



OFFICIAL RULESET



INTRODUCTION

Welcome to "Next Level Electric Football". This version features a new next gen simulation of this sport on a miniature scale. This style allows for a wider variety of strategic concepts to be implemented. Like the real game, this one features all of the concepts associated with football such as creating plays, passing, running, kicking the football and more.

GAME LENGTH

The game is to be played with (4) 15 minute quarters. The team that scores the most points by the end of the game wins. If the game is tied by the end of the 4th quarter, overtime takes place.

Overtime- With the overtime quarter, the game clock is set to 10 minutes. A coin toss occurs to decide who will receive, followed by a kickoff. Each team gets 2 timeouts during overtime. If the game is tied at the end of the quarter, the game ends in a tie. If playoffs, follow NFL rules.

PLAYER TO PLAYER CONTACT

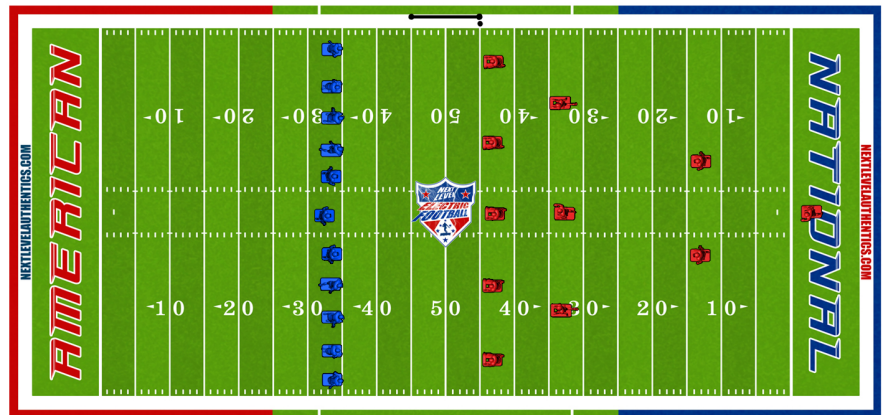
Tackles- Occurs when a defender makes contact with the ball carrier with any part of their base except the back primary color alone to the back.

Fumble- Occurs when a ballcarrier is tackled by 2 defenders by the front primary base coloring at the same time or a one-two hit by two defenders by the front primary base coloring. A coin flip follows. Heads for offense, Tails for Defense. Fumble recovery not advanceable

Knock Over Fumble- Occurs during a tackle in which a ball carrier falls down from contact. In this instance a coin flip takes place- Heads for offense, Tails for defense. If heads, the play ends. If tails, ball goes to the defender on the tackle, whom can be pivoted. The team who lost the ball can pivot any four players except the fumbled player. The game is turned back on until play conclusion.

Broken Tackles- Occurs when a defender is knocked over by a ball carrier during contact. At this point the play switch is turned back on and the play resumes.

KICKOFF LINEUP



Kick off team lines up with all players on the 35 yard line with 5 on each side of the kicker. Kicker lines up between the hash marks.

The receiving team lines up on their own 45 yard line as seen on the diagram. 8 players must be lined up between the 45 yard line and their own 30 yard line(15 yard setup zone). At least 5 players must be on the 45 yard line. Remaining 3 players must be lined up outside the 15 yard setup zone. 1 return man w/ stationary slider must be lined up in the endzone.

KICKOFF SEQUENCE

Kicking team will kick the ball. If the ball first hits in the field of play, w/ stationary slider connected, the return man gets placed at the spot in which the ball 1st hit. If ball goes straight out the back of the endzone, it can be returned from the goal line. Kickoff team coach will run the board for a 2- second count. Return team will remove stationary slider and pivot the return man in any direction along any unengaged players (within 7 seconds beginning at 1st pivot) in an attempt to block. Kicking team will then pivot their unengaged players (within 7 seconds of 1st pivot) in attempt to go after the return man. Return team coach will run the switch until: Return man is tackled, a knock over fumble, or a broken tackle occurs. Other than those three occurrences, if the switch is stopped mid play, the return man gives himself up and the ball is spotted at the furthest front of the base. If during kickoff the ball bounces in the endzone on 1st landing and goes out, TOUCHBACK. Ball gets spotted at the 25 yard line. If ball is kicked out of bounds, ball can be taken from the offenses own 40 yardline or spot the mark between the numbers and sideline where the ball went out, and return it.



PRE-PLAY SETUP

After a change of possession, a 40 second countdown occurs. Once the 30 seconds is up, a 40 second play clock runs for the offense. The offense must say SET before time runs out or a 5 yard delay of game penalty occurs. After the offense says SET, defense receives 15 seconds to finalize their defensive set up. After the defense is set, the offense will get 6 seconds to make up to 3 pre snap adjustments- 3 motions or 3 pivots, or any combination of them. Following the offensive adjustments, defense will get 6 seconds to match the offenses adjustments. Following the adjustments, offense Declare whether the play is a PASS or RUN or R.P.O. If calling a pass, offense may install a stationary slider on the qb. Defense may add up to two sliders max on any player at least 10 yards from the LOS. For more on stationary sliders, see page 4. Now it's time to run your play.

RUN PLAY CALL

Qb begins with the ball. Turn on the switch. Turn it off before the QB crosses the LOS. Once the offense turns off switch, the QB must hand off, or keep it. Your decision must be made within 6 seconds or the ball is blown dead at the spot of the player in possession and the closest defender is credited with the sack. A hand-off or pitch can only be made within a 10 yard clear path to the running back (waist to waist), I-Formations are the exception in which a pitch-thru is allowed. A pitch thru can never be made if a defender is in the path in any instance. A QB cannot pitch the ball once he has crossed the Line of scrimmage. Alternatively a coach can opt to do a direct run to any player in the backfield in which the play will run with that player until concluded.



PLAYER BASE
Primary Color
Secondary Color

PASS PLAY CALL-MANUAL

QB begins with the ball. Turn the switch on. Turn it off at any point as long as a defenders' base doesn't hit the QB(Sack) Once the switch is off, the QB must opt to throw to an un-engaged eligible receiver, throw it away, or, scramble. within 6 seconds or rule down at spot. If passing replace your QB with your PASSER QB and angle to throw to your intended receiver, and pivot within 20 seconds.

PASS PLAY CALL pt 2-SHOVEL

Alternatively on a pass play call, a player can shovel the ball(auto pass) to an eligible receiver if they're within a base length forward of the qb after the 1st turnoff and behind the LOS.

PASS COMPLETION AND REACTIONS

A. If a manual pass is thrown and completed (hits receiver) where the receiver is beyond the LOS. The offensive player may pivot the recipient. Defense may pivot/ turn any 4 defenders. Offense may not pivot recipients on passes completed beyond the LOS if the LOS is at the 10 yard line and in of the defenses goal. Defensive pivots stays the same.

B. If a manual pass is thrown and completed behind the LOS where the receiver is positioned anywhere from touching the numbers to the sideline, The offensive player may pivot the recipient. Defense can pivot/ turn up to 4 unengaged defenders.

C. If a shovel is executed, defense may remove stationary sliders, and pivot.

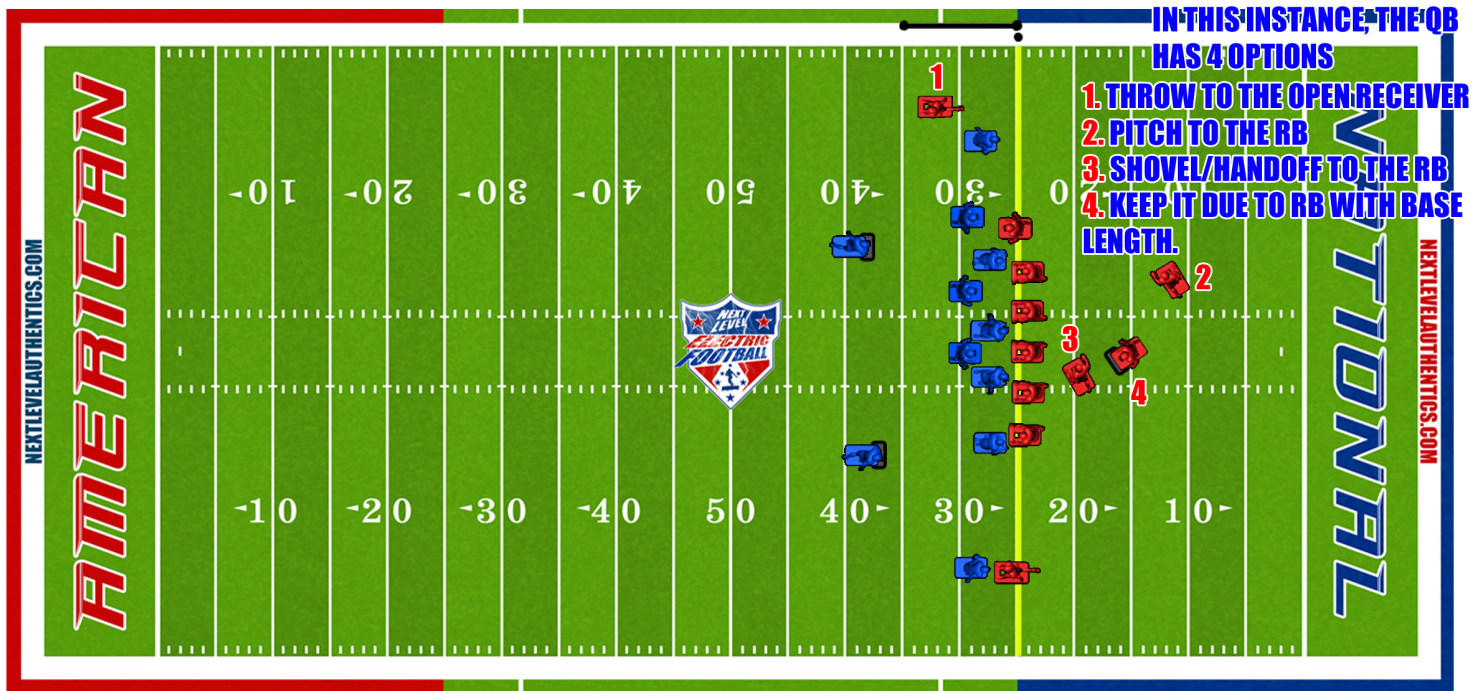
D. Any lateral passes(receiver behind qb more than 10 yards) or forward passes behind the LOS where a receiver is completely in between both sets of field numbers, defense can pivot/ turn any 4 defenders. Offense may not pivot.

E. If a pass hits an unengaged defender, the pass is intercepted. That player can be pivoted. Offense can only pivot up to 4 unengaged players. Game is then turned on by the team in possession of the ball.



R.P.O. (RUN PASS OPTION)

When choosing this play call, a stationary slider must be inserted on the QB prior to running the play/ after play call. Failing to do so will result in a 5 yard false start penalty. Qb begins with the ball. Turn on the switch. Turn it off. Once the offense turns off switch, the QB must A. Pass the ball to an eligible receiver, B. Pitch or Shovel the ball to an eligible player, or C. Keep it. If choosing to A, play proceeds as a pass, If choosing B, play proceeds as a run or shovel(QB stays on slider) In order to choose option C, The Qb must have a skills position player within a base length in any radius of him. If so the QB slider is removed and play continues as run procedure.(QB cannot be pivoted midplay when keeping it.) If a defender is within a base length of the qb after the initial turn off, the qb can keep it, but cannot be pivoted.



Alternatively if pitching the ball back in this scenario, the board can be turned on and stopped once more to throw a forward pass only to an open receiver. This is known as the Halfback option and can only be performed once per game.



STATIONARY SLIDERS

Stationary sliders are a magnetic tool used to hold players in place from the front half of the base. Stationary sliders are optional and can be used:

1. On defenders whom are **10 yards** from the LOS if chosen. Only a maximum of 2 players can occupy sliders defensively. A max of 2 may be set in place during setup and may be removed during shifts and motions.
2. On offense on the qb following shifts and pivot with a Pass Play call if chosen. (**if a defender hits the uncovered part of the base of the QB at any point before the switch is turned off it counts as a fumble. If a defender hits the slider and falls over it's a sack/tackle with no injury.**

----After the 1st turnoff on a Pass play call offense can opt to qb **scramble** if a defender is within a base length in any direction of the qb base/slider, In this process, the QB's slider is removed within 6 seconds after making decision. **(QB CANNOT BE PIVOTED, Defense may only pivot both slider occupants whether engaged or not.**

----Following, Defense will have 6 seconds to remove all sliders from their defenders and pivot occupants)

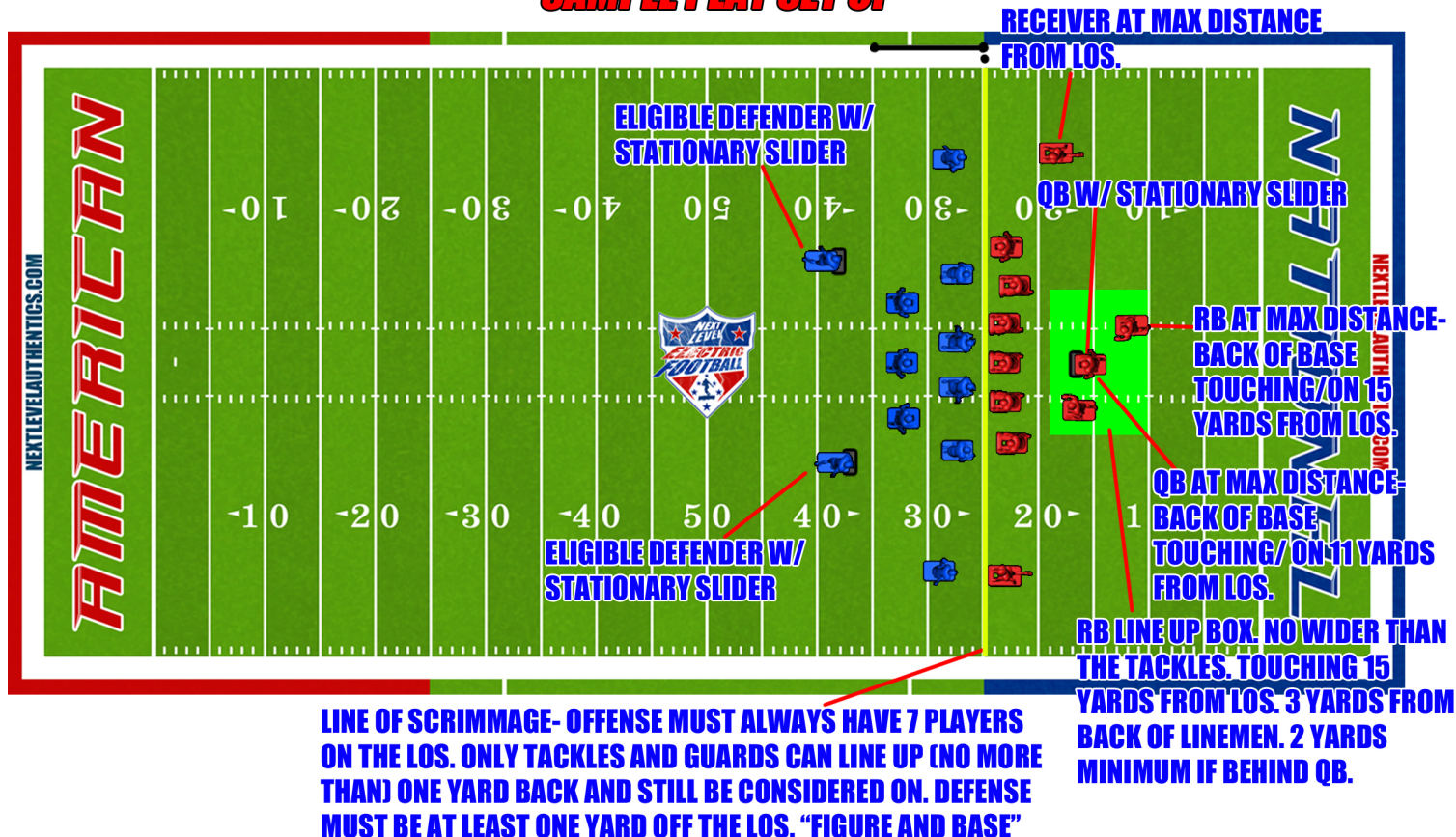
If a **shovel** is called, defense will receive 6 seconds to remove their sliders and may pivot those particular players.

On any play, Defense removes sliders after a manual pass completion(CAN pivot), after shovel call (Can pivot), after pitch call(CAN pivot), after qb keep/scramble call(CAN pivot) and after off the break calls(no pivot).

Additionally sliders are to be used on kick returners and punt returners as well as punters(optional), kickers and holders.

Stationary Sliders- can be used on players at any distance when the offenses is at opponents 10 yard line and in, but cannot be lined up over any offensive player..

SAMPLE PLAY SET UP





PUNT

On 4th down if the offense has 5 or more yards to go for a first down and they are not on the 50 yard line or beyond, they must punt the ball, except in the 4th quarter. If it is 4th down and 4 yards or less to go, the offense can go for the first down at any time regardless of their field position.

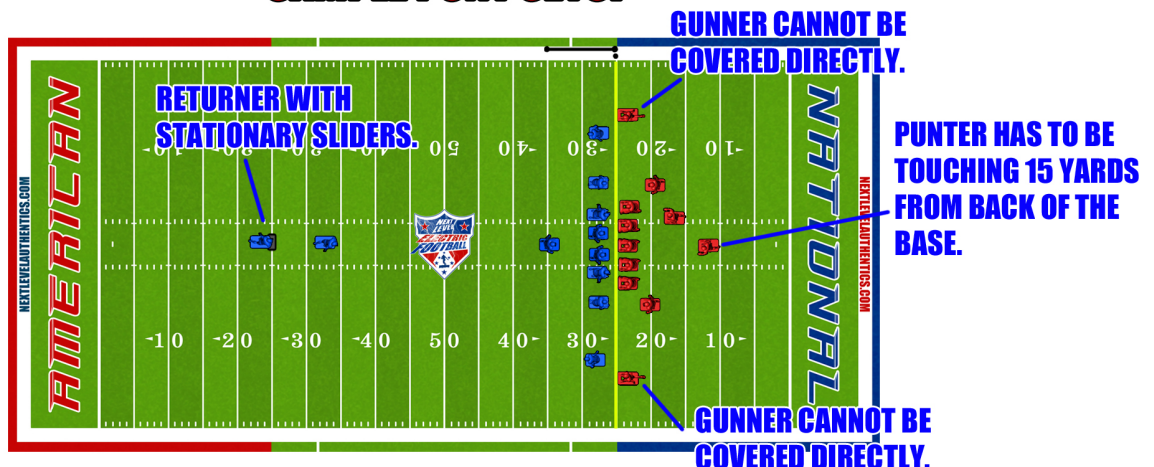
The punt returner has to be on the playing field before the play starts.

On punts, the kicking team will line up and designate 2 “gunners” for the purpose of punt coverage. The punter must be placed 15 yards from the LOS (Touching from front of base) and can be on a mobile base or stationary slider. The defense (receiving team) cannot block or impede the gunners at the line of scrimmage. The switch is turned on for 1 second to simulate the pass rush/block attempt. If the punter is tackled during the 1 second run-off the defense takes over the ball at that spot. If the gunners are accidentally impeded during the 1 second run-off they will be moved up 5 yards, no penalty is to be called. After the 1 second run-off, the punting team punts the ball. Punts are considered out of bounds if they hit the field of play and bounce out of bounds. If this should happen, the ball is considered downed and will be marked at the approximate spot where it went out of bounds. A punt hitting anywhere in the end zone and bouncing out of bounds is an automatic touchback and will be spotted at the 20 yard line. All other punts can be returned and the ball will be spotted as follows:

- 1) Punts that go completely over the back of the end zone will be spotted for return at the goal line at the approximate spot that the ball first crossed the goal line. The receiving team can also elect to take the ball at the 20 yard line.
- 2) Punts that go out of bounds without hitting the field first will be spotted inside the sideline at the approximate spot that the ball first crossed when it went out of bounds.
- 3) Punts that hit the field of play and remain in the field of play will be spotted at the spot that the balls end up at.

After the ball has been spotted with a ball marker, the eligible gunners are turned, the kicker can be replaced with a mobile player and the switch is run for an additional 2 seconds by the return team. If the gunners run completely past the marker or strike the marker spotting the ball, the ball is considered down at that spot. There is no return. The play results in an automatic fair catch. If not, after the 2 seconds has been run, the punt returner is then placed and angled on the board for his return. Then the kicking team can turn the gunners again as well as any other 2 players and the punter to cover the return. The returning team can pivot any 2 unengaged blockers. NFL rules apply on Punt/FG fakes except that only the two outside men and legally lined up backs in backfield can be eligible receivers.

SAMPLE PUNT SETUP





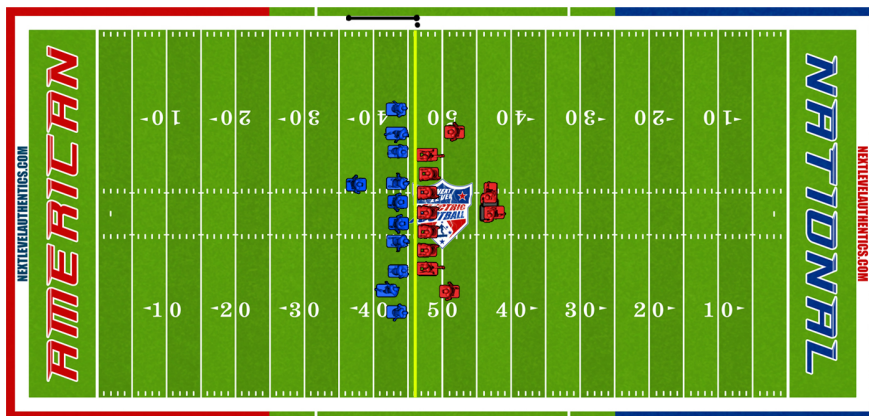
FIELD GOALS

In order to attempt a field goal the offense must be at the defense's 46 yard line or closer. The field goal kicker must be 10 yards behind the line of scrimmage for a maximum field goal attempt of 66 yards.

The kicking team must line up with 2 players with stationary sliders to represent the kicker and the holder. They are to be placed exactly 10 yards behind the line of scrimmage. The board will be turned on for 1 second to simulate a block attempt. If either the kicker or the holder is tackled during the 1 second run-off the field goal is considered blocked and the defense will take over at the spot of the block (10 yards from the original line of scrimmage).

If the kick is not blocked the kicking team will replace the stationary kicker and attempt the field goal (with the board turned off). If the field goal is no good the defense will take over at the spot of the kicker (10 yards from the original line of scrimmage. aka spot of the kick). If the spot of the kick is on or inside of the defenses' 20 yard line during a missed kick, The opposing team takes over possession at the 20 yard line. (Example: If ball is kicked from the 12 yard line and is no good, the new possession takes place at the 20 yard line.)

SAMPLE FIELD GOAL SETUP



FAKE PUNT OR FAKE FIELD GOAL

NFL rules apply on Punt/FG fakes except that only the two outside men and legally lined up backs in backfield can be eligible receivers. A fake punt can only be called if it is 4th quarter, 4th down and 4 yards or less to go or you are not on your opponents 45 yard line. After the 1 second run-off to simulate the blocking of the punt or field goal the offense would state that it is a fake. The kicking team has 6 seconds to declare if it is a run or pass.

If it is a pass they must also designate the receiver within those same 6 seconds. If it is a run the kicker must pitch the ball to an eligible back. The kicker cannot be replaced with a mobile base and the kicker cannot run the ball to achieve the first down.

If it is a pass the kicker would then be spotted for placement of a TTQB for passing the ball. The play would then be resolved using the rules of any standard passing play.



SAFTIES

As far as the kicking formation after a safety, the same kick-off procedures are adhered too with the exception that the kicking team lines up at their 20 yard line and the receiving team lines up at their opponent's 30 yard line.

EXTRA POINTS

This will be performed in the same manner as field goals. Coaches upon mutual agreement can elect to have "automatic extra points" during their game. However, once this is decided it must remain in effect for the entire game with the only exception being should a coach elect to go for 2 points. Being consistent with the recent NFL changes, the offense will line up at the 13 yard line and the kicker and place holder will be spotted at the 23 yard line for a 33 yard extra point attempt.

2PT CONVERSION

This will be performed in the same manner as any offensive play with the ball spotted at the 3 yard line.

ONSIDE KICKS

Onside kicks can be attempted in any quarter, as long as kicking team is losing. Onsides kicks may not be advanced. Onside kicks must be announced prior to set-up.

As with all kick-offs, the kicking team will line up at their 35 yard line and the receiving team will line up at their 45 yard line. To be considered an eligible kick for recovery the ball must remain within the sidelines, not striking any part of the board considered out of bounds, may not strike any player and must be kicked at least 10 yards and no more than 20 yards.

If the kick is eligible for recovery, the kicking team will replace the actual kicker with an on-field player. The board will be turned on until a player makes contact with the ball or 3 seconds have passed. If 3 seconds have passed and no one has recovered the ball, the board is turned off and both teams can pivot all unengaged players towards the ball. The board will be turned on again until a player makes contact with the ball or an additional 3 seconds have passed. If no one makes contact during that time the receiving team has recovered the kick, taking over possession at the spot of the ball. Onsides kicks cannot be advanced by the kicking team.

Unsuccessful onsides kicks will be treated the same as NFL rules. A kick not going 10 yards or kicked out of bounds will be assessed a 5 yard penalty and re-kicked one time. If it happens a second time the receiving team will take over at their **OWN 40 yard line**. An onside kick hitting an opponent will be down at that spot with the receiving team having the ball.



PENALTIES

12 men- If called against defense, it's a free play for offense. If penalty is accepted it results in 5 yard penalty. If called against offense, they are immediately penalized 5 yards.

Offsides- If called on defense, It's a free play for the offense. If accepted it results in 5 yard penalty. If called against offense, they are immediately penalized 5 yards.

Unsportsmanlike Conduct- 15 yard penalty against a team for verbally abusing those involved (opponent or ref if on hand) in the game.

STATIONARY SLIDER PT 2-(SLIDER ADVANCEMENT DEFENSE)

On a pass, if the intended receiver is 10 or more yards beyond the LOS, defense can optionally advance one slider occupant in any direction within the distance tool. This represents the risk of making a play on the ball. If pass is complete to the receiver that defender cannot be pivoted again. If pass is intercepted, play proceed under basic interception rules. *To properly advance a defender, engaged or not,*

1. remove the slider. 2. place distance pole to touch any available part of the base of the slider occupant. 3. place player anywhere as long as a part of the back of base is touching the pole. Defense must make their moves within seven seconds of the intended receiver being announced.

COVER CORNERS-DEFENDERS WITH 2 EXTENDED ARMS

For the best gameplay, the usage of cover corners is reduced to a maximum of 4 on the field at a time.



ADDITIONAL DEFINITIONS

Offensive Formations

"I Set Formation"

The "I set formation" must be announced by the offensive coach prior to the start of the play in order for the QB to pitch it through to the second or back RB. In this formation, and in any offensive formation where the RB is behind the QB and the QB is not in Shotgun formation, the RB must be at least 1 base length behind the QB and again the RB(s) back of base must be touching 15 yards from LOS.

Angle/Shift/Pivot

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

Stacking

Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train effect) in order to get extra pushing power. Stacking is illegal on defense. With the exception being the following scenarios: 1) Matching the QB position behind his center, 2) 10 & in.

The defense can stack once the offense has reached the ten yard line or closer to the end zone or 3) When the offense is in the "Full-House" back field formation (3 RB's plus QB) then the defense is permitted to stack.

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 engaged when any part of its base is in contact with any part of an opposing team player's base.

Tackle

The ball carrier is tackled when any part of its base (including dial) comes into contact with the front, sides or back corner of an opposing player's base. The ball is downed at the most forward front part of carrier's base.

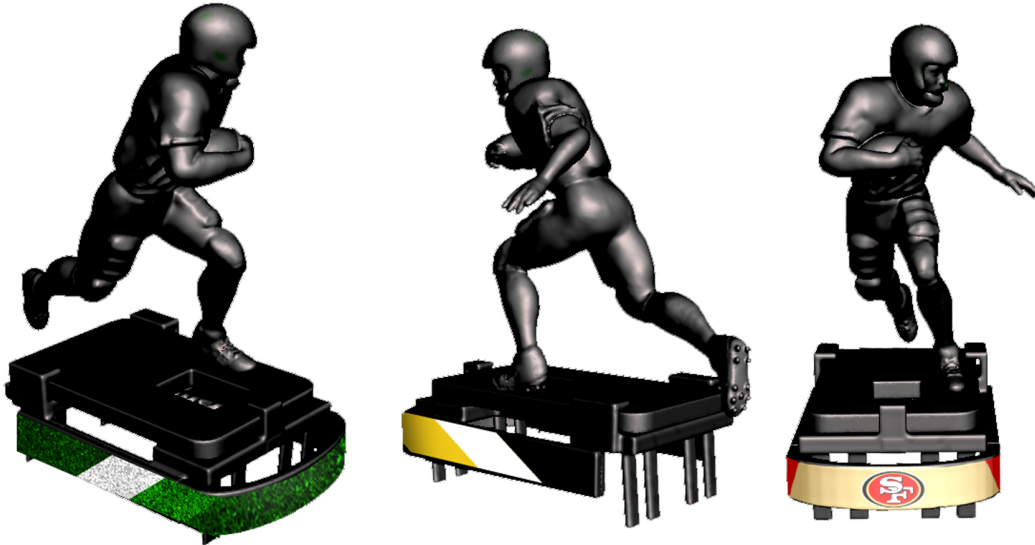
Forward Progress

At any time when the ball carrier runs backwards (or loses forward progress) the coach on offense may elect to turn off the game and call the play down at that point. If offense mounts QB backwards on base to simulate drop back/roll-out, the direction that player is facing determines forward progress, meaning that a figure facing backwards is declared down once it reaches LOS.

Out of Bounds

If any portion of the ball carrier's base touches the sidelines the play is stopped. The ball is marked at the point where the ball carrier's base first touched the sidelines.

NEXT LEVEL BASES



What are they? Next Level Bases are a modernized design of what controls player movement on the field. One difference in this style of base as opposed to all the other previously made bases, is these are 3d printed bases. Another difference is the use of team or field themed vinyl wraps to give the base an authentic, uniformed look. The vinyl wraps have color blends that specify tackling points during gameplay. The bases are user friendly. Designed to work out of the bag, but with the ability to be enhanced through the tweaking method.

What do the vinyl colors mean?

- Primary Front-** Features colors with a team logo in the middle. Having two players hit a ball carrier with this part of the base, simultaneously or 1-2 combo results in a fumble scenario.
- Secondary Sides-** Features a secondary team color on the front 3rd of the side of base. This part of the base, can make a tackle but does not force a fumble scenario.
- Median-** Features a white color in the middle of the side of the base This portion of the base cannot make a tackle by itself. It needs a portion of the secondary color to also be engaged with ball carrier.
- Back Primary-** Features the primary color again. This portion of the base cannot make a tackle. Offensively, if a Stationary qb is hit in this part of the base, it forces a fumble/strip sack.

Base Tweaking

- Tweaking-** The bases can be tweaked without the use of heat as a starter method. To make base stronger, curve the prongs. To make bases faster, straighten prongs.
- Heat tweaking-** The bases can be heat tweaked. Be sure to monitor the heat of the tool of choice to avoid melting the prongs.

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SCORE	FINAL

TIMEOUTS

[illegible]

GADGET PLAYS HALFBACK OPTION

[illegible]

#	KR YARDS	TDS	#	PR YARDS	TDS