

Lennie Gunderson Solitaire EFL Rules

Every rule condition is designed to be able to complete a game within 90 minutes. They are also designed to be fair to both teams. The intention is to be consistent and control choices to minimize decision effect on the result of the game scoring. With these rules, the result of a series is completely dependent upon how the players move during play, thus affecting the score. Other than these specific rules the regular rules of electric football are followed as written by Tudor Games.

Rules of Play

1. Four 15-minute quarters.
 - a. Running clock
 - The clock should stop to find footballs or attend to needs outside of the playing the game. Once play resumes the clock must be started.
 - Optionally, the clock will be allowed to stop to execute a passing play (see #5 Passing).
 - b. The clock stops for timeouts (see #6 for Timeouts).
 - c. The clock stops for out-of-bounds under 5 minutes.
 - d. The clock stops for incomplete pass under 5 minutes.
2. Visiting team kicks off to Home team (see #7 for Kickoffs) at beginning of game and Home team kicks off to Visiting team to begin the second half.
3. Decision on style of play
 - a. Position of the players
 - Players must be at least one player base width apart when at the line of scrimmage.
 - Offensive and Defensive players at line of scrimmage must be head up with each other and two yards apart. No filling the gap allowed with the defensive team. This is to make it fair and have the bases dictate the result of the play.
 - There must be at least seven offensive players on the line of scrimmage

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- The defensive players not on the line of scrimmage can be placed anywhere behind the line of scrimmage except no filling the gaps allowed and they need to be within 20 yards of line of scrimmage.
- b. Initial play of the series.
- You must run the ball if tied or ahead in the score.
 1. Exception – If tied with 5 minutes or less in 2nd and 4th quarter you must play the TTQB.
 - You must play the TTQB, if behind in the score.
- c. Running (series) – No TTQB allowed.
- The QB must be placed directly behind the center.
 - You can stack no more than 4 players one behind the other
 1. For example, Center/QB/RB/TB, as in an I-formation.
 - The back of the base of the player with the ball cannot be any further than 20 yards behind line of scrimmage and may not be outside the guards.
 - As long as positive yards are gained the next play must be a run.
 - Specifically, after negative yards, the TTQB must be inserted for passing option (see #5 Passing) until first down or fourth down (see #4 Fourth Down).
 - If Touchdown is result of the play (see #10 Extra Point)
- d. Passing (series) – Must involve the TTQB
- The TTQB cannot be more than 20 yards behind the line of scrimmage. The TTQB has a regular base so will run with the ball.
 1. This positioning is to give receivers time to break loose and defense to rush the QB.
 2. TTQB must run when front of the base is past line of scrimmage.

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3. TTQB must pass before getting to line of scrimmage or defensive player touches his base.
4. The TTQB can pass the ball any time an eligible receiver is not in contact with a defensive player. This includes RB and WR.
 - Every play from scrimmage for that series must involve the TTQB regardless of the play result (see #5 Passing) until first down, fourth down (see #4 Fourth Down), or touchdown.
 - If Touchdown is result of the play (see #10 Extra Point)
4. Fourth Down
 - a. Punt on or behind the 50-yard line (see #8 Punt).
 - Exception - If between 50-yard line and own 40-yard line and 1 yard to go you must execute another play from scrimmage with TTQB as in Rule (3)(f).
 - b. FG attempt inside 50-yard line (see #9 Field Goal).
 - Exception - If 1 yard to go you must execute another play from scrimmage with TTQB as in Rule (3)(f).
 - c. Under 5 minutes left in the half, when offensive team is trailing by 4 or more in the score another play from scrimmage must be executed based on Rule 3.
5. Passing
 - a. You can try up to 3 times to complete a pass.
 - Pass completion is defined in the rules of Tudor Games.
 - Up to two defensive players whose bases are not touching the opponent can be turned in direction of receiver.
 - b. If the pass is intercepted on any try, then you will turn the ball over.
 - Pass interception is defined in the rules of Tudor Games.
 - Up to two offensive players whose bases are not touching the opponent can be turned in the direction of the player who made the interception.

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- c. If the defense has a player that approaches the TTQB from behind touching the TTQB handle while he is behind the line of scrimmage than he is considered sacked.
- d. If you have stopped the clock timer to execute the pass remember to turn it back on.
- e. Only incomplete passes under 5 minutes will stop the clock.
- f. Turn the board on to see the result of the play.

6. Time Outs

- a. Time out will be taken at the two-minute mark in the 2nd and 4th quarters.
- b. Each team is allowed 2 timeouts per half.
- c. Time outs can only be taken under 5 minutes in the 2nd and 4th quarters.

7. Kickoffs

- a. Kicking team lines up on the 35-yard line.
- b. Receiving team lines up as the following:
 - 50-yard line – Five linemen (2 x tackle / 3 x guards)
 - 30-yard line – two receivers
 - 20-yard line – two receivers
 - 5-yard line – two receivers
- c. During kicks, if the ball touches receivers on the kickoff as defined in rule (7)(b)(ii,iii,iv) then it is considered a fair catch. If behind the 25 yard line the receiving team starts possession at the 25.
- d. If kickoff goes out of bounds then receiving team starts possession at their 25 yard line.
- e. During onside kicks, the receiving team lines up as described in rule (7)(b)(i), but the receivers are all moved to 40-yard line except one to protect against the medium to deep kick. That one player can be placed anywhere behind the 40-yard line.
- f. Play continues under the rules of Tudor electric football.

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8. Punt

- a. Follow Tudor Games rules for punting and return.
- b. Exception: If the ball touches receiver on the punt then it is considered a fair catch. The possession will start at that yardage mark.

9. Field Goals

- a. Field Goals cannot be attempted beyond the 50-yard line.
- b. Field Goals are attempted by moving 7-yards behind the line of scrimmage without the teams lined up.
- c. Hold business mailing envelope behind the goal posts to see whether it goes over the cross bar and between the uprights.
 - If football hits the envelope it is good
 - If football misses the envelope it is no good.
 1. The control of the ball turns over to the opponent at the current line of scrimmage.
 2. No runback of missed FG attempt is allowed.

10. Extra Points

- a. All extra points must be a kick attempt except for the following conditions:
 - Under 5 minutes left in the game and trailing in the score by 2 points.
 1. A two-point conversion attempt must be made with TTQB by rule (3)(d).
- b. Kicking extra points are attempted from the 10-yard line without the teams lined up.
- c. Hold business mailing envelope behind the goal posts to see whether it goes over the cross bar and between the uprights.
 - If football hits the envelope it is good
 - If football misses the envelope it is no good.
 1. No runback of missed XP attempt is allowed.
- d. Two-point conversions are attempted from the 2-yard line.

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11. On-side Kick

- a. On-side Kick must be executed under 5 minutes left in the game and trailing in the score.
- b. On-side kick played by rule (7)(e)(f).

12. Overtime – should the score be tied after (4) 15-minute quarters expire then the teams must play one overtime period under the following conditions:

- a. (1) 10-minute quarter is played. The game will continue as long as the score is tied and the time has not expired.
- b. The home team receives the ball from a kickoff by the defensive team as in Rule 7.
- c. If either team scores a touchdown or safety on the first possession of overtime the game ends.
- d. If the home team scores a field goal on the first possession, then the visiting team must score a touchdown to win in this possession.
- e. If the home team gives the ball to the visiting team on the first possession by either a turnover or punt or downs, then the first team to score wins.
- f. If the score remains tied after the overtime period expires then the game ends in a tie.

13. Tackling

- a. The ball carrier is considered tackled in the following conditions:
 - Angle tackling is not allowed. This means corner of bases and sides of bases touching is not considered a valid tackle. This simulates slipped tackles by ball carrier.
 - Opponent base is 90 degrees or head on with ball carrier.
 - Ball carrier base is 90 degrees or head on with the opponent.
 - Tackles from behind are allowed with opponent base touching back of ball carrier base.
 - Ball carrier running into back of opponent base is not considered a tackle.

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14. Alternate Field Goal and XP Scoring.

- a. This is option to use when your TTQB has trouble kicking for accuracy and distance. It is basic two dice roll results. (LOS=Line of Scrimmage)
 - 11-12 kick blocked
 - 13-14 wide left
 - 15-16 wide right
 - 21-26 LOS* 9 yard line and below kick is good
 - 31-36 LOS* 19 yard line and below kick is good
 - 41-46 LOS* 29 yard line and below kick is good
 - 51-56 LOS* 39 yard line and below kick is good
 - 61-66 LOS* 49 yard line and below kick is good

15. Alternate Punting and Kicking

- a. This is option to use when your TTQB has trouble kicking and punting. It is basic two dice roll results.
 - 11-12 punt blocked, add to LOS/kick out of bounds
 - 13-16 put blocked, subtract from LOS/kick out of bounds
 - 21-26 yard punt from LOS, add 30 yards for kickoff
 - 31-36 yard punt from LOS, add 30 yards for kickoff
 - 41-46 yard punt/kick from LOS
 - 51-56 yard punt/kick from LOS
 - 61-66 yard punt/kick from LOS