

## TUDOR GAMES' 2017 ELECTRIC FOOTBALL OPEN RULES

# TOURNAMENT FORMAT

The 2017 Electric Football Open Tournament will consist of an 8-game Round-Robin Regular Season, Playoffs, and a Championship Game known as "The Action Bowl".

TUDOR GAMES will provide one set of standard figures in the team of choice, one strip of felt footballs, one sheet of numbers, 2 TTQB, and one set of the 2017 Tournament bases to those who participate in the Electric Football Open Tournament. Coaches who receive teams for the tournament cannot use any additional equipment, and all bases will be tweaked in the gaming area.

Tudor tournament officials may open conferences up to include additional teams if the amount of coaches in the tournament exceeds 64 participants. Tournament officials will ensure coaches play the specified amount of games.

Each team in each division shall play every other team in that division twice, for a total of 6 games. Each division will have a moderator to supervise game play and record scores.

Games will be played in two twenty-minute halves. The first half will have Team A on offense, and Team B on defense. The second half will be vice-versa. In the event 4 plays are completed before the twenty minutes' elapse, both coaches may "take a break" until halftime.

### 1.1 REGULAR SEASON

Registration for all Coaches will occur online at [www.tudorgames.com](http://www.tudorgames.com), or at the door on Friday night of the event, with coaches being placed in Conferences. All games in the Round-Robin Series will utilize the Single Possession Game Rules.

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

### 1.2 PLAYOFFS AND CHAMPIONSHIP

Playoff and 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 on the fourth play of the offensive series only.

## EQUIPMENT

### 2.1 FIGURES:

A) Coaches must use a Tudor factory-painted team. No glue, clay, or filler substances may be used on any figures at any time. Tudor 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. All figures will have a number on the back of the jersey. Numbers on the front are optional.

### 2.3 BASES

(a) Only Current Convention bases are 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) Dials must be attached to the shell in a normal fashion, and they may not be taped or glued into place. Dials must be able to turn.

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

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

(f) No glue, tape, or other adhesive may be used on the bases., and no other substances or weight may be attached to the bases.

(g) Each coach is allowed to have up to 4 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 "linemen" figures at center, left guard and right guard. At left tackle and right tackle, the coach must use either two "backer" figures or two "all-purpose" figures. The "all purpose" figure may also be used at other positions on offense.

(c) The "linemen" figure may not be used at a skill position on offense.

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

### 2.5 FOOTBALLS

Footballs will be the Tudor white felt only. No other footballs may be used. Cutting, trimming and reshaping of the football is not allowed.



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### 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 on the line of scrimmage. The receivers, tight ends, 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.
- (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 passing plays, the offensive coach will control the switch. After stopping the board the offense may attempt a pass if all 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 20 yards behind the line of scrimmage (this is considered an incomplete pass, and the play is over.)
  - (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 if 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 an incomplete pass, and the play ends at that time, 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

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defense will now control the switch until the completion of the play. If the offensive coach first 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.

(I) The coach must point out which player is the intended receiver. If a coach fails to call out his intended receiver, any pass completion 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 between them, the pass is considered a “shovel pass” and the TTQB is not required, it is considered an automatic completion. Proceed to Step K.

(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 must also approve of the setting of 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 or sideways to avoid the arm hitting a lineman, however, you may move the TTQB directly backward no more than one yard in order to attempt a pass.

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 complete, down by contact at that point.** After a pass is completed, proceed to Step K. The offense may elect to take an automatic incomplection (“throw it away”) if 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) or his base directly without hitting the playing field or another player first is an interception. For purposes of this tournament, an interception will make the offensive team forfeit a play.

(K) After the completion of a pass, the ball carrier may be angled toward the end zone. 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. 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 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 their opponent's 25-yard line. A possession consists of four downs only. Gaining 10 yards or more does not earn another set of downs. The team that can 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. A field goal can be attempted on the fourth play during a single possession game. The rules for "Plays From Scrimmage" in the TUDOR GAMES 2017 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 opponent's 25 yard line, and will have a total of four downs to move the ball as far as it can. There are no first downs, and field goal attempts are only permitted on the fourth play. 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. Team "A" will re-place the ball on the opponent's 25 yard line, and proceed to complete their 4 plays on offense. If it is the fourth play, the offense may attempt a field goal.

**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 their opponent's 25-yard line.

**4.6** At the conclusion of Team "A's" turn, Team "B" will immediately begin its four downs, starting at their opponent's 25-yard line. 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" must complete all four of its plays. 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.). Team "B" must run four plays, because any positive gain could be negated on the next play!

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**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.

**4.10** The winning coach must report the results of the game to a Tournament Scorekeeper immediately after the Conference has completed all their games.

**4.11** 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.

**4.12** In the Round Robin games, each coach will be given 20 minutes to complete four plays. Once it starts, the clock runs continuously. There are no time-outs and a referee, judge or official can only stop the clock. In the event the offense cannot complete 4 plays in the allotted time, the offense forfeits all further plays, and the game moves on.

### 5.1 FIELD GOALS AND PATs

Field goals and PATs must be kicked using the TTQB and a regulation ball.

#### 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.

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, it is a "Roughing the Kicker" penalty, and the ball will be moved half the distance to the goal line, and the down will be re-played. If the field goal is blocked or no good, then Team "A" series on offense ends.

D) If no defender hits the base of the kicker, the kicker will attempt the field goal.

NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. The offensive coach would call a "fake" before the 2 seconds have been run for the block. The play would then be completed in accordance with the rules detailed in Section 3.3.

### 5.2 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 considered, 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.

**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 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 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.

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**GAP.** The gap is the space between players on the offensive line. The offensive linemen (center, guards and tackles must be spaced exactly 1/2 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.

**STACKING.** Stacking is defined as lining up one player directly behind another with little or no space between the players' bases 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 defender's 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 offset.

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