

OFFICIAL MIGGLE ELECTRIC FOOTBALL TOURNAMENT RULES & GLOSSARY (2007)

1.0 TOURNAMENT FORMAT. The Miggle Tournament consists of a Round-Robin Round, Divisional Playoffs, Conference Playoffs and the Super Bowl of Electric Football. Coaches will be assigned to one of four Divisions (Red, White, Blue or Gold) in the Dirk Thomas or Doc Smeby Conference, with the Red and White Divisional winners and the Blue and Gold Divisional winners in each Conference facing each other, respectively, in the Divisional Playoffs; the winners of those games meeting in the Conference Championships; and the winners of those games meeting in the Super Bowl.

Round-Robin Round. All Coaches who have entered as League Champions prior to the deadline will receive priority in terms of placement in Divisions. All other coaches will be placed in Divisions by the Tournament Committee based on factors chosen by the Committee. Registration for all other Coaches will occur at the tournament. All games in the Round-Robin Round will utilize the Single Possession Game Rules; all games in the Divisional and Conference Playoffs and the Super Bowl will be played in Full-Game formats.

2.0 EQUIPMENT. Please see the separate Addendum.

3.0 SINGLE POSSESSION GAME RULES. All games in the Round-Robin Round 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 downs 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 yardage 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. The rules for "Plays From Scrimmage" in the Miggle Toys Official Electric Football Rules apply. The procedures listed below apply to these games.

3.1 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 a member of the Silverman Media & Marketing Group (SMMG) staff and ask that the Official Tournament Judge rule on the matter.

3.2 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.

3.3 If Team "A" loses the ball via an interception or fumble, 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.

3.4 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.

3.5 If Team "A" does score a TD, it has one chance to attempt a 2-point conversion from the opponent's 10-yard line. If Team "A" does not convert its extra point try, the ball is immediately dead.

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3.6 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."

3.7 If at any time during its turn, Team "B's" yardage at the end of a play surpasses Team "A's" yardage, the game is automatically over and Team "B" is declared the winner. If Team "A" finishes its four downs with negative yardage, Team "B" can win the game simply by finishing any down with positive yardage. 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.)

3.8 If Team "B" scores a TD after Team "A" does, it, too, tries a 2-point conversion from the 10-yard line. If one team is ahead 8-6 at this point, that team is declared the winner.

3.9 If total yardage or total points are equal after each team has had the ball once, or neither team has been able to achieve positive yardage, the game is considered a tie.

3.10 Each victory in the Round-Robin Round is worth two points to the winning team; each tie is worth one point to each team. The team in each Division with the most points at the end of Round-Robin play will be considered the winner and move on to the next round of play.

3.11 The winning coach must report the results of the game to a Tournament Scorekeeper immediately after the game is completed. If the game finishes in a tie, both coaches are required to report the score. Failure to report a score before the next round of Round-Robin games is played makes the coach(es) liable to receive zero points for that game played.

3.12 Coaches may not seek out or receive help, advice or assistance during any game played in the tournament. This rule also includes any games where coaches may be paired up by the Tournament Committee as Offensive and Defensive Coordinators of one team; even these coaches may not confer in any manner from the opening announcement to play until the final notice that the game is over. Violating this rule puts a coach or coaches in jeopardy of disqualification by the Rules Committee.

3.13 All other playing rules will be the same as are found in the Official EFL Tournament Rules

3.14 Round Robin Games. Each coach will be given 10 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. Play clock, pass clock and adjustment clock rules apply.

4.1 Game Timing. The game is divided into two 30-minute halves. Once it starts, the clock runs continuously. Each coach has three time-outs per half, which may be used to stop the clock. A play clock will be used for setting up plays. Once the play clock starts, the coach on offense has 60 seconds to set up his formation. The coach on defense has an additional 10 seconds (total of 70 seconds) to complete his defensive formation. A delay of game penalty (five yards) may be assessed by the referee if coaches adjust/add players after the allotted time is given. A delay of game penalty stops the game clock. In addition, a passing clock will be utilized on passing attempts. After shutting off the board to attempt a pass, the coach on offense has 30 seconds to place his TTQB on the board and complete his pass attempt. Any pass that hits a receiver after the 30 second limit is incomplete. A coach is limited to 15 seconds to make adjustments or angles when allowed.

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4.2 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, or (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).

4.3 Kick-Off Plays. Kick-off plays 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. One player, the kick returner, must be set in its own end zone. The kick returner should be a stationary player so that it does not move when the board is turned on. The remaining five players may be set anywhere between the 50-yard line and the receiving team's 5-yard line.
- 3) Kick-Off Play Procedure. When both teams are set, play proceeds in the following manner:
 - a) The board is turned on for four seconds (to simulate the ball being kicked in the air while the kicking team runs downfield to cover) and then turned off.
 - b) If any player from the kicking team reaches the receiving team's goal line by the end of the four-second count, it is an automatic touchback. If no kicking team player reaches the goal line, then the receiving team must elect to either down the ball in the end zone for a touchback or return the kick-off.
 - c) If the receiving team decides to return the kick, the stationary player in kick returner position is replaced by the actual kick returner. The kick returner's base may then be adjusted and angled (see definition of adjust and angle). No other player on the receiving team may be angled or adjusted.
 - d) The kicking team may then angle and adjust any of its players that are not engaged (see definition of engaged) with an opposing player.
 - e) The board is turned back on and play continues until the kick returner is tackled, runs out of bounds, scores or has his forward progress stopped.
- 4) On-Sides Kick. A team may attempt an on-sides kick only if it is losing. 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.
 - (c) The ball is then kicked.
 - (d) The kicking team 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 not make any adjustments. 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, the receiving team gains possession at the spot of the ball. Or { B} The receiving team will gain automatic possession if, as a result of the kick, the ball travels less than 10 yards, or hits any player on the field, or goes out of bounds. If the ball travels less than 10 yards, the play is over

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and the receiving team takes possession at the spot of the ball. If the ball hits one of the players on the field, the play is over and the receiving team takes possession of the ball at the spot of that player. If the ball goes out of bounds as a result of the kick or if it bounces out of bounds during the three second count, the receiving team may elect to take possession of the ball at either the spot where the ball went out of bounds or at the receiving team's 40-yard line.

5.0 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.

5.1 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 gap (see definition) or space between them measuring one base width. These linemen should be set perpendicular to the line (straight, not slanted) if the base is moving forward. If the base is moving backward, then it may be set straight or slanted.

(b) Tight Ends and Receivers. Any tight end or 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 and no more than five yards behind the line of scrimmage. Tight ends and receivers may not be stacked.

(c) Quarterback. The offense must always have a player designated as the quarterback. The quarterback must be set such that at least part of its base is in the straight line path behind the center's base and no more than 15 yards 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 two 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 15, yards behind the line of scrimmage.

5.2 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. No defensive player on the line of scrimmage is allowed to be set directly in the gaps between the center and guards and between the guards and tackles.

(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. If they are set five or more yards behind the line of scrimmage, then they may be in the gaps between offensive linemen. If they are set 10 or more yards behind the line of scrimmage, then they may be angled in response to the offense (see 5.3 Step 4).

5.3 Play Procedure. Plays are run as follows:

1. The offense and defense simultaneously begin to set their players in the desired formations.

2. The offense says "set" when its formation is complete. At this point, the offense may no longer make any changes to its formation.

3. Upon seeing the offense's final set formation, the defense makes its final adjustments and says "set." (see 4.1 for game timing and game clocks)

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4. The offense may now angle (but not adjust) a maximum of two players in the offensive backfield (i.e. running backs and quarterback).
5. In response to Step 4 above, the defense may angle as many players as the offense did, provided that the defenders being angled are at least 10 yards behind the line of scrimmage.
6. The offense may elect to make a quarterback substitution (see definition). The defense is not allowed any response to a quarterback substitution.
7. The offense announces the number of the ball carrier. If the ball carrier is a running back, or if the quarterback will run without attempting a pass, then the defense turns on the game board and turns it off as soon as the play is over. (Skip to Step 12). If the offense plans to attempt a pass, then proceed to Step 8.
8. The offense operates the game switch control on a pass play. The switch is turned on and then turned off as soon as he is ready to attempt a pass. The offense may attempt a pass if all of the following conditions are met. (a) The quarterback has not been tackled (sacked). (b) The quarterback has never had its entire base drop back more than 20 yards behind the line of scrimmage. (c) An eligible receiver is open to receive a pass. (A receiver is eligible to receive a pass if the 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.) (d) The quarterback has never had any part of its base on or past the line of scrimmage. (e) The quarterback has not run out of bounds. If all these conditions are met, then proceed to Step 9. If condition (d) is not met, the board is stopped. The quarterback is not permitted to pass or pitch, but has the option to scramble. If the coach decides to scramble, proceed to step 10. If the coach decides to stop the play, proceed to step 12. If any of these other conditions are not met, then skip to Step 12. The quarterback is sacked for a loss if conditions (a) or (b) are not met. Not meeting condition (c) is also a sack by the Coverage Sack rule (see definition). If condition (e) is not met, then the ball is marked at the spot where the quarterback's base went out of bounds.
11. The quarterback substitution is made (if necessary).
12. The pass is attempted with the triple threat quarterback. When attempting the pass, the quarterback may be tilted as long as some part of its base remains in contact with the board inside the footprint of where the base was at when the switch was turned off. The offense has only one attempt in which to complete the pass. If the pass is complete (see definition of completion), proceed to Step 11. The offense may elect to take an automatic incomplection ("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," then skip to Step 12. If the offense throws an interception (see definition of interception), then the defensive player becomes the ball carrier. 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. Play continues in Step 11, but with the defender as the ball carrier and with the offense becoming "the defense."
13. The defense may angle and adjust any of its players that are not engaged. After making any adjustments, the defense controls the switch and the play continues with the new ball carrier. The defense then turns off the switch upon completion of the play.
14. The line of scrimmage is marked for the next play.

6.0 PUNTS.

6.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 also apply to punts. The player at the quarterback position is the punter. The punter must be a player on a stationary base. In addition, the defense may elect to place a kick returner on a stationary base exactly 50 yards from the line of scrimmage or on its own goal line (whichever is closer to the line of scrimmage).

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6.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to punt.
2. The board is turned on for two seconds to allow the defense an opportunity to block the punt. (The punt is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage during the two-second count.) If the punt is blocked, then the defense takes possession at the spot of the punter. The defense may not advance the ball on a blocked punt. The play is over. If after the two-second count the punt is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The punt is made with the triple threat quarterback. When making the punt, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. As a result of the punt, one of the following situations will occur: (a) The punt flies out of bounds without first touching the field of play or another player; (b) The punt hits the field of play and stays inbounds; (c) The punt hits a player on the fly or after bouncing on the field of play; (d) The punt hits the field of play and then goes out of bounds. If situations (a) or (b) occurs, the punt is returnable. In the event of situation (a), the punt returner stays in its original position. In the event of situation (b) the punt returner is moved to the spot of the ball. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the return team, then that player becomes the punt returner. That player's position is marked. Proceed to Step 5. If situation (c) occurs and the first player hit is a member of the punting team, then the ball is down at the spot of that player with the return team having possession. If situation (d) occurs, the play is over and the return team has possession at the point where the ball went out of bounds. NOTE: The punting team may instead "fake" the punt and pass to an eligible receiver. In this case, play would resume as in Section 5.3, Step 10.
5. The punting team may angle all five of its eligible receivers (even if they are engaged) to cover the punt. The return team makes no adjustments.
6. The board is turned on for two seconds (to simulate the ball being punted in the air while the kicking team runs downfield to cover the punt) and then turned off.
7. By the end of the two second count, if any player from the punting team is able to hit the punt returner's base or pass the spot 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 in the end zone, then the result is a touchback). If no player from the stationary player in the punt returner position is removed and the actual punt returner is put in its place at the exact same spot.
8. The punt returner may be angled. No other player on the return team may be angled.
9. The punting team may then adjust and angle any of its players not engaged with a player from the return team.
10. The board is turned on and play continues until the punt returner is tackled, runs out of bounds, scores, or has its forward progress stopped.

7.0 FIELD GOALS AND PATs. A field goal may only be attempted when the offense is beyond the opponent's 40 yard line.

7.1 Formations. The rules for offensive and defensive formations as described in Section 4.4 apply to field goals and PAT attempts. The player at the quarterback position is the kicker. The kicker must be a player on a stationary base.

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7.2 Play Procedure. Plays are run as follows:

1. The offense announces its intention to attempt a kick.
2. The board is turned on for two seconds to allow the defense an opportunity to block the kick. (The kick is blocked if the kicker gets tackled or if its base is moved more than 15 yards behind the line of scrimmage). If the kick is blocked, then the defense takes possession at the spot of the kicker. The defense may not advance the ball on a blocked kick. The play is over. If after the two second count the kick is not blocked, proceed to Step 3.
3. The quarterback substitution is made by removing the stationary player and putting the triple threat quarterback in its place.
4. The kick is attempted. When making the kick, the quarterback may be tilted as long as some part of its base remains in contact with the board on the spot where the base was at the time when the switch was turned off. NOTE: The offense may instead "fake" the field goal and pass to an eligible receiver. In this case, play would resume as in Section 5.3, Step 10.

8.0 2 PT CONVERSION. See 3.5 Single possession rules and section 5.0 for game play.

Round Robin Games. Each coach will be given 10 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. Play clock, pass clock and adjustment clock rules apply.

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ADJUST. An adjust is the process of 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 the same exact spot and orientation.

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. When angling a base, it must maintain the original distance between itself and the object it is being angled toward. Being out of bounds does not disqualify an eligible player from being angled.

COMPLETION. A pass is complete if it hits any part of an eligible receiver's base or figure on the fly. 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 covered or out of bounds). The play is then down at the spot of the quarterback.

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.

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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 eligible, a fallen player may be angled and adjusted and stood up right at the spot of the 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.

GAP. The gap is the space between players on the offensive line. The offensive linemen (center, guards, tackles and tight ends) must be spaced exactly one base width apart when setting up a play from scrimmage.

INTERCEPTION. A pass hitting a defensive player on the fly is an interception. The "covered receiver" rule does not apply to defenders. A pass hitting a defensive player is an interception even if its base is in contact with an offensive player's base. If the player which 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 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.

EQUIPMENT. Miggle Coaches may bring and use their own figures and bases in the Super Bowl tournament provided that they meet the following standards:

(1) FIGURES: (a) Miggle stamped helmet figures (without the base clip hole in the platform) and Miggle stamped Big Men are the only figures allowed in tournament play. (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. (c) Coaches may use any original Miggle factory-painted stamped team. Custom-painted teams are not allowed. No additional paint, glue or other substance may be added to the figure. (d) Number and name water slide decals may be applied to each figure's jersey in the proper place. (e) In Round Robin play, each coach must have team figures in both home/dark and away/white colors. The offense will play in HOME/DARK uniforms and defense will play in AWAY/WHITE uniforms; in Full Game play, one team will play the entire game with HOME/DARK uniformed figures, and the other team with AWAY/WHITE uniformed figures. (f) The maximum roster size is 33 figures per team. (i.e. a coach may have 15 figures in the team's dark jersey and 18 figures in the team's away jersey for a total of 33 figures. Any combination may be used as long as each team has 11 figures in each jersey color during round robin games). (g) The Tudor/Miggle Classic QB figure may be used provided that it matches the colors of the team,

(2) BASES: (a) Only Miggle tournament bases from previous Miggle Super Bowls, plus the new tournament bases distributed at the 2007 Convention and Current line of Pro-Line bases available on Miggle Online Store 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) Prongs may be "tweaked". The prongs may be flashed, pulled, flattened, cut, crimped or completely removed. (d) Boiled bases are not allowed. (e) Each base must be properly attached to a figure. (f) No glue or other adhesive may be used on the bases. (g) No other substances or weight may be attached to the bases.

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(3) 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 or Miggle Toys. (b) Minor tweaking or reshaping of the TTQB and the TTQB handle is permitted. (c) No other substance or material may be attached to the TTQB. (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 Miggle TTQB.

(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.

(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) Numbering should follow NFL rules for offense (Off. Line #50-#79).

(5) FOOTBALLS: (a) Miggle Toys will provide the footballs used in the tournament. No other footballs may be used. (b) Cutting, trimming and reshaping of the football is not allowed. (c) No other substance (such as glue or spray) may be applied to the footballs.

(6) MIGGLE COURTESY TEAM: Miggle Toys will provide teams and bases free of charge to any coach who does not bring a tournament-ready team but wishes to compete in the tournament. As a courtesy, Miggle Toys will provide two bags of team figures (one dark jersey team and one white jersey team), number decals for the figures, one set of 2007 Official Tournament Bases, which includes both TTC and rookie bases, and TTQBs. Under no circumstances will Miggle Toys be able to supply more than one dark jersey team or one white jersey team to any coach.

(7) EQUIPMENT INSPECTIONS: Prior to every game, each coach must inspect his opponent's equipment and sign the inspection checklist. Any questions about the validity of the equipment being used should be addressed with an SMMG 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.

STACKING. Stacking is defined as lining up one player directly behind another with little or no space between the players' bases (like a train) 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 10 yards farther behind the line of scrimmage than the player in front of it. As an example, assume that a defensive lineman is set on the 50- yard line (the line of scrimmage) and on the left hash mark. A linebacker also set on that same left hash mark can be no closer than the 40-yard line (10 yards farther off the line of scrimmage than the lineman in a straight line in front of it). On offense, stacking behind offensive linemen or receivers is also illegal. One exception, however, is that some stacking is allowed in the offensive backfield. The quarterback may be stacked directly behind the center and a running back may be stacked behind a quarterback or behind another running back. (Remember, by rule, any running backs must be at least 10 yards behind the line of scrimmage).

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. 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. The ball is downed at the forward point of the ball carrier's base.