



Electric Football Invitational World Championships Rules

Rules Synopsis

The EFWC rules are meant to be a quick, easy to understand, set of rules for relatively fast play in a tournament scenario where numerous games must be played in a short amount of time.

The rules feature:

- Turn and Burn by Wide Receivers on PQB passes. (pivots by wide receivers and defenders after the catch)
- 2 types of passing-PQB (**P**assing **Q**uarter **B**ack) or Stick. Type of passing announced before each half.
- Any touch tackling on pass plays.
- 3 sided touch tackling on run plays (running into the back of a defender's base is not a tackle)
- One stop behind the LOS to pass, pitch or continue
- No stacking except on plays of 3 yards or less or to match the QB behind center.

Equipment Bases and Figures

Download this document for figure and base height, weight specifications.

<http://www.miniaturefootball.com/forum/attachment.php?attachmentid=97780&d=1412291046>

Invitational 4.00 grams-weight may be added in the form of putty or lead tape. Offense in dark jersey, Defense in light jersey.

There will not be check-ins or lock downs of your teams. If you have any concerns about a figure/base you have brought, you can have these checked and weighed prior to the event by an official.

Prior to your game against an opponent, please take a minute to look over your opponent's team. If there are any figures or bases in question you will be given time to have that figure reviewed.

Enforcement of Equipment Rules: The MFCA has zero tolerance toward cheating and/or ignorance of the rules.

During the competitions, officials will be making rounds and will randomly weigh and check figures/bases from each squad which are not currently on the field.

1. If a figure and or base is found to be out of compliance with the rules, that game is forfeited and the figure/base is removed from competition for the remainder of the event.
2. If more than 1 figure/base is found out of compliance, the game and all games prior are forfeited. The team will go through a complete check and all figures out of compliance will be removed for the remainder of the event.
3. The MFCA highly suggests that you keep your figures under the required weight as scales can vary to some degree.
Example: 4.00 maximum weight = make your figure base combination 3.90 to 3.95

The Kicking Game

KICKOFF

Coin flip decides the receiving team. The coach who loses the coin flip chooses which end zone they will defend.

KICKOFF SETUP

Dark jersey squad receives. Must have 5 men on the fifty, 5 men anywhere else behind or on the 50-yard line. The return man is laid on his side in the end zone.

Light jersey squad lines up 11 men on the 30-yard line or behind it.

KICKOFF PROCEDURE

1. Both coaches say set.
 2. Kicking team coach places the receiving teams return man on his side anywhere on the goal line.
 3. Board is turned on by the kicking team for 3 seconds
 4. Return man is stood up and pivoted in the same spot he was laid down at.
 5. All receiving players not in contact with an opposing player are pivoted by the back of base. (10 seconds)
 6. All kicking team players not in contact with an opposing player are pivoted by the back of the base. (Total 15 seconds started at the same time as the receiving teams 10 seconds)
 7. Players who have fallen can be picked up and pivoted.
 8. The kicking team turns on the board till its conclusion. (tackle, fumble, out of bounds, TD)
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FIELD GOAL

Can only be attempted if the offense reaches the defenses 47-yard line.

FIELD GOAL SETUP

The teams are removed from the field or moved to the sides allowing for a clear path for the kicker. The kicker is placed 7 yards behind the line of scrimmage (50 seconds maximum). The defense coach then places and holds the MFCA field goal on the back of the end zone. The kick must be attempted within (20 seconds) of the placement of the field goal on the field.

FIELD GOAL PROCEDURE

The kick is attempted. (10 seconds from the placement of the kicker)

1. If the ball hits the goal above the cross bar, 3 points are awarded to the kicking team.
 2. If the ball misses the goal or hits it below the crossbar, the defense takes over at the spot of the kick.
 3. If the kick is not completed within 20 seconds after the placement of the field goal by the defensive coach, it is considered to be no good and the defense takes over at the spot where the kick would have been attempted from.
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EXTRA POINT/S

Extra points can be attempted after a TD by kicking for 1 point or running a play from the 5-yard line for 2 points. Coaches may opt to, prior to starting the game, make 1 point extra points automatic to save time.

KICKING FOR 1 POINT

The teams are removed from the field or moved to the sides allowing for a clear path for the kicker. The kicker is placed at the 10-yard line and the kick is attempted. (50 seconds)

GOING FOR 2 POINTS

The offense lines up at the 5-yard line and attempts to score using normal play procedures.

PUNT

A punt from your opponents 45-yard line or closer is considered a touchback and the ball is placed at the 20-yard line. The receiving team decides which option to use.

1. 45 yards from the LOS with NO return. (Used primarily as a time saving measure)
2. 45 yards from the LOS with return

45 YARD PUNT SETUP WITH NO RETURN

No setup is required. 45 yards is marked off from the LOS and the offense takes possession at that spot.

45 YARD PUNT SETUP WITH RETURN

Punting team must have 7 and no more than 7 men on the line of scrimmage. 1 man representing the punter no more than 15 yards behind the line of scrimmage. (At least some portion of the punters base must be within 15 yards of the line of scrimmage.)(50 seconds maximum)

The receiving team sets up in any formation with at least 5 men on the line of scrimmage. All other receiving team players must be at least 5 yards off the LOS. He then places the punt returner in the center on the line 45 yards from the line of scrimmage. (10 seconds maximum after punting team coach calls "set".)

PUNT PROCEDURE

1. Both coaches say set.
 2. The punting team coach places the punt returner on his side anywhere inbounds along the line, 45 yards from the line of scrimmage.
 3. The board is turned on by the punting team for 2 seconds. (It is assumed that the ball has already been hiked. Play starts with the imagined flight of the ball.)
 4. Return man is stood up and pivoted in the same spot he was laid down at.
 5. All receiving players not in contact with an opposing player are pivoted by the back of base. (10 seconds)
 6. All kicking team players not in contact with an opposing player are pivoted by the back of the base. (Total 15 seconds started at the same time as the receiving teams 10 seconds)
 7. Players who have fallen can be picked up and pivoted.
 8. The kicking team turns on the board till its conclusion. (tackle, fumble, out of bounds, TD)
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ONSIDE KICK

Must be announced immediately after a scoring play. No faked onside kicks are allowed.

ONSIDE KICK EQUIPMENT

1 Tudor Games/Miggle standard tan foam football
White passing stick

ONSIDE KICK SETUP

Dark jersey squad receives. May line up all 11 players on the 50-yard line.

Light jersey squad lines up 11 men on the 30-yard line or behind it.

ONSIDE KICK PROCEDURE

1. Both coaches say set.

2. Option 1: The kicking team coach takes the foam football with his fingers and holds it a minimum of 3.25 inches (height of a white passing stick) directly anywhere over the 40-yard line and drops it. (20 seconds maximum)
Option 2: The kicking team may kick with an actual kicker, if they so choose, from the middle of the field using their own football. (20 seconds maximum)
 3. If the ball stops 10 yards or more from the kicking teams 30-yard line (The ball must be completely past the 40-yard line and not touching the 40-yard line) play resumes. Skip to line 5.
 4. If the ball does not stop 10 yards from the kicking teams 30-yardline, then the receiving team takes possession of the ball at the spot of the ball.
 5. If the ball hits any receiving team player, that player is considered to have the ball and is allowed to return the ball using the same pivoting rules as per an interception.
 6. If the ball touches any kicking team player before going the full 10 yards, it is an illegal touch and the receiving team takes the ball over at the spot of the touch.
 7. Both squads pivot no more than 3 players from the back of the base toward the ball. (10 seconds)
 8. The receiving team coach controls the switch and the field is turned on until any player touches the ball or a maximum of 5 seconds. If no player touches the ball, then the receiving team takes possession at the 50-yard line.
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Offense and Defense

OFFENSE POSITIONING

- No stacking anywhere except for the QB behind the center. See exceptions under defense positioning.
- Offense must have 7 and no more than 7 men on the LOS.
- Up to 3 backs besides the QB can be in the backfield.
- Backs in the backfield must have all of their base inside of the outside most portion of the Offensive Line Tackles bases.
- All backs including the QB must have some portion of their base within 20 yards of the LOS.
- Wide receivers must have some portion of their base within 5 yards of the LOS.
- Players not on the LOS must be at least 1 yard off of the LOS with the forward most part of their base.
- Offensive Lineman can be positioned any direction but cannot touch the man or base next to them.
- Offensive Lineman cannot be more than 1 base width, base to base, apart (approximately ½ inch).
- Backs that are eligible to carry the ball must have the front of their base equal to or behind the front of the QB's base.

DEFENSE POSITIONING

- Defense must not have any portion of their base or man closer than 1 yard from the LOS.
- No stacking is allowed except for the following exceptions.
 1. Plays 3 yards or less.
 2. If the QB is under center the defense may match the QB's position with a Linebacker.
Definition of "Under Center": When the QB's forward most part of the base is 4 yards or less behind the center.

OFFENSE RULES

- The QB, when positioned under center, cannot carry the ball into the LOS except on plays of 3 yards or less.
- The QB can never be a lead blocker for a RB on plays between the tackles.
- If the QB accidentally or purposely becomes the lead blocker on plays between the tackles, it is a **5-yard illegal procedure from the spot of the previous LOS and a loss of down.**
- A RB may not be the ball carrier if at the start of the play, he is positioned with the front of his base in front of the QB's front of base. He is eligible for a pass.

PLAY PROCEDURE

1. Teams are separated from previous play.
2. Offense places the center first.
3. Setup clock starts at the centers placement. 60 seconds maximum for both offense (50 seconds) and defense (10 seconds after offense says set).
4. Offense completes setup (within 50 seconds or less) and says set.
5. Defense completes setup (within 10 seconds) of the offense saying set.
6. Offense may now audible by doing one of the following: (10 seconds)
 - a) pivot 1 player
 - b) pivot 2 players
 - c) pivot 1 player and motion 1 player
 - d) motion 1 player
 - e) make no pivots or motions
7. Offense says set
8. Defense may match all, some or none of the offenses pivots and motions. (10 seconds)
9. Defense says set
10. Offense coach calls QB or RB with the ball.
11. If RB is called, the defensive coach controls the switch. If QB is called, the offensive coach controls the switch.

RB CALLED PROCEDURE

1. If the QB is pointed toward the LOS he must now be pivoted away from the play, removed completely from the field or a stationary QB put in the exact same location and orientation.
2. The offensive coach points to and calls out the number of the RB with the ball.
3. The defensive coach controls the switch and turns on the field till the conclusion of the play.

QB CALLED PROCEDURE

1. A stationary QB may be brought in at this point to simulate a QB in the pocket and placed in the exact position of the previous mobile QB. Note: A stationary QB can replace a mobile QB, but a mobile QB cannot replace a stationary QB.
2. The QB takes the hike of the ball.
3. The offensive coach controls the switch.
4. The QB is allowed one stop while behind the LOS. On the stop the QB must decide to pass, pitch or run. (5 seconds maximum) Note: The QB does not need to use the one stop and can continue his run just as if he was a RB as long as it is not into the LOS.
5. If the QB runs forward into the back of an offensive lineman while still behind the LOS, he must stop the board and elect to pitch or pass. If neither of these options are available, the QB must keep the ball till the conclusion of the play. If the QB pitches he then can be pivoted away from the play, replaced with a stationary QB or removed from the field to avoid being the lead blocker.
6. If the QB runs forward into the back of an offensive lineman and any portion of the QB's base is in front of the LOS, he must stop the board and the play is dead for no gain.

QB's ONE STOP OPTIONS

QB RUN PROCEDURE

1. If on the one stop the QB decides to keep the ball (5 seconds maximum) the switch is given to the defensive coach and the play is run to its conclusion. Note: the QB may only run into the LOS on plays of 3 yards or less.

QB PITCH PROCEDURE

1. On the stop, the QB (stationary or mobile) may pitch the ball to any RB whose front of base is even to or behind the front of the QB's base and is within a white stick distance and has a clear visible path for the flight of the ball.
2. The switch is given to the defensive coach and the play is run to its conclusion.

QB PASS PROCEDURE

- On the stop, if no portion of the QB's base is touching the LOS and is behind the LOS the QB may pass the ball to any receiver whose front of base is beyond the front of the QB's base.
- There are two options for passing. With a Passing Quarterback (PQB) or using sticks.
- Prior to the start of either half the coach must declare if he is using PQB or sticks and may not change till the next half.

QB PASS with PQB

- From the stop of the board the coach has (25 seconds) to identify the receiver and throw the pass.
 1. Coach identifies the receiver by pointing directly to him or calling his number.
 2. The PQB is brought in to the same spot as the on field QB. The on field QB is set aside away from the play.
 3. The pass is attempted.
 4. A pass is complete if it hits any part of the receiver or base without touching the field first.

IF PASS IS COMPLETED

1. The WR is pivoted from the back of the base (5 seconds)
2. All defensive players not engaged with an offensive player may be pivoted from the back of the base. (10 seconds)
3. The switch is given to the defensive coach and run till its conclusion.

IF PASS IS NOT COMPLETED

1. If the ball hits no player or base, the play is dead.

IF PASS HITS OTHER PLAYERS

- Offensive Lineman Engaged = Ball knocked down. Incomplete pass.
- Offensive Lineman Not Engaged = **Penalty – 5 yards and loss of down.**
- WR not called = Complete pass. Down at the spot.
- Defensive Player Engaged = Interception. Down at the spot of the bases most downfield portion.
- Defensive Player Not Engaged = Interception. See "INTERCEPTION".

QB PASS with STICKS

- From the stop of the board the coach has (25 seconds) to identify the receiver and throw the pass.
- A red stick (1 7/16" long) is used for any pass where the receivers base is behind or touching the LOS.
- A white stick (2 7/8" long) is used for any pass where the receiver is completely past the LOS with no portion of his base touching the LOS.
- Only the designated WR and designated Interceptor may advance the ball.
- The WR and Interceptor cannot be "knocked" off their path to the ball by any opposing player. The opposing player can run with, beside and behind while making contact, but cannot "knock" them with the front of the base. If they are knocked away from their path it is a penalty.

PENALTY: Defensive Pass Interference-5 yards from the spot of the foul and first down.

PENALTY: Offensive Pass Interference-5 yards from the LOS and loss of down.

1. Coach identifies the receiver by pointing directly to him or calling his number.
2. The appropriate stick is placed at the front of the WR's base pointing any direction.
3. The WR is pivoted.
4. A magnet ball is placed at the end of the stick.
5. The stick is removed.
6. All defensive players not engaged can be pivoted from the back of their base.
7. One defensive player is chosen to be the interceptor.
8. The switch is given to the offensive coach and the pass is attempted.

9. A pass is complete if the WR touches the magnet ball with any part of his base without going past the magnet ball.
10. The field is stopped as soon as the WR is past the magnet ball.
11. If the defensive player chosen as the interceptor still has an opportunity to reach the magnet ball, the switch is given to the defensive coach.
12. The field is run till the interceptor passes the magnet ball or no longer has the opportunity to touch the magnet ball.
13. If no player has touched the magnet ball at this point the pass is incomplete and the play dead.

IF WR TOUCHES THE MAGNET BALL

1. The magnet ball is removed from the field.
2. No pivots are made.
3. The switch is given to the defensive coach and the play is run to its conclusion.

IF INTERCEPTOR TOUCHES THE MAGNET BALL

1. The magnet ball is removed from the field.
2. Only the intercepting player is pivoted from the back of his base.
3. All unengaged now defensive players (the offense at the start of the play) can be pivoted by the back of the base.
4. The switch is given to the now defensive coach and the play is run to its conclusion.

IF AN UNDESIGNATED PLAYER TOUCHES THE MAGNET BALL

- If an undesignated WR touches it before a designated offensive or defensive player it is complete and down at the spot of the magnet ball.
 - If an offensive lineman touches before a designated WR or designated interceptor it is a penalty. **5 yards and loss of down.**
 - If a defensive player touches it before the designated interceptor it is an interception and down at the spot of the ball.
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INTERCEPTION

IF PQB PASS is INTERCEPTED by UNENGAGED PLAYER

1. Only the intercepting player is pivoted from the back of his base.
2. All unengaged now defensive players (the offense at the start of the play) can be pivoted by the back of the base.
3. The switch is given to the now defensive coach and the play is run to its conclusion.

SACK

- If a defensive player comes in contact with the QB's base while the QB is behind the LOS it is a sack and the next play resumes at the front of the QB's base where he was sacked.
- If the QB has fallen and a defensive player comes in contact with the QB's base or figure prior to the offense coach turning off the field, it is a sack and the ball is spotted at the further most downfield portion of the QB's base.
- If the QB falls as a result of a hit by the defensive player, it is a sack and fumble. Refer to FUMBLE rule.
- If the QB drops back and completely crosses 20 yards from the LOS it is a sack at the 20-yard spot.
- If the QB stops the field to pass and no portion of his base is inside or touching the hash marks (in the pocket) and no receiver is open (unengaged), it is a sack. The ball is spotted at the further most downfield portion of the QB's base.

SAFETY

- If a ball carrier is tackled in the end zone with no portion of his base on or outside of the goal line it is a safety.
- If a ball carrier runs out of the end zone with any portion of his base touching the white out of bounds lines it is a safety.
- 2 points are awarded to the defensive team.

- The team scored against on the safety will kick off, using standard kickoff rules, to the team scoring the 2 points via the safety.

FUMBLES

- A fumble happens anytime a ball carrier falls down as the result of a hit by another player.
 - A QB who is behind the LOS and is hit and knocked over is a sack and fumble and cannot throw the ball.
 - A ball carrier who is in the act of falling while crossing the goal line is NOT a fumble if any portion of the base after stopping movement is across the goal line.
1. Ball carrier is hit and falls.
 2. The field is stopped immediately
 3. A coin is flipped. Heads-offense keeps the ball at the spot of the forward most part of the base. Tails-defense gets the ball at the spot of the forward most part of the base.
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TACKLING

- Pass plays after the catch - any touch
- Run plays - 3 side touch (the back of the base including the corners cannot make a tackle)
- Once base to base contact is made it is up to the coach with the switch to stop the field. If you let the field run after the contact, the man is down where he is when the field stops.
- If the tackler falls down from hitting the ball carrier, it is NOT a tackle and the play continues to its conclusion.

FALLEN PLAYERS

- A QB may throw a pass after falling down if he is not in contact, figure or base with a defensive player's base.
 - A fallen defensive player may make a tackle by base contact only. (3 sides)
 - Players that have fallen can only be picked up under the following circumstances.
1. On a kickoff
 2. On a punt return
 3. After a completed pass
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TIMEOUTS

- During pool play there are no time outs.
- During bracket play each coach will be allowed one time out per half.

OVERTIME

Pool Play

- In the result of a tie at the end of regulation play, each coach will get 1 play from the 25-yard line going toward the closest goal line in an attempt to score or gain the most positive yards.
- No field goals allowed.
- Winner will be decided by most points scored or most positive yards gained.
- Extra points will be kicked or you have the option to go for 2.

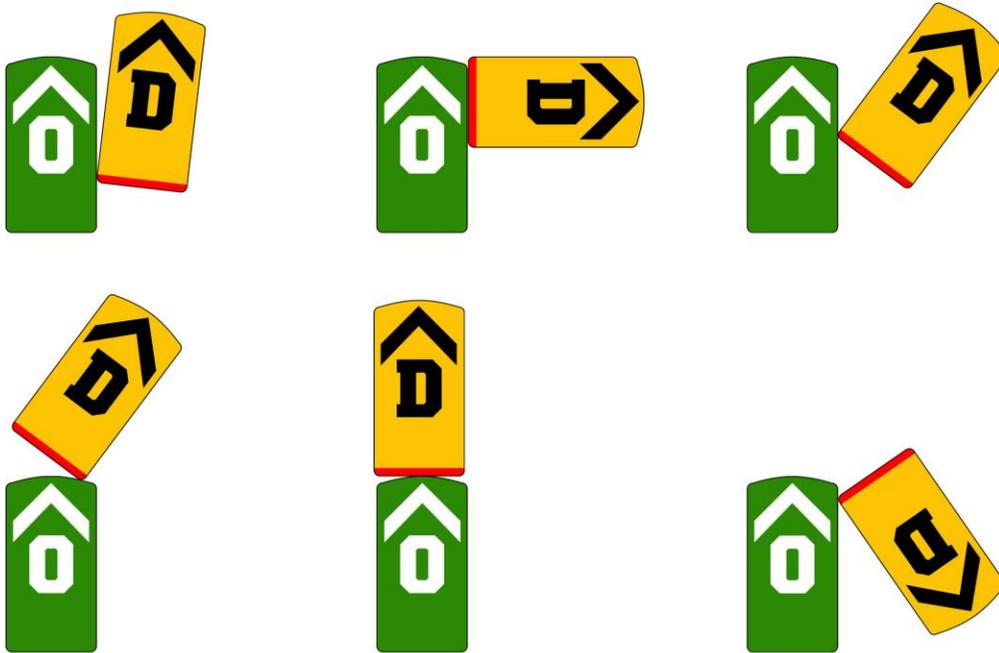
Bracket Play

- **Tiebreaker 1**-In the result of a tie at the end of regulation play, each coach will get 1 set of downs from the 25-yard line going toward the closest goal line in an attempt to score.
- Field goals are allowed.
- Extra points will be kicked or you have the option to go for 2.

- **Tiebreaker 2**-If neither team scores in the first tiebreaker there will be a second tiebreaker of 1 play from the 10-yard line to score or gain the most positive yards.
- No field goals allowed.
- Extra points will be kicked or you have the option to go for 2.

3 SIDE TACKLE ILLUSTRATION

Examples of run play, base to base touches that are NOT tackles.



NOT TACKLES