

MFCA Coaches Points Challenge "House" Rules

This rule set has been developed by the MFCA Rules Committee to give a coach participating in the MFCA Coaches Point Challenge or CPC an alternative set of rules to use that is, as much as possible, unbiased towards any one local or regional set of rules, one manufacturer, or one style of play.

It is understood that the coaches using this set of rules are not beginners and have a basic understanding of the game of football and the most commonly used procedures for playing the game of miniature football. MFCA CPC officials will be available to make rulings and assist coaches in interpreting this rule set and all decisions by those officials will be final.

I. Equipment

A. Game Boards and Accessories

1. Game Boards

Any stock or custom game board currently being produced may be used. The game board being used must be scaled similar to the dimensions of an actual football field and have field markings that are common to an actual football field. Field covers and playing surface decorations may be used so long as they in no way interfere with the movement of players across the playing surface.

2. Game Board Accessories

The following are the minimum required accessories that must be provided for the game board being used.

Goal posts - The MFCA has adopted the following standard goal post size to be used which is roughly based on a 5mm = 1 ft scale. The MFCA cross bar height then is 2 in above the playing surface and the width is 4 in.

The MFCA will provide goal posts scaled to this standard for the Championship Game.

10 yard chains - must be scaled to match the game board being used.

Line of scrimmage yard marker

B. Players and Teams

1. Players

A player consists of a figure and a base. The base may be removable or permanently attached using a single thin layer of double sided tape. The total weight of the player (figure and base combined) may be no more than **4.0 grams**. Added weights must be invisible (i.e. under the base or under the platform as long as it does not raise the figure significantly off the base).

a. Figures

Any stock figure currently available may be used. (Including, but not exclusive to figures from Miggle Toys, Buzzball, Football Figures.com, Excalibur, Electric Gridiron and Playtime). Customized figures will be allowed so long as they remain some what proportionally scaled and sized to currently available stock figures. Custom figures must be configured such that they do not impair the ability of another figure to make base to base contact. **Figures cannot be molded or modified to have attributes not found in standard football players.** Any figure that is questionable in this regard must be approved by tournament officials.

b. Bases

Any stock base currently available may be used, including, but not exclusive to, Miggle, Tudor, Buzzball and Tornado Alley. Customized bases ("Frankensteined" bases, bases that have extra prongs added or prongs removed) will be allowed so long as they are equivalent in size and configuration to currently available stock bases. There will be no limit on the number of customized bases allowed on a team. Bases may be "tweaked" according to currently accepted tweaking methods. **The boiling of bases is not allowed.** Any base that is questionable in this regard must be approved by tournament officials.

2. Teams

a. Roster sizes

Team rosters must have a minimum of 11 players and no more than 45 players available at game time for game play. Each player must have its own base and a team may have an additional 8 bases available for game play. However any player and base combination must not exceed the **4.0 gram** total player weight limit. All players should be numbered on the front and back of their jerseys. If at all possible a roster of players and their weights should be made available to the opposing coach prior to game play.

b. Uniforms and colors

Teams should be painted in official team colors and may represent any pro, college, high school, or fantasy team. An effort should be made to have a team available in a home and away uniform. This may be done by having the offense in one color of uniform (dark or home jersey is preferred) and the defense in one color of uniform (light or away jersey is preferred) or full teams in both home and away uniforms.

3. Balls

Any ball currently being produced may be used in game play. Including but not exclusive to Miggle / Tudor, Buzzball, EFDW. Balls may be made of foam, felt or leather and may be painted however a ball shall not be treated in any way that will cause damage to the game board or players. Balls will be used for passing and kicking only. A ball carrier on any play is not required to physically “carry” the ball.

4. Passer/Kicker Figures

Any passer and/or kicker figure currently being produced may be used including but not exclusive to Miggle /Tudor TTQB, G-force TDQ and TDK.

***** Note *** Any Equipment that is questionable in regards to the above stated specifications must be approved by an MFCA Tournament Official.**

II. Length of Game and Game Timing

A. Length of Game

1. Regulation

A game shall consist of 4 quarters, divided into 2 halves. A quarter shall consist of 12 plays. Therefore a regulation game will be played as 48 plays divided into 2 halves of 24 plays. Teams will be allowed 3 timeouts per half. Teams will exchange sides of the field to begin the second half.

2. Overtime

In the event the score is tied at the end of regulation, the game will be extended by one overtime period. This overtime period shall be 12 plays in length. This overtime period will be a “Sudden Death” overtime period in which the first team to score shall be declared the winner. Teams will be allowed 2 timeouts per overtime period. Only one overtime period will be played during the course of regular tournament games. In the event that the score is still tied at the end of this overtime period, the game will end in a tie. **For the Championship Game only**, play will continue to be extended by overtime until a team scores to win the game. All rules for regulation game play procedures will be used to regulate overtime play.

B. Game Timing

1. Play Count

The following types of plays will be included in the total play count of the game.

- Any free kick (kickoff, onside kick, or safety kick) that results in the ball being returned for a gain or loss of yardage.
- Any play from scrimmage (run or pass)
- Any kick from scrimmage (punt or field goal attempt).

2. Non play count.

The following types of plays will not be included in the total play count of the game.

- Any free kick (kickoff, onside kick, or safety kick) that is not returned (fair catch or touchback)
- “Fair Catch” kick.
- Extra point conversion try by kick, run or pass.

3. Team timeout

Each team will be allowed 3 time outs per half. This timeout may be called by either coach immediately after the completion of any previous play or any time during the set up sequence of a play. A timeout may not be called after the play sequence has begun or anytime during the play sequence. A team timeout adds an additional play to the end of the half. There must be at least one play remaining in the half for a team timeout to be called.

4. Official’s timeout

An official’s timeout will be called anytime there is to be an interpretation of the rules by an MFCA CPC official. An official’s timeout does not affect the play count.

5. Two Minute Warning

There will be an Official’s time out called when there are 2 plays remaining in each half. This timeout will not affect the total play count.

III. Game Play Procedures

A. Pre-game

1. Home and Visitors

Before the beginning of the game coaches should decide who will be the home team and who will be the visiting team.

a. Home team

The home team coach will provide the game board and accessories to be used. He should also provide the balls for his team to use and any other necessary or required equipment.

b. Visiting team

If the home team coach is not able to provide a game board then the visiting team coach may provide the game board and accessories to be used. He should also provide the balls for his team to use and any other necessary or required equipment.

An MFCA CPC official should be contacted before the beginning of the game if a game board and accessories, balls or any other necessary equipment needed cannot be provided by the coaches. The MFCA will have a limited supply of game play equipment available.

2. Coin Toss

Before the beginning of a game, a coin toss shall be conducted. The visiting team coach will call the toss.

a. Winners options

The winner of the coin toss has the first choice of the following options:

- Receiving the opening kickoff
- Kicking off
- Which end zone to defend
- Deferring to the second half

b. Losers options

The loser of the coin toss has his choice of the remaining options not chosen by the winner of the coin toss.

3. 2nd half options

The loser of the pre-game coin toss has first choice of options to begin the second half unless the winner of the pre-game coin toss chose to defer to the second half.

4. Overtime

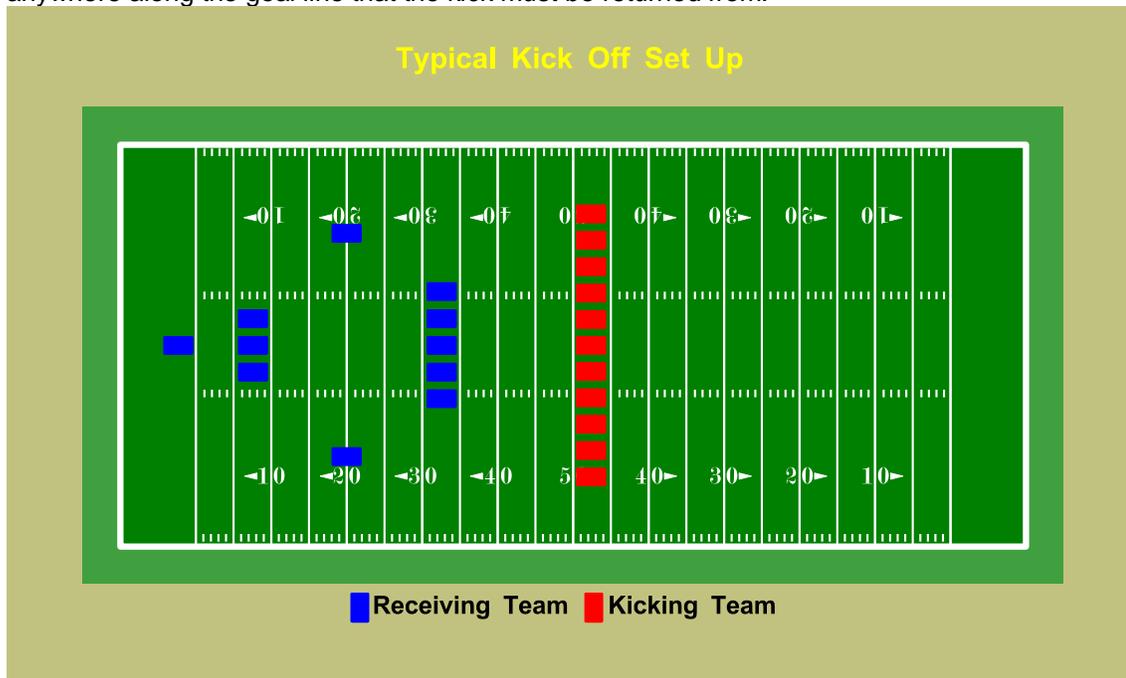
A coin toss will be used to start the first overtime period. Each subsequent overtime period will proceed according to regulation game play procedures.

B. Kick Offs, Onside Kicks, Safety Kicks

1. Kick off Procedures

a. Set Up

Set up for a kick off will assume that the kick has already been performed and received by the receiving team at the goal line. The kicking team will set up on or behind the 50 yard line and the receiving team will set up on or behind the receiving team's 35 yard line with at least five players on the 35 yard line and one player designated as the "kick returner" on the goal line. The kicking team will mark the spot anywhere along the goal line that the kick must be returned from.



*** Note *** To conserve time, the receiving team may choose to take an "Automatic Touchback", in which case, teams will forego the "Kick Off Procedures" and the receiving team will take possession of the ball at their own 20 yard line. This must be announced before the set up for a kick off begins. An "Automatic Touchback" does not count as a play towards the total play count.

b. Kick Return Options

Before the kick is returned, the receiving team may choose from the following options:

- Return the kick off (proceed to the **Return Sequence** rules).

- Down the ball in the end zone for a touchback (No return is attempted, ball is placed at the receiving team's 20 yard line and game play continues). A touchback does not count as a play towards the total play count.

c. Return Sequence

Return of the kickoff will proceed according to the following sequence:

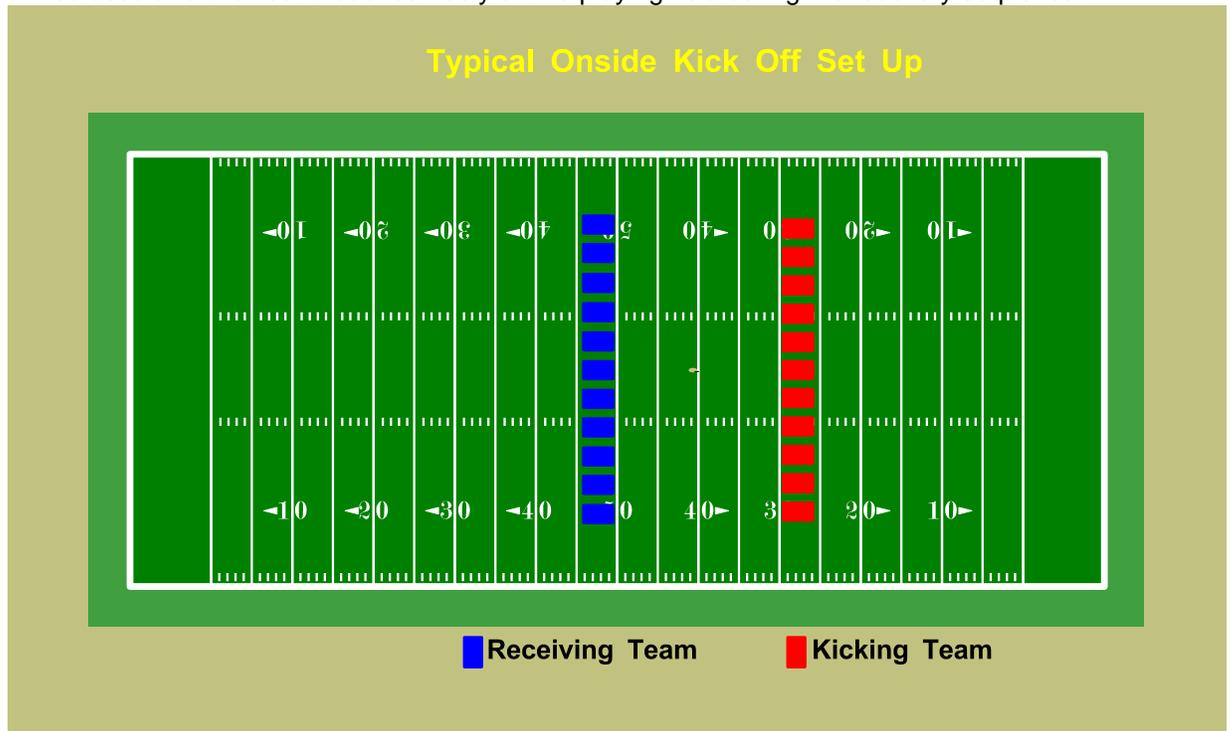
- The designated "kick returner" is placed at the spot of the kick marked by the kicking team. The kick returner may be angled to return the kick in any forward direction.
- The remaining players of the receiving team are angled and/or adjusted to block for the return.
- The kicking team's players are angled and/or adjusted to cover the return.
- Board is turned on and play continues until the kick returner either scores, is tackled, runs out of bounds or otherwise has its forward progress stopped or reversed.

2. Onside Kick Procedures

An onside kick may be performed on any kick off. The kicking team must announce its intention to perform an onside kick before the set up for a kick off begins.

a. Set Up

The kicking team will set up on or behind their own 30 yard line and the receiving team will set up on or beyond the 50 yard line. The kicking team will place the ball anywhere on the 40 yard line. An actual ball will be used and allowed to bounce freely on the playing field during the recovery sequence.



b. Recovery Sequence.

The recovery attempt will proceed according to the following sequence:

- The kicking and receiving teams will angle players to block or recover the ball.
- The board will be turned on for a maximum of 4 seconds.
- The first player of either team to gain legal possession of the ball will recover the ball for his team.
- If the first player to gain legal possession of the ball is a player of the kicking team, the ball may not be advanced and is marked for the next play at the spot of the recovery.
- If the first player to gain legal possession of the ball is a player of the receiving team, the ball may be advanced (proceed to **Return Sequence**).
- If a player of the receiving team and a player of the kicking team arrive at the ball simultaneously. Legal possession of the ball is awarded to the receiving team but may not be advanced and is marked for the next play at the spot of the recovery.
- If no player of either team gains legal possession of the ball within 4 seconds, the ball is dead at that spot and possession is awarded to the receiving team.
- If the ball should bounce out of bounds before being legally possessed within 4 seconds, the kicking team is penalized 5 yards for an **Illegal Kick** and must re-kick the ball.

- If the ball should bounce out of bounds on a second onside kick attempt, possession of the ball is awarded to the receiving team at the spot where the ball bounced out of bounds.

***** Note *** Possession of the ball is gained when the front edge of a player’s base touches the ball. Legal possession of an onside kick for the kicking team is gained when a player of the kicking team gains possession of the ball on or beyond the 40 yard line. Legal possession of an onside kick for the receiving team is gained when a player of the receiving team gains possession of the ball anywhere on the playing field. Illegal possession of an onside kick occurs when a player of the kicking team gains possession of the ball behind the 40 yard line. Penalty is a loss of 5 yards and re-kick or receiving team may take possession of the ball at the spot of the illegal possession.**

c. Return Sequence

Return of an onside kick will proceed according to the following sequence:

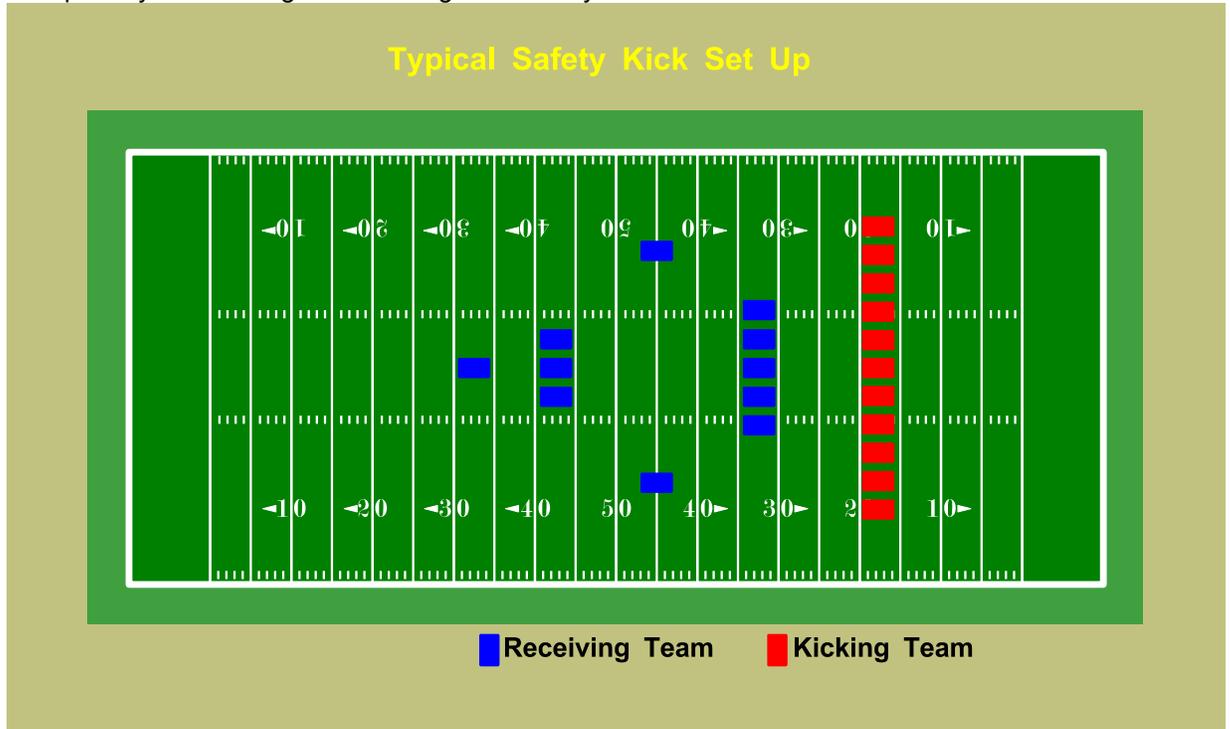
- The player that gains legal possession of the ball becomes the “kick returner” and is angled and /or adjusted to return the kick.
- The remaining unengaged players of the receiving team are angled and/or adjusted to block for the return.
- Unengaged players of the kicking team are angled and/or adjusted to cover the return.
- Board is turned on and play continues until the kick returner either scores, is tackled, runs out of bounds or otherwise has its forward progress stopped or reversed.

An onside kick with no return does not count as a play towards the total play count. An onside kick with a return does count as a play towards the total play count.

3. Safety Kicks

a. Set Up

The kicking team will line up on or behind their own 20 yard line and the receiving team will line up at the kicking team’s 30 yard line with at least one player designated as the “kick returner” lined up on the receiving team’s 35 yard line. (Hang time will not be assumed for a safety kick). The kicking team will mark the spot anywhere along the receiving team’s 35 yard line that the kick must be returned from.



b. Kick Return Options

Before the kick is returned, the receiving team may choose from the following options:

- Return the kick off (proceed to the **Return Sequence** rules).
- “Fair Catch” the kick. (No return will be attempted; ball will be declared dead at the spot of the kick and marked for the next play.)

c. Return Sequence

Return of the safety kick will proceed according to the following sequence:

- The designated “kick returner” is placed at the spot of the kick marked by the kicking team. The kick returner may be angled to return the kick in any forward direction.
- The remaining players of the receiving team are angled and/or adjusted to block for the return.
- The kicking team’s players are angled and/or adjusted to cover the return.

- Board is turned on and play continues until the kick returner either scores, is tackled, runs out of bounds or otherwise has its forward progress stopped or reversed.

C. Plays from Scrimmage

1. Allowable formations

The line of scrimmage is defined as the point directly under the forward most portion of a ball carrier's base after he has been tackled in the field of play, runs out of bounds, or otherwise has had his forward progress stopped or reversed. The line of scrimmage and the start of the neutral zone will be established by placing the offensive center in the center of the field to begin the set up of a play from scrimmage. Hash marks can be played on any field larger than a standard Tudor 620. The neutral zone is the 2 yard zone that separates the offense and defense during the set up of a play from scrimmage.

a. Offense

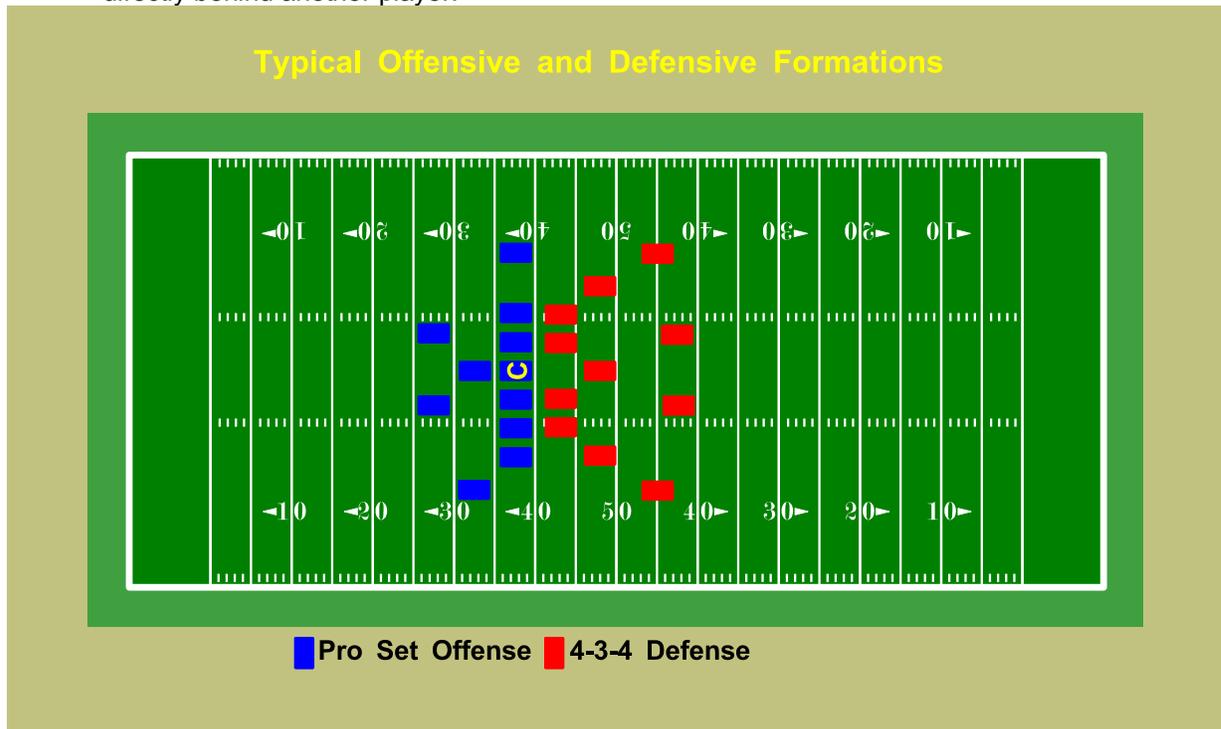
Offensive formations must adhere to the following guidelines:

- 7 or more players on the line of scrimmage.
- All players not on the line must be at least 1 yard behind the line.
- Interior linemen (Center, Guards and Tackles) may be lined up as a **balanced** line (one guard and one tackle on either side of the center) or an **unbalanced** line (at least one guard or one tackle on either side of the center).
- There must be some visible space between the bases of the interior lineman. Arms may not be touching.
- There must be some visible space between the bases of players lined up beside each other or directly behind another player.
- There must be at least one player in a direct line behind the center to receive the snap.

b. Defense

Defensive formations must adhere to the following guidelines:

- No player of the defense may be lined up closer than 1 yard beyond the line of scrimmage (in the neutral zone).
- There must be some visible space between the bases of players lined up beside each other or directly behind another player.



2. Set up sequence

Set up of a play from scrimmage will proceed according to the following sequence:

a. Offense

- Offense will place the center in the middle of the field on the line of scrimmage (or on the right or left hash mark if playing on a field larger than the standard Tudor 620).
- Remaining interior linemen (guards and tackles) will be placed on the line of scrimmage but one yard back of the center thus creating the 2 yard neutral zone. Interior lineman should be given their blocking angles during this initial set up.

- At least 2 more players (tight end and/or receivers) will be placed on the line of scrimmage. A tight end or receiver that is placed next to an interior lineman must be one yard back of the center and not in the neutral zone.
- A receiver on the line of scrimmage that is a wide receiver or split end (at least 2 base widths from an interior lineman) may be lined up directly on the line of scrimmage.
- All remaining offensive players (quarterback, running backs, and receivers not on the line) will be placed at least one yard behind the line of scrimmage. There is no maximum distance that a running back or receiver may be placed behind the line of scrimmage.
- One player must be in a direct line behind the center to receive the snap. This player may be placed on a magnet or stationary base as a “shotgun” formation QB no more than 15 yards behind the line of scrimmage.
- Offense must declare “set” upon completion of their set up and should proceed with a verbal 10 second count as such. Set, 1 thousand, 2 thousand, etc.

b. Defense

- Defense may set up their players in any order.
- Must be simultaneous with the offense.
- Once the offense has declared “set”, the defense will have 10 additional seconds to complete their set up and should proceed with a verbal 10 second count as such. Set, 1 thousand, 2 thousand, etc.

c. Stacking

Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking will be allowed however there must be some visible space between players upon initial set up.

***** Note *** During the set up sequence is when player substitutions may be made. Once the offense has declared “set”, no more substitutions may be made by the offense.**

3. Audible and “man – in – motion” sequence

Immediately upon the defense calling set or the 10 second countdown has elapsed, the offense may begin calling audibles and put a man – in – motion. The audible and “man – in – motion” sequence will proceed as follows:

- Only receivers on the line and players not on the line of scrimmage may be audible or placed in motion. No interior lineman may be moved from their original position after set has been called. (Interior linemen should be given their blocking angles during the set up sequence).
- Once the offense has called its audibles and reset all players in motion, the offense will say “hut”.
- The defense should be simultaneously completing its player substitutions, set up, and audibles during this sequence.
- Once the offense has said “hut”, followed by a 5 second verbal countdown as such “hut, 1 thousand, 2 thousand, etc”, the defense will have an additional 5 seconds to complete their audibles.

***** Note *** The pace of the game, and completion of the set up, audible and “man – in – motion” sequences are controlled by the offense. The defense must be ready for the play to begin when the offense declares “hut” signaling the beginning of the play sequence. Should the defense have less than 11 players on the field when the play sequence begins, the play will continue to its completion and no penalty will be assessed. Should the defense have more than 11 players on the field when the play sequence begins, the play will continue to its completion but a penalty will be called on the defense for having too many men on the field. The offense may then take the results of the play or have the penalty assessed. Should the offense have too many men on the field when it declares “hut”, the play will not continue and the offense will be penalized for having too many men on the field.**

A set up clock will not be used. The MFCA recommends no more than 1.5 hours per half be set as a standard gauge as to the speed of the game and if setup times are appropriate. The offense should attempt to complete its set up, audibles and “man-in-motion sequences as quickly as possible to keep the game moving at a reasonable pace and to catch the defense “off guard”. It is to the advantage of the offense to allow as little time as possible for the defense to make substitutions and react to the offensive set up. However, if it is deemed, by an MFCA Tournament Official, that a coach is taking too much time to complete his set up, then a warning will be issued for the first offense. Any subsequent occurrences will result in that coach being placed on the clock (1:30 set up time) and penalized 5 yards for delay of game for each violation of the set up clock.

4. Play sequence

The play sequence will begin immediately after the offense says “hut” and completes the 5 second countdown. Proceed according to the following sequence:

- The player directly behind the center will receive the snap and be the ball carrier to begin the play.

- The board will be turned on and run until the ball carrier decides to hand off, pitch out, lateral, pass or keep the ball to continue the play.

a. Running Plays

A running play is defined as any play that continues through to its completion that does not involve a forward pass. A running play may involve a hand off, pitch out or lateral to another player

Hand off – The ball carrier may hand off to another player if that player is within a base length (measured base to base) of the ball carrier and parallel or slightly ahead (no more than 1/2 a base length) or behind the ball carrier's base. The board is turned off. The number of the player that the ball carrier is handing off to is announced. **No offensive pivots and/or adjustments or defensive reactions are allowed.** The board is turned back on and that player will continue as the ball carrier until he decides to hand off, pitch out, pass or keep the ball to continue the play.

Pitch out – The ball carrier may pitch out to another player if that player is within 2 base lengths of the ball carrier and is parallel to or behind the ball carrier. The board is turned off. the number of the player that the ball carrier is pitching out to is announced. **The new ball carrier only may be pivoted to run in another direction and any unengaged defensive players may be pivoted to react to this action.**

The board is turned back on and that player will continue as the ball carrier until he decides to hand off, pitch out, pass or keep the ball to continue the play.

Lateral or Backwards Pass – A pitchout to another player that is not within 2 base lengths of the ball carrier is considered a lateral or backwards pass and must be attempted with the "passer" figure. The board is turned off. The lateral is attempted. It is considered complete if the ball hits the intended receiver (figure or base) on the fly. **The new ball carrier and any unengaged offensive or defensive players may be pivoted to react to this action.** The board is turned back on and the play continues with that player as the ball carrier. He may hand off, pitch out, lateral, pass or keep the ball to continue the play. If it hits the ground first it is considered a fumble and may be recovered by any player of the offense or defense. See rules for fumbles to continue the play.

b. Passing Plays

A passing play is defined as any play that involves a forward pass. A forward pass is defined as any attempt by a ball carrier to pass the ball downfield to another player whose base is more then 2 base lengths from the ball carrier. The pass may be attempted by using the "TTQB" method or "Passing Sticks" method.

Before the game begins, a coach must choose which method of passing he will use. The coach shall then use that method of passing for the entire game.

TTQB Method – The ball carrier, if he is anywhere behind the line of scrimmage, may attempt to pass the ball to another player that is downfield of the ball carrier. The board is turned off, the ball carrier is replaced with a passer/kicker figure and the number of the intended receiver is announced.

- **Completed pass** – a pass is complete if it hits the intended receiver **only** (figure or base) on the fly. If a pass is complete the receiver becomes the ball carrier. The receiver may be pivoted and/or adjusted and all unengaged offensive and defensive players may be pivoted and/or adjusted. The board is turned back on and the play continues. He may hand off, pitch out, lateral or keep the ball to continue the play.
- **Incomplete pass** – a pass is incomplete if it does not hit the intended receiver or if it hits the playing field before hitting the receiver. The ball is declared dead and the next play begins at the line of scrimmage of the previous play.
- **Intercepted pass** – a pass is intercepted if it first hits **any** defensive player (figure or base) on the fly. That player becomes the ball carrier. The ball carrier may be pivoted and/or adjusted and all unengaged players may be pivoted and/ or adjusted. The board is turned back on and the play continues with the defender as the ball carrier. He may hand off, pitch out, lateral; or keep the ball to continue the play.

***** Note *** Passes may be thrown to an engaged receiver. The chances of a pass interception are greater if this is attempted. If a pass is completed to an engaged receiver or the pass is intercepted by an engaged defender, the ball may not be advanced and the play is dead at that spot.**

Passing Sticks (aka Pass Simulation) Method - (requires the use of pass simulation equipment)

***** Note*** The following are the rules for Pass Simulation as published by "Buzzfest" tournament organizers and used by various other leagues and tournaments.**

Once the offensive coach wishes to attempt a pass, the board is then turned off.

The offensive coach then points to and states the player's number to which the pass will be attempted.

The referee will then measure the distance (center of helmet to center of helmet) from the quarterback to the intended receiver.

If the distance is 20 yards or less a RED passing stick be used to spot the ball on the field.

If the distance is 21 to 40 yards a WHITE passing stick will be used.

If the distance is over 40 yards an BLUE passing stick will be used.

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 make contact with any player. If for some reason the sticks can not be placed flat on the field a tourney official will handle the entire stick and ball placement procedures.

The referee or offensive coach will next place the PS 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.

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 - Initially and at the first stop of the board on a PS attempt, an eligible receiver is any offensive player other than interior lineman and the quarterback that is at least somewhat downfield from the on-field QB, is inbounds and did not run out of bounds during that play.

Catch: After the ball has been placed and the board tuned back on, any player who makes (any) base contact with the ball before the play is over has caught the ball. This means engaged players, unengaged players, legal receivers, and illegal receivers all count except the quarterback.

Completion: Pass Simulation - ANY BASE CONTACT with the ball constitutes a catch for all players. Situations where it is not a clear completion will be treated the same as an unclear passes with the TTQB (incomplete) and treated the same as an unclear tackle with respect to base contact (not a tackle). Additionally, and just as a TTQB pass, the first player to make base contact with the ball has made the catch.

Once a pass is completed to an 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 makes contact with the ball as described above before any other player but the ball can not be advanced and is down at that spot. If this player previously stepped out of bounds or is an offensive lineman it is a penalty for an illegal receiver.

Simultaneous touching of the ball between offensive and defensive players is awarded to the offense as a completion but the ball can not 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 same team can be advanced so long as the player awarded the catch is an eligible ball carrier (not an OL player or QB).

Incompletion: Pass Simulation - A pass is incomplete once and if any offensive or defensive player's base (any portion) passes the entire placed ball within a radius of a base length around the placed ball. At that point the play is over and it is the next down. The play is still alive until that occurs, no other player has caught the ball, OR 3 seconds has passed since the board was turned back on to resolve the play. After 3 seconds

the ball is considered to have hit the ground and is an incomplete pass. If for some reason the quarterback catches the ball it is an incomplete pass.

Interception: Pass Simulation - A pass is intercepted if any player on defense makes contact with the ball as described above before any other player on offense. After an interception the intercepting coach may now pivot the ball carrier only if still unengaged after the catch, followed by the opposing coach pivoting any unengaged players to attempt a tackle. The switch control is given to the referee or coach who threw the interception and the board is turned on to resolve the play.

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. Obstructing an unengaged opponent player's path to the ball constitutes pass interference if contact is made during play resolution unless it happens within the base length radius (incidental/free contact area) around the placed ball.

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

On offense, only the intended receiver can cause offensive pass interference.

On defense, any unengaged defensive player (not including eventual engagement with intended receiver) can cause pass interference, even if that player was engaged when the ball was placed. Any base contact within a base length or less is considered to be incidental

5. Completion of the play sequence.

A play is not completed until the ball is declared dead by the following:

- The ball carrier either scores (crosses the plane of the goal line to score a touchdown).
- Is tackled (the base of the ball carrier is touched by any part of a defenders base).
- Runs out of bounds (any part of the ball carriers base crosses the plane of the side line).
- Or otherwise has his forward progress stopped or reversed. (the ball carrier can no longer move forward or reverses direction and runs toward his own goal line).

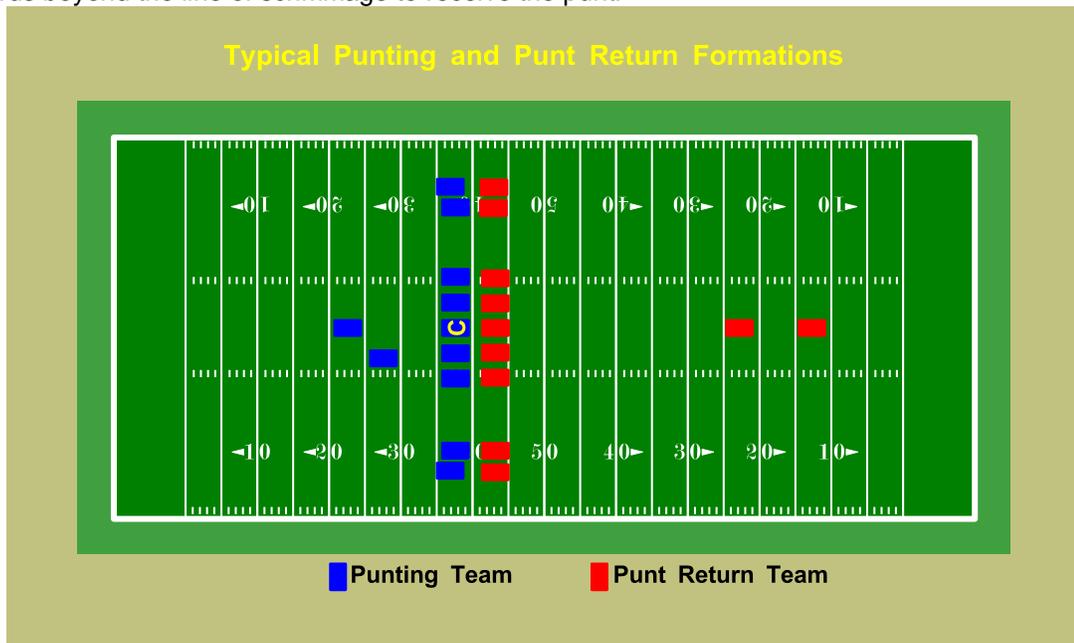
***** Note *** It is up to the coach of the ball carrier to decide when the ball carrier can no longer move forward or decides to stop the play because the ball carrier reversed his direction. The play will continue until the ball carrier's coach decides to stop the play and declare the ball dead.**

D. Kicks from Scrimmage

1. Punts

A punt may be performed on any play from scrimmage (usually on 4th down when the offense decides it can not make a first down) and will proceed according to the following sequence:

- The offense and defense line up following the formations allowed and set up sequence rules from the "Plays from Scrimmage" section.
- A player designated as the "punter" should be lined up in a direct line behind the center no more than 15 yards behind the line of scrimmage on a stationary or magnetic base.
- In an obvious punting situation the defense should have at least one player or "punt returner" at least 45 yards beyond the line of scrimmage to receive the punt.



- After the set up sequence has been completed and the offense has declared “hut” to start the play sequence, the board is turned on for 2 seconds to allow the defense to rush the punter and attempt to block the kick. The punt is blocked if any player from the defense runs into the punter with the front of his base (defense gains possession of the ball at the spot of the blocked punt). If a defensive player hits the punter with any other part of his base than the front, it is a “roughing the kicker” penalty.
- If the punt is not blocked, the play will continue.
- The offense now has 2 options. It may choose to punt the ball or fake the punt by continuing the play as a run or pass

a. Completion of the punt sequence

If the offense chooses to punt the ball, the play will continue according to the following sequence:

- If the line of scrimmage is on the offensive side of the field, the punt is an automatic 45 yards.
- The punting team may spot the ball anywhere on the field 45 yards downfield of the line of scrimmage.
- The punt return team will then place its designated “punt returner” on the spot of the punt.
- If the line of scrimmage is on the defensive side of the field, the punt may be kicked using the “kicker” figure in an attempt to place the ball as far downfield as possible and prevent a punt return.

b. Receiving the punt

If the punt is an automatic 45 yards, then continue as follows:

- The punt returner has the option of attempting to return the punt or to “fair catch” the punt.
- If the punt returner decides to “fair catch” the punt, the ball is dead at the spot of the punt and marked for the next play.
- If the punt returner decides to return the punt, then proceed to the punt return sequence.
- If the punt is kicked using the “kicker” figure, then continue as follows:
 - The ball will either land in the field of play or the end zone, will be kicked out of bounds, or out of the end zone.

Ball kicked out of bounds – If the ball is kicked out of bounds then the ball is marked for the next play at the spot where the ball went out of bounds.

Ball kicked out of the end zone – If the ball is kicked out of the end zone then it is an automatic touchback and the ball is marked at the 20 yard line for the next play.

Ball lands in the field of play or is kicked into the end zone – if the ball lands in the field of play or is kicked into the end zone, then continue as follows:

- An attempt must be made by the punting team to cover the punt. An attempt may or may not be made to field the punt by the return team.
- The ball will remain on the field and allowed to bounce freely on the field during this process.
- If the punt return team decides to try to field the ball, then the players closest to the ball may be pointed towards the ball to try to field it or they may simply be pointed away and just allow the punting team to cover the ball.
- Unengaged players of the punting team may be pointed towards the ball in an attempt to cover the punt.
- The outside players of the punting team if engaged must be allowed to advance downfield to cover the punt. The players of the punt return team engaged with these players must be turned away from these players and allow them to advance downfield.
- The board is turned on for a maximum of 4 seconds.
- If a player of the punting team is the first to reach the ball, the ball is downed at that spot and marked for the next play. If the ball is downed in the end zone, it is a touchback and brought out to the 20 yard line and marked for the next play.
- If a player of the punt return team is the first to reach the ball in the field of play, he may return the punt or “fair catch” the punt. If he chooses to return the punt, then proceed to the punt return sequence. If he chooses to “fair catch” the punt, then the ball is dead at the spot and marked for the next play. If the punt is fielded in the end zone, then he may choose to return the punt or down the ball for a touchback. If he chooses to return the punt, then proceed to the punt return sequence. If he chooses to down the ball in the end zone for a touchback, then the ball is brought out to the 20 yard line and marked for the next play.

c. Returning the punt

If the punt returner chooses to return the punt, then proceed as follows:

- All unengaged players of the punt return are angled and/or adjusted to block for the return and all unengaged players of the punting team are angled and/or adjusted to cover the return.
- The punt returner is angled and/or adjusted to return the punt.
- The board is turned on and play continues until the punt returner either scores, is tackled, runs out of bounds, or otherwise has his forward progress stopped or reversed.

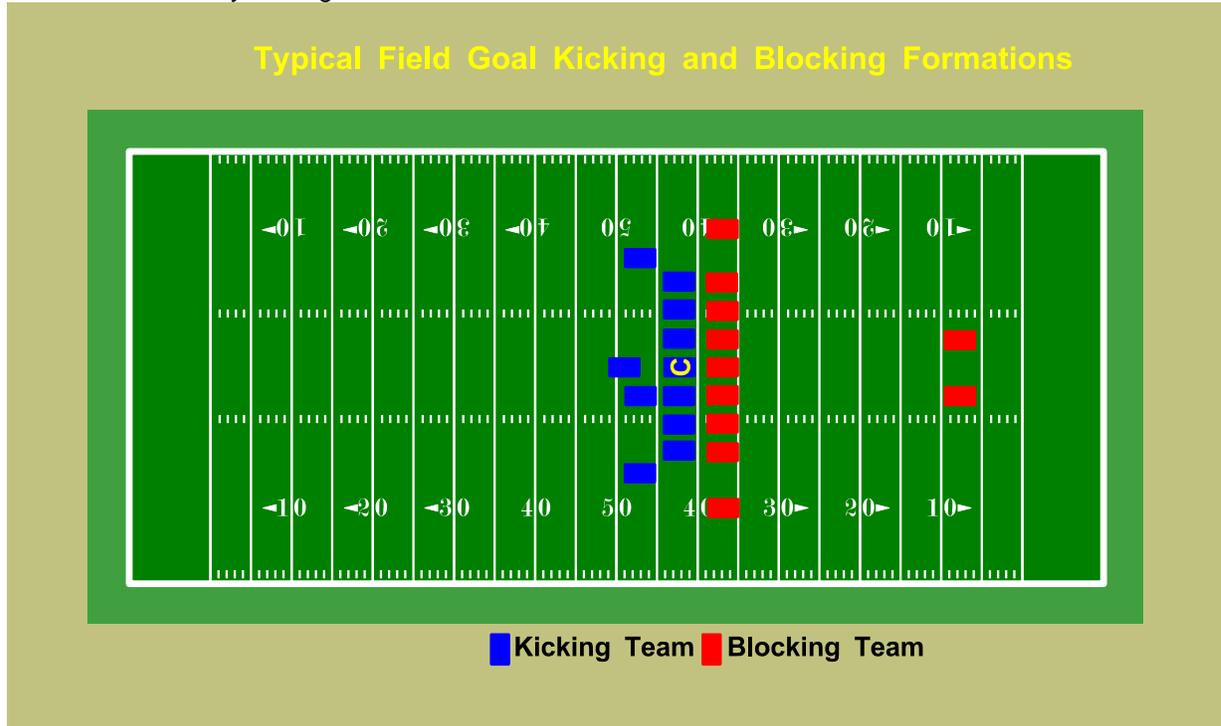
d. Fake punt

If the punting team chooses to execute a fake punt, continue the play as a running or passing play from scrimmage.

2. Field Goal

A field goal may be attempted on any down that the offense is within field goal range. Field goal range shall be limited to 65 yards (line of scrimmage – the defensive 48 yard line). A field goal attempt will proceed as follows:

- The offense and defense line up following the formations allowed and set up sequence rules from the “Plays from Scrimmage” section.
- The offense must have one player designated as the kicker lined up directly behind the center and at least 7 yards behind the line of scrimmage. They should also have one player designated as the “holder” lined up directly beside and a little forward of the kicker on either side of the kicker. These players should be on stationary or magnetic bases.



- After the set up sequence has been completed and the offense has declared “hut” to start the play sequence, the board is turned on for 2 seconds to allow the defense to rush the kicker and attempt to block the kick. The kick is blocked if any player from the defense runs into the kicker or holder with the front of his base (defense gains possession of the ball at the spot of the blocked kick). If a defensive player hits the kicker (but not the holder) with any other part of his base than the front, it is a “roughing the kicker” penalty.
- If the kick is not blocked, the play will continue.
- The offense now has 2 options. It may choose to continue with the field goal attempt or fake the kick by continuing the play as a run or pass.

a. Continuation of the field goal attempt

If the offense chooses to continue with the field goal attempt, then the play will proceed as follows:

- The designated kicker is replaced with the “kicker” figure.
- The field goal kick is attempted
- The field goal is good if the kicked ball travels over the crossbar and through the plane created by the uprights of the goal posts.
- If the field goal is missed, then proceed to the **Missed Field Goal Attempt** section.

b. Fake field goal

If the punting team chooses to execute a fake punt, continue the play as a running or passing play from scrimmage.

c. Missed Field Goal Attempt

If the field goal attempt is missed, the ball will either land in the field of play, in the end zone, out of bounds or be kicked out of the end zone.

- If the ball lands in the field of play or in the end zone the ball is still live and can be returned by the defense (follow the rules for receiving and returning a punt).
- If the ball is kicked out of bounds, possession of the ball is awarded to the opposing team and the ball is marked at the spot where the ball went out of bounds for the next play.

- If the ball is kicked out of the end zone, it is an automatic touchback and possession is awarded to the opposing team at the 20 yard line if the spot of the kick was the 20 yard line or closer and at the spot of the kick if the spot of the kick was behind the 20 yard line.

E. Point after Touchdown Conversion Trys

The line of scrimmage for the point after conversion try is the defensive 2 yard line and may be performed as a kick from scrimmage (1 point) or as a running or passing play from scrimmage (2 points).

1. by Kick

If the try is performed as a kick from scrimmage, it proceeds as a field goal attempt.

2. by Run or Pass

If the try is performed as a play from scrimmage, it proceeds as a running or passing play.

G. Fumbles, Penalties, Injuries

1. Fumbles

The following situations will result in a fumble by the ball carrier:

- If during the execution of a lateral by one player to another the ball first strikes the playing field surface before hitting another player.
- If a player of the opposing team tackles the ball carrier with enough force to knock over the ball carrier.

Recovery of a fumble:

A fumble recovery will proceed as follows:

- If the fumble occurs during the execution of a lateral, the ball is allowed to bounce freely on the playing field area and may be recovered by either team.

***** Note*** If the ball goes out of bounds during the execution of a lateral it is ruled as a fumble out of bounds and retained by the offense at the spot where the ball goes out of bounds, since the offense was the last team to have possession of the ball.**

- All unengaged players of either team are pointed towards the loose ball and the first player to reach the ball and remain in the field of play recovers the fumble.
- If the player who recovers the fumble remains unengaged then he may advance the ball and play continues with that player as the ball carrier until its completion.
- If the player who recovers the fumble is engaged with another player of either team the ball is dead at that spot and marked for the next play.
- If during the fumble recovery attempt the ball bounces out of bounds or is touched by a player with any part of his base out of bounds, possession of the ball is awarded to the team that last had possession of the ball in the field of play at the spot of the out of bounds mark.
- If the fumble occurs by means of a tackle the defense recovers the fumble at the spot of the tackle but may not advance the ball from that spot.

2. Penalties

The following situations will result in a penalty:

Illegal possession of a free kick by a member of the kicking team: Occurs on an onside kick when a member of the kicking team touches or gains possession of the ball behind the 40 yard line.

Loss of 5 yards and re-kick or receiving team takes possession at the spot of the illegal possession.

Neutral Zone Infraction: Occurs when a defensive player is lined up in the neutral zone.

Loss of 5 yards.

Offside: Occurs when an offensive player is lined up over the line of scrimmage.

Loss of 5 yards.

Illegal formation: Occurs when the offense lines up with less than 7 players on the line of scrimmage.

Loss of 5 yards.

Too many men on field: Occurs when there are 12 or more men of one team on the field at the start of a play.

Loss of 5 yards.

Illegal forward pass: Occurs when a player attempts a forward pass beyond the line of scrimmage.

Loss of 5 yards and Loss of down.

Roughing the Kicker: Occurs during a punt or field goal attempt when a player of the defense hits the punter or kicker when any part of his base other than the front of his base.

Loss of 15 yards.

Unsportsmanlike conduct: Violation of the code of conduct.

First occurrence – Loss of 15 yards

Second occurrence – Disqualification and forfeiture of game.

3. Injuries

The following situations will result in an injury to a player.

- If during the course of any play a player falls or is knocked over. That player then becomes part of the playing field and is ineligible to make a tackle, receive a pass, or recover a fumble. If the fallen player is the ball carrier, he is immediately down and may not further advance the ball. That player must also sit out the next play.

F. Scoring Values

Scoring values shall be as follows:

- Touchdown 6 points
Occurs when the forward most portion of a ball carrier's base crosses the plane of the goal line or when a pass is completed to an eligible receiver in the end zone. Also when any player gains possession of a loose ball in his opponent's end zone.
- Field Goal 3 points
Occurs when a kicked ball from scrimmage passes through the plane created by the crossbar and uprights of the goal posts. Also as a result of a "fair catch" kick.
- Safety 2 points
Occurs when a ball carrier is tackled and the entire base of the ball carrier is inside his own end zone. Also when any portion of a ball carriers base breaks the plane of the end line or side line of his own end zone during a play from scrimmage.
- Conversion try
 - by run or pass 2 points
Same as a touchdown.
 - by kick 1 point
Same as a field goal.

IV. DEFINITIONS

The following are terms and definitions that are unique to and used to explain the procedures used in playing miniature football.

ADJUST. An adjust is the process of picking up a player and turning the dial on its TTC base (or brushing the prongs on a rookie base) and then placing the player back on the field in the same exact spot and orientation.

ANGLE. An angle is the process of turning a base to face in a different direction. The "angle" is made by rotating the base on an imaginary axis in the center of the base so that it faces a different direction. When angling a base, it must maintain the original distance between itself and the object it is being angled toward. Being out of bounds does not disqualify an eligible player from being angled.

COVERED RECEIVER. When any part of an eligible receiver's base is in contact with any part of a defender's base, that receiver is considered "covered." Covered receivers will be eligible to receive a pass using the TTQB passing method. This is inadvisable since the pass is more likely to be intercepted if thrown to a covered receiver.

ENGAGED. A player is considered to be engaged when any part of its base is in contact with any part of an opposing team player's base. An engaged player is never allowed to be angled or adjusted.

FALLEN PLAYERS. Figures may fall during the course of a play. Fallen players are considered injured and are subject to the injury rule.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point. Forward progress is the furthest point of forward advance by the ball carrier's base. Whenever a ball carrier gets stuck in a crowd and has no forward progress for 2 seconds, the board is shut off and the ball is placed at the most forward part of his play.

OUT OF BOUNDS. If any portion of the ball carrier's base touches the out of bounds line, the play is stopped. The ball is marked at the point where the ball carrier's base first touched the out of bounds line.

QB SUBSTITUTION. QB substitution is defined as the process whereby the offensive coach removes the player in the quarterback position and puts the triple threat quarterback in its place in the exact same position and orientation on the field. The offensive coach may make the substitution either before the board is turned on to run the play or when turning off the board to attempt a pass.

STACKING. Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) in order to get extra pushing power. Stacking will be allowed. There must be some visible space between players upon initial set up.

STATIONARY PLAYER. A stationary player is a player on a base with the prongs cut out or on a magnetic base so that it does not move when the board is turned on. These players are typically used to mark the spot of a quarterback, kicker, punter, kick return player or punt return man.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base. The ball is downed at the forward point of the ball carrier's base.

V. Code of Conduct

The main goal of the MFCA CPC is to enjoy the fellowship of other coaches, to have fun playing the game of miniature football, and to experience new ways of playing the game of miniature football. Therefore the following **code of conduct** will be enforced to ensure the safety and well being of all persons involved (coaches, officials, and spectators) in the playing of CPC tournament games.

Participating coaches must conduct themselves in a sportsmanlike manner that is in keeping with the spirit of the competition. Coaches should settle any dispute arising from game play among themselves with out any outside interference or influence. If the dispute involves an interpretation of the rules a tournament official should be consulted and that official's ruling shall be final.

Any coach deemed to be conducting themselves in an unsportsmanlike manner by a tournament official will be penalized for **"Unsportsmanlike Conduct" one time and one time only.** Any further instance of "Unsportsmanlike Conduct" will result in disqualification from and forfeiture of that game.

If a coach continues to conduct him self in an unsportsmanlike manner after being disqualified from a game will be disqualified from any further competition and have all games completed to that point forfeited as well as being subject to further disciplinary action by tournament officials and/or the MFCA Board of Directors according to the **Official MFCA Code of Conduct.**

Official MFCA Code of Conduct

MFCA Code of Conduct (COC)

Each dues paying member of the MFCA shall conduct themselves in a manner that upholds the tenants of the MFCA mission statement, unity, fellowship and integrity. This shall include good sportsmanship and proper behavior as deemed fitting by the accepted norms of society. Any incident deemed to be outside of those norms as judged by the MFCA Board of Directors (BOD) will be acted upon in the following manner.

For violating the MFCA COC

First offense: The offending member will serve a 60 day suspension from the MFCA and from viewing or posting on the forum.

Second offense: The offending member will be permanently banned from the MFCA and its forum and may not rejoin the MFCA or participate in MFCA sponsored events and contests.