

2023

**DOGFISH HEAD
ELECTRIC FOOTBALL
TOURNAMENT
RULES**



COACH'S PACKET

PREFACE

The Official Rules of TOEPRO Electric Football contains all current rules governing the playing of Electric Football with same methodology used by the National Football League. Any intra-league dispute or call for interpretation in connection with this manual will be decided by the Commissioner, TOEPRO Football, Tournament Director or designee, whose ruling will be final.

FROM THE TOURNAMENT DIRECTOR

Coaches, I created this tournament manual to ensure smooth operation of the tournament. Electric Football coaches and hobbyists will have the opportunity to experience Electric Football with the TOEPRO rule set, modeled on National Football League (NFL) rules. This manual explains the formatting, rules, timekeeping measures, and scaled distances of the NFL.

You are here to play Electric Football with friends old and new and enjoy the experience. We condensed the games and structured the tournament to allow you to play every coach in your division, some in your conference, and again in the Championship Game. The games are fast and play moves along. Time permitting, we can offer breaks to regroup your players and your strategy.

PLEASE NOTE: We must maintain **VERY STRICT START TIMES** to ensure all games are completed. Possessions, plays per quarter and a play clock will keep games moving but should there require an overtime, play it the way the NFL does. The officials at the event are there to assist you should you require it.

In TOEPRO Football, the defensive coach must defend the field, the offense does not give away the play until it is time to execute. The offensive coach controls the time, reads blocking schemes, and requires an array of passing skills. Special teams are important and included. Kick Returns are also possible. The game moves along quickly and starts with this simple yet profound component, "the offense knows how and where it wants to attack." Read the Rules, examine each procedure, and try it.

Korin "Kit" Kinchen
korinkinchen@hotmail.com
Commissioner

TOURNAMENT STRUCTURE

COACHES AND GAMES

Unless stated by the Commissioner or Tournament Director, all procedures will be followed throughout the tournament. Special tournament rules are listed below.

Coaches will be assigned Leagues, Conferences and Divisions by random draw. Once assigned, each division will be assigned a Division Captain for the purpose of ensuring game score sheets are turned in to the Tournament Director immediately following the game. One Player is matched to One Base and must remain so throughout the tournament. Switching or bringing new Player/Base combinations into the tournament will result in forfeiture of ALL games (prior and future).

TIME/SCHEDULING

- Friday-Check in, Gameplay Seminar, Pre-Season 11:00 am – 6:00 pm
- Friday: Welcome and Tailgate Party 7pm-9pm
- Saturday: Regular Season 8:00 am - 5:45 pm
- Saturday: Post Season 6:00 pm - 9:45 pm
- Sunday: Conference/Tournament Championship 8:00 am - TBD

BEFORE THE START OF THE GAME

THE FIELD

Test the motion generator for player speed. Field speed will allow for a player with Speed Cleats to travel in tight circle without falling over.

THE BALL

Each team provides 6 footballs: SATURN or 3RD AND LONG Precision Footballs. The football is typically used only for passing and for kicking. For all other plays, the offensive and defensive coach are aware of which player is the RUNNER.

GAME TIMING

A game consists of four periods (quarter), two quarters per half. Quarters will be ten (10) PLAYS PER QUARTER. After each quarter both teams switch sides of the field.

COIN TOSS

Toss a coin to decide which team receives the ball first. The winner choices are to receive or kick off, end zone to defend or defer. The second half begins with a choice to the team that lost the coin toss, unless the winner of the coin toss chose to defer in the first half.

TIMED ACTIONS

Timed actions are counted up (one-thousand-one, one-thousand-two, and so on). Timed actions are as follows:

- Rush kick (field on): 1 second
- Recover kicked ball (field on): up to 3 seconds
- REACT/PASS DEFENSE, recover ball: 5 seconds
- Offensive Formation setup/snap: 40 second total
- Defensive Formation setup: up to 10 seconds after offense setup
- CREATING THE PLAY: remaining play clock.
- COMPLETE PASS ACTION (starts after PASS DEFENSE): 10 seconds
- Kick attempt time (starts when KICK play pauses): 5 seconds

If a referee is not present, the team not acting will count for the team acting.

To save time, adjustments are made as if players are moving. (e.g., to tackle, recover kicked ball)

PLAYERS, SUBSTITUTES, EQUIPMENT, GENERAL RULES

- ONLY Tudor Games branded products can be used in this tournament.
- Tournament Team Configuration:
 - Offensive-Color Uniforms
 - Defense-WHITE Uniforms
- NO ADDED WEIGHT TO PLAYERS - thin tape only.
- Older (Haiti, Hog Legs) and Standard players only (NO Big Men).

NUMBER OF PLAYERS

The maximum number of players on a team is 48 and INBOUNDS at any time is 11. All players will be complete. Modifications will leave figures intact with the magnets only used to hold the TTQB's base steady during passes and kicks. Only the Triple Threat Quarterback™ (TTQB) for a PASS/SCRAMBLE is substituted in during any down.

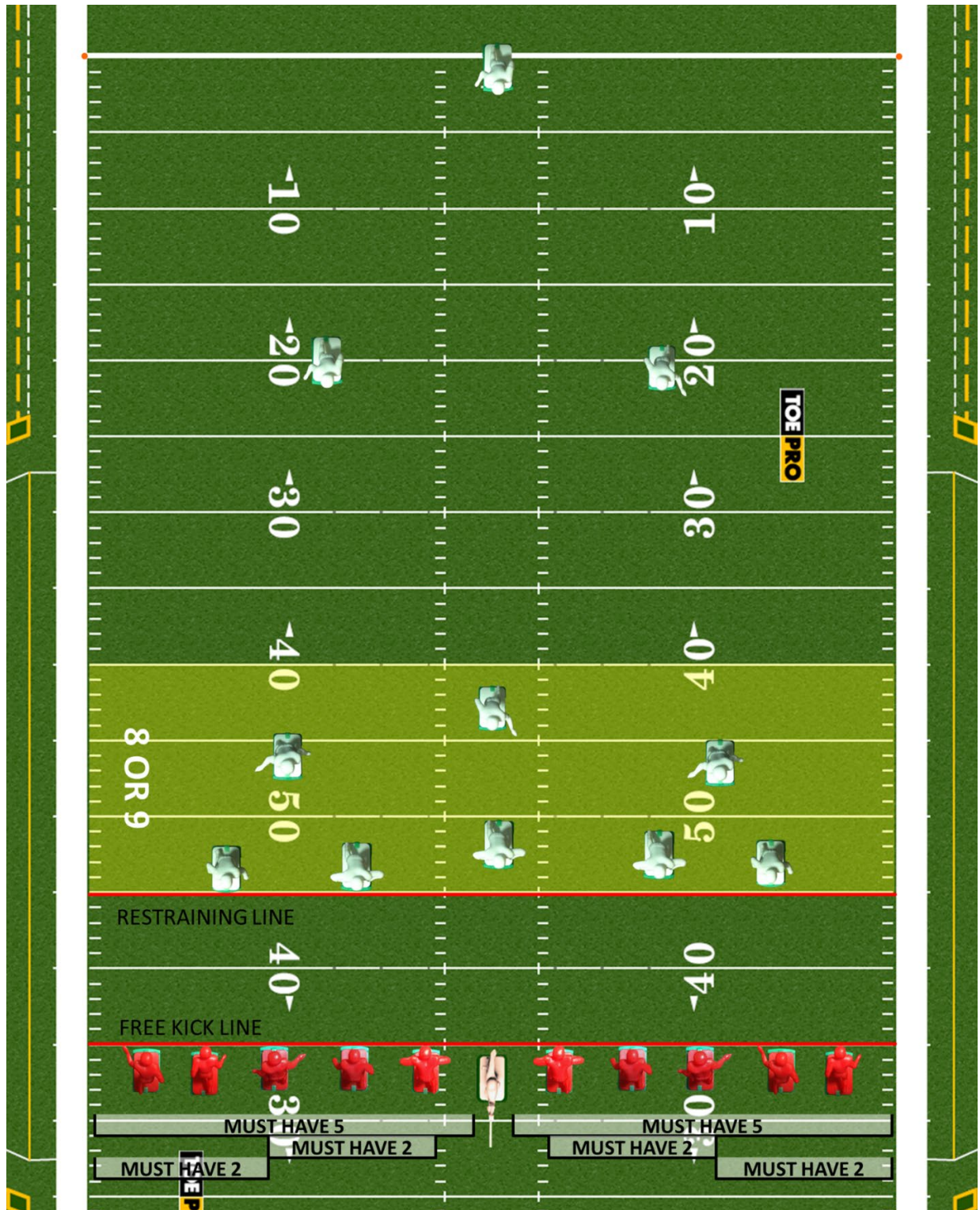
PLAYER PLACEMENT ON THE FIELD

All players on the field, in formation before the snap, will be: at least a BASE WIDTH APART; no STACKED PLAYERS. Exception: Quarterback, Runner, Punter, Holder and Kicker.

FREE KICKS

KICKOFF

The kicking team is on the kickoff line (kicking team's 35-yard line), five each side of kicker, two outside the numerals. The TTQB is placed on the kickoff mark (at center) with the ball placed on the kicking tee. The receiving team is at least 10 yards downfield from kickoff line (restraining line) with eight or nine players no less than 25 yards downfield (set up zone).



Two kicking team players (includes TTQB) may be pivoted. The ball is kicked toward the opponent's goal line.

If the football goes at least 10 yards, does not hit a player before touching the field (a catch), remains inbounds and is not a TOUCHBACK, the ball is considered "live" and it must be recovered or "touched" to gain possession.

CATCH OR RECOVERY OF A FREE KICK

The receiving team turns on the power switch for a count of one second (one-thousand-one) then releases the switch. If any player first touches the ball, they gain possession and the game is immediately switched off. If possession is not gained, pivot any unblocked players toward the ball. Turn on the power switch for a count up to three seconds then pivot or until recovery.

If the kicking team gains possession, the play is a dead ball at the spot of possession. FIRST DOWN kicking team.

If any receiving team's player (or both same time) gains possession, it is now the RUNNER and may be pivoted to advance the ball. Both teams may pivot any unblocked players to either block or tackle. The kicking team will COMPLETE THE DOWN.

If the ball is kicked through the end zone before landing inbounds, the receiving team may call a TOUCHBACK or return the kick from the end zone with the closest player to their end zone.

ILLEGAL KICKOFF

Occurs when the ball does not go at least 10 yards, out of bounds, not through the end zone and is not a touchback on a kickoff. Penalty is receiving team FIRST DOWN 25 yards from spot of kick or spot of kick whichever is closer.

BALL IN PLAY, DEAD BALL, SCRIMMAGE

STARTING OF PLAY/SNAP/KICK CLOCK

The play clock will be set to combine both offensive and defensive setup times and ran congruently. (Set to 50 seconds)

BEFORE AND AT THE SNAP; BALL IN PLAY

The line of scrimmage (at center field or nearest INBOUNDS LINE) is determined by spot at the end of the previous play. After both teams are on their side of the line, set up your teams for play using the following sequence:

1. Offense sets their players in a LEGAL FORMATION, declares, "SET".
2. Defense sets their players, declares, "SET".
3. Offense makes any audible calls to create the play (see CREATING THE PLAY), then declares RUN, PASS or KICK play, all representing the snap.
 - If a RUN play is called, the offense must declare the RUNNER's number.
 - If a PASS play is called, then the quarterback has the ball.
 - If a KICK play is called, then the kicker/punter has the ball.

Then press the power switch on the PlayAction Remote. Switch is released (vibration stops) for a pass, kick, scramble, handoff, pitch-out, fumble, runner contact with a defender or at the end of the play.

LEGAL SCRIMMAGE FORMATION

A legal scrimmage formation has each player inbounds, on-side with:

- All players: Spaced at least BASE WIDTH APART; not STACKED.
- Offense: Completely between NEUTRAL ZONE and 15 yards behind line.
- Center at spot (length perpendicular to line), 7 to 10 players on the line (within center's base); eligible receivers on ends.
- All other players completely rearward of the center.
- Quarterback behind center and completely within 10 yards behind line.

QB HALF OF BACKLINE/OFFENSIVE SETUP AREA

The QB's base is placed completely within ten (10) yards of line of scrimmage during scrimmage setup and 15-yard offensive setup area. Exception Punter of a KICK play.

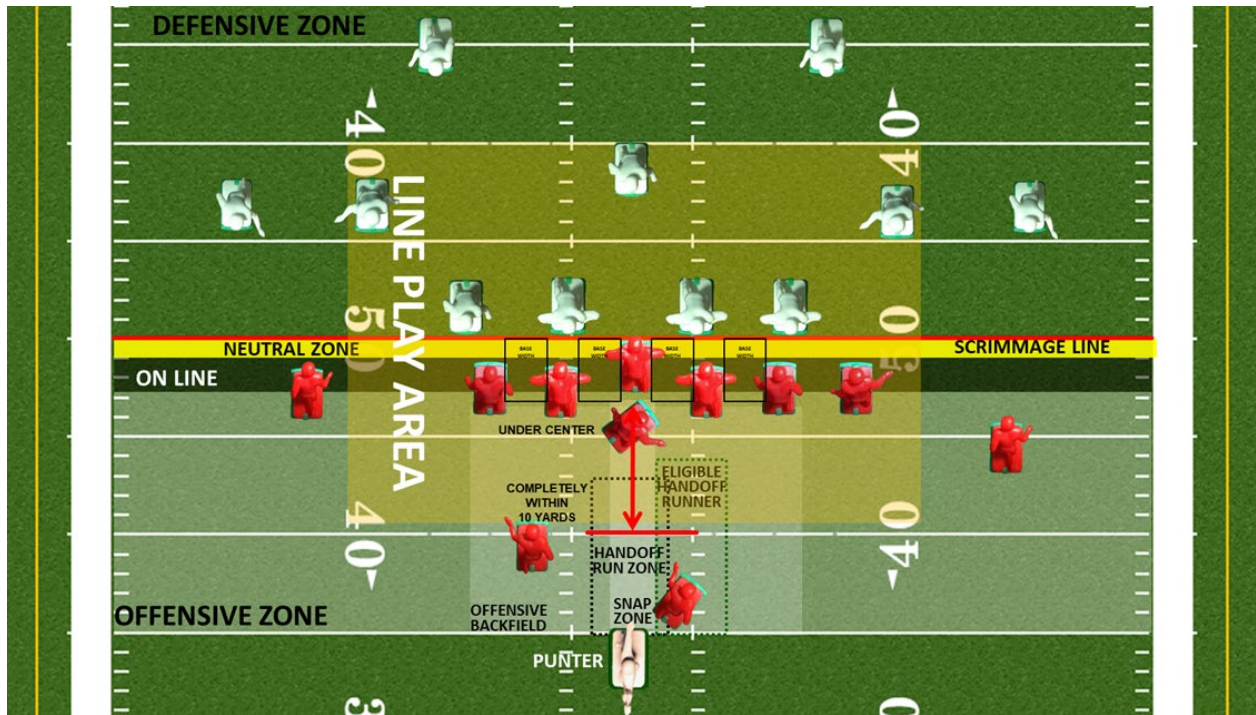
Penalty is illegal formation 5 yards from the previous spot.

AUDIBLES, SHIFTS AND CREATING THE PLAY

After the defense declares "SET", the offense may call an audible to create the play. An audible allows up to any two offensive, non-center players, to be pivoted. The quarterback may be pivoted, shifted to another location behind the center or changed, with each action as an audible. After the quarterback is audibled, the type of play is called, all representing the snap.

THE RUNNING GAME

If a RUN play is called, the declared RUNNER and the defense will COMPLETE THE DOWN. Only players with any part of its cleats vertically behind the quarterback may run with the ball in any direction. The quarterback cannot run initially toward the line, even when traveling in a circle.



BROKEN TACKLES

When a runner knocks over the defender, the play is paused. Flip a coin to determine status of contact:

- Heads-Continue play.
- Tails-A tackle.

ILLEGAL FORMATION/ ILLEGAL PROCEDURE/DELAY OF GAME

Occurs when either team lines up not by the rules or does not follow the rules.

Penalty is 5 yards from spot of foul and/or dead ball.

OFFENSIVE HOLDING

Occurs when the Coach audibles a player whose arms prevents defender from going up field by spinning together in circles.

Penalty is 10 yards and the down remains the same.

FORWARD PASS, BACKWARD PASS, FUMBLE

TWO-PART PLAYS

If a PASS play is called, the offense starts the play by pressing the power button on the PlayAction Remote and watch for an offensive ELIGIBLE RECEIVER to break open. If one does before a defender touches your quarterback, pause the play (motion generator off). The defense may REACT/PASS DEFENSE (offense counting react time). Then, declare "PASS, PITCH-OUT, HANDOFF, RUN or SCRAMBLE". When creating a PASS play, make sure your quarterback has cleats that will make him drop back, roll out, or stay in the pocket. Be careful not to get flagged for an **Illegal Block, Illegal Forward Pass or Ineligible receiver downfield.**

REACT/PASS DEFENSE

Following the initial pause in the play, the defense may make pivots or adjustments to react to defend the pass and/or make tackles.

DEFENSIVE HOLDING

Occurs when the defender's arm (outside the numbers, inside 5 yards) "hooks" un-audibled receiver's arm and prevents him from going downfield by spinning together in circles.

Penalty is 5 yards and automatic first down.

TO PASS

Replace your quarterback within the original quarterback's footprint with the TTQB. With a level, on-field TTQB ball in hand, throw to an unblocked offensive ELIGIBLE RECEIVER.

PASS COMPLETION

If the ball first hits an unblocked offensive ELIGIBLE RECEIVER or his cleats, the pass is completed, then COMPLETE PASS ACTIONS. The defense may again REACT, to COMPLETE THE DOWN.

INTERCEPTION

If the ball first hits an unblocked defensive player, the pass is intercepted. The unblocked defensive team may COMPLETE PASS ACTIONS. The offense may REACT, to COMPLETE THE DOWN.

INCOMPLETE

If the ball hits a blocked player, any player having gone out of bounds, anything out of bounds or hits the field first, the pass is incomplete.

PITCH-OUT

The offensive coach pauses the play and call "pitch-out" to the number of the player who will take the pitch. The quarterback can pitch to any eligible receiver who is behind or lateral to him within 10 yards. No players are adjusted. The defense may again REACT to COMPLETE THE DOWN.

HANDOFF

On a PASS play, if the quarterback makes contact in the BACKFIELD with an eligible receiver, the offensive coach may pause the play and call "handoff" to that player only and COMPLETE PASS ACTIONS with both. This player becomes the new runner. The defense may again REACT to COMPLETE THE DOWN.

RUN/SCRAMBLE

In order to run or scramble on a called PASS play without creating a fumble if tackled downfield, the offensive coach must pause the play before the quarterback is tackled and declare RUN with the on-field QB in place, or may SCRAMBLE with a pivot of a TTQB. The defense may again REACT to COMPLETE THE DOWN.

ILLEGAL FORWARD PASS

Occurs when quarterback, crossing line of scrimmage, throws a forward pass.

Penalty is 5 yards and loss of down.

INTENDED RECEIVER

Where the coach calling a PASS play can designate the intended receiver (ex. PASS to 88) before the snap.

If completed: Only that player is allowed to COMPLETE PASS ACTIONS.

All other downfield completions allow only the play to continue.

INELIGIBLE RECEIVER

Occurs when a pass hits an unblocked ineligible receiver (offensive tackle, guard or center) on the fly.

Penalty is 5 yards and loss of down.

INELIGIBLE RECEIVER DOWNFIELD

Occurs when an innermost lineman (offensive tackle, guard or center) is the furthest downfield player, to a downfield receiver, beyond the line, when thrown to on a forward PASS play.

Penalty is 5 yards and the down remains the same.

FUMBLES AND BLOCKED KICKS

When back of runner's cleats are touched by the front of a moving defender's cleats, a standing defender knocks over the runner, a downfield tackle with offense controlling the PlayAction Remote, an inbounds incomplete backward pass or blocked kick, the play is paused and the following happens:

Flip a coin to determine possession by each team's closest player to spot of fumble: Heads-Offense; Tails-Defense.

- If Defense: May advance if unblocked; the offense may REACT to COMPLETE THE DOWN.
- If Offense: If backward of fumbled spot, the defense may REACT to COMPLETE THE DOWN. If forward of fumbled spot; dead ball at spot of fumble.

SCRIMMAGE KICKS

PUNTING

Set up a scrimmage formation with the TTQB 15 yards behind the line and center, ball on the tee/foot. The return team places no one in front of center and should place at least one player 50 yards behind the

line of scrimmage to receive the punt. When both teams have called "SET", the audibles completed, then call "KICK".

Offense starts the play by pressing the power button on the PlayAction Remote for one second (one-thousand-one) pausing the play. This allows the defense a chance to block the kick and the kicking team to release downfield to down the ball or tackle the runner. With a level, on-field TTQB and the ball on the kicking tee and or foot, kick it.

Rules for returning a punt are the same as returning a kickoff except:

- If touched by the offense it is a FIRST DOWN defensive team at the spot.
- If it bounces out of bounds it is a FIRST DOWN defensive team at the spot.
- If the punt first touches out of bounds and not through the end zone, it is considered a "shank" and is placed 20 yards from spot of kick.

FIELD GOAL

You must start a scrimmage down within 50 yards of the opponent's goal line to attempt a field goal. Set up a scrimmage formation with the TTQB 8 yards behind the line and center, ball on the tee. A second non-blocking player (holder) is placed next to the kicker. The defense places no one in front of center and tries to block the kick. When both teams have called "SET", the audibles completed, call "KICK". Offense starts the play by pressing the power button on the PlayAction Remote for one second (one-thousand-one) pausing the play. With a level, on-field TTQB and the ball on the kicking tee, attempt the field goal.

BLOCKING THE KICK

The defense may rush to block all scrimmage kicks. The defense does not tackle during rush on KICK plays. If a kick is blocked, it is a FUMBLE.

OPPORTUNITY TO CATCH A KICK, FAIR CATCH

OPPORTUNITY TO CATCH A KICK

The receiving team has priority to recovery (if both at the same time) a kicked ball. To recover or down a ball, pivot unblocked players to only recover the ball. The receiving team presses the power switch on the PlayAction Remote for a count up to three seconds. Then pivot or until recovery or out of bounds. If receiving team recovers, it may pivot any unblocked players to block and advance. The kicking team may REACT to COMPLETE THE DOWN.

FAIR CATCH

If "fair catch" is called while the ball is in flight, the ball is dead at its resting spot and one down is given, regardless of time.

FAIR CATCH KICK

A free kick (by formation and rules) down following a fair catch that could result in a (scrimmage kick rules) field goal.

SCORING

WINNING TEAM

The team that scores the greater number of points during the entire game is the winner.

TYPES OF SCORING PLAYS Points are scored as follows:

- Touchdown = 6 points
- Field Goal = 3 points
- Safety = 2 points
- Try (conversion) = 1 point (Field Goal or Safety) or 2 points (Touchdown)

TOUCHDOWN

When any part of the runner's cleats crosses the opponent's goal line, a pass is completed or a fumble is recovered in the opponent's end zone opponent's end zone.

FIELD GOAL

When the scrimmage/fair catch kicked ball goes through the Goal Posts. If it does not go through the Goal Posts it is FIRST DOWN to the defensive team at the spot of the kick, no further than own 20-yard line.

SAFETY

When offensive team's down ends or offensive penalty is behind his own goal line. The defensive team is awarded 2 points and also receives the ball on a safety kick. (A kickoff made from kicking team's 20-yard line.)

TRY (CONVERSION)

You can run an untimed or uncounted scrimmage down following a touchdown from the 2-yard line to attempt to score two points, or kick a "point after" for one point with ball place at the 15-yard line. Rules for the set-up of a point after are similar to a field goal (the defense gets 1 second to rush).

PENALTY ENFORCEMENT

REFUSE PENALTY

On-the-spot corrections can occur mid-down or game showing sportsmanship.

OFFSIDES

Occurs when a team lines up one or more of their players across the line of scrimmage, in the neutral zone, kickoff line or restraining line.

Penalty is 5 yards from the previous spot.

ILLEGAL BLOCK

Occurs when a player is pivoted to block in a direction towards their goal line.

Penalty is illegal block 15 yards from the spot of foul or previous spot whichever is further.

OVERTIME PROCEDURES

If the score is tied at the end of four quarters, play an 8 play, two-time outs, overtime period. The highest team score after overtime period or both teams COMPLETE POSSESSION, whichever is first, wins. If tied, tied. Post-season, play until a winner.

THE REFEREE

The Referee (lead official), in addition to conducting every coin toss, will:

- Approve field, equipment and player standards.
- Oversee the gameplay rules and enforce penalties.
- Count for timed actions.
- Provide results for passes and kicks.

KEEPING SCORE

The official scoring sheet can be used to track the score and number of plays per quarter and time outs per half. Photocopy the last page of this booklet for additional score sheets.

AFTER THE GAME

The winning coach will bring the scoring sheet to the tournament director for recording.

DEFINITIONS

DEAD BALL The time between downs starting when offensive or receiving team fails to act, play conclusion by a RUNNER tackle, tilting, out of bounds, turn around, touchdown or declaration. *The next down is at the furthest line gained.*

BLOCKED PLAYER Any player touching an opposing team's player.

DOWN A period of action that starts when the ball is put in play and ends when the ball is declared dead.

FIRST DOWN The first in a series of 4 scrimmage downs. *Awarded again if 10 yards are gained from the previous first down spot.*

SCRIMMAGE DOWN A down that starts with a snap. *Not a kick.*

INBOUNDS The area between the sidelines and the end lines (back of end zones). *Anything not completely within it, goes or recovered outside it during the down is out of bounds.*

INBOUNDS LINES The hash marks on the field and parallel to each sideline.

KICKER The player punting or kicking the ball.

KICKOFF A placekick made from the kicking team's 35-yard line to start each half or after a score. *Kicking team is the offensive team.*

PUNT Kicking the ball to the opponent during the scrimmage down. *If the offense did not gain 10 yards in 3 downs, they usually punt the ball away or kick a field goal (distance permitting), on 4th down.*

NEUTRAL ZONE The horizontal area from the offensive line, one yard rearward or a ball. *Only the center is within it starting the scrimmage down.*

PASSER The runner passing the ball.

FORWARD PASS A one-time pass going toward the opponent's goal after leaving the passer's hands. *Any other pass is a backward pass.*

RUNNER The player identified as the ball carrier during the down.

TACKLE The action when a RUNNER is touched on ANY part of a runner's cleats, platform or anything behind it (e.g., handle, cord) by a standing opposing player.

OFFENSE The team with the ball to start the down. *The opposing team is the defense.*

COMPLETE PASS ACTION The legal catch including all pivots and/or adjustments.

COMPLETE POSSESSION A team's consecutive series of downs starting with a recovery of a kick or turnover and ending in a score, kick, turnover or end of a quarter.

COMPLETE THE DOWN Action if no "board-off" tackle is made, turning on the motion generator until the RUNNER contacts an opponent, runs out of bounds, fumbles, turns around, or scores a touchdown.

TIME OUT A stop of game clock and/or reset play clock to change formations or add a play to end of half. *Each team has 3 per half. Not used twice by the same team during the same down.*

TOUCHBACK A kicked ball landing inbounds and travels out of bounds through the opponent's end zone, or the defensive team choosing not to return a change of possession from their end zone. *The ball is spotted at offensive team's 25-yard line for kickoffs and at offensive team's 20-yard line for other touchbacks.*

ADJUST(MENT) Rotating, moving and/or replacing a player anchored from a player's footprint after lifting the player from the field to align the cleats. *Done to an onside unblocked player during the down after the snap or kick.*

AUDIBLE Pivoting a non-center player's direction, QB shift location or QB type before the snap (calling the type of play).

ELIGIBLE RECEIVERS Defensive players, the outermost players on the offensive line (ends) and offensive backs by number or reporting.

BACKFIELD The area behind and between the offensive tackles at the start of the scrimmage down.

BASE WIDTH APART The horizontal spacing of a base equal to or greater than on both sides of a base's occupied horizontal space when placed on the field.

PIVOT Rotating a player within his original resting footprint or adjusting his Speed Cleats without changing its position. *A pivot is a type of offensive audible and defensive reaction.*

PLAYER FOOTPRINT The circular area around a player when pivoted from the center of the player's base.

PLAYS PER QUARTER Game segments per period counted based on completion of a return during a kickoff, a scrimmage down or a fair catch kick down. *A conversion (try) is not counted.*

STACKED PLAYER

The vertical, straight-line alignment of two ELIGIBLE RECEIVERS.

