# LIEFL OFFICIAL League Rules

LONG ISLAND EFL
Since 1972

2020

Our rules are simple. We play more of a freestyle way that is easy to adapt to and based more on the original rules but modified slightly to make the game more appealing. There are no dice, sticks, or too much stopping, avoiding anything that would distract from the skillset, good play calling, execution, and some luck. For years we have been debating pitchouts and other play call adjustments which remain in the debate stages in the LIEFL.

## LIEFL Rule 1: UNIFORMS & ACCECORIES

Uniform code and player figures will adhere to very strict rules. The **LIEFL's** current rules require that a team's **home jerseys** must be "either white or official team color" throughout the season, "and visiting clubs must wear the opposite". If a team insists on wearing its **home** uniforms on the road, the Commissioner must judge on whether their uniforms are "of sufficient contrast" with those of their opponents.

**Super Bowl Uniforms:** The home team makes the jersey or uniform choice for the Super Bowl.

Each coach will have home and away uniforms of 11 figures consisting of the 67 big men which are the players that we use in the LIEFL.  We do not allow outside uniforms, or other player figures other than the 67 big men in a league.

All teams LIEFL are NFL registered teams in a 32-team league. This isn't a phantom league. These players can easily be purchased on Tudor games website and the coach has the freedom to paint and replicate the NFL team that they are assigned. Each coach must professionally decal their teams with NFL helmet logo, shoulder numbers, front and back numbers, and proper striping for pants and socks where applicable. Preserving the integrity of our league we started with all the NFL teams and our Rich tradition is very important to us so that is how we proceed.

It is the LIEFL coach's responsibility to develop the best 11 players that they possibly can put on the field on gameday.

**FIELD Boards from Tudor Games** past or present are recommended starting with model #9091 Championship electric football Set, model #9092 NFL Pro Bowl Electric Football Set or Model 620.

Be prepared to use one of our eight playing fields. All runners and receiver player bases get dipped in water before stepping on the field. All fields are cleaned with Windex and wiped before kickoff. Field gets tested for balance at the beginning of the season if it is an outside board that a coach desires.

**ACCESSORIES/FOOTBALL:** Balls from Tudor Games, past or present are allowed. All must meet the following: Material: Foam, felt, leather, plastic, rubber or any nonmetallic, nonabrasive material that will hold its shape.

**Dimensions:** Oval shape Width 6mm Length 12mm Thick 6mm

**GOAL POSTS** Goal posts from Tudor Games past or present that meet established specifications are allowed.

All versions meet the following: Spacing: Max 2.75“opening or foam core board that is 2.75” wide. Crossbar: 1 7/8” from field to top of crossbar. Uprights: Uprights must be at least 4” tall. Must permit extension exactly over the back of the end zone.

**BASES** All bases, from Tudor Games, are allowed with exception to any bases that prohibit proper spacing i.e.; Giant Tudor Games bases made prior to 1967.
Max length: 32MM Max width: 20MM

- Prongs may be altered on bases, but the outside of the base may not be altered in any way.
- Bases may not be altered as to increase their height from the original form.
- Bases must remain on the player during the game and cannot be changed.
- Boat bases are allowed at any position except for the interior offensive and defensive lines.
- No chemical alterations are allowed to any base.
- No Frankenstein bases.
- Bases cannot have a concave shape in any way.

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**BASES (STATIONARY)** Bases designed to be stationary from Tudor Games past or present that meet established specifications are allowed. All versions will meet the following:
Materials: Felt or other weightless, nonabrasive material.
How applied: Under the base; not exceeding perimeter.

- Be consistent with BASES specifications.
- May or may not have prongs.
- Cannot contain magnetic material.

## LIEFL Rule 2: CLOCK & TIMER

Regular season games are 30 minutes with no timeouts. We have two clocks, one that the defensive coach turns on for the 40 second set up clock immediately after each play. The second clock is called the game clock set for 15 minutes. In the 30-minute game format after 15 minutes the coaches will reverse sides on the field at the half. Home team calls the endzone they will defend. Each coach has just 40 seconds to set up their play. The game moves at a very fast pace.

**OVERTIME:** When regulation time is complete and the game goes into OT, the home team gets the coin flip call. Winner of the Coin flip gets the ball and defends their endzone on the ensuing kickoff. First team to score wins.

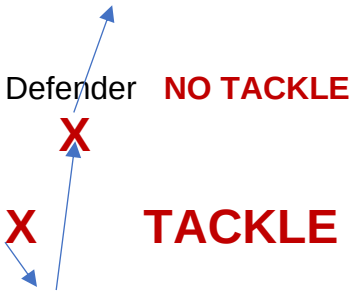
All playoff games are regulation 60-minute games with four timeouts in total per team and two, two-minute warnings one at the half and one in the final quarter.

## LIEFL Rule 3: KICKOFFS

Both teams line up from the 40-yard line on the kickoff. There is no discrimination as to how players are set up on a kickoff. The LIEFL uses more of a freestyle approach in how the coach decides to set up.as long as you set up behind the 40-yard line.

The game board never stops on a kickoff until a player is tackled. The offensive coach controls the on and off switch in this situation.

The offensive kick returner automatically receives the ball in the endzone and runs it out from behind the goal line from the endzone on the kickoff.
**TACKLES:** The player is considered tackled when the front part of the defensive player base touches any part of the player with the ball with one exception.



- Runner

If the offensive player happens to run into a defensive player who's running in the same direction with the flow of the ball and the offensive player touches him from behind, it is not a tackle.

The defensive player must be facing the offensive player in order for there to be a tackle on any part of the player base.

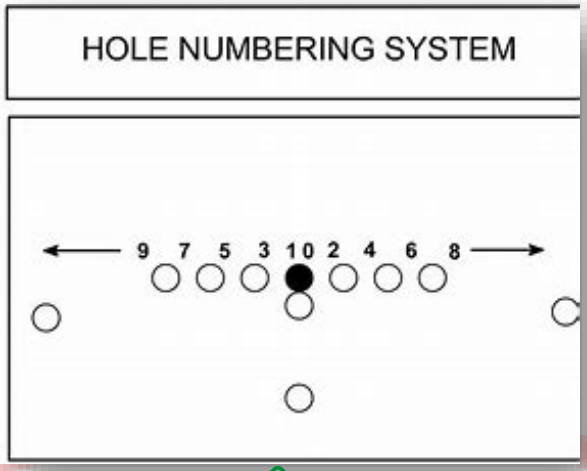
Should the player who has the ball be stuck on EITHER of the sidelines behind another that's his teammates without advancing, the player has 15 seconds to move in One direction or another for the play or the play stops after 15 seconds count aloud so that the game time is not wasted.

## LIEFL Rule 4: RUNNING AND PASSING

**ADJUSTMENTS AND AUDIBLES:** Because balance and fairness is a very important equity in the LIEFL rule system, we have developed what we think should be a consistent set of rules across the country, dedicated to the LIEFL. The adjustment must be made within the 40 second set up rule for the regular season game and 45 second set up rule for playoff's and Super Bowl. Defense sets last. Everything in the LIEFL is based on equal equity. No extra time is added.

The running game in our league is the great equalizer for those who love to pass but be as complex in your schemes as you desire. In our league we don't care if the players touch elbows or each other on the line. In the NFL when you're on the 1-yard line and they bull-rush you that's what we need to be prepared for in our league with some Coaches. We are fine with it.

**STACK:** Stacks can be argued as to the definition of an actual stack. No more than five men at any time may be in the backfield of both the offense and defense.

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## RUNNING EXAMPLE:

O
TE

O O O O O
T G G G T

O
WR

O O
O

O
WR

(OPTIONAL BACKFIELD)

## PASSING EXAMPLE:

O O O O O
T G G G T

O
WR

O/QB

O
WR

(OPTIONAL BACKFIELD AND RECEIVER SET UP)

**GAME STOPS AFTER QB RUNS 20 YARDS, OFFENSE MUST PASS**

We have one mandatory rule. Five LINEMEN must be lined up on the line of scrimmage (LOS) and in this league elbow touching is no problem—let the defense figure out how to defend against smash-mouth offensive football. The wide receivers on the ends cannot line up more than 5 yards behind the LOS. This leaves one to four men in the backfield depending on how many receivers the offensive coach wants to utilize. The great equalizer in the LIEFL keeps opponents from other leagues honest and worried about how to defend against the run just as much as the pass. One player must be turned in the opposite direction for the offense when passing, with the quarterback figure only allowed to run 20 yards before you are forced to stop the game to pass the football. If there are no receivers open obviously the down is lost.

**COMPLETIONS:** A completion is obviously when you hit the receiver with the ball on the fly NOT bounce. We do not consider a completed pass to be a pass that bounces and hits a receiver in the LIEFL.

Once the receiver is open, the coach stops the game and passes the football to the open receiver. Once the receiver is hit with the ball with the game starts from that point until the receiver is tackled. The same FORWARD DIRECTION TACKLE RULE mentioned earlier on the kickoff rule applies to passing and running the ball in the LIEFL. Again, the only time the game gets shut off is to pass the football with the offensive coach controlling the game.

In our league the play is the play. We do not take defending players and let them chase players down like all these new rules from around the country which have been standardized.

We think the game is actually more challenging and exciting when a player gets burned out of their socks. We live by the pass and die by the pass, and the same goes for rushing.

The LIEFL believes that it is more strategic when you have to set up the play and think the play out from start to finish in 40 seconds before the play actually happens and our coaches have to predict what could happen in those 40 seconds. Mistakes are part of the game.  Some teams make us pay big when we make mistakes!

**OUT-OF-BOUNDS:** Any receiver who goes out of bounds during a passing play, is considered out of the play and cannot receive a pass for that play.

Our league allows for a great passing coach to expand their game passing, but it also allows for the bull-run coach to expand their running game. One team may be great at

passing but another team may be tremendous at running so our only rule is that you cannot stack up more than four men in the backfield behind the five linemen.

We believe that a league has to have a strong balance. Again, while we respect others rules our rules should be respected as well. Since we take a more of a freestyle approach to the game, our coaches have to be prepared for anything.

**FUMBLE** A fumble occurs when: RUNNER has the ball knocked from his vise, An incomplete backward pass inbound; If fumble is in bounds Offensive Team flips coin: Heads-Offensive team maintains possession at spot of fumble Tails-Defensive team gains possession (nearest player) to spot of fumble If not tackled by contact at spot of recovery Adjust Defensive Team (5 seconds) Adjust Offensive Team (5 seconds) Run Play (Offensive Team controls switch) If tackled by contact at spot of recovery-First down Defensive Team.

**INTERCEPTION:** When a pass hits any part of the defender it is ruled an interception and the play stops at the spot of the interception as the defense turns into the offense.

## LIEFL Rule 5: The Passing Figure

In the LIEFL, we do not allowed custom made quarterbacks to pass. Coaches must use one of the original provided passers from Tudor Games or Miggle Toys, which are either the yellow or the vintage white passers.

## LIEFL Rule 6: SCORING

When any part of the offensive ball carrier's player base **touches** any part of the white goal endzone, it is a touchdown.

Touchdown: 6 points
Extra Point Kicked 1 Point
Conversion: 2 Points
Field Goal 3 Points
Safety 2 points

After a safety is scored, the ball is put into play by a free kick. The team that was scored upon must kick the ball from their own 20-yard line and can punt, drop kick, or place kick the ball, but in the LIEFL most call for the opposition to run it back from the endzone.

## LIEFL Rule 7: WHO KEEPS SCORE?

Yes, all this in 40 seconds. Lots of pressure. The offense is responsible for keeping accurate records for the game. This includes rushing attempts, passing and receiving, kick returns, and tackles. We have index cards and a very simple, easy to track system which Coaches have to get use to.

**LIEFL SCORECARD EXAMPLE:** AWAY TEAM-LEFT HOME TEAM-RIGHT

KR-KICK RETURN

R-RUSHING CARRY

P-PASS RECEPTION

X-INCOMPLETE PASS

PTD-PASS TOUCHDOWN

RTD-RUSHING TOUCHDOWN

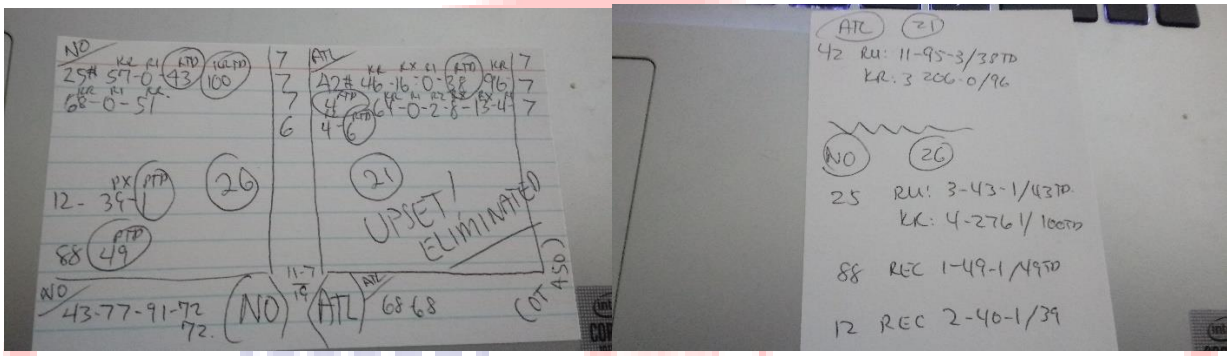
DATE AND SCORE GOES DOWN MIDDLE

DEFENSIVE PLAYER # LISTED IS FOR TACKLES

SIDE 2 OF CARD: FINAL STATS

TEAM, PLAYER NUMBER, RUSHING, RECEIVING

YARD TOTALS




## LIEFL Rule 8: PENALTY YARDS

**Offside:** When any part of a player's body is beyond the line of scrimmage or free kick line when the ball is put into play. **5 yards**

**Ten men on the play:** When an offensive player is missing from the play. **10 yards**

**Delay of Game:** When a Coach goes over the 40-second set up**. 5 yards**

**Unsportsmanlike Coaching:** It has happened, but there is a no tolerance policy in the LIEFL. If you cannot rectify a situation amicably using Emotional Intelligence, perhaps you should pick another league to be in. We are okay with it. **15 yards and a loss of down.**

## LIEFL Rule 9: DISPUTES

**ALL DISPUTES IN THE LIEFL ARE SIMPLY RESOLVED BY A COIN TOSS.**

## LIEFL Rule 10: HOME AND AWAY GAMES

HOME TEAM GETS THE BALL FIRST.
In the post-season, the home team is the team with the best interleague play record, or best record.
The best overall record in the conference gets home field advantage throughout the conference playoffs.

The best record against each conference AFC and NFC when the two teams meet for the Super Bowl, gets the homefield advantage. If tied, use head-to-head, or best overall record in Division and follow that protocol.

**In a solitaire** game only one-pass per series or first down, otherwise if there are two people playing--pass at will just as they do in NFL.

Each coach in the playoffs has **45 seconds** to set up the play—there are no exceptions to this rule. A ten-yard penalty is enforced if the coach does not set up the play within the allotted time.

We do not allow people to turn players around to chase players in this league. The play is the play.

The Receivers MUST be lined up at least 3 to 4 inches away from the line men, except on the 2-yard line.

Two attempts to kick (extra-point or field goal) up until 3rd and 4th quarter where that rule is eliminated, and you get only one attempt.

You only get one pass attempt. Questionable catches require a flip of the coin for a do-over when both coaches cannot agree on a catch with the person who passed calling the coin-toss in the air.

If any player with ball with any part of the base crosses any white line in the endzone it is ruled a touchdown.

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