**OVERVIEW**

The TudorCON 14 Electric Football® World Championships and Convention is an open tournament held each January that gives every Electric Football coach the opportunity to enter and compete for the Electric Football World Championship Trophy.

**FORMAT**

The tournament consists of Conferences playing in a round-robin qualifying format with Conference Championships, a Bowl Championship Series, and the Tudor Games Electric Football World Championship Title Game, with the winner crowned the 2014 Electric Football World Champion.

Coaches will be assigned to one of up to seven (7) conferences:

TTC Conference TTQB Conference

Felt Conference Pro Line Conference

Foam Conference 67 Big Men Conference

Old Frosty Conference

Tudor Games tournament officials may open divisions within conferences if the total number of coaches in the tournament exceeds 84 participants. If divisions are created, tournament officials will ensure coaches play the specified minimum number of games.

Each team in a given conference shall play every other team in that conference once, or a total of 11 games, whichever is fewer. The top two coaches per conference advance to compete in a single possession Conference Championship game, and based on rankings of other Conference Championship participants, coaches will then be declared Bowl-eligible, and play in a series of Bowl games, ultimately bringing the winners of those games to the TudorCON 14 National Championship Game. Each division will have a moderator to supervise game play and record statistics and scores.

The Junior Spark Bowl (Pigskin Conference) is for coaches ages 7-12. The two coaches with the best record after a single round robin will play the Junior Spark Bowl Championship Game.

The Senior Spark Bowl (Gridiron Conference) is for coaches who are aged 13-17. The two coaches with the best record after a single round robin will play the Senior Spark Bowl Championship Game.

1.1 ROUND-ROBIN SERIES

Registration for all Coaches will occur at the tournament, with coaches being seeded and placed in Conferences based on experience, the team they are using, their city of origin, or best available location. All games in the Round-Robin Series will utilize the Single Possession Game Rules.

All games in the Bowl Championship Series will be played in Full-Game formats.

Conference Championships and Bowl Championship Series Games will use overtime rules to resolve ties at the end of regulation.

1.2 COMPUTER RANKINGS

Each Coach will be ranked via Excel spreadsheet for the following criteria:

1. Wins during Single Possession Tournament (2 pts per win)
2. Ties during Single Possession Tournament (1 pt per tie)
3. Touchdowns scored during Single Possession Tournament and Conference Championship (1 pt per TD)
4. Total yards gained during Single Possession Tournament and Conference Championship (1 point per 25 yards, rounded down)
5. Conference Championship Win (5 pts)

The results of the computer ranking will determine the coaches’ overall tournament ranking. This computer ranking will determine seeding for the bowl games.

1.3 CONFERENCE CHAMPIONSHIPS

Conference Championship Games will utilize the Single Possession Game Rules with the exception the games must have a winner by scoring. If neither team scores during the single possession phase, overtime is implemented until a winner is determined. Field goals are allowed in the overtime periods only.

1.4 BOWL CHAMPIONSHIP SERIES

A total of 7 Bowl Games will be played to determine the 2014 Tudor Games National Champion. A coach will be eligible for contention in the Tudor Games Bowl Championship Series if:

1. He/she wins the conference championship in one of the 7 conferences.
2. Is ranked 8th in the computer rankings upon completion of the conference championships.

Note- No more changes to rankings are made after the Conference Championships.

The first round of games in the Bowl Series is called the Elite 8. The Elite 8 Games will use the Full Game Rules, with the following schedule-

1. #8 at #1: AllState Sugar Bowl
2. #7 at #2: Outback Bowl
3. #6 at #3: Fiesta Bowl
4. #5 at #4: Cotton Bowl

The winners of these games will be placed into the Final 4. The Final 4 Games will use the Full Game Rules. The two higher seeds will have home field advantage for these games. The two Final 4 games are-

1. #4 at #1: Rose Bowl
2. #3 at #2: FedEx Orange Bowl

The remaining two teams will play in the Tudor Games National Championship Game. The team with the higher seed will be given selection of the board to be played on by selecting from the pool of boards used during the course of the tournament.

1.5 SPARK BOWLS

The Junior Spark Bowl (Sun Belt Conference) is for coaches who are ages 7-12. Junior Spark Bowl participants will have supervision by a responsible adult in the convention area at all times while he/she participates in the Junior Spark Bowl.

The Senior Spark Bowl (Conference USA) is for coaches who are aged 13-17.

Each Spark Bowl Tournament will have each coach play every other coach once during a regular season, using the Single Possession Game Rules.

Equipment used by the Spark Bowl coaches will be the same as the equipment used in the Tudor Games Electric Football World Championship Rules.

The Electric Football Rulebook Pamphlet, which comes with the Electric Football Challenge Game Sets (the 8.5” x 11” edition with the running back on the cover), will be the rules for game play during the Spark Bowls. If a question arises on a rule issue not covered in the pamphlet, the Tudor Games Electric Football World Championship Rules will prevail.

The two Junior Spark coaches with the best record after a single round robin will play a Championship Game called the Sun Bowl.

The two Senior Spark coaches with the best record after a single round robin will play a Championship Game called the Independence Bowl.

1.6 TUDOR GAMES TOURNAMENT COMPLIMENTARY TEAM (SPARK BOWL ONLY)-

Tudor Games Toys will provide one set of standard (no Big Men) figures in the team of choice, one strip of felt footballs, 1 TTQB, and one set of the 2014 Tournament bases free of charge to any youth coach who requests these items. Coaches who receive complimentary teams cannot use any other additional equipment.

**EQUIPMENT**

Coaches may only use equipment found in the Tudor Games Toys online catalog, viewed at [www.Tudor Games.com](http://www.miggle.com) .

2.1 FIGURES:

A) Coaches may use a custom-painted team, any original Tudor Games factory-painted stamped team, or add helmet and jersey decals to an existing Tudor Games EFL team. Pro Line figures, Haiti Repros and Tudor Games Classic Quarterbacks may be incorporated into any Tudor Games team. Painted Classic Quarterback and Pro Line figures are authorized with approval by tournament officials. No glue, clay, tape or filler substances may be used on any figures at any time. Figures with broken limbs are NOT allowed on the board(only exception is the TTQB arm)! Decal sealer to protect decals is authorized. Tudor Games tournament officials will inspect all teams before the tournament.

(B) No customization of the figures is allowed. Figures may not be reshaped or altered in any way. Broken or damaged figures are not allowed. Unpainted figures are not allowed. All figures will have a number on the back of the jersey! Numbers on the front are optional.

(C) Number, name, and insignia water slide decals may be applied to each figure's helmet, jersey, pants, shoes, and sleeves in the proper place; so, too, may Tudor Games’s numbers, chin straps, and face masks be applied to the figures and be used in tournament play.

(D) In all Rounds of Play, each coach may have up to 40 figures, with players being Classic Tudor Games, Pro Line, Haiti Repors or any combination of them. You may use all one color team or, use offense in dark jerseys and defense in white jerseys. **Light and dark jerseys must be from the same team, meaning Offense in one color and Defense in one color. No combining if they are of two different colors.** No total team roster of dark and light jersey figures will exceed 40 individual figures per team. Games between two teams in dark jersey or two teams in white jersey are allowed.

(E) All figures will be weighed without base during inspection. The list below indicates the figure weight not to be exceeded in order to be eligible for tournament play. Haiti repro figures are the same weights as the Tudor games standard(regular men).

Tudor Games standard:

Guard (blocking pose):---------------------------- 1.6g

Tackle (coming out of stance pose):------------ 1.5g

Offensive Back (arm in air):--------------------- 1.6g

Receiver (running figure):------------------------ 1.6g

Defensive Back (arms out from sides):-------- 1.8g

“67” Big Men:

Guard (blocking pose):================ 2.0g

Tackle (coming out of stance pose):====== 1.9g

Offensive Back (arm in air):============ 1.9g

Receiver (running figure):============== 1.9g

Defensive Back (arms out from sides):==== 2.0g

Tudor Games Classic Quarterback:================== 1.3g

Tudor Games Pro Line Series:

Figure 1============================ 1.8g

Figure 2============================ 2.0g

Figure 3============================ 1.7g

Figure 4============================ 1.7g

Figure 5============================ 2.0g

Figure 6============================ 1.9g

Figure 7============================ 2.2g

Figure 8============================ 1.7g

Figure 9============================ 2.0g

Figure 10=========================== 1.8g

* 1. TTQB

Coaches may bring and use their own TTQBs.

(a) The TTQB must be either the white or yellow plastic model made by Tudor Games Toys.

(b) Minor tweaking or reshaping of the TTQB and the TTQB handle is permitted. You may remove the front arm to avoid it hitting another offensive/defensive player for throwing!

(c) TTQB’s may be painted, however, no other substances or material may be attached to the TTQB. NO tape is allowed on the TTQB, Anywhere! Tape is also NOT allowed on your base to hold the TTQB to the board either! What happens is that the tape residue gets on the playing field and this will/may affect the surface for bases to run on.

(d) Each coach is allowed to have a maximum of three TTQBs on hand. If a TTQB breaks during a game, it may be replaced by a new Tudor Games TTQB.

(f) TTQBs do not count toward the 40 figure roster

2.3 BASES

(a) Only Tudor Games tournament bases from previous Tudor Games Super Bowls and Current line of Pro-Line bases available on Tudor Games Online Store are allowed. The black dials will be allowed.

(b) The base shell may not be altered in any way except to remove any plastic residue that may have remained from the mold.

(c) Interchange of shells and dials is allowed, provided the shell and dial are both in the current Tudor Games Toys catalog. Dials must be attached to the shell in a normal fashion! They may NOT be taped or glued into place! Dials MUST move (turn)!

(d) Prongs may be "tweaked”. The prongs may be flashed, pulled, flattened, cut, crimped or completely removed.

(e) Boiled bases are not allowed.

(f) Each base must be properly attached to a figure using the base clips.

(g) No glue, tape, or other adhesive may be used on the bases.

(h) No other substances or weight may be attached to the bases.

(i) Each coach is allowed to have up to 8 extra bases

2.4 FIGURES BY POSITION

(a) On defense, a coach may use any figure at any position.

(b) On offense, a coach must use the "guard" figures at center, left guard and right guard. At left tackle and right tackle, the coach must use either two "guard" figures or two "tackle" figures. The “tackle” figure may also be used at other positions on offense.

(c) The "guard" figure may not be used in any other position on offense.

(d) The classic quarterback figure may not be used at any position other than quarterback.

(e) On offense, offensive linemen must be clearly designated and easily identifiable.

(f)You may use your Offensive lineman as your Defensive lineman, provided they are in the same uniform.

2.5 FOOTBALLS

Footballs will be the Tudor Games white felt or brown (sponge balls) and the brown & white "Pro Line" footballs only. No other footballs may be used. Cutting, trimming and reshaping of the football is not allowed. Yes, you may put a substance on your football as most do, but don’t over do it! Tudor Games will NOT be supplying footballs, BYOF (Bring Your Own Football).

**PLAYS FROM SCRIMMAGE**

This section describes the rules and procedures that the offensive and defensive teams must follow on running and passing plays from scrimmage. All players must be placed upright at the beginning of every play from scrimmage.

3.1 Offensive Formations. The offense must set its players in the following manner:

(A) Interior Offensive Linemen. The interior offensive linemen (center, guards and tackles) are set on the line of scrimmage with a “Minimum” gap or space between them measuring 1/2 base width. These linemen must be set perpendicular to the line (straight, not slanted). Offensive linemen may be numbered from 50 to 79, 90-99 & 00 may also be used.

(B) Tight Ends and Receivers. Any tight end or wide receiver on the line of scrimmage must be at least one base width outside of the tackle. The tight ends and receivers may be set straight or slanted. A receiver not set on the line of scrimmage must also be outside the tackle or tight end by one base width and no more than 5 yards behind the line of scrimmage. Tight ends and receivers may not be stacked. That also means that if you set up your receiver at an angle, no portion of the base or figure may be behind any portion of another figure.

(C) Quarterback. The quarterback must be identifiable on each play. The quarterback must be set such that its base is in the straight-line path behind the center's base and no more than 20 yards (front of base) behind the line of scrimmage. No other player may be set in the path between the quarterback and center. The quarterback may be slanted to face any direction.

(D) Running backs. A maximum of three players may be set as running backs. A running back must be set such that its entire base is in the area between the tackles and at least 10 but no more than 20 yards (front of base) behind the line of scrimmage. Running backs may NOT be stacked behind the QB or another Running Back. No overlaying even a fraction is allowed. You may NOT have your Running Back set up to go sideways behind the QB either. There must be empty space behind the QB base. You also cannot line up 2 Running backs sideways, side by side.

Legal setting- QB Illegal setting- QB or QB & RB

RB RB RB RB

3.2 Defensive Formations. Stacking (see definition) is not allowed on defense. The defense sets its players in the following manner:

(A) Defensive Linemen. A defensive lineman is set on the line of scrimmage directly opposite an offensive lineman. The defense must have a minimum of 3 players on the defensive line. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards or between the guards and tackles, nor can they be angled. Any defender lined up opposite of an offensive linemen cannot be angled in any manner and must be lined up head on, and straight with the offensive lineman!

(B) Linebackers and Defensive Backs. Linebackers and defensive backs may be set on or behind the line of scrimmage. If set on the line of scrimmage, they must be outside of the offensive tackles with a half base width gap. Be sure that the figure has a number given to be a linebacker or defensive back. If they are set within the tackles, then they must be at least 5 or more yards (front of base) behind the line of scrimmage, in which case they may be in the gaps between the offensive linemen. They must also be facing straight ahead towards the line of scrimmage. They may not be angled in the gaps. Linebackers may be lined up directly behind a defensive lineman, ONLY IF THE FRONT OF THE BASE IS MINIMUM OF 10 YARDS BEHIND THE LINE OF SCRIMMAGE. “Zone” defense, may be used by adjusting the dial on the base for the figure to spin, you may not by lay down any figure. This is done during set up only. There is a maximum of 50 yards (front of base) from the line of scrimmage in which a player may be set.

Legal DL setup Illegal DL Setup

Space between lineman is ½ a base width

T G C G T T G C G T

DL DL

Legal LB setup Illegal LB setup

Linebackers inside the tackles lined up in the gaps of the DL must be 5yds from LOS

Linebackers inside the tackles (stacked) up on the DL must be 10yds from LOS

If you line up a linebacker within the tackles where there is no DL present, it must be a minimum 5yds behind the line of scrimmage

T G C G T T G C G T

DL DL LB(illegal) must be

Either outside the tackle

LB LB’s completely or 5yds

Minimum behind the LOS

(C) If you are playing zone with your DB’s or LB’s you may NOT lay that player down. You must use bases with dials and have them turn in circles. The only time you may adjust the dial of the defender during a play is when there is a pass completion. You may then adjust the dial and the player. See completed pass section (K).

3.3 Play Procedure. Plays are run as follows:

(A) The offense and defense simultaneously begin to set their players in the desired formations.

(B) The offense announces "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation. The offense has 60 seconds from the time the center is placed on the field to call “set.”

(C) Upon seeing the offense's final set formation, the defense makes its final adjustments and announces "set." The defense has an additional 10 seconds (for a total of 70 seconds) after the offense announces “set” for them to be set as well.

(D) The offense may now angle (but not adjust, meaning no turning the dials) a maximum of two players who are not offensive linemen nor any tight end or receiver on the line of scrimmage. The angle you place those figures on the line of scrimmage must remain the way you placed them when you called “set.” The receivers off the line of scrimmage, running backs, and the quarterback are the only players you may angle.

(E) In response to Step D above, the defense may angle (but not adjust, meaning no turning the dials) as many players as the offense did. If the offense does not angle any players then the defense does not get to angle any players. Any defender lined up opposite an offensive lineman and any linebacker that is lined up less than 10 yards from the line of scrimmage (must be in the gaps) cannot be angled. So any linebacker set up within the tackles and in the gaps less than 10 yards from the line of scrimmage cannot be angled. Any linebacker set up more than 10 yards from the line of scrimmage may be angled. All defensive backs can be angled.

Note: After the defense has completed any adjustments (meaning angles) the play will be run. The offense does not get to make any QB substitution at this time (immobile QB for mobile QB or vice versa). The QB that you put on the board and say “set” is the QB you will use for that play. The substitution rule was taken out 7 years ago.

(F) After all adjustments have been made, the offense must declare run or pass. If it is a running play, the offense announces the number of the ball carrier. The defense then controls the switch and turns on the game board until the completion of the play (ball carrier is tackled, runs out of bounds, has its forward progress stopped or scores a touchdown). There are no additional stoppages of the board during a running play (no adjustments, no pitching of the ball).

(G) For a passing play the offensive coach will control the switch. After stopping the board the offense may attempt a pass if all of the following conditions are met:

(1) The quarterback has not been tackled (sacked).

(2) The quarterback has never had its entire base drop back more than 25 yards behind the line of scrimmage (this is considered a sack and the ball will be marked 25 yards behind the original line of scrimmage).

(3) An eligible receiver is open to receive a pass. A receiver is eligible to receive a pass if its base is completely inbounds and not engaged with a defensive player. A receiver that had previously been out of bounds may still be eligible to receive a pass provided that the entire base is inbounds at the time of the pass attempt. A receiver is considered ineligible if his base is completely behind the front of the quarterback’s base (part of the base closest to the opponent’s endzone). No backwards passing (lateral) is allowed.

(4) The quarterback has never had any part of its base on or past the line of scrimmage.

(5) The quarterback has not run out of bounds.

(H) If the quarterback is on an immobile base and no receivers are open when the board is turned off it is a coverage sack and the ball is marked at the most downfield portion of the quarterback’s base – they are not allowed to scramble. If the quarterback is on a mobile base and no receivers are open when the board is turned off the offensive coach has the option to have the quarterback run provided he has still not crossed the line of scrimmage. The offense is not permitted to angle or adjust the quarterback. The defense can angle and adjust all unengaged players to make the tackle. The defense will now control the switch until the completion of the play. If the offensive coach turns the board off and the quarterback has reached or crossed the line of scrimmage the ball will be considered down and will be marked at the original line of scrimmage. This is considered the QB making a slide, down at that point.

(I) The coach must then point out which player is the intended receiver. If the coach completes a pass to a receiver that was not pointed out as the intended receiver, this will result in the ball being down at the spot of the completion – the ball cannot be advanced. If the intended receiver is within five yards of the quarterback (straight line distance from base to base), and there are no defenders anywhere between them, the pass is considered a “shovel pass” and the TTQB is not required. If a shovel pass is completed to a receiver behind the line of scrimmage no defensive adjustments can be made. If the shovel pass is made to a receiver on or beyond the line of scrimmage the defense can adjust all unengaged defenders. The defense will now control the switch until the completion of the play.

(J) For a pass attempt using the triple threat quarterback (TTQB) the offense must first “Mark the front of the base of the QB”! The defensive coach and referee must also approve of the setting of this. If there is no ref available in your conference, then get Mike or another appointed rules person to oversee this. The TTQB will touch this mark to pass. When attempting the pass, the quarterback may be tilted to attempt the pass. You may NOT slide your TTQB forward, sideways or backwards to avoid the arm hitting a lineman either, there is NO QB window space to move your TTQB! If you need to do so, ‘remove” the arm prior to turning your team in.

The offense has only one attempt in which to complete the pass. A TTQB 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. If the pass hits a receiver other than the “intended receiver pointed out by the coach”, the pass is considered to be complete, down by contact at that point. After a pass is completed, proceed to Step K. The offense may elect to take an automatic incompletion ("throw it away") provided that at least one receiver is open to receive a pass. If the offense misses the pass or opts to "throw it away” the ball will be marked at the original line of scrimmage.

Any pass that hits a defensive player (engaged or unengaged) other than a defensive linemen or his base directly without hitting the playing field or another player first is an interception. If the defensive player is engaged, then the ball is down at that point. If the defensive player is not engaged, then it may be angled and adjusted and advance the ball. The intercepting team cannot angle or adjust any other players. The offensive team can now angle and adjust all unengaged players to attempt to make the tackle. The defender is now the ball carrier and the offense becoming "the defense" and controls the switch until the completion of the play.

(K) After the completion of a pass using the TTQB the defense may angle and adjust any of its players that are not engaged. Any players set in “zone” can be angled and adjusted to defend the play. You must mark the furthest point of the portion of the base closest to the receiver, then adjust your dial and place the figure back on the field at that marker. Players who are angled and adjusted cannot be placed back on the field any further forward than the facing of the front of their base. This is easily imagined as the player being able to rotate on an imaginary axis with the center being the center of the figure. The defense will now control the switch until the completion of the play.

(L) Should your pass attempt hit one of your offensive lineman (engaged or unengaged) or any other ineligible offensive player the pass is incomplete.

**SINGLE POSSESSION (Round Robin) GAME RULES**

All games in the Round-Robin Series will be played by these rules. Under these rules, each team will have one possession beginning on the 50-yard line. A possession consists of four plays only. Gaining 10 yards or more does not earn another set of downs. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yards, wins the game. If total yardage and total points are equal after each team has had the ball once, the game ends in a tie. No field goals can be attempted during a single possession game. The rules for "Plays From Scrimmage" in the Tudor Games Toys 2014 Electric Football World Championship Rules apply. The procedures listed below apply to these games.

4.1 Each game will begin with a coin toss. The winner of the coin toss will choose whether he/she wants to be on offense (Team "A") or defense (Team "B") first. The Coaches will then examine their opponents' players. If both coaches agree that their opponent is playing with "legal" players, the game commences; if one or both coaches want to challenge an opponent's players, they must contact the Official Tournament Judge to rule on the matter.

4.2 To begin the game, Team "A" will place the ball on the 50 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs in the Round Robin games, and field goal attempts are not permitted. Teams can choose to "drive" towards either goal line, and both teams can drive towards the same goal line if they so desire.

4.3 If Team "A" does not get a touchdown on its four plays, its "score" is the total number of yards it gained on its four plays.

4.4 If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 2-yard line. If Team "A" does not convert its extra point try, the ball is immediately dead. The touchdown play is the last play Team “A” will run from scrimmage, and the field is set up for Team “B” after the 2-point conversion.

4.5 If Team "A" loses the ball via an interception, the ball is considered dead at the line of scrimmage where that play began, and Team "A" is credited with all yardage to that point. Team "B" then takes over at the 50-yard line.

4.6 At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at the 50-yard line and going in either direction the coach chooses. The same rules apply for Team "B's" turn as for Team "A's."

4.7 If Team "A" finishes its four downs with negative yardage, Team "B" can win the game simply by finishing its four downs with any positive yardage. Team “B” may end the game if they score a TD, or if they get positive yardage, at any point to win the game. Team “B” wins. If Team "B" gains no yardage, or negative yardage, after its four plays, the game is considered a tie (i.e., -5 yards does not beat –7 yards.).

4.8 If Team “B” scores a TD after Team “A” does, it, too, tries a 2-point conversion from the 2-yard line. If one team is ahead 8-6 at this point, that team is declared the winner. If it is 6-6 or 8-8, it is considered a tie.

4.9 If total yardage or total points are equal after each team has had the ball once, (including all scoring) or neither team has been able to achieve positive yardage, the game is considered a tie. If both teams have negative yardage (no matter how many negative yards), it’s considered a tie.

4.10 Each victory in the Round-Robin Series is worth two points to the winning team; each tie is worth one point to each team. The two top teams in each Conference with the most points at the end of Round-Robin play will be considered the finalists and move on to the Conference Championships. See section 1.2 for the explanation on calculating a player’s points.

4.11 The Conference Representative must report the results of the game to a Tournament Scorekeeper immediately after the Conference has completed all of their games.

4.12 Coaches may not seek out or receive help, advice or assistance during any game played in the tournament. Violating this rule puts a coach or coaches in jeopardy of disqualification by the Rules Committee, which is Mike Guttmann and others designated to help.

4.13 In the Round Robin games, each coach will be given 15 minutes to complete four plays. Once it starts, the clock runs continuously. There are no time-outs and the clock can only be stopped by a referee, judge or official.

**FULL-GAME RULES**

5.1 Game Timing

1) Game Clock. Full-games will consist of two 40 minute halves. Clock is continuous except, after change of possession, penalties and timeouts (3 per half per team). The clock will be stopped if a pass is incomplete or the ball carrier runs out of bounds. After player separation, the offense has 15 seconds to put their Center Down, then, the set up clock will begin. If the coach calls “Kill the Clock” (see 7 below). The game clock will start once the switch is turned on.

2) Set-up Clock. A set-up clock will be used for both the offense and the defense. The offense is allowed one minute once the teams are separated to complete their set-up and must say “Set” upon completion. The defense has 10 seconds (a total of 70 seconds) once the offense says “Set” to complete their set-up and must also say “Set” upon completion. A delay of game penalty (five yards) may be assessed by the referee if coaches adjust/add players after the allotted time has expired. A delay of game penalty stops the game clock.

3) Hurry-up Offense. A coach must call “Hurry-up” prior to his placing the center on the field during set-up. When “Hurry-up” is called the offense sets up as quickly as they can and calls "Set".  After the offense calls set, the defense has an additional 10 seconds to set up and call "Set". The defense does NOT get the remaining part of the 70 seconds to set up!  During the hurry up offense, there are NO angles or adjustments for either team!  As soon as the defense calls “Set” the offense then declares run or pass and the play is immediately begun.

4) Passing Clock. From the time the switch is turned off, the offense has 30 seconds to complete the pass. The referee or defense will run the 30-second clock. If the ball is not thrown to the intended receiver by the time the 30 seconds has elapsed, the pass is incomplete. Please be lenient with this.

5) Timeouts. Each team is allowed 3 timeouts per half. The game clock will be stopped when a timeout is called. Both the offense and defense can call a time-out up to the point at which the defense has completed their adjustments. Once the offense calls “Pass” or a ball carrier’s number for a running play the defense cannot call time-out as the ball is considered hiked at that point.

6) Adjustments and Angles. A coach is limited to 15 seconds to make adjustments or angles when allowed.

7) Kill the Clock- In the last two minutes of the first or second half the offense may elect to “Kill the Clock.” Upon the completion of a pass or run play, the offense may call “Kill the Clock” in which 10 seconds will run off the game clock to simulate the rush to set up the formation – this will also result in the loss of down (as if they spiked the ball). Once the game clock is stopped and the players separated, the offense has 15 seconds to put Center down, then, the 60 second play clock for the offense will start. The game clock will start once the switch is turned on for the next play.

5.2 Coin Toss. A coin toss is made just prior to starting the game. The “visiting” coach calls “heads” or “tails” before the referee flips the coin. The coin is tossed in the air. The winner of the coin toss gets first choice of one of the following:

1. Receive the kick-off
2. Kick-off
3. Defend the goal of choice
4. Defer first choice in exchange for first choice at the start of the second half. The coach who lost the coin toss then chooses from the remaining options that still apply.

At the start of the second half, the coach who lost the coin toss gets first choice of options 1, 2 or 3 (unless the winner of the coin toss selected option 4 at the start of the game).

5.3 Rule Review (Challenge Flag). A coach may request an official time out for a rule review from a game official for a specific incident once per half. The game official reserves the right to grant or deny the request. The request must be made at the time of the incident. Once the play has begun or resumed, no rule reviews are allowed. If the requesting coach loses a rule review, he loses a time out. A coach must have at least one time-out to request a rule review.

5.4 Overtime (Conference Championships and Full Games only). A coin toss determines which side shall attempt to score first, and at which end zone the scores shall be attempted. The Visiting Team calls “heads” or “tails.” The winner of the coin toss shall choose one of the following options:

1. Offense or defense, with the offense at the opponent’s 25-yard line to start the first series.

2. Point out which end of the field shall be used for entire portion of overtime.

Each team in turn will receive one possession, starting with first-and-10 at the opponent's 25-yard line. The offense can get first downs in the possession. The game clock does not run during overtime, but the play clocks are enforced.

A team's possession ends when it scores (touchdown or field goal), misses a field goal, fails to gain a first down on the final down, or loses the ball by turnover.

If the score remains tied at the end of the first overtime period, a second overtime period is played. The team with the second possession in the first overtime period will have the first possession in the second overtime period.

In the first or second overtime period, a [touchdown](http://en.wikipedia.org/wiki/Touchdown) by the offense is followed by a try for one or two points. Teams must attempt a [two-point conversion](http://en.wikipedia.org/wiki/Two-point_conversion) after a touchdown starting in the third overtime.

If the defense gets an interception during overtime, there is no return! The defense then becomes the offense, or if the defense is ahead, the game is over.

Each team receives one time-out per overtime period.

The overtime periods are continued until a winner is determined.

**SPECIAL TEAMS**

6.1 KICK-OFFS

Kick-offs are run as the first play of each half and after a touchdown or field goal is scored.

1) Kicking Team Formation. The kicking team sets up all players at or behind its own 30-yard line.

2) Receiving Team Formation. The receiving team must have at least five players on the 50-yard line. The remaining five players may be set anywhere between the 50-yard line and the receiving team’s 5-yard line (you may line up with 10 men on the 50-yard line).

The receiving team must identify their kick returner to the opposing coach and place him off to the side (off the board). The kicking team, WILL decide where the return man is to be placed, which is anywhere on the goal line and between the hash marks. A stationary player (representing the kick returner) must be placed with the front of the base on its own goal line. This is done so that the player does not move when the board is turned on.

3) Kick-off Procedure. When both teams are set, play proceeds in the following manner:

A) The board is turned on for three seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off. If any player from the kicking team reaches the receiving team’s goal line by the end of the three-second count, it is an automatic touchback.

(B) If the receiving team decides to return the kick, the stationary player is removed and the kick returner is placed in the appropriate location as outlined above. The kick returner’s base may then be adjusted and angled. No other player on the receiving team may be angled or adjusted.

(C) The kicking team may then angle and adjust any of its players that are not engaged with an opposing player. The kicking team controls the switch and the board is turned back on and play continues until the kick returner is tackled, runs out of bounds, has his forward progress stopped or scores a touchdown.

(D) The receiving team may also declare a “touchback” prior to any kickoff set up and take the ball at the 20 without any time being run off the clock.

6.2 ON-SIDES KICK

A team may attempt an on-sides kick at any time provided they are losing.

1) The procedure for an on-sides kick is as follows:

A) After the kicking team and receiving team are both set, the kicking team announces its intention to attempt an on-sides kick.

B) The kicking team then removes one of its players and replaces it with the triple-threat quarterback. The ball is then kicked.

C) Both teams will have a chance to recover the ball if, as a result of the kick, the ball travels a minimum of 10 yards and remains inbounds and does not strike any player on the field. If this occurs, the kicking team is then allowed to adjust and angle any of its players, including the kicker, toward the football. The receiving team may then make any adjustments and angles. The board is turned on for three seconds. The first player to make contact with the ball gains possession for its team at the spot of the ball. The play is over at that point. The player recovering the ball may not advance it. If players from opposing teams make contact with the ball simultaneously, possession is awarded to the receiving team. If no player recovers the ball after three seconds, the receiving team gains possession at the spot of the ball.

D) The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than 10 yards, hits any receiving team player on the field, or goes out of bounds (if the ball hits out of bounds and then comes back inbounds it is considered out of bounds). If the ball travels less than 10 yards, the play is over and the receiving team takes possession at the kicking team’s 40 yard line.

6.3 PUNTS

On 4th down if the offense has 3 or more yards to go for a first down and they have not reached their opponents 45 yard line, they must punt the ball unless it is the 4th quarter and they are losing. If it is 4th down and 2 yards or less to go, the offense can go for the first down at any time regardless of their field position. If the offense is at the 44 yard line, they must choose to either go for the first down, kick a field goal, or they may punt the ball out of the endzone for a touchback(no return possible).

1) In the past, the punting rules have been long and confusing. We’re going to make it easier this year and have an automatic punt of 45 yards.

The receiving team will have the option to return the punt, or take possession at yard line after the 45 yards have been determined, and no time will be run off the clock. If the receiving team would like to return the punt, the rules are as follows;

The return team will have one player on a stationary base 45 yards down field to represent the punt returner. The punting team will determine the location of the return man at “ANY” location at that 45 yard mark within 2 inches from the sideline! The actual punt returner must be identified to the opposing coach and placed off to the side (off the board).

(A) After set up by both teams, the board will be turned on for 5 seconds. After 5 seconds the board has is stopped and if any player from the punting team hits the punt returner’s base or completely passes the base of the punt returner (while remaining inbounds), then the result is an automatic “fair catch.” The play is over and the ball is marked at the spot of the punt returner. (If the punt returner was at the goal line, then the result is a touchback). Otherwise, the punt can be returned.

(B) If the punt is to be returned, the stationary punt returner is then replaced by the player that was originally identified as the punt returner. The punt returner may be angled and adjusted. No other player on the return team can be angled or adjusted.

(C) The punting team may then adjust and angle any of its players not engaged with a player from the return team.

(D) The punting team controls the switch and the board is turned on and play continue until the punt returner is tackled, runs out of bounds, has its forward progress stopped or scores a touchdown.

NOTE: There are NO Fake Punts!

6.4 FIELD GOALS AND PATs

Field goals and PATs must be kicked using the TTQB and a regulation ball. A field goal may only be attempted when the offense has achieved or passed the opponent’s 45-yard line. Teams will line-up for a PAT at the 2-yard line.

PAT’s may be decided as “Automatic” if agreed by both players. If PAT’s are decided as “Automatic”, this will be used throughout the entire game! You cannot change the format that you both agreed upon after the first touchdown is scored!

1) Formations

A) Kicking Team Formation. The kicking team lines up with 7 men on the line of scrimmage and their kicker 7 yards behind the BACK of the center’s base and on a stationary base. The kicking team may also have 1 player in the backfield to act as the holder, and they may use that player to act as a blocker to protect the kicker. The other 2 figures must be at least 3 yards off the line of scrimmage, but no more than 5 yards (front of base).

B) Defensive Team Formation. The defense may set up in any formation they desire as outlined in Section 3.2.

C) The switch is turned on by a “Referee” for 2 seconds. If a defender hits the base of the kicker, the kick is blocked and the play is dead right there with the defense taking over the ball. If it is a field goal that was blocked the defense will take over at the spot where the ball was being kicked from unless it was within the 20 yard line at which case they will take over at their own 20 yard line. If it was a PAT that was blocked the kicking team will kick-off from their 30 yard line in accordance with the standard kick-off rules.

D) If no defender hits the base of the kicker, the kicker will attempt the field goal. Should any defensive players be in the way of the kicker they may be removed prior to the kick along with any offensive lineman that are in the way. This is done because if the defense did not block the kick, that means the ball made it through the defensive rush.

NOTE: There are NO Fake Field Goals!

6.5 TWO POINT CONVERSION

2-point conversions will be performed in the same manner as any offensive play with the ball spotted at the 2 yard line.

**GLOSSARY OF TERMS**

ADJUST. An adjust is the process of marking your players closest portion of the base to the ball carrier with a down marker (or other player markers), then 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 accordance with the marker used to spot the base.

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. The defender’s proximity to the ball carrier will be taken into account, but the final position of the defender after being rotated will be the overriding factor. Players out of bounds may be moved into the field of play and angled.

COMPLETION. A TTQB 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. Passes may not be thrown to receivers who are covered (see definition of covered receiver). A pass is complete to the first player it strikes. The player receiving the completed pass may not be angled or adjusted.

COVERAGE SACK. A coverage sack occurs on a pass play when the offensive coach shuts off the board and has no eligible receivers at which to attempt a pass (i.e. all five eligible receivers are either covered, are behind the quarterback or out of bounds). The play is then down at the spot of the quarterback. If the quarterback in on a mobile base he may elect to run the ball in order to avoid the coverage sack.

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." Any pass hitting that receiver is incomplete.

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.

EQUIPMENT INSPECTIONS: Prior to every phase of the tournament, officials will inspect all equipment used in the tournament. Any questions about the validity of the equipment being used should be addressed with a Convention staff member before the game begins. The staff member may disallow any equipment that it feels violates the rules or spirit of the rules. The Rules Committee also makes final judgments on rules interpretations, remedies and disqualifications.

FALLEN PLAYERS. Figures may fall during the course of a play. If the fallen figure is a ball carrier, then the play is immediately dead and marked by the forward most portion of the base (not the figure). If an eligible receiver is a fallen player, then they may be passed to, and if the pass is complete, they are down there by the forward most portion of the base, NOT the figure. If a defender is a fallen player he may be lifted and placed on the field provided he is not engaged. Mark the closest portion of the base with the yard marker, pick up the figure and make your adjustments, then place the figure back onto the field.

FORWARD PROGRESS. At any time when the ball carrier runs backwards (or loses forward progress) the coach may elect to turn off the game and call the play down at that point.

GAP. The gap is the space between players on the offensive line. The offensive linemen (center, guards and tackles must be spaced exactly ½ base width apart when setting up a play from scrimmage. Any tight end or wide receiver on the line of scrimmage must be at least one base width outside of the tackle

INTERCEPTION. Any pass that hits any defensive player (engaged or unengaged) or his base directly without hitting the playing field or another player first is an interception. The "covered receiver" rule does not apply to defenders. If the player who intercepted the pass is not engaged, it may be angled and adjusted for an interception return.

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 (TTQB) 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 in order to get extra pushing power. Stacking is illegal on defense. A linebacker, for example, may not be stacked directly behind a defensive lineman. Any player that is set in the straight line path behind another defensive player must be at least 5 yards farther behind the back of the defenders base.

On offense, stacking behind offensive linemen or receivers is also illegal. One exception is limited stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center. Running backs cannot be stacked as they must be set at least 10 yards behind the line of scrimmage. Running backs and quarterbacks must be slightly offset (half a base width minimum) when lined up in an “I”-formation.

STATIONARY PLAYER. A stationary player is a player on a base with the prongs cut out so that it does not move when the board is turned on. A Tudor Games Referee figure may also be used in this instance. These players are typically used to mark the spot of a quarterback, kicker, punter, kick returner or punt returner.

TACKLE. The ball carrier is tackled when any part of its base comes into contact with any part of an opposing player's base only. Figures arms touching are not considered a tackle, it’s considered as a stiff arm. The ball is downed at the forward point of the ball carrier's base.