

Tournament of Champions



Rule Book 2023 - 2024

Miniature Football Tournament of Champions (thetoc.co)

Version 1.0

Revisions:

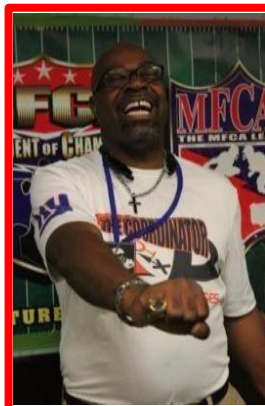
TOC NATIONAL CHAMPIONS



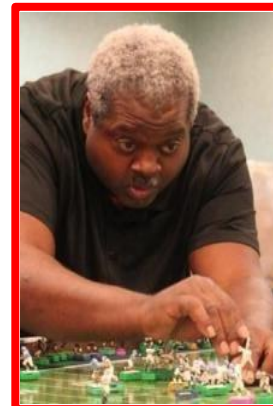
2013 Champion
Jim Davis
Detroit, MI



2014 Champion
Brian Phillips
Baltimore, MD



2015 Champion
Bryan Newton
Detroit, MS



2016 Champion
Keith Chalmers
Washington, D.C.



2017 Champion
Adrian Baxter
Washington, D.C.



2018 Champion
Adrian Baxter
Washington, D.C.



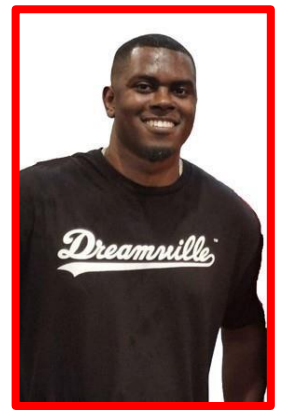
2019 Champion
Kelley Newton
Kansas City, KS



2020 Champion
Kelley Newton
Kansas City, KS



2021 Champion
Brian Phillips
Baltimore, MD



2022 Champion
Bryan Newton
Kansas City, KS



2023 Champion
Brandon Woodard
Dallas, TX

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1 Equipment

1.1 The Field

1.1.1 Boards from all manufacturers past or present are allowed provided they are at minimum 24 inches wide and 48 inches long. All boards will be inspected and approved by tournament officials. Tourney organizers reserve the right to choose their Championship Board.

Definition: A “Monster Field” is any field with an inbounds (area inside the white boundary) playing surface equal to or above 60” x 26.5” (inches) with a scale of 1 yard = ½” or greater.

1.1.2 Fields must operate properly with a smooth consistent speed that does not cause the players to fall excessively.

1.1.3 The field must be level and free from obstructions that protrude to cause a player to change direction.

1.1.4 It is the responsibility of the TOC organizer to ensure all fields work properly and are consistent with the aforementioned specifications and free from hazard that would cause electric shock or electrocution to any coach using the board.

1.1.5 Any board with frayed wires or improper electrical connections will not be used. If any coach finds a game board in a condition that is unsafe or not within the TOC game board standards a tournament official should be alerted immediately so the board may be repaired or removed from the tournament playing area.

1.2 Goal Posts

Official TOC Specifications:

Spacing: 4” opening or foam core board that is 4” wide.

Crossbar: 1 7/8” from field to top of crossbar.

Uprights: Uprights must be at least 18” - 24” tall.

1.2.1 Homemade goal posts must be to scale. The home team must provide goal posts that correspond with their field and must be approved by tournament officials at check-in. The tournaments organizers shall be responsible for supplying the proper goalposts at their respective tournaments. The TOC will provide the goalposts at the TOC Championships. If your homemade goal post has the inner dimensions inside of them of 4 inches, and the ball hits them goal post, it will be considered as a failed attempt.

1.3 Yard Markers and 10 yard-chains

1.3.1 If not provided by tournament organizers, the designated home team is responsible for providing the yard markers and 10-yard chain for their field. Before a game can commence, there must be a verbal agreement between the two coaches who will be responsible for moving both the yard markers and the 10-yard chain.

1.4 Board Speed

1.4.1 The two coaches must mutually agree on the speed of the board. If 2 or more players fall down consistently throughout the game than a third party, mutually agreed upon, will determine whether the board speed selected by the two coaches is at an acceptable level.

1.4.2 Opposing coaches should agree on the board speed prior to the start of the game. If they cannot agree, the referee or tournament official will set the proper speed.

2 The Football

The football ball must be in an ovoid or prolate spheroid shape with a length of no greater than 10mm, a width of no greater than 6mm, and a height of no greater than 6mm.

- a. Magnetic footballs or footballs on a string must conform to the same size and construction requirements as the football.
- b. The football may only be constructed with felt, foam rubber, or plastic.
- c. The football may be marked with ink, glue or paint.

3 Figures, Bases and Other Team Equipment

3.0 Figures

Figures are the playing pieces in miniature football. They consist of the human form and the platform that the human form is permanently affixed on. There are 3 types of figures:

3.0.1 Regular figures

Figures from any manufacturer or customizations of figures are allowed if they meet the following technical specifications:

- a. Height: Figures shall not exceed 39mm in height as measured from the top of the head to the bottom of the platform.
- b. Width: Figures shall not exceed 36mm as measured fingertip to fingertip.
- c. Platform length: the platform of a figure shall not exceed 25mm in length.
- d. Platform width: the platform of a figure shall not exceed 16mm in width.
- e. Extension over platform: no portion of a figure may extend beyond 8mm from the front, left side, right side, or back of the platform.
- f. All figures must be proportional to human scale with a head, torso, 2 arms, and 2 legs.
- g. At least one foot must be permanently affixed to the platform.
- h. Pins may be used to stabilize a figure on a platform provided that they do not interfere with play.

3.0.2 Passing quarterback figure

Passing quarterbacks from any manufacturer or customizations of figures are allowed if they meeting the following technical specifications:

- a. Height: Figures shall not exceed 39mm in height as measured from the top of the head to the bottom of the platform.
- b. Platform length: the platform of a figure shall not exceed 25mm in length.
- c. Platform width: the platform of a figure shall not exceed 16mm in width.
- d. All figures must be proportional to human scale with a head, torso, passing device, and at least 1 leg. Only the passing device may deviate from human scale.
- e. At least one foot must be permanently affixed to the platform.
- f. The figure has a passing device that may be an arm or similar instrument that allows the ball to rest on the figure before it is passed to the target.
- g. If the figure's passing device initially extends from the figure or platform in a vertical manner, the passing device shall not exceed 51mm in maximum height as measured from the bottom of the platform to the top of the passing device.
- h. When passing the ball, it may not be shot out of a tube or similar instrument. The figure may not aid in the flight of the ball after it leaves the area of ball placement.

3.0.3 Kicker figure

Kickers from any manufacturer or customizations of figures are allowed if they meet the following technical specifications:

- a. Height: Figures shall not exceed 39mm in height as measured from the top of the head to the bottom of the platform.
- b. Platform length: the platform of a figure shall not exceed 25mm in length

- c. Platform width: the platform of a figure shall not exceed 16mm in width.
- d. All figures must be proportional to human scale with a head, torso, at least 1 arm, 1 leg and 1 kicking device. Only the kicking device may deviate from human scale.
- e. At least one foot must be permanently affixed to the platform.
- f. The figure must have an area of ball placement that allows the ball to rest before it is kicked to the target. This may be a tee or the ball may be placed directly on the kicking device.
- g. When kicking the ball, it may not be shot out of a tube or similar device. The figure may not aid in the flight of the ball after it leaves the area of ball placement.

3.0.4 Figure uniform

All figures must be painted and numbered. The following regulations apply: a.

Offensive figures must have dark jerseys.

b. Defensive figures must have light jerseys. Light jerseys are white, light gray, or yellow.

c. Except on onside kicks, special teams figures must have dark jerseys when receiving and light jerseys when kicking. During an onside kick, a figure with any color jersey may be used.

d. Except for historic teams, must adhere to either NFL or college numbering schemes.

e. Historic teams must have numbers and deviations from the above numbering must be explained to opponents.

f. Duplicate numbers may be used but no two mobile players with the same number may be on the field at one time.

3.1 Bases

Bases are the devices that allow for player movement. Bases from any manufacturer are allowed provided that they meet the following technical specifications:

a. A base shall not exceed 32mm in length. This is inclusive of any base attachments.

b. A base shall not exceed 20mm in width

c. The base must be constructed with plastic.

d. The base has been publicly available for sale at least 30 days prior to the next tournament in question. Release of an existing base model in a new color or new plastic shall be considered a release of a new base and subject to the 30-day rule for tournament use. Bases conforming to current measurement standards that were made prior to the 2021 season have met the 30-day rule.

e. Any deviations from the above standards can be approved based on a vote of TOCRC on a case-by-case basis.

3.1.1: Base attachments

Base attachments to create angle, arrow, u, round and bullet fronts are allowed provided that when added to the base, the combination meets technical specifications in 3.1.

a. Base attachments may not be changed, added or removed on any player during a tournament after check in.

b. Base attachments may be secured to the base by tape, putty or glue but no such material should interfere with play or place residue on the board.

c. When creating a base for a passing quarterback or kicker, a thin strip of rubber not exceeding 1mm in thickness may be added to the front of the base. This may not leave residue on the field.

3.1.2: Alterations of bases

The following rules apply to alterations of bases:

a. The prongs of a base may be altered (tweaked) or removed.

b. The exterior of a base shall not be structurally altered in any way.

c. Bases may not be altered as to increase their height from the original form.

d. No chemical alterations or additions are allowed to any part of the base.

e. Frankenstein bases are not allowed. Frankenstein bases are bases that have a portion of one base cut off and applied to another. However, you may interchange dials from different manufacturers

f. No painting, coating or usage of a permanent marker to color the outside of a base is allowed.

- g. With a marker, you make notations on rear of the base.
- h. When creating stationary bases, foam, felt, rubber pads, magnets or other substances that touch the board may not be used.

3.1.4: Stands

Stands are devices, similar to stationary bases, that passing quarterbacks or kickers may attached on. Stands can be manufactured with angles between 0 to 50 degrees. A stand shall be no larger than 32mm in length and 20mm in width. Stands may not raise the apex of the release point for any passing quarterback above 62mm.

- a. When creating a stand for a passing quarterback or kicker, a thin strip of rubber not exceeding 1mm in thickness may be added to the front of the stand. This may not leave residue on the field. Other foam, felt, rubber pads, magnets or other substances that touch the board may not be used on stands.
- b. Approved Reginald Edwards Stands for TTQB



3.3 Players

Players are the combination of figure and base or stand.

- a. Figures may be attached to bases or stands by glue or non-magnetic tape.
- b. Any defensive figure may be placed on a stationary base to become a stationary defender.
- c. Offensive figures in a normal quarterback pose such as passing, running, or lining up under center may be placed on a stationary base to become a stationary quarterback. Stationary quarterbacks may not be laying down, sliding or in a 3 or 4-point stance.
- d. With the passing quarterback figure secured to its base or stand, inclusive of any base attachment, the apex of the passing device shall not exceed 62mm as measured from the highest possible pass release point of the passing device (apex) to the playing surface.
- e. Offensive players, defensive players, passing quarterbacks, and kickers may not change bases or stands during games.

3.4 Player weight

The maximum weight of a regular player or stationary player is 4.00 grams.

- a. Additional weight may be added to a player so that they can achieve 4.00 grams. Weight can only be added via tape to attach the figure and base, or nonstick putty under the base.
- b. Additional weight may not interfere with player mobility or leave any residue on the field.
- c. Metallic paint, metal devices, or magnets are forbidden on all players.
- d. Kickers and passing quarterbacks may exceed 4.00 grams but all added weight must remain under the base, and it may not contact the field nor leave residue.
- e. Weight that falls off a player during a game may not be reapplied during that game.

3.5. Team roster

A team may have a maximum roster of 60 players, not inclusive of stationary figures, kickers and passing quarterbacks.

- a. Offensive players must wear the same uniforms.
- b. Defensive players must wear the same uniforms.
- c. Kickers and passing quarterbacks do not require a uniform.
- d. Stationary defenders must wear the same uniform as the defense. A team may have two stationary defenders.
- e. Stationary quarterbacks must wear the same uniform as offense. A team may have one stationary quarterback.

3.6 Passing sticks

Subject to rules of game play, passing sticks are allowed. The following regulations apply to their construction and roster space:

- a. A set of passing sticks will not count as a roster spot.
- b. The short passing stick must measure 2 inches.
- c. The medium passing stick must measure 4 inches.
- d. The long passing stick must measure 6 inches.
- e. The head-to-head measuring stick must be 10 inches with a line at 5 inches denoting the halfway mark.
- f. The passing stick ball must meet size regulations specified in rule 2.0 and it must have a magnet attached to secure its placement on the field.

3.7 Pivot sticks

Coaches may utilize sticks to pivot players during game play. Pivot sticks do not count as a roster spot.

4 Games Timing, Pivots, Motions & Overtime Regulations

4.1 Length of Game

4.1.1 Each game will be played in a specific amount of time utilizing a running clock divided into two halves. For example, each half may be 30 minutes long. The clock will run continuously until the half is completed. Neither team will have any timeouts or any means to stop the clock. At the end of each half, should the offensive coach have his offensive line set (Center, Guards, and Tackles), prior to the clock running out or having declared his intent to kick a Field Goal, then there shall be one more play.

4.1.2 The Tournament official(s) will determine the length of the game time for pool play and extended game time for the Sweet 16, Final 8 and Championship game to facilitate the entire tournament period of play during the weekend's events.

4.1.3 It should be the objective of each TOC Organizer to have the tournament completed by 1:00PM on the last day to allow coaches enough time to safely arrive home.

4.2 Set-Up Clock

4.2.1 Set-up clock will be used for both offense and defense. (Please inform your opponent when the clock has started.) The offense is allowed 40 seconds once the teams are separated to complete their set-up and **MUST SAY "Set"** upon completion. The defense has 10 seconds once the offense says **"Set"** to complete their set-up and must also say **"Set"** upon completion.

As an example, if the offense only takes 20 seconds to set-up and calls "Set," the defense would have only their additional 10 seconds for a total of 30 seconds to set up. If the offense fails to get setup and is in an illegal formation, then NFL penalties (Delay of Game) applies. If the Defense fails to get setup, then they are forced to play that play with what is on the field at the end of the play clock.

4.3 Time for Change of Possession (C.O.P)

4.3.1 ALL C.O.P. will be 1 full minute= offense set + 10 seconds for defense + 6 seconds offense pivots
seconds defense pivots= 82 seconds total time elapsed for C.O.P.

4.4 Audibles: Pivots, Blind Pivots, Advance Pivots, Motions, Advance Motions, Toggle and Substitutions

4.4.1 Definitions:

1. Pivots – to push the rear or back of a player’s base to face in a different direction, keeping the front of his base in the same orientation.
2. Blind Pivots – To mark a player’s position during pre-snap audible (mark with a magnet, referee, pivot stick or finger), pick up your player, do not look at the dial and place him back down in the same orientation.
3. Advance Pivots – To mark a player’s position (with a magnet, referee, pivot stick or finger) pick up your player and look at his dial and place him back down in the same orientation. This may be done on kickoffs after the kick, after a completed pass by the offense or defense.
4. Motions – Moving a player from one place to another. You may look at his prongs doing this action.
5. Advance Motion – This refers to two or more receivers on the same side of the field. Moving one player from the line of scrimmage and having another player go to the line of scrimmage. (Pre-snap only and is considered one of your two audibles)
6. Toggle – A toggle is when you replace a stationary defensive player with a mobile defensive player when the offense has motioned a player.

4.4.2 These pivots and motions are called audibles. Each coach has 6 seconds to make audibles. Offense goes first and then the defense counters. Any offensive player may receive an audible. However, offensive linemen may not be motioned and offensive linemen may only be pivoted if uncovered by a defender. An offensive lineman is considered covered if a defender is within 5 yards of the line of scrimmage in front of the offensive lineman.

4.4.3 The offense is allowed up to two audibles. The defense can match the offense in type of audibles. If the offense makes no pivots / motions, then the play starts with no further adjustments.

Point of clarification 1: If the offense makes one pivot, then the defense can only make a pivot. If the offense makes a pivot and motion, then defense can make a pivot and a motion.

Point of clarification 2: Anytime a coach has a player that can be rotated on his platform and he is picked up and rotated and that rotation causes the base to move in a different direction it is considered a motion.

Point of clarification 3: When countering a motion by the offense and the when the defense has at least one stationary defender on the field, the defense may replace a stationary defender with the mobile player designated for that stationary defender at the initial play set. If the mobile player was not in the back of end zone after the initial setup, he cannot be brought on the field. The mobile player being brought in does not have to remain in the same orientation as the stationary defender.

4.4.4 A mobile QB can be replaced with a stationary QB under the following 2 circumstances:

1. Upon the initial set-up of both the offense & defense and after the defense calls set, the offensive coach may substitute a mobile QB with a stationary QB during their pivot phase. This does not count as a pivot.
2. After all pivots have been made. However, a stationary QB cannot be replaced with a mobile QB.

4.4.5 The defense may respond to the mobile/stationary QB substitution by replacing with stationary/standstill defender or pivoting a mobile defender. The incoming defender (stationary) may only enter the field with the exact orientation as the player that is exiting the field.

Point of clarification 1: When bringing in a stationary player for a mobile player when responding to the placement of a stationary QB, if the stationary player was not in the back of end zone after the initial setup, he cannot be brought on the field.

Point of clarification 2: When responding to the placement of a stationary QB, the defensive player being brought in (stationary or mobile) must remain in the same orientation as the one being replaced.

Point of clarification 3: If the defense already has two (2) stationary defenders on the field at the time of the QB substitution the defense can only pivot one (1) defender as a response

4.5 Stationary Defenders

Up to two stationary defenders may be placed on the defensive side of the field at any position. They shall be deployed in the following manner:

1. A maximum of 2 players can be set on stationary bases.
2. When using stationary defenders, the mobile players that will replace the stationary defender(s) must be on the board facing the back of the end zone they are defending. That way they do not disrupt the play. Make sure the defenders are on opposite sides of the end zone, so it is easily identified which defender plays the left and the right side of the field.
3. The defensive team must have their stationary defender(s) on the field of play with their mobile defenders(s) aligned in the back of their end zone before the expiration of the defensive setup clock. If the defensive clock expires without this requirement being met the following applies:
 - a. If the mobile defender(s) are on the field without the stationary defender(s) in place, then the play is initiated with no further action
 - b. If the stationary defender(s) is placed on the field without the mobile defender(s) in their designated area the defender(s) shall remain stationary. They are eligible to make tackles, intercept the ball etc. If a stationary player intercepts the ball without a mobile player declared, the play is dead at that point of the interception.
4. The numbers on the stationary figures do not have to match the player which they are being substituted for. The stationary figure being used automatically represents the number of the player he is substituting for.
5. If your stationary defender becomes engaged with an offensive player (base to base) your mobile player cannot be adjusted later in the play.

5 Plays from Scrimmage

5.1 Start of Game/Coin Toss

5.1.1 All games are to begin with a coin toss. The visiting coach will call “Heads” or “Tails” while the coin is in the air. The winner of the coin toss has two options:

- (a) Elect to receive the opening kickoff.
- (b) Elect to kickoff.

Point of clarification: if the team that won the coin toss elects to kick off in the first half, the receiving team gets to choose the direction.

5.1.2 The team receiving the kickoff to open the game will kick off to begin the second half. (Both teams must change directions to start the second half.)

5.1.3 Before the snap of the ball the Offensive coach must declare “run, pass, or quarterback option”. The call must be made within 5 seconds after the defense is set. (If no declaration is made the play is automatically

considered a pass.)

5.1.4 The ball carrier is considered tackled when any part of its base or platform touches an opposing player's base or platform. This is referred to as "Any Touch" tackling.

5.1.5 Stacking **Definition:** Any player with any portion of the front of its base directly lined up less than a base length behind another player on his team. (*Only one player can be stacked inside the red zone (Defensive Team 10 yard line or less)*)

5.1.5.A. STACKING is **not** allowed on Offense at all and only for these three exceptions for the Defensive team.

During any two yard or less play. (*The Defense can stack one person behind any defensive lineman*)

When the QB is under center (*under center is when the QB is lined up two yards behind the center or if at the start of setup before audibles are performed.*)

(Regardless if the QB is two yards or less the defense can only stack one person behind any Defensive lineman.) The Defense can **NEVER** stack on any skilled position offensive player. This includes TE's and WR's or anyone that is not in the backfield.

Special Note There is no stacking during an overtime play at the 50-yard line nor can the offense run three players into the line of scrimmage.

5.2 Position of the Offense Players at the Snap

5.2.1 The offensive team must have the following in their formation:

- (a) No more and no less than seven players on the line of scrimmage at the snap.
- (b) All players lined up outside of the tackles must be no farther than 5 yards from the line of scrimmage at the snap.
- (c) The front of the base for all guards and tackles must be at least 1/2 yard behind the center and no more than 1 yard behind the line of scrimmage. The furthest forward point (e.g., hands, legs, front of base) of the players on the ends of the line shall be no greater than one half yard behind the line of scrimmage.
- (d) Minimum offensive linemen spacing is 5/16" or an easier 1/3 of a Proline flat front base length. Maximum spacing for linemen is one full base length of a Proline flat front base. This spacing includes appendages or body parts, not just the base. No overlapping of arms or elbows or other appendages from tackle to tackle.
Definition of "base width and length" for simplicity throughout the rule set is defined in inches as being equal to 1-inch-long x 3/4 wide. i.e. a 1/3 base width is equal to 5/16 inches.
- (e) The QB can be positioned under the center or up to a maximum of 15 yards from the line of scrimmage. Some portion of the Quarterback's base must be within 15 yards of the LOS at the start of the play. For Monster Boards this measure will be a maximum of 10 yards. The minimum amount of yards the QB can be lined up is two yards behind the center. Special Note. The Defense can match one player when this is performed.
Definition of "In Shotgun" means: The QB is at least a full base length from the back of the centers base.
- (f) Running Backs Position – If the quarterback is under center the running back(s) can be no farther back than the maximum distance allowed for the board being played on (15 yards 2x4 boards and 10 yards for monster boards). If the QB is in shotgun, the eligible RB's can be either even with the QB or no more than the maximum distance from the LOS (front of base). If the QB is at max distance from the LOS, then the RB's can be no further than the back of the QB's base to start the play. If during the audible phase the Offensive Coach MOTIONS the QB up further towards the LOS, leaving his RB's beyond the max distance, it will be an illegal

formation penalty of 5 yards against the offense. *If you have a fullback a base length behind any offensive linemen you can have a tailback directly behind the FB but he must be 2 yards behind him.*

5.3 Position of the Defensive Players at the Snap

5.3.1 The defense is set up with a neutral zone at the line of scrimmage. The neutral zone requires that no part of a defender or defender's base can touch or cross the line of scrimmage. 1. The defense will have 10 seconds after the offense says "set"

2. No stacking unless 2-yards or less or if the QB is under center 3.

Stationary defenders can be used and placed anywhere on side.

4. No portion of a defensive player on a boat or bullet base may be placed within 5 yards of the line of scrimmage within the tackle box.

5.4 Running Plays

5.4.1 A QB must remain at some point behind the center prior to the start of the play.

5.4.2 The quarterback may never be the lead blocker ahead of the ball carrier on any run play that goes into the tackle box. If the quarterback acts a lead blocker for the ball carrier, then it is illegal procedure and results in a 5-yard penalty and loss of down.

5.4.3 In order for a running back to carry the ball; and the QB is under center, the front of the designated runner's base must be behind the back of the quarterback's base. If the QB is in the shotgun, the runner can be even with the front of the QB's base.

5.4.4 Two backs can run in the same direction at any time as long as the third back is turned away from the play and now running inside of the tackle box of the offensive line.

5.4.5 The QB can run into the LOS as a ball carrier but he cannot be pushed by another offensive player. If this occurs, it will be a 5-yard penalty with loss of down.

5.4.6 The QB may start the play facing forwards towards the line along with two other backs, to disguise the play call. Upon announcing a pass, the stationary QB may be substituted in, the defense will then be allowed to bring in one stationary Defender in place of a mobile Defender if the QB is swapped out on Offense. If a run is announced and three players are moving forward the offense will be called for a 5-yard penalty, due to violating the 3 players cannot go forward into the line within the tackle box. It is incumbent upon the Offensive coach to manage that scenario. The QB may also start the play running backward toward his own end zone or sideways but on his own turn up field and run (i.e. bootleg or roll out). If the QB runs and his base is completely twenty (20) yards behind the LOS (15 yards on a Monster Field), the play is dead, AND the offense takes the 20 or 15-yard loss.

5.4.7 Only two eligible players in the backfield can be directed into the tackle box on any given play unless there are 2 yards or less for a first down or a touchdown. The QB cannot be pushed or start out lead blocking. An eligible player in the backfield is directed into the tackle box if their initial movement is toward the tackle box and they contact any of the following:

1. the back of an offensive lineman's base
2. a defensive player situated between the offensive tackles.
3. the line of scrimmage between the offensive tackles

a. Three eligible players cannot go forward into the tackle box on an overtime play.

b. Violations of this rule lead to a 5-yard penalty and loss of down.

5.4.8 QB Options:

NOTE: The QB has the option to **Pass** (see below), **Pitch**, or **Keep**. After both coaches have completed their formations and audibled, the offensive coach will declare “quarterback option”.

If the QB is on a stationary base and has an empty backfield the coach cannot call QB Option it can only be a pass

When calling QB Option once the board is turned off by the offensive coach the offensive coach has five seconds to decide [Keep, Pitch or Pass]. If he doesn't decide by then the play is dead at the original line of scrimmage. If the offensive coach decides to pass they have 15 seconds to point out an intended receiver, complete the pass and pivot the player if the pass is completed. During those 15 seconds the offensive coach can change his mind on the intended receiver.

Should the QB opt to **keep or pitch to running back**, the rules regarding running plays will be fully enforced (see above). The following additional defensive options are available:

- A. The stationary Defender(s) can be replaced prior to the switch being turned back on, can now be adjusted or pivoted towards the ball carrier. The Defensive Coach has only five (5) seconds to do so. Should the QB opt to **Pass**, the rules regarding Pass Plays will be fully enforced (see below in later section). The following additional defensive option is available.
- B. The stationary Defender(s) cannot be replaced with the mobile Defender(s) until the pass is completed. Then they may be pivoted toward the ball carrier.

Should the QB opt to **Pitch**, the following conditions **must** be met:

Executing the Quarterback Option Pitch:

1. To pitch the ball there must be a clear path between the player who is pitching and the player who is to receive the pitch (the receiver).
2. The offensive coach must clearly inform his opponent whom he plans on pitching the ball to
3. **No opponent's player(s) or teammate(s) base or appendages can be within the projected path between the QB's and receiver's bases.**
4. Neither the QB nor receiver may have completely passed the LOS or ran out of bounds.
5. Neither the Pitcher nor Receiver can be engaged by an opponent's player(s).
6. The Receiver must be even with or slightly behind the QB's base (most down field portions).
7. The receiver must be within two base lengths (measured base to base) of the QB to receive the pitch.
8. If the intended receiver is more than two base lengths behind the quarterback, you may pitch the ball by throw the ball to that player (see Laterals 5.4.14).
9. Stationary Defender(s) may be replaced by the mobile players as long as the stationary players are not engaged.
10. The offense then hands the switch to the defensive coach and the play runs to its conclusion.
NOTE: The ball will ALWAYS be marked at the forward progress for the offense. You must turn off the switch to end the play. If you leave the switch on AFTER a tackle then forward progress continues, even if he scores! (This is the Ball carrier **Dragging the Defender** after contact).
11. The quarterback may never be the lead blocker ahead of the ball carrier on an option pitch play that goes into the tackle box. If the quarterback acts a lead blocker for the ball carrier, then it is illegal procedure and results in a 5-yard penalty and loss of down.

***All pitches are automatic (you do not have to throw the ball for the pitch). ***

5.4.9 Executing the quarterback Option Keeper

- A. The play starts with the quarterback or wildcat with the ball. After the initial stoppage the offense has 5 seconds to declare **Pitch** or **Keep**, if the offensive coach decides to keep the ball with the QB the switch is turned over to the defensive coach.
- B. If the offensive coach allows the quarterback to **COMPLETELY** cross the line of scrimmage on a declared option before the board is stopped, the play is dead at the original line of scrimmage and a five-yard penalty and loss of down is enforced from the previous spot.

NOTE: If the Quarterback 's base is touching any part of the line of scrimmage at the stoppage, and has not **CROSSED** the line of scrimmage, the **Pitch** or **Keep** is still an option. Defense: 5.4.8 (A)

5.4.10 Executing the Quarterback Option Pass:

- A. The play starts with the quarterback or wildcat with the ball. Within five seconds after the field is turned OFF, the offensive coach declares **Pass**.
- B. The Offensive coach can still throw the ball if the QB base has not completely passed the line of scrimmage.
- C. The defensive coach starts the countdown at 15 seconds. If you are using a pass clock please inform the passing coach that it has started.
- D. The Offensive Coach may change his mind as many times as he chooses on his intended target within his 15 second passing window. He is NOT locked into his first choice. The 5 seconds is his Option Choice decision window only. If he doesn't declare pass before the 5 seconds has expired the play is dead and the ball is placed back at the original line of scrimmage. This is considered an incomplete pass attempt.
- E. If the pass is completed the defensive coach have 10 seconds to pivot any players to make an attempt to tackle the ball carrier and this includes the Stationary Defenders that are unengaged.

5.4.11 Executing the Lateral

Lateral pass attempts

SPECIAL NOTE Based off the play call at the start of the play the passing rules apply. If a **quarterback is within the tackle box** and all receivers are engaged except for a receiver in the lateral position, the offensive coach must decide to take a coverage sack or throw the Lateral pass. If the Lateral pass is not attempted, then the play will result in a coverage sack. If the coach chooses to attempt the lateral pass, the following rules apply, and the coverage sack is no longer an option.

Regardless of the ball's final resting place (in bounds or out of bounds) after an incomplete Lateral pass, it will result in a fumble and the fumble rule is to be applied. It is the location of the intended receiver that determines the new line of scrimmage (A coin is flipped to determine the possession of the ball Heads Offense Tails Defense.) This applies for pass placement and ball on a string as well (see below). If the defense wins the toss on the fumble the ball is turned over at the farthest forward part of the intended receivers base (facing the opponents end zone). If the offense wins the toss the ball is down at the farthest forward part of the intended receivers base (facing the opponents end zone). The offensive coach will have 5 seconds to decide to attempt a lateral pass or take the coverage sack (if QB is within the tackle box). If no decision is reached within the 5 seconds, the result of the play will be an automatic Coverage sack at the spot of the QB.

A lateral may not be attempted if the intended receiver is beyond 20 yards behind the line of scrimmage (15 on a monster board).

Laterals using Pass Placement and/or Ball on a String: At the time the offense declares the intent to make a lateral pass using the BOS/PP; coaches/referee will note the current location (yard mark) of the intended receiver. The BOS/PP attempt will then proceed. In the event the pass is incomplete, it will be considered a fumble and the dice/coin will be rolled/flipped to determine possession. The new line of scrimmage for the next possession of the winning roll/flip will come back to the noted location of the intended receiver prior to the pass attempt.

In the event the BOS/PP attempt is intercepted, normal interception rules apply. If the pass is completed, normal BOS/PP completion rules apply.

For laterals using Pass Placement and/or Ball on a String: If the Pass Placement mark places the ball behind the QB it will be considered a fumble. If it is a fumble the ball the winner of the coin toss will receive the all at the placement of the ball on the field.

5.5 Passing – If your mobile QB touches the back of the any linemen they are still eligible to pass the ball.

5.5.1 A coach must choose Pass Simulations or Passing Quarterback (PQB) at the start of the game and must use the method chosen for the entire half. The coach may elect to switch to the alternate method of passing at halftime. If the coach chooses to switch methods from the first half, he must notify his/her opponent of his/her intent to do so. If this is not done, the same method as the first half must continue.

5.5.2 Eligible Receivers Are those who 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/or the opposing coach and then lining the player up in an eligible position.

5.5.3 All eligible players that remains inbounds and unengaged at the start of the play

5.5.4 A forward pass is the forward movement of the ball to an eligible receiver. Eligible receivers are tight ends, wide receivers, running backs and quarterbacks who are either lateral with or downfield from the quarterback at the time the pass is to be executed.

5.5.5 If pass is declared initially, and the QB does not go entirely past the line of scrimmage the offense has 20 seconds to complete the pass. The referee or defense will run the passing clock or count out the 20-seconds. (Please show sportsmanship and inform the offensive coach that the 20 second passing clock has started) If the ball is not thrown to the intended receiver by the time the 20 seconds has elapsed, the pass is incomplete. If you are using a mobile QB at the start of the play you cannot run him. He must still pass the ball. If the QB is outside of the tackle box, he can elect to throw the ball away. If he is not outside of the tackle box and no other receiver is open (eligible) to pass the ball to, it will be considered a coverage sack. If the QB is not outside of the tackle box and a receiver is eligible he can throw the ball away, in this case if the throw away pass is to an open receiver and the pass is considered a lateral then the lateral rules are in effect.

5.5.6 For pass attempts the PQB shall be placed in the same space occupied by on field quarterback. After completion of the pass (or interception) the PQB will be replaced at the same spot with the original QB.

5.5.7 During the running of the board on a pass play, if the QB falls over, he is still considered live and can attempt a pass. As soon as the QB falls over the board must be turned off. The QB can be sacked in this situation as well. If any part of the QB is touching a defensive player, it is considered a sack.

5.5.8 The offensive coach must identify his intended receiver by number or name; verbally calling out the number or pointing directly at the receiver prior to the pass attempt.

5.5.9 If a pass was declared prior to the start of the play and you have a mobile QB and the whole base advances past the line of scrimmage prior to the initial stoppage, it is considered an illegal forward pass resulting in a 5-yard penalty & loss of down. Even with line, the pass attempt may still take place.

5.5.10 Shuffle pass – A shuffle pass is a pass that is allowed to happen in the backfield when the QB has a clear path to the receiver and that receiver is within two base lengths from the QB and is within the tackle box. The defense is allowed to pivot any unengaged player to make a tackle.

Point of clarification: a shuffle pass cannot be done unless the receiver is in front of the QB.

5.5.11 Turn and Burn is when you complete a pass to a receiver and you pivot him to run down the field gain as many yards as he can. Turn and burn will be allowed after EVERY successful TTQB pass completion. The adjustment MUST be made within the original 15 or 20 second passing clock. You do not get additional time to make your Turn and Burn adjustment after a completed pass if the time expires as you complete the pass. No adjustment can be made to the receiver.

5.5.12 There will be NO Turn and Burn adjustment AFTER stick passing “completions.” That adjustment already occurred before the Stick Passing catch.

5.6 Pass Completion

NOTE: Passing is to be done without the interference of your hands or the PQB itself with the players on the field. It is your responsibility to not interfere with any players. If the passing QB or the passing coaches’ hands knocks down any player (offense or defense) on the field while passing the ball, it is automatically incomplete. Incidental touching or contact with players should be avoided, however if any players are touched by incidental contact, the pass may still be attempted providing no players have been knocked over or moved completely from their original position while remaining upright.

5.6.1 A PQB pass is complete when the ball is thrown to an eligible receiver and hits the player or his base directly without hitting the playing field or another player first. It is up to the referee to determine if a pass is completed or not.

5.6.2 A receiver, who is eligible, may catch a ball if he is unengaged with a defender.

5.6.2(a) If the pass is not completed to the intended receiver and hits another eligible receiver the pass is complete and the play is dead at the spot (No advancement of the player/ball)

5.6.2(b) You may throw a pass to an eligible player that is laying down on the field provided no part of him or his base is touching a defensive player. If the pass is completed the play is dead right, there.

5.6.3 After completion of the pass to an intended receiver, Turn and Burn Rules apply; the defense then has 10 seconds to adjust all unengaged players. The offense can make no further adjustments.

5.6.4 Ineligible receivers

5.6.4.1 In the event the pass hits an ineligible unengaged offensive player (OL) first, a 5-yard penalty will be assessed on the offense from the previous spot plus loss of down. Hitting an engaged OL first will be just be considered an incomplete pass. An engaged lineman (OL) is defined as base to bases or any body parts touching.

5.6.4.2 In the event the pass hits an engaged defensive player first, it is considered a knock down, not an interception. This includes safeties and cornerbacks downfield “engaged” with an offensive player, since an engaged WR is also considered ineligible.

5.6.4.3 Receivers out of bounds: Are ineligible once identified. It is very important to make the declaration prior to the player being identified as the “intended receiver”. This will avoid interfering with the timing of the pass. If there is a dispute, with no third party to confirm one way or the other, then a coin (offense heads/defense tails) will determine eligibility.

5.7 Interceptions

5.7.1 A PQB pass is intercepted whenever it hits any unengaged defensive player first while in the air. In the event the ball is intercepted, the defense is allowed to run the ball from the point the interception occurred. The Defense will then have 10 seconds to adjust all unengaged players to block. The defense will then pivot the player who made the interception in any direction within 10 seconds. The team who threw the interception will have 10 seconds to replace PQB with the mobile or stationary QB (whichever QB initiated the play at the first “Set” cadence) and adjust all unengaged players to tackle. And the offense, which is now playing defense, will control the switch. Summary of events upon an interception:

- a) **Defense** has 10 seconds to adjust all unengaged players
- b) **Defense** has 10 seconds to adjust the intercepting player
- c) **Offense** has 10 seconds to adjust all unengaged players
- d) **Offensive** coach runs the switch until the play ends

NOTE: If the offensive coach pass is hit by an unengaged fallen defender it is still an interception. The player cannot be picked up to advance the ball and it takes possession of the ball at the spot.

5.8 Sacks

There are three situations in which a sack can occur:

5.8.1 A sack occurs when any part of a defensive player’s base touches any part of the quarterback’s base behind the line of scrimmage.

NOTE: If the QB has fallen, any part of the QB base and figure that is touched by a defender’s base is also considered a sack. If not, then the QB can pass to any eligible receiver. If the defensive player hits a stationary QB and he falls it is considered a sack. If the QB falls it is considered a fumble and the fumble rule applies.

5.8.2 A coverage sack occurs when the switch is turned off and the quarterback is still inside the tackles (tackle box) and does not have an eligible receiver (unengaged) to throw to. Also, an unengaged receiver who is behind the QB when the board is turned off; is an eligible receiver, however, the lateral rule will apply if the coach attempts a lateral pass. If the coach does not attempt the lateral pass then the Coverage sack rules apply, and the ball is down where the QB is stopped (inside the tackle box). If the quarterback is outside the tackle box, then he may throw the ball away.

5.8.3 The quarterback may drop back no farther than 20 yards behind the line of scrimmage (15 yards on a monster board). If his base completely exceeds the 20-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 beyond 20 yards. The sack yardage cannot exceed 20 yards under these circumstances.

Further Clarification:

- a) *If a defensive player’s base contacts a stationary QB and then falls over, it is still considered a sack. A broken tackle rule cannot apply since the QB is stationary.*
- b) *If the QB was rolling out and contacts a defender and that defender falls over due to the impact, then it is considered a broken tackle and the QB may pass or run. If they both fall over after that contact, it is only a sack. The defender must remain standing for a fumble determination.*

5.8.2 Safety

A safety is worth 2 points. The following actions will result in a safety:

- a) When a defensive man tackles an offensive ball carrier in the offensive ball carrier's own end zone.
- b) When any portion of an offensive ball carrier's base crosses the back or side of the end zone or out-of-bound lines in the end zone.
- c) When a QB exceeds the 20 yards drop-back barrier while in his own end zone. (15 on Monster Boards)
- d) When the QB's base is completely in end zone, within the pocket on a mobile base and no receivers are eligible for a pass. The results in a coverage sack in the end zone which is also a safety.
- e) After a safety, the team surrendering the safety will then free kick from their 20 **The teams will line up like it is a regular kickoff. The Kicking team may not attempt an onside kick.** Both the kicking team and receiving team will follow the SAFETY kick-off procedures.

5.9 Quarterback Set-up

5.9.1 The QB can set up as close as two yards behind the center. When this happens, the Defense can stack behind one defensive lineman that is within the tackle box.

5.9.2 The QB can't set up any deeper than within 15 yards from the line of scrimmage. (10 on a Monster Board) and no less than two yards to indicate he is under center.

5.10 Pass Simulation

NOTE: If you use pass simulation you are responsible for supplying the equipment necessary for the process. The equipment can be purchased through the Tudor or other vendors and must meet the standards mentions under the pass placement sticks **(section 1.5)**

5.11.1 Ball on a String (BOS) may be used as an alternative to the magnet ball as a target for Pass Simulation. You also must provide your own equipment which must be checked by officials at check-in. Using BOS, the ball must touch the playing field. All set-up and eligibility rules apply prior to the start of the play.

5.11.2 Once the switch is turned off, the offensive coach will then measure the distance (center of helmet to center of helmet) from the quarterback to the intended receiver. Place the appropriate stick in place within 20 seconds.

5.11.3 The following STICK measuring rules will apply. Helmet to helmet measuring stick is 11" long overall with one half red (5 ½ ") and the other half white (5 ½ "). Ball placement sticks: The shortest distance is RED (2"), intermediate is WHITE (4") and long distance is BLUE (6").

5.11.4 Again, upon a successful Pass Emulation or Ball on String (BOS) pass completion, NEITHER the offense nor defense can make any additional moves. The play will run until completion.

5.11.5 Once the distance has been determined the offensive coach may pivot the intended receiver only. The offensive coach now places the appropriate passing stick on the field with one end making base contact with the intended receiver's front portion of the base and between the front corners. The passing stick may be angled in any desired direction from that point so long as the passing stick remains in contact with intended receiver's base as previously described and does not cause the eventual placed ball to contact any player. If the sticks cannot be placed flat on the field, a tourney official will handle the entire stick and ball placement procedures.

5.11.6 The referee or offensive coach will next place the PS or BOS ball on the field, so it contacts the opposite end of the passing stick. The closest point of the ball is centered on the end of the stick, and closest point of the

ball is facing the quarterback to simulate a spiral pass from his direction. Once the offensive coach is complete within his 20 second window, the defensive coach will now have 10 seconds to pivot all his unengaged players.

5.11.7 The defensive coach may now pivot any unengaged players to either make an interception attempt or to make a tackle on the receiver after the catch. From this point on no players may be pivoted to resolve the play unless the pass is intercepted (see Interception). The referee or offensive coach takes control of the switch and turns the board on until the pass is determined to be caught or incomplete.

NOTE: See Pass Interference Section Below. Eligible Receiver: Pass Simulation – The identified receiver.

5.11.8 Catch After the ball has been placed and the board tuned back on, any player who makes (any) unengaged base contact with the ball (any base contact), before the play is over has caught the ball. If using the BOS, any part of the figure contacting the BOS is a reception. This does not include engaged players. Ineligible receivers, Offensive linemen and the quarterback cannot catch the ball.

5.11.9 Completion: Pass Simulation any base contact with the ball constitutes a catch for all eligible players.

5.11.10 For BOS any figure contact with the ball constitutes a catch for all eligible players. Situations where it is not a clear completion will be treated the same as an unclear pass with the PQB (incomplete) and treated the same as an unclear tackle with respect to base contact (not a tackle). Additionally, and just as a PQB pass, the first player to make base contact with the ball has made the catch.

5.11.11 Once a pass is completed to the intended receiver the referee will make the call and remove the placed ball. The ball can be advanced after the catch if that receiver is still unengaged. In such a case the referee will turn the board back on to resolve the play. A pass is complete if an unintended receiver contacts the ball as described above before any other player, but the ball cannot be advanced and is down at that spot. Simultaneous touching of the ball between offensive and defensive players is awarded to the offense as a completion but the ball cannot be advanced even if no base contact between those 2 players is made (ball sometimes keeps bases from making contact on simultaneous contact). Simultaneous touching of the ball between offensive players will result in having the catch awarded to one of the involved offensive players chosen by the offensive coach, with priority in favor of the intended receiver over all others. Simultaneous touching of the ball between defensive players will be awarded to one of the involved defensive players chosen by the defensive coach. Simultaneous contact between players from the offensive team can be advanced so long as the player awarded the catch is the intended receiver.

5.11.12 Incompletion: Pass Simulation – When the intended receiver goes past the ball, falls down or turns completely away from the ball then it is considered incomplete. If the intended receiver goes past the ball switch can be turned off immediately after the back of the base has gone past the ball.

NOTE: Any receiver other than the intended receiver catches the ball, the pass is incomplete. Therefore, if you leave the switch on after the intended receiver has cleared and the ball is intercepted it shall be considered a turnover.

5.11.13 Interception: Pass Simulation - A pass is intercepted if any player on defense contacts the ball as described above before any other player on offense. After an interception the defense will then have 10 seconds to adjust all unengaged players to block. The defense will then pivot the player who made the interception in any direction they choose within 10 seconds. The team who threw the interception will have 10 seconds to adjust all unengaged players to tackle. And the offense, which is now playing defense, will control the switch.

Pass Interference: Pass Simulation - No unengaged player from either team may be pivoted to obstruct an unengaged opponent player's path to the ball without risking a penalty, even if it was an unplanned defensive player. Obstructing an unengaged opponent player's path to the ball constitutes pass interference if contact is made during play resolution unless it happens within one base length radius (incidental/free contact

area) around the placed ball.

5.11.14 Running into the back of an opponent player's base does not constitute interference under any circumstances.

5.11.15 On offense, only the intended receiver can cause offensive pass interference. On defense, any unengaged defensive player can cause pass interference. Any base contact within a base length or less is considered to be incidental contact and is not a penalty.

5.11.16 The ball will be spotted at the point of the interference, automatic first down.

6 Special Teams

6.1 Kickoffs

6.1.0 For regular kickoffs the Receiving team is in the dark jersey and the kick off team is in the light jersey.

6.1.1 The kicking team lines up at their own 30-yard line (considered their line of scrimmage). The receiving team begins their formation at the 50-yard line.

6.1.1.1 For Monster boards, the kicking team will line up at the 50-yard line and the receiving team will line up at their 40-yard line with their second wave no closer than their 20-yard line. Hang-time for the kickoff will 3 seconds on 2x4 boards and 4 seconds on monster boards. This is the only exception to the kick-off rules in this section all other rules apply where applicable.

6.1.2 The kicking team can align all 11 defenders on the line of scrimmage if they so choose. 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 20 yards behind their first line of blockers, (at their 30-yard line). The receiving team must tell the kicking team which player will be used to return the kickoff.

6.1.3 Prior to turning on the board the kicking team dictates where the receiver will "catch" the ball in the end zone (between the numbers) prior to the kick. The receiver will be located behind to the goal line, but in the end zone.

6.1.3(a) If the kicking team does not declare where the receiver will catch the ball the receiver is automatically placed in the middle of the hashmarks in the end zone.

6.1.4 The receiving team may opt to forgo the kickoff process and take the ball on their 25-yard line but must announce this prior to setup of the kickoff play. If they do not forgo the kickoff and the board is turned on and they decided to down the ball the offense will start at their 20-yard line

6.2. Hang time

6.2.1 Hang time: There will be a 3 second hang time on kickoffs (4 seconds for monster boards).

6.2.1.1 The offense has 10 seconds to first set their kick returner and angle him for the return, then pivot all his unengaged blockers.

6.2.1.2 The defense then has 10 seconds to adjust all unengaged players.

NOTE: You can either return the kick or take it from your own 20-yard line after both coaches have pivoted.

6.3 Onside kicks

NOTE: Your team must be trailing in the game to attempt an onside kick. You can use both offense (dark) and defense (light) teams for onside kicks ONLY. Onside kicks must also be declared prior to setup. Once the kicking team starts to setup, they shall not be allowed to call onside kick.

6.3.1 Once an Onside Kick is declared, the kicking team will roll (2) six-sided dice to determine if the ball travels far enough for the onside kick. A 10, 11, or 12 must be rolled for it to be successful (indicates the ball traveled 10, 11 or 12 yards). A roll under 10 is automatically recovered by the receiving team at the point of the roll (i.e. - a roll of 7 means that the ball was recovered by the receiving team 7 yards from where it was kicked - recovered at the 37-yard line). If the initial roll of the die is successful (a 10, 11 or 12), then the following actions take place:

6.3.2 A magnetic ball will be used for all onside Kicks. (BOS must touch the playing field)

6.3.3. The Kicking team lines 11 players on their own 30-yard line. May use dark and light jersey figures.

6.3.4 The receiving team lines up 11 players on their 50-yard line. May use dark and light jersey figures.

6.3.5 Two six-sided dice will be rolled by the kicking team to determine ball placement. Odd numbers the ball travels 10 yards and even number the ball is placed 12 yards from the kicking team.

EXAMPLE: The dice show "10"



6.3.6 The kicking team will number their players 2-12 going left to right along their own 30-yard line.

EXAMPLE: Kicking Team Numbering



SCENARIO: Based on the dice roll of "10" and the numbering of the kicking team 2-12, the ball on the string or magnetic football will be placed 12 yards away but in front of the player the number represents, In this case it is identified as number "10" in the picture above.

6.3.7 The kicking team will then have 5 seconds to aim 3 figures on the ball.

6.3.8 The receiving team in-turn aim 3 figures in 5 seconds after the kicking team completes their adjustments identified in 6.3.6.

6.3.9 The switch is then turned on for 3 seconds by a referee or by default the kicking team if a referee is unavailable. The first figure to touch the ball on the string or magnet will have assumed possession of the ball.

6.3.10 If the ball is not recovered after 3 seconds, the kicking team will have 5 seconds to pivot any unengaged player towards the football. The receiving team will then have 5 seconds to do likewise. Then the board is run for an additional 3 seconds.

6.3.11 Once Possession has been established the switch will remain on until the ball carrier is tackled, scores, runs out of bounds or falls over.

6.3.12 If the ball carrier is knocked over during a tackle, it is considered a fumble and the rules regarding fumbles in Section 9 apply.

6.4 Extra points & Kicks

6.4.1 Extra Point: 1-Point Conversion - These will be considered automatic in Tournament competition (7 points) when a touchdown is scored unless the team scoring opts to go for a two-point conversion.

6.4.2 Extra Point: 2-Point Conversion - Two-point conversions are worth 2 points. Two-point conversions may be attempted after any touchdown. Following a touchdown, if the scoring team decides to go for a two-point conversion, they must line up at their opponents 5-yard line and must line up no differently than any other play from scrimmage. The offensive team must score just as they do for any other touchdown for the conversion to be successful. If unsuccessful, only 6 points awarded for the TD.

6.4.3 Punts: Punts are automatic. Outside the 50-yard line the punt is 45 yards. Inside the 50-yard line is 35 yards. Any punt that lands inside the five-yard line is automatically placed on the 5-yard line to ensure the offense can lineup properly. If automatic punts distance lands the ball in the end zone the receiving team will take the ball on the 20-yard line as the punt is considered a touchback.

NOTE: Punting is an option, not a requirement. You may elect to go for it 4th down anywhere on the field and at any point in the game. Understand that you control your team's destiny not the rules.

6.4.4 Field Goals: Field goals are worth 3 points. Field goals must be kicked with the Kicker. There are no fake field goals. Field Goals must be declared by the attempting team by simply stating "Field Goal" within 5 seconds of the next play if that play is fourth down or before the clock sounds prior to the end of the half or game. The coach kicking the field goal will have 20 seconds to physically complete the field goal kick once the field goal is properly placed down on the board. When possible, the coach attempting the field goal should make sure that the field goal posts are within reach prior to declaring his field goal attempt. If we are in a tournament and an official is officiating the game, it is their responsibility to complete this task.

- Should the kick not be completed within the allotted 20 seconds the ball is marked down at that point where the kick was attempted and the possession changes

6.4.4.1 Field goals may be attempted on any down once the offensive team is within field goal range. Once a field goal attempt has been tried it ends that possession for the offensive team unless a penalty is called or there was an equipment or similar problem during that attempt. Those instances will be handled by the referee and/or event staff.

6.4.4.2 The maximum field goal attempt that can be attempted is 64 yards. The kicker must be lined up in the center of the field but may be angled. The front of the kicker's base must be 7 yards behind the line of scrimmage. This means that the line of scrimmage must be at the **opponent's 47-yard line** or closer to attempt a field goal. The Field Goal will now be attempted from the appropriate spot on the field unopposed. The kick must clearly travel between the uprights and over the crossbar for the attempt to be successful.

6.4.4.3 All field goal attempts will be kicked unopposed i.e. only the kicker will be on the field.

6.4.4.4 The board will be off during the kick unless using a Carl Coley automatic kicker where the board must be turned on for 1 second to activate the kicker.

6.5 Missed kicks.

6.5.1 All missed kicks result in the defensive team obtaining possession of the ball automatically at the spot of the kick (7 yards behind LOS) unless that spot is less than 20 yards away from the defensive team's end zone. If that's the case the defending team will start their possession at their own 20-yard line.

6.6 Kickoffs for a Safety (for all size of boards)

6.6.1 The kicking team will kick from their own 20, the receiving team will set 5 men on the kicking teams 30yard line, the next wave of kick returners can be no closer than their own 40-yard line and the kick returner will set up on the 20. The kickoff hang time will be 3 seconds. The return man will now be standing at the 10-yard line.

7 Overtime

7.1.1 Both teams will have 1 play from the 50-yard line with the winner being determined by total points, or total positive yards whichever applies. However, the winner must have at least one positive yard. You cannot run three men into the line for any overtime play.

7.1.2.1 **In Pool Play**, there will be a maximum of one OT attempt by each coach. Positive yardage will be the determining factor on the outcome of the final score. The team with the most yards will be awarded 6 points towards their final score. Should neither team score or gain any positive yardage in OT, the game ends in a Tie. No points are added to either coach's regulation scoring.

7.1.2.2 **In the Elimination Rounds**, OT will continue until one coach emerges as the victor. Each TD is an automatic 7 pts. Should you decide to go for the two-point conversion that rule apply.

7.1.3 Overtime Coin toss: The winner of the coin toss has the choice of possession or to defer. The opposing team gets to choose if they want the ball or which side the field they wish to play. **NOTE:** Both teams must go in the same direction on offense.

7.1.4 Games won in overtime by yardage will have 6 points added to their score.

8 Penalties

8.0 Penalties

NOTE: Penalties are a part of the game, and all players must respect their opponent or the official if they call a penalty. It is ultimately the responsibility of each Coach to make sure no infraction / penalty is called against them. Just because you do not see a specific penalty listed does not mean it will not be called. Below are the basics only. An official can make other calls not listed so long as they are not contradictory to the format.

8.1 Unsportsmanlike Conduct - 15 yards from LOS + warning. Repeated acts will cause immediate disqualification of the offending coach. We are here for fun. Please behave accordingly.

8.2 Trash talking- Any attempt to humiliate or assault your opponent will not be tolerated. If the referee, after first warning a coach, feels that talk is excessive, he will call an unsportsmanlike conduct penalty and mark off fifteen yards.

8.3 Abusive language- The goal of the League is to incorporate young people into the game of miniature football. As men and women of this game, there is something to be said for a "clean mouth." Cursing will not be tolerated.

8.4 Arguing with the referee- A coach may dispute a call, but if he begins to get abusive toward the official, he will be flagged with an unsportsmanlike conduct penalty. If a second flag is thrown for this same offense (at the official's discretion) then the violator will automatically forfeit the game.

8.5 Spectator Interference-Spectators not involved in a game may not argue with or taunt a referee during his/her duties of refereeing a game. If a spectator interferes with a referee, taunts the referee during the game or after, the spectator will be removed from the tournament facility and the TOC Owners will conduct an inquiry into the member's status with the TOC if a TOC member is involved.

8.6 Offsides - 5 yards from LOS.

8.7 Delay of Game - 5 yards from LOS

8.8 Illegal Formation - 5 yards from LOS.

8.9 Illegal Receiver - 5 yards from LOS (Ball caught by ineligible receiver). Unengaged offensive lineman

8.10 Illegal Pivot - All illegally pivoted players will be removed from the board until that play is resolved. All pivots (after the play has begun) are to be made from the rear of the base using an approved on-field ref, spotting device, or with assistance of an official.

8.11 Illegal Forward Pass - 5 yards from LOS and loss of down.

8.12 Illegal Stacking-5 yards from LOS repeat down.

8.13 Duplicate Numbers

First Offense: 5-yard penalty from original line of scrimmage and loss of down. Second Offense: Player Ejection: Opposing coach choice.

Point of clarification 1: It does not matter if the players were different from the first offense. The infraction is based upon player management (your actions).

Point of clarification 2: Duplicate numbered players are allowed but must never be on the field at the same time. This penalty only occurs after both coaches call set or after the play has started. If one of the players is a stationary player and they are representing a mobile player with a different number, then it will not be a penalty due to the stationary player representing the mobile player thus he is the mobile player number. That mobile player MUST be presently in the back of the end zone as specified in the stationary player's regulations.

9 Fumbles

9.1 A fumble occurs when the base of a defensive player makes direct contact(hit) with the any side of ball carrier's base that results in the ball carrier being knocked over to the degree that none of the ball carrier's prongs are touching the playing surface. Simply stated, the collision itself must cause the fumble.

9.2 The player is considered knocked over (fumbled) if none of the prongs (brushes) are contacting with the playing surface.

9.3 It does not matter if the player is leaning on another player the determining factor shall be if there are no prongs (brushes) in contact with the playing surface.

9.4 Once a fumble is established it should be considered an automatic turnover and the defending team is awarded the ball at that appropriate spot. (NO advancement of the fumble)

9.5 Should the ball carrier and the defender both fall over during the attempted tackle a coin toss is performed to determine who will have possession of the ball. Heads the offense will keep the ball and Tails the defense will take possession of the ball.

10 Broken Tackles

10.0 Broken Tackles

10.1 A broken tackle occurs when a defender falls as a result of contact with the ball carrier. Simply stated, the collision itself must cause the tackler to fall. The defender who fell during the tackle may not be placed upright and the play continues to its conclusion.

11 Fallen Players

11.0 Fallen Players

Definition: Fallen players are players that have all prongs off the field. These players are considered fallen players and cannot make a tackle if they are still engaged with an offensive player (Pancaked). If unengaged and any part of the base comes into contact with the ballplayer, then it is considered a tackle.

10.2 All players must be set up on all prongs prior to the start of play. If a player is not upright at the start of the play he is not eligible and therefore removed from the field of play.

10.3 On pass plays and after the pass is completed, defensive players may be placed upright to react to the ball carrier. Care should be taken, and markers used so that the defender cannot be placed upright in a way to gain distance toward the ball carrier.

10.4 A fallen QB may still throw a forward pass as long as no contact has been made by a defender to the QB's base or body which would result in a sack.

10.5 On kick returns both offense and defensive players may be placed upright to block or react to the ball carrier.

12 Elimination Rounds

During elimination rounds, the higher seed chooses the field that they want to play on until the semifinals. At that point, the host of the tournament will select the two neutral fields that the semifinals will be played on.

13 Forfeits - Quit

13.0 Forfeits

13.1 All games are to be played! Forfeiting a game for any reason beyond health or personal tragedy is to be discouraged.

13.2 Coaches winning a forfeited game will receive a 7-0 final game score.

13.3 If the trailing coach quits while on defense before the final 4 minutes of the game, the opposing coach will be awarded an additional 7 points.

14 Championship Game Rules

14.1 TIMEOUTS Each coach will be issued Two Timeouts to start each TOC Championship game. Both timeouts can be used in either half. Furthermore, both timeouts can be carried to the 2nd half if both are available.

14.1.1 Should overtime occur, any timeouts cannot be carried into the overtime.

14.1.2 The referee will keep records of timeouts and inform each coach of their timeouts at the beginning of each half or after the use of a timeout.

14.1.3 Once a timeout has been declared, the game clock will immediately stop.

14.1.4 Should a coach attempt to use a timeout without having one available, it is a penalty (unsportsmanlike conduct). 15 yards from the line of scrimmage.

14.2 2 POINT CONVERSION Any 2-point conversion during a TOC championship game will cause the clock to stop and the clock will resume at the following kickoff upon the receiver running the ball out of the end zone or the receiving coach's first play from the 20-yard line if they elect to take a touchback.

14.2.1 The 2-point conversion is to be treated like any play from scrimmage as noted below:

- Upon a confirmed Touchdown, the scoring coach has 5 seconds to declare that they are going for 2 points.

Should they fail to emphatically state their intention, they are awarded an automatic 7 points and the 2-point conversion will be waived and a kickoff will then take place.

- Should the coach state that they are “going for 2”, the game clock immediately stops and ALL other play from scrimmage rules apply such as set-up clock, pivot clocks, etc.
- If a penalty occurs, and the penalty is accepted by either team, the penalty is then marked off and the 2-point conversion attempt is retried.
- Under no circumstances can the scoring coach change his mind once the 2-point conversion is declared. This includes a penalty is assessed against the coach or they have 2-point conversion remorse and/or a change of heart after the 2-point declaration, your decision is locked.
- If the coach refuses to go for two after declaring a 2-point conversion, he will only be given the 6 points for a touchdown and the kickoff will resume. The referee may also declare an unsportsmanlike penalty to be assessed on the ensuing kickoff.

14.3 OVERTIME should an overtime period be needed at the conclusion of a regulation TOC championship game; the following overtime rules apply:

- The coin flip winner will determine possession or deferral to the second possession
- Each coach will start from their opponents 50-yard line
- Each coach will be given a 5-minute continuous running clock.
- Each team will be awarded one time out.
- If you score a touchdown the offensive team MUST kick the extra point from the 23-yard line or go for two. (Two-point rules apply.) Offensive lines up at the five-yard line.
- The offensive team can kick a field goal if they meet the field goal requirements.
- The offense can earn first downs during their allotted time.
- Should a turnover occur by the offense; their possession is considered ended. Furthermore, should a score by the defense occur as a result of the offensive turnover, the game is over?
- If the score is tied after the first overtime the second overtime and any additional overtime will follow the elimination round overtime format.

14.4 COACHES BOX LIMITATIONS

14.4.1 The only persons allowed within 10 feet of the game board during ANY TOC championship game are the following:

1. The two participating coaches
2. The two referees
3. The official camera person
4. NO OTHER PERSONS ARE ALLOWED TO BE IN THIS AREA!
5. Tournament organizers and the head referee are responsible for keeping this area clear. Non-participants should be mindful of their proximity and keep the area clear out of respect for the game, the coaches who are in the championship and their fellow coaches who also wish to watch.
6. Courtesy and professional etiquette are the order of the day!

14.5 CHAMPIONSHIP FIELD

The championship field is selected by the host. Neither participant in the finals should have played on the field during the current tournament. Most tournaments host have a championship board.

15 TOC Top Twelve Ranking System

At the conclusion of the season the top 12 coaches advances to participate in the Tournament of Champions to play for the National Championship. Any coach that has won a Gold Ball automatically advances and after that criteria has been determined; the remaining field will be filled by the Coaches that has accumulated the most points to fill out the 12 qualifiers.

Example: If five coaches have won a Gold Ball the remaining 7 spots will be given to the coaches that have accumulated the most points.

Ranking Example: If a coach has won multiple gold balls, he will have a higher seed then the other coaches that have won one gold ball. If two coaches have won gold balls, then the coach with the most points out of the two will be the higher seed.

****Special Note**** If you have been notified that you will be participating in the Tournament of Champions and you want to play with a different team you have that choice. Just make sure that you inform the members so that the team you wish to play with can be go through the check list. The team you are playing with should be checked in the night before the tournament.

16 TOC Event Schedule 2023 – 2024

Logo	Date	TOC Event	Location	Sponsor	Contact
	Sept. 22 nd – 24 th 2023	Kansas City Twister	Shawnee, KS	Kelley Newton	kansasnuggets@gmail. com (405) 824-4573
	Nov. 3 rd – 5 th 2023	Bull City Brawl	Raleigh/Durham , NC	Selby Primus	Selby_primus@yahoo. com (919) 656-0256
	Feb. 2 nd – 4 th 2024	Faultline Rumble	Los Angeles, CA	Cello Trolio	Saintcelo@ sbcglobal.net (805) 501-6252
	April 12 nd – 14 th 2024	Capitol City Clash	College Park, MD	Levi Franklin	lfranklin@potomacschoo l.org (301) 442-5155
	May 31 st – 2 nd 2024	River City Blast	Chattanooga, TN	Charles Lane	Biglane99@aol.com (423) 313-7272
	July 26 th – 28 th 2024	CON 17	TBD	Kelley Newton	kansasnuggets@gmail. com (405) 824-4573

17 TOC Point System

Coaches competing in the 6 TOC tournaments will receive points based on their standings per the chart above.

Below is the foundation on how the TOC reward points for the participants.

Pool Play:

3 points for participating in the TOC Tournament 2

points per win during pool play.

1 point per tie

Tournament Play:

5 points for “Bracket Play” (32 Teams or 24 Team) 10

points for “Sweet 16” of the TOC tournament 15 points

for “Elite Eight” of the TOC tournament 20 points for

“Final Four” of the TOC tournament

25 points for “Championship Game” of the TOC tournament 30

points for “WINNING” the TOC tournament

Tournament Play:

5 points for “Bracket Play” (16 Teams or 12 Teams) 10

points for “Elite Eight” of the TOC Tournament 15 points

for “Final Four” of the TOC Tournament

20 points for “Championship Game” of the TOC Tournament 25

points for “WINNING” the TOC Tournament

Each of the 6 TOC event winners qualifies for the single elimination. The Final 12

Coaches will participate in the National Championship tourney.

The remaining spots will be awarded after the 6th TOC event to the coaches with the highest total TOC points not already qualified. If any TOC event winner cannot attend Sundays finals to the scheduled finish, the next highest total TOC point winners will claim the spots in order to have a full 12 participants championship finals.

By a name indicates a TOC tournament winner and automatic qualifier for the finals on Sunday at the National Championship.

18 TOC Board Members

TOC Board

1. Kelly Newton
2. Brandon Woodard
3. Selby Primus
4. Cello Marcelo Trolio
5. Charles Lane
6. Levi Franklin