



FAT 8 CONFERENCE

Official FAT 8 Rules Standard

In Association with

MINIATURE FOOTBALL COACHES ASSOCIATION

THE CREATION OF THIS RULE SET IS TO EXPLAIN THE BASIC PROCEDURES FOR PLAYING THE GAME OF MINIATURE FOOTBALL WITH-IN THE SESL FAT 8 CONFERENCE. THE RULES INCLUDED IN THIS DOCUMENT ARE UPDATED AND REVISED FOR GAMEPLAY WITH-IN THE SESL FAT 8 CONFERENCE AND CONTAINS RULES MODIFICATIONS FROM THE MFCA CORE GAME RULES.

The original Tudor rules were used as the foundation for these updated rules and are often referred to throughout the document.

PRESENTED BY THE SESL FAT 8 CONFERENCE,
"Official Member of the MFCA"

Rules Revised by the

SESL FAT 8 CONFERENCE FOUNDER & COMMISSIONER: JAMIE ELLERBE

Credit Given to MFCA SUBCOMMITTEE:

Baseline rules developed (August 7, 2009) by,

MFCA RULES SUB-COMMITTEE:

CHRIS LEMAY, CHAIRMAN

ADRIAN BAXTER

JOE GRECO

DON LANG

ROBERT SLATE

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SOUTH EASTERN SOLTAIRE LEAGUE

FAT 8 CONFERENCE

Official Miniature Football Rules

Our Mission: To create a realistic College rule set for beginning or returning coaches explaining how to play the game of miniature football in the **SESL FAT 8 Conference**. The goal is to develop realistic game-play that brings the high energy and excitement of college football into the gaming experience.

I. Introduction

Miniature Football is a game that allows you to coach and quarterback a team of miniature football athletes on a vibrating realistic football field game board. As the coach, you call the plays, and as the quarterback, you execute the play on the field.

Miniature Football is a “hands on” game, which puts you on the field and allows you to physically set up your players in offensive and defensive formations. It requires a basic knowledge of football and the ability to analyze your opponent’s strengths, weaknesses and tendencies to formulate a strategic game plan to be victorious.

FAT 8 Rules Standard are a set of rules that were developed for the FAT 8 Conference. The idea is not to develop runs to stream winning and losing. The premise of the FAT 8 Rules Standard is to allow more characterful actions by the coaches, athletes, and referee’s in order to create more dramatic realism of college football. Our primary rule here is “Have more Fun more Often”! These rules were meant to come as close to actual college football traditions as possible and to create more exciting action in each game.

II. Equipment

A. Game Boards and Accessories

1. Game Boards – Game boards are generally constructed of a sheet metal playing surface with an electric motor underneath, that when turned on, causes the field to vibrate and thus emit the familiar “buzz” of miniature football. Fiberboard has also been used to construct the playing surface by various manufacturers. The most popular game boards were manufactured by Tudor beginning in 1947. Some other brands from the past include Gotham and Coleco. Today, game boards and custom game boards are manufactured by many companies. For a current list of manufacturers please visit www.miniaturefootball.org

Game board sizes vary by manufacturer and model number. A game board should be scaled to represent the actual dimensions of a football field with all field markings.

Game boards may be decorated with team or league logos, covered with custom field covers or side line decorations. Such decorations should not interfere with operation of the board or player movements on the field of play.

The game board’s vibration may be regulated for fast or slow action by adjusting the Speed Control Knob. Both coaches should agree on a desirable speed before the game starts. It is suggested to test players on various parts of the field before reaching agreement on the game board’s speed.

2. Accessories – All game boards should have the following accessories:

- **10 yard Marker** – Used to mark the yard line that begins a series of downs and the necessary yard line 10 yards down field to gain a first down and new series of downs.
- **Ball Marker** - Used to mark the Line of Scrimmage.
- **Goal Posts** – Used for kicking field goals. (For a clearer result many leagues use a foam

board cut out to the width of the goal posts and extending up to 3 feet high. This way when the ball hits the board, it is considered good)

- **Footballs** – Used primarily for running plays, kicking field goals and for passing. There are several types available. Foam, felt and leather are the materials used for making footballs.

The above accessories should be scaled to fit the game board and field markings being used.

B. Players/Athletes/Coaches/Referees– Each team must a documented Roster with Player Names and a minimum of **22** players and a max of **55** players. There should be **11 on Offense** and **11 on defense** with room for backups to play in case of injuries. In addition, each team must hold a recruiting combine in order to have new athletes join their team at the end of each season. Once the season starts, you may not change an athletes base or pose until the recruiting begins again in the following off season.

In the FAT 8 conference, all teams must be painted in the official team colors to represent any Div 1A, 1AA, Div 2 or 3 college team. Opposing teams should be in **away colors** to avoid confusion. In the FAT8 Conference, coaches use dark jerseys for the home team and white jerseys for the away team.

In addition, each teams coach must be present during games but beware because if your coach misbehaves to much during a game he can be thrown out. Therefore you may want to consider having an assistant coach. We will get into coach rules later in this document.

Referees sometimes make bonehead calls. Its important to not waste your challenges so that you can better handle possible momentum swings.

Players should be numbered for identification and to represent roster positions. The following is the current numbering system used by the **FAT8 Conference**:

- **Quarterbacks, Punters, and Place kickers: 1 – 19**
- **Running Backs and Defensive Backs: 1 – 49**
- **Centers: 50 – 59 (60 – 79 if 50 – 59 are unavailable)**
- **Offensive Guards and Tackles: 60 – 79**
- **Wide Receivers: 1– 19 and 80 – 89**
- **Tight Ends: 80 – 89**
- **Defensive Linemen: 60 – 99**
- **Linebackers: 50 – 99**

Coaches often choose to play with their favorite college and use current or historical rosters. Some coaches even choose to make up their own rosters.

There are a wide variety of stock manufactured player figures available in standard poses to represent offensive and defensive player positions. There are also custom player figures available by various individuals.

Figures vary by size (**scale for current figures is app. 5 mm = 1 ft**) and weight (**measured in grams**). Coaches should agree on a size and weight to be used when playing a game. Most leagues rules are set for one of two different maximum base and figure combined weights, 3.3 grams or 4.0 grams, but this will vary from league to league. In the **FAT8 Conference**, we have **no restricted weight** for players.

C. Bases – All players are placed on a base that provides the movement of the player when the game board is switched on. Bases have prongs underneath which may be manipulated or “tweaked” to provide a player with strength, speed and direction. Some bases have a separate dial to give a player adjustable direction.

Bases are available in a wide variety of styles and colors. Most bases “straight out of the bag” will not perform as expected and must be “tweaked” to gain the characteristics desired to build a competitive team.

There are many ways to “tweak” a base. The most acceptable methods are flashing, squeezing, brushing, bending, or curling the prongs. These “tweaks” are accomplished with numerous tools ranging from lighters (used in flashing) and flat nosed pliers to sandpaper, clippers and scissors. Boiling is another method which chemically alters the plastic a base is made of, but this method is not accepted or allowed by most league and tournament organizers. For more information on how to tweak a base please visit the **Rookie FAQ section at www.miniaturefootball.com/forum**

III. Glossary of Terms and Definitions

The following is a glossary of terms and definitions as they pertain to electric football.

ADJUST – This occurs when a player on a directional or dial base is picked up and his dial is turned from its original position to give the player a new direction of movement. The player is placed back on the playing field in his original position.

ADVANCED PIVOT – An advanced pivot is the act of picking up a player after he has been marked by an on-field referee to adjust his dial and then placing him back to his original position before moving one end of his base (front or back) by his base left or right to advance in a different direction.

ANGLE – The act of angling a player is when a player has been placed on the playing field at an angle, either forward or backward, to the line of scrimmage. This most often occurs when offensive linemen are angled to make their blocks or offensive backs are angled to run to a particular hole to block for another ball carrier.

BROKEN TACKLE – In the FAT 8 Conference, a broken tackle occurs when a defender falls over, becoming a Fallen Player, when making contact with the ball carrier, or when any other part of the tackler's base other than the front touches the ball carrier without forward progress being stopped..

COMPLETED PASS – In the FAT 8 Conference, passes are completed when the **INTENDED** receiver makes contact with the ball (***The Intended receiver must be announced during the play but after the snap.***)

ENGAGED PLAYERS - Any player that has not fallen and is making base to base contact with an opponent's player(s) is considered to be engaged if not the ball carrier. Body parts of a figure do count for the purposes of determining engagement. Usually engaged players are not eligible to be pivoted or receive a pass. However, this rule may vary depending on the rule-set.

EXTRA POINTS - After a team scores a touchdown an extra point is kicked 7 yards behind the designated line of scrimmage for extra point attempts.

FALLEN PLAYERS - Any player that falls and has any part of the figure contacting the field is considered to have fallen. Fallen players must be left alone until that play is resolved. Fallen players are not eligible to catch a pass, receive a pitch, make a tackle, or intercept a pass. A fallen player becomes part of the field until that play is over.

FIELD GOALS - Field goals are usually contested. When attempting a FG, the most forward down-field portion of the kicker's base must be placed 7 yards behind the line of scrimmage. The maximum distance that a field goal can be attempted from is 63 yards. If a defender touches the base of the Kicker the kick is blocked.

FIRST DOWN - The offensive team is allowed four downs in which to gain ten yards. A first down is rewarded when the ball carrier has at least reached or touched the necessary yard line for a first down. Usually, the ball carrier is considered to have fallen short of a first down when tackled, turned around, ran out-of-bounds or forward

progress has been stopped just short of reaching or touching the line of gain.

OFF-SIDES – If the defense is called for offside or too many players on the field, the offense has the option of completing the play after which they may accept the penalty (**5 yds repeat down**) or decline the penalty and take the result of the play.

FUMBLE - If the ball carrier falls over 1 time in the game he loses the ball, it shall be considered a fumble. Hold the ball up over the carriers and drop it on the ball carrier allowing it to roll in a random direction. Pivot all players in the direction of the ball. The first player, including the man who dropped it, to touch the ball after it has touched the playing field, obtains possession of the ball. Unengaged players may be pivoted to pursuit the ball carrier. Unengaged offensive players may be pivoted to block.

INTERCEPTION – Unengaged defenders may pursue the pass. If the defender touches the ball before the receiver the pass is intercepted. Defensive Linemen that touch the ball at the line of scrimmage when engaged count as batting the ball down rather than intercepting it.

LINE OF SCRIMMAGE (LOS) – The ball is always marked at the fullest yard gained on any given play. Ex: If the ball carrier's base has passed the 20 yard line, but has not quite touched the 21 yard line, the ball is then marked at the 20 yard line to begin the next play.

OUT OF BOUNDS - If any portion of the ball carrier's base touches the side line of the playing field, he is out of bounds and play stops. Play is resumed on the next down at the most forward downfield portion of the base at the time a portion of the base touched out of bounds.

OVERTIME - If the score is tied at the end of a game, an overtime period will be played. In the SCSL FAT8 Conference, each team will get a chance to have one possession starting at the opposing teams 30 yard line.

PASS ATTEMPT – In the FAT 8 conference, passes are done using the Triple Treat Passer or the Game Changer Passer. A quarterback is allowed to designate any eligible receiver after the snap. After completing a catch the receiver may then be pivoted in any direction.

PIVOT – A pivot is the act of moving one end of a player's base (front or back) by his base (left or right) to advance in another direction. The player is not picked up but remains on the playing field.

SAFETY - A safety results in two (2) points being awarded to the defensive team. A safety occurs when the ball carrier is tackled, runs out of bounds, or is forced down due to running backwards without some portion of its base breaking the plane of its own goal line. A Free Kick will follow all safeties. The defensive team will receive the free kick.

STACKING – In offensive and defensive formation set ups, the act of lining up one player directly behind another with little or no space between them. **In the FAT 8 Conference this is not allowed.** Our rules require that there be at least **one base length** between players.

TACKLE – The ball carrier is considered tackled when the front of an opposing player/players base touches any part of the ball carrier. If the ball carrier makes contact with the side of the opposing player/players base and forward progress is stopped it is also a tackle. The ball is downed at the point on the field directly under the forward point of the front of the ball carrier's base. **Tackles are Front of base or front of player ONLY.**

INJURIES- An injury occurs in one or two ways. If a tackle is made, or a runner with the ball falls over twice in a game that player has a mild injury and must sit out for one quarter. If a player falls over 3 times in the same game the player has sustained a major injury and must sit out one full game. If a player falls over 4 times in one game the head coach will have to look for a replacement because that athlete is out of the season.

TIMEOUTS – Three time-outs are allotted to each team per half.

TOUCHBACK - A touchback occurs when the ball is kicked into or out of the opponent's end zone or when a pass is intercepted by a defensive player in his own end-zone and he does not choose to run the ball out. The defense then puts the ball into play at the center of the field on the twenty yard line.

TOUCHDOWN - A touchdown is scored when any part of a ball carrier's base touches the opponent's goal line, or when a pass is completed or a fumble is recovered by the offense in the opponent's end-zone.

TRIPLE THREAT FIGURE– In the FAT8 Conference the “kicker” figure that was developed by Tudor in the late 1960's and currently being manufactured by Miggle. The name is derived from the fact that the figure can be used to pass, kick, or run the ball during game play. Used for passing, kicking, punting.

TUDOR / MIGGLE – Tudor is the original manufacturer of the game known as “Tru- Action Electric Football” and Miggle is the current manufacturer of “Electric Football” games.

TURN AND BURN – The act of pivoting a receiver to run downfield after a pass has been completed to that receiver followed by any unengaged defenders.

TWO-POINT CONVERSION - After a team scores a touchdown they may choose to go for a two-point conversion rather than a one point conversion. A two-point conversion is worth only 2 points and is run just like any other offensive play with the line of scrimmage being the 2 yard line.

IV. Scoring

Touchdown	7
Field Goal	3
Safety	2
Conversion by Run or Pass	2

V. Playing the Game

A. Game Length – Games are usually divided into 4 quarters of game play with a half time intermission between the 2nd and 3rd quarters. Quarters are usually 15 minutes long. Actual game length varies with the method of game timing being used. It is suggested that game length be between 1 and 2 hours

1. Game Timing – Setup time be enforced to keep the games within a 2 hour time frame. 30 seconds is allowed for the offense to set up followed by an additional 20 seconds for the defense to set) Penalties for delay of game are assessed if these time limits are not met.

a) Continuous clock - This method involves the use of a running clock. Quarters and / or halves are set to a pre-determined length and the coach who is ahead in score at the end of this time is declared the winner. **Clock only stops for Timeouts.**

b) Time Outs – Time outs are used for clock management. Each team is usually allowed 3 time outs per half. A time out stops the clock for play set up and is restarted when the next play begins.

c) **Overtime** – If the score is tied at the end of regulation play, there will be a coin toss to determine who get the ball in overtime. Overtime periods allow each team to get only one possession to score.

2. **Coin Toss** – A coin toss is performed before each game (or to begin an overtime period) to give the winner of the coin toss the option to receive the opening kickoff, which end zone to defend, or to defer to the second half. The coin toss is usually called by the visiting coach so it should be determined before the game which team will be the visitors and which team will be the home team.

SESL FAT 8 Conference uses *Continuous clock for all games*

B. Kick-Offs-

The ball is placed on the kicker's tee and kicked toward the opponent's goal line. If the ball lands on the board and is not a touchback, the ball is placed on the return man and his position on the field is marked with the ball marker. If the ball is kicked out of the back of the opponent's end zone, the return is a touchback and the ball is spotted the 20 yard line. After the return man's place is marked, the board's ON/OFF switch is turned on and is not turned off until a tackle is made, player runs out of bounds, or a touchdown is scored.

2. **Onside Kick** – Any free kick that is obviously kicked short and does not travel more than 20 yards is defined as an onside kick.

a) **Formations** – Kickoff formation rules also apply to onside kicks

b) **Restraining Lines** – Restraining lines are the same as for kickoffs.

c) **Performing the Onside Kick** – The onside kick may be performed by using the “kicker” or by simply placing the ball on the 40 yard line between the kicking and receiving teams. The ON/OFF switch is then turned on and the first player to touch the ball gains possession of the ball.

Before beginning the game coaches should agree on rules for onside kicks.

3. **Safety Kick** – A safety kick is a free kick that puts the ball back into play after a safety has been scored. The team that was scored upon performs the safety kick.

a) **Formations** – Kickoff formation rules also apply to safety kicks

b) **Restraining Lines** – The kicking team's restraining line is their 20 yard line and the receiving team's restraining line is the 30 yard line.

c) **Performing the Safety Kick** – Safety kicks are performed and returned in the same manner as kickoffs.

Before beginning the game coaches should agree on rules for safety kicks.

C. Plays from Scrimmage – After the completion of a free kick down and the ball has been declared dead in the field of play, a line of scrimmage is established and the team that has gained possession of the ball as a result of the previous play is awarded a new series of downs in which to advance the ball downfield and gain a first down and may continue to attempt to advance the ball downfield until that team either scores, fails to gain the necessary 10 yards to receive a new series of downs or, as the result of the previous play, loses possession of the ball. To determine the scrimmage line, the position of the ball should be considered the forward point of the base of the ball carrier on the previous play.

****Note** In the FAT 8 Conference, the ball spotted on the nearest hash mark as in the actual rules of football.**

The FAT 8 Conference Official rules describe how to run a play from scrimmage as follows:

“On plays from scrimmage, the defensive lines must not be in the neutral zone. If any player is forward of this point at the time the switch is turned on, the player’s team is charged with offsides.”

In setting up your teams for a play from scrimmage the following sequence should be used:

1. The offense is set up using a seven man line. Any back-field formation; such as “T”, single wing, double wing, “I”, etc may be used.
2. The defensive team is set up in any desired formation.
3. The offensive linemen, running backs and/or receivers are given their blocking angles, motion may be used, and audible’s may be called prior to the snap.
4. The defensive team may turn, move, or adjust if desired at anytime. Defensive audible’s are allowed.
5. **In the FAT 8 Conference realism is key.** At the snap, the quarterback always has the ball. If it’s a run play, the quarterback should be positioned in such a way that his base will make contact with the base of the intended ball carrier at which case the hand-off or fake hand-off is made. The offensive backs may be pointed in any direction and **all unengaged players** may be pivoted in response to the play.

If it’s a pass, all receivers may be pivoted to run routes. Defenders are allowed to also pivot to pursue the ball.

6. **The switch is then turned back on and the play develops.**

The following is a suggested sequence to more closely reflect the rules of football.

1. **Formations – Teams are set up in offensive and defensive formations as follows:**

a) Offensive – *The offense must have 7 players on the line of scrimmage. All players not on the line of scrimmage must be at least one yard behind the line of scrimmage. The offense begins by lining up the center at the spot of the ball (either the center of the field or the right or left hash mark). The remaining offensive linemen are lined up on either side of the center with at least one guard and one tackle on either side of the center. These are the interior lineman. The ends or receivers on the line are lined up on either side of the interior lineman. The remaining players are lined up with at least one player directly behind the center to receive the snap and all others either in the back field or as receivers and must be at least one yard behind the line of scrimmage.*

b) Defensive – *The defense is lined up in any formation to defend against the offense.*

c) Neutral zone – *In real football, the neutral zone is defined as the space between the forward and backward points of the ball or ball length. To establish the neutral zone, the offensive and defensive interior lineman must be at least a ball length apart. This is done by placing the center directly on the line of scrimmage and the guards and tackles one yard behind the line of scrimmage. It is a neutral zone infraction if a player of the interior line (offense or defense) is lined up within this zone. Offside occurs when a player of either team is lined up across the line of scrimmage. In miniature football it is widely accepted that no part of the man or base may extend over the neutral zone which is often set to the length of the felt or foam footballs used in the game.*

2. Running Plays - Running, also referred to as rushing, is usually called after the offense sets up its formation, then the defense sets up its formation.

a) Running occurs out of the offensive backfield in which the play originates in an imaginary box or rectangle between the tackles and from directly behind the offensive line to a designated number of yards back, usually 10.

b) The number of players in the backfield could be 1 to 4 depending on the offensive formation. There should always be a player designated as the quarterback. The quarterback can lineup directly behind the center or several yards back in a "shot gun" formation still directly behind the center. The other players in the back field are your running backs, i.e. halfback, fullback, wingback, H-back, etc.

c) After both offense and defense have set up their formations, the offensive coach can then pivot (angle) the quarterback and running backs in any direction towards, or parallel to the line of scrimmage, call audibles, or run motion. The defense can then pivot, adjust, or audible in the same manner any number of players in any direction it so chooses.

****Note** In the FAT 8 Conference the offense and defense can pivot all unengaged players.**

d) After both sides have completed their set up, the offense snaps the ball to the quarterback to either drop back and pass, run play action, or hand-off the ball to a runner.

f) The Offence coach will operate the off/on switch when his team has the ball. The switch should run until a tackle is made or the ball carrier turns in a direction away from the line of scrimmage. The FAT 8 Conference allows the quarterback to make 4 stoppage per play prior to passing or handing the ball off. This allows the offense and defense to perform pivots (see definitions for: Pivots and Advanced Pivots) to better simulate the actual workings of a real play.

g) The ball is then down and the new line of scrimmage is set at the most forward part of the ball carrier's base closest to or past the line of scrimmage.

- 3. Passing** - A forward pass is the forward movement of the ball to an eligible receiver. Players eligible to receive a pass are tight ends, wide receivers, running backs or quarterbacks who are either lateral with or downfield from the quarterback at the time the pass is to be thrown.
- a)** *In order to be eligible the player must not be engaged with a defensive player, must not have fallen down and must not have run out of bounds (even if they are in bounds at the time of the pass).*
- b)** *After both coaches have completed their formations, declare they are set and have performed any/all pivots the offensive coach will now turn on the board. At this time, play action can be run, or a draw run, or pass can be declared. A stoppage can then be made to allow route pivots and defensive pivots. The pass this then made and the board is turned back on to allow the play to develop.*
- c)** *The offensive coach then turns off the board to attempt the pass. If there is no eligible receiver when the board is turned off the quarterback will then run with the ball.*
- f)** *After a successful pass completion (see definitions for: Completed Pass), the defense may now pivot all unengaged players towards the receiver to make the tackle.*
- g)** *In the event that the pass is intercepted, the defensive coach may pivot the player who intercepted the ball to run towards his opponent's goal line. The offensive coach who threw the interception may now pivot all unengaged players to attempt to make the tackle. The board is now turned back on for completion of the play.*
- h)** **Sack** - *There is only one way by which a QB can be sacked prior to attempting a pass:*
- (1)** A sack occurs when the front of a defensive player's base touches any part of the quarterback's base, behind the line of scrimmage.
- 4. Pitch-Out** - To execute a option, pitch-out or lateral, the athlete must be with-in 2 base length's of the pitcher on the ball behind the line of scrimmage. The Runner may then be pivoted forward to run for a touchdown.
- 5. Punt** – The TTF is used for punting in the FAT 8 Conference. This works in the same way as Kick returns.
- 6. Field Goals** - The TTF is used for punting in the FAT 8 Conference. This works in the same way as Kick returns.
- a)** **FG ATTEMPT** - *Once both teams are set the defensive coach will control the switch and count-down saying "ready, set, go." On "go" the board will be turned on. Any time after the board begins to vibrate the offensive coach may attempt the kick. When the standard field goal is used, the kick must clearly travel between the uprights and over the cross bar for the attempt to be successful. If the field goal board is used, as described previously, the ball must clearly hit the board and above the marked crossbar.*
- b)** **BLOCKED FG** - *If a defensive player's base makes contact with the kicker's base or a defensive player blocks the ball before the kick is clear it is a blocked kick. If a defensive player makes contact with the HOLDER, it is a blocked kick. If a defensive player (any part) touches any part the offensive coach's finger(s), hand(s), wrist(s), or arm(s) that is holding the TTQB before the kick is away, it is a blocked kick. Additionally, any offensive player EXCEPT the HOLDER, that makes contact with the kicker and/or the coach's finger(s), hand(s), wrist(s), or arm(s), it is a*

blocked kick. All blocked kicks result in the defensive team recovering the ball 15 yards behind the LOS.

e) MISSED FG - *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 defending team's end zone. In those cases the defending team will start their possession at their own 20 yard line.*

7. Conversion – An extra point try is attempted after a touchdown has been scored. It may be attempted by a kick from scrimmage or by a running or passing play from scrimmage. The line of scrimmage for an extra point try is the defense's 2 yard line.

a) *To attempt an extra point try by kicking follow the same procedures as outlined for a field goal.*

(1) A successful extra point attempt by kicking results in 1 point being scored

b) *To attempt an extra point by running or passing follow the procedures as outlined for running and passing plays.*

(1) A successful extra point attempt by running or passing results in 2 points being scored.

D. PENALTIES - Below is a list of penalties and their corresponding yardages. A penalty may be cited before the snap. If play option is elected, play is completed as outlined above. Once play is concluded the offended team then has the option of taking the result of the play OR accepting the penalty. If the play option is selected, this will count as a play from scrimmage. If the penalty is accepted prior to the play being started, it will not count as a play.

Referee Calls- Sometimes referee's can make some bonehead calls. In the FAT 8 conference these bad calls can swing the tide of the game causing a well coached team to lose momentum. Of course this can often cause a coach to get into trouble if he doesn't keep his temper in check.

- **Offensive Offside** (lined up with some portion of the man and or base over the neutral zone)
- **5 yards / Repeat Down**
- **Defensive Offside** (lined up with some portion of the man and or base over the neutral zone) – **5 yards / Repeat Down (unless resulting in a first down)**
- **Too many men on the field** – **5 yards / Repeat Down** (unless resulting in a first down)

E. Randomized Calls

- **Player Tackled** (If a ball carrier is knocked down by a defender but contact was not front of base (Roll and Dice- on a 1,2,or 3 the Referee calls the player down), On a (4,5,or 6) referee calls a horse-collar tackle 15 penalty).
- **In the case of a fumble**, if both teams touch the ball at the same time roll a dice. (On a 1,2 or 3) the ball goes to the home team. On a 4,5, or 6 it goes to the away team.
- **Pass Interference-** if the defender is still making contact with the receiver beyond five yards sometimes the referees will call pass interference. On a 1,2, or 3 its defensive pass interference and on a 4,5, or 6 its Offensive pass interference or pushing. 15 yd penalty.
- **If a coach is belligerent** the referee will sometimes call a Personal Foul on the Coach. If a coach is called for 2 Personal fouls in a game that coach is thrown out. In addition, the coach will suffer a -2 leadership penalty in his next game for poor behavior. When a coach challenges a call you will roll on the coach table opposite this page. Consult the chart.

Coach Leadership Rules- Each coach will begin the season with 8 leadership points. These points can be lost for poor behavior. Leadership is used to make challenges to a bad call or to stop the quarterback from being rattled during the game. So you will need to be careful with how you use your points. However, coaches may also earn leadership points through professional actions when displaying great leadership to rally the team.

It will cost you 2 leadership points to challenge a bad call. But beware; if the call doesn't go your way it could cost you.

When you challenge a bad call, consult the chart below;

Dice Roll	Coach Reaction	Referee Reaction
1	Coach Runs onto the field and curses the Referee out -2 Leadership	1 st offense- Personal Foul 15yd Penalty 2 nd Offense- Ejection
2	Coach Screams at the Referee!! -1 leadership	Warning to the Sideline. 5 yard penalty
3	Coach Throws Down his Headset	Referee issues a warning and Runs down the Field
4	Coach Calls the Ref over to discuss the call (Nothing Happens)	Referee Discusses situation with Coach
5	Coach puts both hands in the air (Nothing Happens)	Referee Runs down the Field
6	Coach takes the high road (Coach nods his head to the Ref) +1 Leadership	Referee does nothing

We hope that these rules have helped you to understand the basics of playing the game of miniature football. Rule sets have evolved greatly over the past 60 years with many individuals putting a great deal of effort into making the game more fun and realistic. Today the game is played coast to coast in many leagues and tournament formats by a great number of creative and innovative people who enjoy the fun and fellowship that this hobby provides.

For more information please visit

<http://miniaturefootball.org/find-a-league/south-east-region/fat-8-conference/>