepared to start before the end of the 15 minute grace period, the game will commence from the current time on the game clock.

For instance, if the game clock reads 7:59 that will be the amount of time remaining in the first quarter. The tardy coach is also required to kick off to start both halves and give up three (3) points to his opponent.

In the event that a referee is tardy, at the start of his next game he will be required to kick off to start both halves and give up three (3) points to his opponent.

3.4.5 ATTENDANCE

The complete game day schedule is provided to all coaches at the Jamboree. All coaches are encouraged to set these days aside. All coaches are required to attend all game days unless an approved absence has been scheduled.

3.4.6 SCHEDULED ABSENCE

Scheduled absences include but are not limited to, family trips, weddings, retreats, etc... The Commissioner/BOD should be notified of the scheduled absence at least two (2) weeks before the game day that will be missed.

3.4.7 UNSCHEDULED ABSENCE

Unscheduled absences include but are not limited to, general no shows, job related issues, family emergencies, etc. The offending coach will be given the opportunity to state his reason for missing. His reason will then go before the Commissioner/BOD where they will decide if disciplinary action is necessary. If the coach's absence is excused and he does not face disciplinary action he will be responsible for scheduling make up games off line with the coaches from his game schedule .

UNEXCUSED ABSENCE – DISCIPLINARY ACTION

All coaches will forfeit the games that they had scheduled on the game day missed. If a second (2nd) unexcused absence occurs, the offending coach will forfeit the games that they had scheduled on the game day missed and face mandatory expulsion for the following season.

3.4.8 COACH'S RESPONSIBILITIES

All coaches must be prepared to stay for the COMPLETE game day unless extenuating circumstances arise. If coaches have completed their games and wish to vacate the premises before game day has been completed they must seek approval from the Commissioner/BOD. All coaches are required to attend game day regardless if they have a scheduled game or not, if no game(s) are scheduled you are there to support, ref and/or assist in any way possible. Coaches finishing games ahead of others are required to immediately move into a ref/support role to assist in completion of other games.

3.5 LINE OF SCRIMMAGE

The line of scrimmage for each team is a yard line (plane) passing through the end of the ball nearest a team's own goal line. The term "scrimmage line", or "line", implies a play from scrimmage. The line of scrimmage is based on positioning the center (snapper) at the point where the ball marker is placed. All other linemen are positioned one yard behind the center's line. The ball is to always be spotted on the left or right hash mark or in between the hash marks accordingly.

3.6 NEUTRAL ZONE AND ENCROACHMENT

The neutral zone is the space the length of the ball between the offense's and the defense's line of scrimmage (planes). A player is encroaching on the neutral zone when any part of his base is in it after the defense is set, and the ball is ready to be snapped. A five (5) yard penalty will be assessed for neutral zone violations.

Guards, tackles and the tight end(s) must be one yard and one yard only, behind the center and wide receivers must be on the line of scrimmage. Receivers and running backs can be in the slot position in which case the front of the base must be within five (5) yards of the line of scrimmage. Receivers can also be "stacked".

3.7 OFF SIDES

A player is offside when any part of his base is beyond the line of scrimmage when the ball is put in play. A five- yard penalty (replay the down) will be assessed for any offside penalty. The penalty will be assessed before the play begins.

3.8 OUT OF BOUNDS AND INBOUND SPOT

A player is out of bounds when any part of his base touches a boundary line.

The inbound spot is always the most forward spot of the player's base. You cannot spot the ball until forward progress has stopped. In the case of a tackle the ball is spotted at the point of contact. In the event the switch is not turned off after contact, it will be up to the referee to spot the ball.

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

3.9 PASS AND PASSER

The position of the QB in a run or pass play must be a minimum of two yards, maximum of 15 yards behind the center to start the play.

A forward pass is the forward movement of the ball caused by throwing to an eligible receiver. Eligible receivers are tight ends, wide receivers, and running backs and designated non-eligible players.

If receivers are in bounds at the time the board is stopped during a passing play they are eligible receivers regardless if they ran out of bounds and returned in bounds. The spot of the receiver at the time the board is turned off dictates their pass eligibility.

The exception to this rule is any receiver who runs completely thru the end zone and manages to return in bounds, in this case said receiver is not pass eligible.

When a pass play is attempted, the offensive coach verbally says "pass" and the offense runs the switch. The pass is attempted from wherever the quarterback is positioned when the board is turned off.

To avoid unnecessary controversy about the spot of the passer, the defense may elect to place an object at the spot of the quarterback after the switch is turned off prior to it being replaced by the actual throwing figure.

In the event the quarterback's base completely crosses 15 yards behind the line of scrimmage, he is considered sacked.

3.9 PASS AND PASSER - continued

A quarterback may roll out or remain stationary. The offensive coach can interchange stationary and running figures prior to or after the defensive audible. The figure that represents the QB must be replaced in the exact location on the board or it is considered an audible. If desired, a prongless base can be used to keep the QB stationary, no magnets or adhesive allowed. Once the game board is turned on the figure cannot be changed until the TTQB is brought in to throw the ball (the only exception being a scramble) If a **stationary or mobile** quarterback falls over, he is down at that point and forward progress is marked at forward part of the base. You can use a scramble if one is available to pick him up and continue the play otherwise he is down on the spot.

3.9.1 QB ROLL OUT/LIVE TO LINE OF SCRIMMAGE

You can roll your QB out in any direction between the tackles. If the QB is approaching the LOS and you do not wish to pass, you can then hand the switch over to the defensive coach and at that time he can adjust his players before starting the board. If the coach designates the QB as the runner at the beginning of the play, the defense can not adjust until after the QB has run at least 10 yards.

If the QB is rolling out and he crosses the line of scrimmage, the board must be stopped and the defensive coach takes control of the switch. At this time the defensive coach can angle unengaged players towards the QB. The game board is turned on and the play resumes as a running play. If the quarterback advances more than five yards beyond the line of scrimmage without the offensive coach turning off the switch, he is down at a three-yard point (i.e. he is only allowed a three-yard gain). If a quarterback **rolling out or stationary** falls down, he is down at that point and forward progress is marked at forward part of the base. You can use a scramble if one is available to pick him up and continue the play otherwise he is down on the spot.

Complete/Incomplete/Intercepted

A TTQB pass is complete when the ball is thrown to and hits an eligible receiver that was verbally identified without hitting the game board. Referee rulings are FINAL! Both coaches must remain silent until the referee makes his call.

A TTQB pass is incomplete when it hits the board prior to hitting a receiver. In the event the pass hits any ineligible offensive lineman first, the pass is incomplete and the down advances.

A TTQB pass is intercepted whenever it hits any defensive player (other than engaged defensive linemen) first while in the air.

In the event the ball is intercepted, the intercepting player (if unengaged) is adjusted to run the ball from the point the interception occurred. The intercepted team will then adjust all unengaged players towards the ball carrier. If the intercepting player has fallen, he is down at that spot.

A receiver, who is eligible, may catch a ball if he is engaged with a defender or has fallen down and remains in bounds; however, he will be down at that spot and further forward progress will not be allowed.

From the time the switch is turned off during a pass play from scrimmage, the offense has 20 seconds to complete the pass. The passing coach must verbally announce the jersey number of his intended receiver in order for the pass to be considered complete should it be successfully thrown. The opposing coach will operate the 20-second clock. If a pass cannot be attempted or thrown, the offensive coach declares incomplete and game clock continues to run unless the game is in the final one/two minutes of the first and second half.

For a TTQB pass, if the ball is not thrown to the intended receiver by the time the 20 seconds has elapsed, the QB is sacked at the point of the intended throw. During this sequence, there will be no stoppage of the 20-second clock to find the football.

3.10 PUNT (also see 8.3)

A punt is a simulated kick. The dice box will be shaken and the two six sided dice will determine the distance the ball is kicked from the line of scrimmage. The kicking team can use the combination of the two dice to determine distance. **If double 1 comes up and 1 or D shows on the single die, it is a blocked punt and the receiving team takes possession at the line of scrimmage. If double 1 and 2 or O shows on single die it is an 11 (eleven) yard punt.** Once the ball is kicked, the receiving team will take offensive possession of the ball at that point. No return or run back will be conducted.

3.11 RUNNER AND RUNNING PLAY

Only two players can plunge into the line on any given play unless there are 2 yards or less for a first down or touchdown, then three may plunge but only if the quarterback is the designated runner. The QB can run the ball with RB pushing behind him (RB must start 4yds behind the QB), the other back must be turned out. Two backs can run in the same direction at any time as long as the third back is turned away from the play. Wildcat is legal with two backs going in same direction.

The runner is the offensive player who is in possession of a live ball (i.e., designated as the ball carrier by stating his number).

In order for a running back to carry the ball, the front of the designated runner's base must be behind the back of the quarterback's base or beside the quarterback **in shotgun formation (5 yds or more behind center)**

Only two running backs are allowed in the backfield, and must be positioned between the tackles. If a runner falls down he is considered down at that point and forward progress is marked at the forward part of the base. The quarterback can run the ball provided the front of his base is two yards (or more) behind the back of the center's base.

If the runner is other than the quarterback, the quarterback must be turned away from the line of scrimmage (either backwards or toward either sideline).

The quarterback cannot plunge directly into the line unless he is the runner.

The moving of the quarterback not designated the runner does not constitute an audible.

3.12 SAFETY (2 points)

A safety occurs when a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone or if the ball carrier falls over in his end zone.

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

After a safety, the team surrendering the safety will free kick from their 20-yard line. The receiver will be placed 60 yards from the spot of the kick. The game progresses in the same fashion as a normal kick off.

3.13 AUDIBLE

An audible can be conducted after the defensive coach has completed placing his players. The offensive coach is allowed to reposition the QB and/or one or both of the running backs. The QB and running backs can be relocated anywhere between the tackles within a 5-second timeframe (referee counts).

The quarterback must remain in line with the center, but can be angled if he is not the runner (see 3.11).

If the QB is announced as the ball carrier, his base must be a minimum of 2 yards behind the back of the center's base. If the QB location or position changes it is considered an audible.

3.14 TACKLING

Any part of a ball carrier's base that comes in contact with any part of an opposing team's base (base to base contact) is considered a tackle

3.15 TIME OUTS

Each coach is allotted three time outs per each half of play. A coach can use up to 35 seconds for a time out.

3.16 TOUCHDOWN (6 points)

A touchdown occurs anytime the offensive ball carrier's base crosses the goal line. The ball carrier can go into the end zone while traveling in any direction i.e. pushed in backwards by his teammates

4 – FUMBLES, INJURIES, & PENALTIES

4.1 THE BOX

Only the defensive team can shake the box.

The box is only allowed to be shaken once on each play regardless of change of possession on fumble recoveries and interceptions.

The box must be shaken before, during (not when the offensive team is passing), or immediately after the play has ended (2 second grace period), but not after the offense has begun to pick up his players. The box will be divided into 3 compartments containing 2 six-sided dice in the center compartment, 1 six sided dice in a side compartment and 2 different colored 12 sided dice in the other side compartment of the box.

Once separation of offense and defense begins, the box cannot be shaken for a previous play.

The box may be shaken immediately after or during every play for the following events:

After a running back goes 10 yards from the line of scrimmage, before a pass attempt, after a catch, before or after a score and after any tackle.

Before the snap on any extra point or field goal attempt once the kicking team is set.

If the box is shaken after any score, only penalties and injuries will apply, fumbles will not be considered after a score.

If there are under 35 seconds remaining in the game the defense is not allowed a shake of the box at all regardless of any time outs still remaining.

4.2 FUMBLES

After every play from scrimmage, a defensive coach may elect to "shake the box" containing the dice. If the center six sided dice land on double 1's, it is a fumble. If the single six sided die in the side compartment lands on an even number, the defense recovers. If the single six sided die lands on an odd number, the offense recovers. (See Coach's Challenge)

During all kicks and punts, the kicking team is the offense for the duration of the play. The receiving team is the defense for the duration of the play. The dice can only be rolled on kickoffs after the runner has advanced the ball.

In the event of a turnover from "the box", the ball is considered down at the spot of the original ball carrier. Mark the spot of the ball from the forward most part of the original ball carriers base.

Prior to the pass being attempted and after completion of the pass, if double ones are rolled, it is a fumble (read the box for results). Play resumes on next down or with change of possession.

If a pass is attempted and incomplete, and double ones are rolled, it is not a fumble. The game continues on the next down.

4.2.1 FUMBLE RULE

Applies when the ball carrier and one or more defenders collide:

- If the ball carrier falls down there is a fumble on the play. The box is shaken (single die, odd: offense, even: defense) to determine who recovers the ball. The ball is dead at the forward point of the ball carrier's base.
- If one or more defenders fall down, it is a broken tackle and the ball carrier continues to carry the ball until tackled, turns around, or runs out of bound. The fallen players cannot be picked up.
- If there is any base-to-base contact between the fallen players and the ball carrier when the board is stopped, the ball is down at that spot.
- If the ball carrier and one or more defenders fall down, the ball is down at the forward point of the ball carrier's base. Offense retains possession of the ball.
- If QB is knocked down by a defensive player, it is considered a fumble and the box must be shaken to determine who recovers the fumble. If the defensive player falls over when contact is made with the non-magnetic stationary QB, it will be considered a broken tackle and the play will continue from that point whether it was a run play or pass play. Pass plays will be allowed to continue, but the board can not be re-started until after the pass is thrown.

4.3 COACH'S CHALLENGE

Each team is allowed one challenge per half.

Team must have a time out available in order to challenge.

If the box causes a fumble or penalty, the affected coach can challenge (using available time out). A roll of "odd" on single six-sided die will reverse the call, an "even" roll keeps play as called.

4.4 INJURIES

If the two center six sided dice turn up double 3 or 4 an injury, not to exceed the length of the game occurs. If the single six sided dice in the side compartment is **odd** the injury applies to the offense, if **even** the injury occurred on the defense, using the 12-sided dice identify the player as listed. All players who are injured will be surrendered to the referee immediately.

DOUBLE 3 dice roll = identified player out for the remainder of that play series.

DOUBLE 4 dice roll = identified player out for the remainder of the quarter.

The coach who loses the player due to injury will not be allowed to touch the player again until the prescribed time as passed.

Use of injuries during the game is decided on a coach vs coach basis. If both agree to ignore injuries before the start of the game then any injuries as a result of a box shake are ignored.

If one coach wants to use injuries and the other does not and you both can not come to an agreement, you have to use injuries as they are written into the rules.

THE DECISION TO USE OR NOT USE INJURIES MUST BE MADE BEFORE KICK-OFF!

4.5 PENALTIES

Penalties occur when one team performs an illegal act during the course of play. After every play from scrimmage, the defensive coach can shake the box. If double 5s or double 6s turn up on the 2 six sided dice in the center section, a penalty has occurred.

All defensive fouls shall be assessed from the spot of the ball, if the line of scrimmage is crossed. If the ball does not cross the line of scrimmage, the penalty shall be assessed from the previous spot.

The team not committing the infraction may have the option of declining any penalty. If the penalty is accepted, yardage will be assessed, but there will be no loss of down, unless there is a personal foul or as otherwise stated above.

***12 men on the field**

If there is a stray player on the field for either team no where near the line of scrimmage, he can be removed from the field (no penalty), as we say... "just pick him up".

If the offense or defense has more than 11 men lined up for a set play, there will be a 5 yard penalty flagged against the offending team.

***Offsides**

If a player is more than 3 yards offsides (infraction of the neutral zone), the offending team will be flagged 5 yards.

Exception - If the opposing coach or referee notices that a player is barley offsides or doesn't have enough men on the LOS, he will be instructed to..."just move him up or back".

5 – GAME TIMING

5.1 LENGTH OF GAME (Game Clock)

All game clocks used must be of the audible talking type, this applies to the official game clock, the set up clock, the passing clock and any additional clocks used.

The length of the game is 60 minutes, divided into four quarters of 15 minutes each, with intervals of 5 minutes between the first and second quarters (first half) and between the third and fourth quarters (second half). The games are played with a running clock with allowed stoppage for change of possession, injuries, penalties and fumbles.

In the final one minute of the second quarter and the final two minutes of the fourth quarter, the clock is stopped for incomplete passes, player redirection, pass attempts, scrambles, out-of-bounds, while defense shakes the box and kicks.

Between the first and second half, there shall be a 5-minute intermission. During intermission, play is suspended and the coaches may leave the field.

If the score is tied at the end of regulation teams will play NFL overtime rules or official college overtime rules in the event college teams are being played.

5.2 SET-UP TIME

Clocks

Clocks stop on change of possession

The 35 second clock must be started after separation on every play (not fair to the coaches when the game clock runs when there is a delay on starting the 35 second clock.

If adjustments take too long (QB scramble, after a completed pass, or long run etc...) coach must be given a 10 second countdown. If he takes longer, then the game clock must be stopped.

If coaches continuously take more than 10 seconds to adjust, the board can be turned on at the refs discretion (in critical situations, just stop the clock).

In between every change of possession and score both sides will be given 35 seconds to swap their players out, once that time period expires there will be a standard play clock for set up, 35 seconds for offense and 45 seconds for defense, then play commences.

In between every play from scrimmage, the offense will have 35 seconds to set their men, and the defense shall have 45 seconds.

Once 35/45-second clock has expired for the offense or defense, coaches may not continue to touch and set up their men. If they do not have enough men on the field, the coach may elect to take a time out. If a team has too many men on the field, the referee shall assess a penalty of 5 yards and replay the down. Once the player with the ball has been identified, no timeout can be called.

The 35/45- second clocks will begin once the teams are separated. Once separated, the 35/45 clocks will begin counting down and the box cannot be shaken for the previous play. The center (kicker if kickoff) must be the first player set.

5.3 PASSING DURING FINAL ONE /TWO MINUTES OF EACH HALF

All incomplete pass attempts in the final one/two minutes of each half and overtime requires an eight (8) second run off of the game clock.

If the pass is complete, no additional time is run off the clock.

6 – PLAYERS, SUBSTITUTES, AND EQUIPMENT

6.1 PLAYERS

The game is to be played by two teams of 11 players each. If a snap or free kick is made while a team has fewer than 11 players on the field the ball is in play and there is no penalty

More than 11 players on the field, ball is in play and there is a five yard penalty, replay the down.

All players are allowed for game play from the following recognized manufacturers: Tudor, Miggle, ITZ, FootballFigures.com, SIW, EKickoff, Buzzball, and Wellington Innovations, custom poses created from any of the listed figures as well as figures created by individuals. The figures listed above can be manipulated to create custom poses providing they are not disproportionate to the figure.

All questionable figures will have their eligibility decided by the Commissioner/BOD, said questionable figures will not be eligible for game play until the ruling is rendered.

Stationary referees are allowed for marking drop back distance for a QB. In the event that a QB runs into a referee, the board is turned off and passed from that point provided the QB is not sacked. The referees may be used to spot players when adjustments must be made during game play.

The maximum height allowed to the tallest point of a figure, measuring on the base from field level to the tallest point can be no more than 1 13/16".

The maximum allowable width of a figure's arms can be no more than 1 1/16" across from tip to tip.

6.1 PLAYERS - continued

Any figure that an opposing coach finds questionable can be brought to the Commissioner/BOD's attention for examination and review. The Commissioner/BOD will determine the legality of said figure. The fact that the figure may have been used in previous games where no coach objected will not weigh in on the decision once it has been called to the Commissioner/BOD's attention.

The TTQB/TDQ can be no taller than 2 ½" including base. The TDQ figure by G-Force is allowed for game play. A minimal amount of tape is allowed on the front of the TTQB/TDQ base to prevent slippage. The tape can be applied top to bottom or left to right on the front of the base, the exception being the first run Miggle Proline boat/bullet base, on these bases the tape can only be applied in a left to right fashion since these are slightly longer than other bases.

The TTQB/TDQ is not allowed to be mounted on any of the following bases: Coleco, Gorilla or Munro types. **No springs or other apparatus can be used on the TTC QB / Kicker.**

Players must be affixed with numerals to distinguish them.

The players can come in any action pose, providing he has all of the following intact: two arms, two legs, one head, one torso and at least one foot attached the base (no players floating on wires, etc...)

6.1.1 STATIONARY QB

Stationary quarterbacks must be a standard legal figure on a base (not a TTQB/TDQ). No magnets or any other material that causes the base to adhere to the surface are allowed. If a field consistently knocks the stationary QB and multiple other figures over when turned on it is subject to review by the Commissioner/BOD member and only then may they approve a magnet under the stationary QB to allow completion of the game on the field in question.

6.2 BASES

Boiled bases and or chemically treated bases are allowed for play.

All bases are allowed, examples: Tudor Games, Miggle Toys, Coleco, SIW, FootballFigures.com, ITZ, & Munroe. Bases may be altered from their original form only where the prongs are concerned, length, width and height cannot be altered and the original shape of the base must be intact.

Bases must remain on the player during the game and cannot be changed unless it is the QB for stationary base changes.

No magnets may be affixed to a base except the place holder figure and in certain instances the stationary QB figure (see rule 6.1.1)

6.3 INSPECTION

Prior to start of the tourney or game day, both coaches are subject to have their teams inspected and weighed by the referee. The referee or opposing coach will ensure that all players do not exceed 4.0 grams in weight and that they do not exceed set height and width requirements. A scale will be used to weigh each figure.

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

6.4 FORMATIONS

There will be seven members of the offensive team set on the line of scrimmage, the outer two being eligible receivers.

No WR/RB/TE can line up more than 5 yards off the line of scrimmage if he is outside of the tackles.

The center will be on the line of scrimmage with the guards, tackles, and tight ends one yard behind the center. The arms of the center and guards can be overlapped and their bases may touch with no visible space required. The tackles must be on the same plane as the guards.

There must be a visible space between the base of the guard and the tackle on either side of them. No more pencil lead reference for spacing, **THE SPACE MUST BE OBVIOUSLY VISIBLE NO MATTER HOW SMALL IT IS.** The LAEFL does not require mandatory line splits, so no one can dictate the size of the gap but there must be a visible gap between these players.

The same spacing rule applies to the gap between the tackle and any tight end as well.

Linemen can be spaced up to a maximum of one **ITZ base LENGTH** apart and can be angled if desired.

Running backs and the quarterback can be no farther than 15 yards from the line of scrimmage. This distance is measured from the line of scrimmage to the front of the player's base.

6.4.1 STACKING NOT ALLOWED

OFFENSE – Running backs must be positioned behind the quarterback (front of running back's base must be behind the back of quarterback's base), a minimum of 4 yards behind the offensive linemen. If the quarterback is in a shotgun formation (at least 5 yards behind the back of the center), the running backs can be even with the quarterback. The coach can designate either the RB or QB the ball carrier.

DEFENSE - Stacking of defensive players (placing one player directly behind another) is not allowed. If there is a defensive player on the line of scrimmage any player behind him must be separated by a minimum of 4 yards between the players. The only time a player can be closer than 4 yards is when there is no player fully or partially in front of him.

Exceptions:

Defense is allowed to stack anywhere on the field in 2 yard or less situations

Defense is allowed to stack a player directly behind the nose tackle only, anytime during the game.

6.4.2 AUDIBLE

Audible occurs after the offense/defense are set. At that point, the quarterback must remain behind the center but can be placed in the shotgun mode or move up under center. Both the fullback and tailback can be repositioned in any direction provided they remain within the boundary of the interior line, not to go beyond the tackles. The quarterback must remain at some point behind the center prior to the start of the play. A quarterback can be replaced with another quarterback that has a different base prior to and after an audible. The replacement figure must go in the exact same location and direction as the figure that is removed or it is considered an audible.

After the offensive audible, the defensive team can shift one player to any position on the defensive side of the line of scrimmage.

6.4.3 MOTION

All eligible receivers are able to be put in motion for a total of two moves

- offense motions one WR or RB the defense gets one motion
 - * offense motions two figures (combination of WR or RB) the defense gets two motions
 - * the defense never gets more than two motions
 - * the offense can move both RBs (one on the audible and one on a motion) , the defense then gets two motions, but the offense cannot move the QB after that
 - * if there is no motion by the offense, he may choose to just audible, then the defense will get one
- audible as well

6.4.3 MOTION - continued

- * all offensive motions and audibles will occur during the same designated ten second time frame * after the defense has initially set up using their 45 second clock
- * after all audibles/motions and before the snap of the ball the offense must still be in a legal seven man formation or it is an automatic penalty
 - * coaches will be given one verbal warning regarding illegal motion and after that you will be handed a 5 yd penalty.

6.5 CONTROL OF THE BOARD

The offensive coach will have control of the switch if he calls a pass. If a run is called, the defensive coach operates the switch. Wherever players stop after the switch is turned off is where the play is blown dead. An offensive coach can say, "stop" if a runner turns toward his own goal. Forward progress is given to the point where stop was said.

6.6 COACHES

There can only be one coach per team, dual coaches are only allowed in designated games. Bystanders or referees cannot interfere with a game being played by offering suggestions, tips, strategy or advice to either coach. In the event they do, the down will be replayed.

7 – Play from Scrimmage

7.1 Position of the Players at the Snap

There is no foul if a coach drops a player on the board causing the players to move offside. The clock stops and coaches will readjust their men into their original position. After adjustment the clock starts. If an offensive coach substitutes a player with another who is not designated as a position that would make that player an eligible receiver and does not notify the coach of such eligibility, it will be considered an illegal substitution and a 5 yard penalty and down remains the same.

The offensive and defensive team will have 35 and 45 seconds respectively to set up their formations from the time the teams are separated. The center must be the first player set after players are separated from the previous play.

After the 45-second clock has expired (or both teams finish setting up), and declare they are set, and there is no audible by the offense, the offensive coach will declare the number of the individual who will carry the ball. If an audible is not called, the defense cannot make any further adjustments, unless time out is called. Once the player to have the ball has been identified, no timeout can be called.

7.1.1 Hurry-up offense

In the event the offense chooses to run a hurry-up offense any time during the course of the game and announces, "HUT", the defense will have 10 seconds to finish setting their team. The defense may call timeout during their 10 second set up period. After both are set, neither team can call timeout. The offense is not allowed an audible or replacement of the quarterback after announcing "HUT".

7.2 PLAY FROM SCRIMMAGE

Once a ball carrier advances 10 yards beyond the line of scrimmage and remains untouched by the defense, the defense may stop the board only once and adjust all unengaged players on the ball carrier. Once a pass is completed, the defense may redirect all of their unengaged players towards the ball carrier prior to restarting the board.

The offensive coach will only operate the switch in the event of a pass or scramble. The defensive coach will operate the switch for all run plays, and the referee will operate the switch as required for all kicking plays.

A pitch may be accomplished by using the TTQB. If complete, the defense may adjust all unengaged players. If incomplete and the receiver is not forward of the QB, it is a fumble. The offense and defense may redirect all unengaged players on the spot of the ball or wherever it finally lands. The first player's base to touch the ball will recover the fumble. The referee will control the switch for a fumble.

Adjusting unengaged players – When a player is adjusted after a run, completion, or on a kick off, he is only allowed to pivot or rotate about the center point of his base. In the event that he is “trapped” by other players impeding his movement, he can be lifted up to face the opposite direction. If he is out of bounds, the back of his base can be placed on the in-bounds line. Magnetic referee figures can be used to mark the spot of the player if it is trapped so to assure when figure is rotated and put back down it is in the same spot.

7.3 ELIGIBLE RECEIVERS

Eligible receivers are numbered 1 - 49 and 80 – 89. Those who are numbered 50 - 79 and 90 – 99 are considered ineligible receivers, but may become eligible by notifying the referee and opposing coach and then lining the player up in an eligible position. Eligible positions are RB, WR, and TE. Number 00 may be either depending upon his position.

7.4 SACKS

The quarterback may drop back no farther than fifteen yards behind the line of scrimmage. If his base completely exceeds the 15-yard distance from the line of scrimmage, it is considered a coverage sack and the quarterback may not throw a pass. He is considered down at that point.

A sack is considered when any part of a defensive player's base touches any part of the quarterback's base, behind the line of scrimmage

7.5 PASS DEFLECTIONS

If a pass first hits any defensive player whose base is in any way out of bounds, the pass is a deflection.

If a pass is short of both the receiver and defender, this is considered a pass deflected and incomplete.

If a pass hits any ineligible offensive lineman first, the pass is incomplete and the down advances.

If the pass hits an offensive intended receiver first and then hits or lands on any other player, the pass is considered caught by the intended receiver.

7.5.1 BATTED DOWN PASS - Any player engaged with an offensive lineman can not intercept a pass, the pass will be considered a batted down ball.

If the pass hits a defensive player first (other than an engaged defensive lineman), and then hits or lands on any other player, the pass is intercepted by the first player hit.

If the pass hits an engaged defensive lineman at the line of scrimmage, it is a deflected pass or batted down. It is not an interception.

If the pass hits an eligible receiver, but not the intended receiver, the ball is complete, but down at the spot of the receiver who caught the ball.

7.6 INTERCEPTIONS

If an errant TTQB pass hits a defensive player first, without hitting the ground, this is considered an intercepted pass. All engaged players, (except defensive linemen or any player engaged with an offensive lineman) are eligible to intercept a pass.

After an interception, the defense may then redirect the figure that intercepted the ball. The team intercepted has 10 seconds to redirect any unengaged players on the defensive player who intercepted the ball. After the offense has set their players, the coach that threw the interception will then run the switch. The box can only be shaken once on an interception. If the defensive team does not shake the box before the interception is thrown, then the box can be shaken by the team that threw the interception. Although the offense becomes the defense and vice-versa, the offense will remain the offense, & the defense will remain the defense as far as the box is concerned, example; the offense throws an INT, the defender is running with the ball and a fumble is shaken and recovered by the offense...the offense (team that threw the interception) would get the ball back.

7.7 QUARTERBACK SCRAMBLE

Each coach is allowed one quarterback scramble per possession/drive, they will not carry over, use them or lose them. It can occur only during a pass play when the offensive coach is in control of the switch. The play develops as a pass play, and when the board is stopped, the twenty-second clock is started. If the offensive coach announces scramble, the twenty-second clock stops. At this time the defensive coach adjusts all unengaged defensive players. The offensive coach can now re-adjust the quarterback in any direction he desires. He may also replace the QB with a player of identical number but with a different base. The board is turned on and develops as a normal pass play. If the board is stopped again to pass, the twenty-second clock is turned back on and the passer only has the remaining amount of time to complete the pass. If time expires before the ball is thrown, he is considered sacked at that point. If the QB crosses the line of scrimmage, the board is turned off and the defensive coach takes control of the switch. If the QB advances 10-yards beyond the line of scrimmage, the defensive coach can stop the board and adjust all unengaged players towards the ball carrier.

In order to avoid the pass rush, a stationary QB or roll out QB is able to be adjusted to continue to run, or look for an open receiver to throw the ball to. The defense is allowed to adjust first, then the QB is adjusted, the board is re-started after the offense decides to run or pass. If the offense decides to run the QB, the switch is handed over to the defense, if the offense decides to continue with a pass, the offense retains possession of the switch. When the board is stopped, the pass clock runs, and the QB must throw the ball before the pass clock expires. If the QB throws a complete pass, the defense can adjust all unengaged players (angle players to make tackle).

7.7A SCRAMBLE AND TRICK PLAY CALLING

Once a scramble or trick play (halfback option/flea flicker) is verbally called by the offense he is required to follow through with the play and that use of said play is crossed out for the coach and considered used. There is no option for an offensive coach to call a scramble or trick play and then brush it off after deciding not to use it. Once the play is called it is considered committed to and must be used.

7.7B HALFBACK OPTION/FLEA FLICKER TRICK PLAYS

This play(s) can only be used one per each half and you must have a scramble available to use it, as this play will burn up a scramble when called.

You must verbally announce the play right before the snap, as this gives the offense the ability to control the board switch.

No wide receiver options are allowed, only halfback options.

If your designated halfback decides to pass the ball a separate TTQB (or league approved throwing apparatus) bearing the same jersey number of the designated back must be used. You can not execute a halfback pass using your main TTQB.

7.8 FOURTH DOWN SITUATIONS

The offense must punt on fourth down unless they are on or across the 50-yard line or need 4-yards or less for a first down.

In the fourth quarter, if losing or in overtime the offense may go for the first down anywhere on the field regardless of distance needed for a first down.

In the second or fourth quarter or in overtime, whether winning or losing, the offense may elect to run 35 seconds off of the game clock (simulating set up time) in order to run the remaining time out, provided that the defense has no timeouts and that the game clock has not stopped during game play i.e., ball out of bounds or incomplete pass.

8 – SPECIAL TEAMS

Special Teams can consist of mixed jersey colors, both light and dark jerseys are acceptable on special teams.

8.1 KICKOFFS

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

The kicking team must align all 11 defenders on the line of scrimmage. The receiving team may only have 5 players on the line of scrimmage. The receiving team's second wave of blockers can be lined up no closer than 10 yards behind their first line of blockers. The receiving team must tell the kicking team which player will be used to return the kickoff.

The kicking team then shakes the box to determine the distance and hang time:

01 – 05 = out of bounds, possession begins on receiving team 40 yard line

06 – 23 = end zone with 3 seconds down

24 – 41 = 5 yard line with 3 seconds down

42 – 59 = 10 yard line with 2 seconds down

60 – 00 = touchback

EX: 00 and 0 equals 100, 00 and 6 equals 6

After determining the yard line that the kick will be returned from, the kicking team decides the spot that the ball will be returned from by placing a stationary figure on or between the hash marks. During the kickoff, the kick returner must remain stationary until time allowed for hang time is complete. The kicking team can say middle of the field or the right or left number for the spot of the kick returner.

Should a player from the kicking team hit the intended KR the ball is spotted at the spot of the contact, if the contact is in the end zone the ball is at the 20 yard line.

8.1 KICKOFFS - continued

Because magnets are not allowed, if the players moved while the board is running and the KR is hit the ball is moved back to the original place of the kickoff return.

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

The board may be stopped for a shake of the box after the ball carrier passes the 20 yard line.

The game clock will not start until the receiver begins to run during the kickoff

8.2 ON-SIDE KICKS

An on-side kick may be attempted in the 3rd or 4th quarter providing the kicking team is behind in the score. The kicking team must inform the receiving team of the on-side kick attempt prior to the placement of figures on the board. If desired, the receiving team may have all 11 players 15-yards from the spot of the kick. A TTQB/TDQ must be used to kick the ball.

If the ball goes at least 10 yards **but does not exceed 25 yards** from the spot of the kick and remains in-bounds, the attempt is good. If the ball hits a return team member and bounces back toward the kicking team, the ball is in play. If the ball goes **farther than 25 yards** from the spot of the kick, the closest receiver to the ball will run the ball and the on-side kick attempt has failed. **If the ball is kicked out of bounds, the attempt has failed and receiving teams gets ball on kicking team's 40 yd line. If the kick fails to go 10 yds the attempt has failed and the kicking team gets one more attempt after penalty of 5 yards. If the second attempt fails, the receiving team gets the ball at the 35-yard line.**

Once the kick is determined to be a successful on-side kick, there will be no adjustment of any players by either side. The switch will be turned on and the first player to touch the spot of the ball with their base will recover the on-side kick. In the event that no player touches the ball after **3 seconds**, all unengaged players may be directed on the ball and another **3 seconds** is allowed for recovery. Once a ball carrier touches the ball, he is now the ball carrier. The team who did not recover the kick may redirect any unengaged players on the ball carrier. The team who recovered the kick may aim the ball carrier. If no one recovers the ball it goes to the receiving team at the spot when the board is turned off.

8.3 PUNTING

Punts can be attempted on any down but are typically saved for fourth down. Punting must take place on 4th down providing the offense has not crossed the 50-yard line and the offense chooses not to go for a first down (see 7.8). The offensive coach shaking "the box" simulates the punt, and using the total of the two six sided dice in the center compartment (if a 3 and a 6 are rolled it is a 63 yd punt, or a 36 yd punt). The defensive coach takes possession at the point of the punted distance and no return is conducted. **If double 1 comes up and 1 or D shows on the single die, it is a blocked punt and the receiving team takes possession at the line of scrimmage. If double 1 and 2 or O shows on single die it is an 11 (eleven) yard punt.** . If the ball is punted into the end zone, it is a touch back, and the receiving team will take possession at the twenty-yard line. In the event that a time out or stoppage of play stops the clock before the punt, 4 seconds will be run off the clock.

8.4 FIELD GOALS

Kicking the ball from the field of play through the plane of the opponent's goal by a place kick from behind the line of scrimmage makes a field goal. **All field goals will be kicked while the board is off. After allowing a one second run time for the defense to attempt a sack or block.**

The maximum amount a field goal may be attempted in the LAEFL is 64 yards (kicking team lines up on opponent's 46 yard line) from the spot of the kicker.

There must be a maximum of 8 yards between the line of scrimmage and the front of the base of the QB/place holder/kicker and the figure must line up directly behind the center. The QB/place holder/kicker figure may be magnetized to remain stationary.

If the QB/place holder/kicker's base goes completely beyond 64 yards during the time the board is turned on for the rush he is considered sacked and opposing teams takes possession at that spot on the field.

Field goals are treated like any other play from the line of scrimmage. The offense is allowed no more than eleven men on the field, nine of which must be on the line of scrimmage and two of which must be in the backfield. This will be two stationary figures, one that represents the place holder and one the represents the kicker in the backfield. If a run or pass play is decided upon, the stationary figure that is the place holder is the QB, if it is a kick the stationary figure represents the place holder during the one second rush with the second stationary figure representing the kicker. **If the stationary figure falls down and the kicking team has no scramble available he is considered sacked and the field goal has failed.**

If the opposing team makes contact with any figure in the back field during the one second rush time frame, the kick is considered blocked and the opposing team takes possession at the spot of the kick (where kicker is placed on board).

If there is no contact with the placeholder during the one second rush, the stationary figure now representing the kicker is removed and replaced by the offensive kicking apparatus and the field goal attempt is executed by the offensive coach. **The offensive coach will have 5 seconds to execute his kick.**

In the event the field goal is missed on 4th down. The opposing team will take possession at the spot of the kick (where kicker is placed on board).

If the box is shaken prior to the kick attempt all penalties, fumbles and injuries apply. If the box is shaken after a kick attempt, fumbles do not apply. In the event that a time out or stoppage of play stops the clock before the field goal, 4 seconds will be run off the clock.

8.5 FAKE FIELD GOAL

Since the defense is under no rule to let the offensive player release freely from the line of scrimmage, a fake field goal is permitted.

You must declare that it is a fake before the ball is snapped. After both teams are set the offensive coach calls "fake", after the one second rush time, the offense has to decide if it is going to be a pass play or a run play.

If it is a run play, the QB must run the ball, as he is the figure taking the snap on FG plays and the defense will take the switch. The QB may then be replaced by another QB figure in the same location, the QB figure is the only one that can be replaced and the replacement must have the same jersey number. The board is then turned on, if the QB runs for 10 yards from his original spot at the time of the snap, the board can be stopped by the defense and all unengaged players can be turned towards the ball carrier. The ball carrier will then run until he is tackled, goes out of bounds or crosses the plane into the end zone.

8.5 FAKE FIELD GOALS - continued

Should the offense decide to let the kicker run the ball on a fake FG it will actually have to be the kicking apparatus that is on the field (TTQB or similar device) or it be replaced with a kicking apparatus on a mobile base wearing the same jersey number as the original kicker. There will be no other option to replace the running kicker with any figure other than a kicking apparatus on a mobile base.

If it is a pass play the offense will keep the switch.

The only eligible receivers are the two tight ends, the right side tight end and the left side tight end as lined up beside the right and left tackles respectively as well as two additional receivers on the line of scrimmage for a total of four eligible pass receivers. Tight ends must be on the line of scrimmage and must be verbally identified to the defense as eligible receivers before the play begins. The offense runs the switch during the one second rush time in which to get an eligible receiver open, after that the offense has the usual twenty second pass clock running in which to successfully verbally identify his intended eligible receiver and to actually attempt the pass. If the pass is successful it is then handled as any pass play attempt as far as rules are concerned.

8.6 EXTRA POINT (1 point and 2 point)

1-Point - The ball is kicked from the 20-yd line and coaches are not required to place their squads on the field. The kicker must be allowed a clear path between him and the goal post. The kick must be attempted within 20 seconds of the touchdown.

2-Point - The ball is placed at the 2-yard line and played with the same rules as typical run or pass attempts.

If the box is shaken prior to a score on a conversion attempt, all penalties, fumbles and injuries apply. If the box is shaken after a score fumbles do not apply.

9.0 TAKE A KNEE

At the end of the fourth quarter with 0:59 seconds or less on the game clock the offense can take a knee to run the clock out. If the defense has no more time outs left, he is not allowed a shake of the box at this point. If there are under 35 seconds remaining in the game the defense is not allowed a shake of the box at all regardless of any time outs still remaining.

10.0 PLAYOFF SEEDINGS

Once the playoff seeds have been announced any changes prior to the beginning of round one will be automatically placed as the last seed (example: using a 12 seed field- if seeds 5 and 10 drop out the next available seeded team(s) will be added as seed 11 and 12) and all of the original seeds move up. If there are drop outs after round one or further into the playoffs there will be a play-in consisting of previously eliminated teams. These teams will each get one play or a series of plays (to be determined by the Commissioner as time permits) and the winner announced by total yardage gained. The winning team will now be back in the action filling the bracket vacancy. Commissioner/BOD has the right to implement other methods to handle changes. There will not be any teams advancing by default due to an opponent dropping. The opponent will be determined by the play-in as described above.

Conduct, attendance, communication, dedication, board registration and use, etc... will factor into decisions made regarding playoff seeding, ability to play future games and or the capacity of league participation the following season.

11.0 MAKE-UP GAMES

Make-up games will be scheduled and played prior to the end of the month they were missed and before any playoff rounds if in the final month of regular season play. Make-up games are reserved only for **serious family/personal emergencies**, not work schedules and they are expected to be kept to an absolute minimum. All coaches are expected to support their league and fellow coaches by showing up on game day!

11.1 BOARD OF GOVERNORS

The LAEFL is run by a Commissioner and uses board members to resolve disputes, discuss rules for submission and approval by league members, determine disciplinary actions up to and including suspensions or ban from league. Commissioner/BOD will assign duties to volunteers as needed.

11.2 VOTING RIGHTS

When necessary to involve league members in voting on league matters; only existing active coaches, with dues in good standing are eligible to vote. Current season coaches or previous season coaches meeting this criteria are the only members allowed to vote. First year coaches, prospects and those returning after having missed the previous season are not allowed to vote on league matters.

12.0 DUES

Dues are payable at Jamboree. All coach's dues not paid by or at Jamboree, will be ineligible to play for that season. Coaches who have outstanding dues from the previous season must pay their back dues and current dues to participate in the upcoming season. Those coaches with back pay issues will also be on probation for that season. Dues are non-refundable, in the event that a coach is suspended or banned from play he forfeits all dues paid to the league.

13.0 TEAM OWNERSHIP RIGHTS

Coaches own the rights to the first franchise they paid dues on and competed with. Any other franchise paid for and used in league play beyond the first franchise is considered "on loan", if this second franchise is available you may give up the rights to your original franchise to acquire another. Coaches can never own two franchises at the same time.

Failure to pay dues on your franchise for two consecutive seasons or more will result in loss of franchise ownership and said franchise will become available for other coaches to acquire.

14.0 MERCY/TAP OUT RULE

Once a coach is trailing by 30 or more points he can request the game finish with a "running clock" or opt to tap out with the game ending and the official score posted at that point. There will be no penalty, asterisk or other footnotes in the stats indicating an option was taken. The game is scored and stats taken same as any full length game. This is a good time for the winning coach to offer some tips, pointers and coaching advice. It's about fellowship and fun, not humiliation for the purpose of stats.

15.0 RULE CHANGES

Changes to the rules will not be made during the season. Any major changes within the current rule set must be introduced at the year-end meeting that takes place after "The SHOW".