

September 2026

The Rules of the Collegiate Robotic Football Fall Combine

This document sets forth rules of the Collegiate Robotic Football Fall Combine. These rules are subject to change in accordance with the evolution of the competition.

The 2026 event will be hosted at the Rollon Corporation on Saturday, November 14th from 8am to 4pm. A summary of the Events is provided on the next page, and the Rules can be found afterwards



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Overview:

The Fall Combine is an annual Collegiate Robotic Football Conference event designed to evaluate the capabilities of individual Players and Teams through a series of position-specific Events and Tournaments. These competitions measure key performance areas including speed, agility, strength, passing accuracy, kicking ability, blocking, and tackling.

Player performances are used to determine Positional Champions, while combined team results determine the Fall Combine Champion. Results from the Fall Combine are also used to establish qualification and seeding for the CRFC Playoffs.

The Fall Combine includes both a Physical League for Teams competing in person and a Virtual League for Teams competing remotely. Unless otherwise stated, all participation, scoring, and Event procedures are governed by the rules contained in this document, the Fall Combine Events Appendix, the CRFC Rulebook and the NCAAF Rulebook.

A. Event Summary:

The fall combine consists of ten (10) Drill Events, one (1) scored Tournament, and one (1) Experimental Phase. *(See Fall Combine Events Appendix for more details on individual Events)*

1. Event Structure:

- a. The Events will be run in three (3) phases, with Events in each phase being run simultaneously. Each phase will last forty (40) minutes, with a five (5) minute transitional period between each phase. Each robot will have a maximum of three (3) attempts per Event. Attempts are available on a first come first served basis; the CRFC does not guarantee that a Player will receive all three attempts.
 - i. Event Phase 1:
 1. Three Cone Drill
 2. Shuttle Run
 3. Field Goal Accuracy
 - ii. Event Phase 2:
 1. Block & Tackle

2. Quarterback Accuracy
 3. Coffin Corner Kickoff
- iii. Event Phase 3:
 1. Speed Test
 2. Strength Test
 3. Longest Field Goal
 4. Quarterback Longest Pass
- iv. Tournament Phase:
 1. Oklahoma Drill Tournament
 - a. The Tournament Phase will be run one of two ways. The first is having only one match of the Tournament being run at a time. The other, if a lack of time is evident, is having multiple matches run at the same time. Tournaments last as long as needed to complete match play.
- v. Experimental Phase:
 1. Oklahoma Passing Tournament (Unscored)
 - a. The Experimental Phase is an opportunity for the CRFC to test any new events that need testing. The events in this section are unscored. In future years events in this category may become official scored events. The Experimental phase will be run with any time remaining after the Tournament Phase.

B. Participating Players:

The Fall Combine will test the abilities of six (6) different Players through their participation in Events and Tournaments. Players will only be scored by the Events listed under their name, though their participation may be required in other Events. Additional participation will not provide additional scoring for robots. *(For Player specifics, see section J.6 of the 2026-2027 CRFC Rules Final document)*

1. Quarterback (QB) Participation
 - a. Three Cone Drill
 - b. Quarterback Accuracy
 - c. Quarterback Longest Pass
2. Running Back (RB) Participation
 - a. Three Cone Drill
 - b. Shuttle Run

- c. Speed Test
- 3. Wide Receiver (WR) Participation
 - a. Three Cone Drill
 - b. Shuttle Run
 - c. Block & Tackle
 - d. Quarterback Accuracy
 - e. Speed Test
- 4. Center (C) Participation
 - a. Block & Tackle
 - b. Quarterback Accuracy
 - c. Strength Test
- 5. Defensive Player (D) Participation
 - a. Three Cone Drill
 - b. Shuttle Run
 - c. Block & Tackle
 - d. Speed Test
 - e. Strength Test
- 6. Kicker (K) Participation
 - a. Field Goal Accuracy
 - b. Coffin Corner Kickoff
 - c. Longest Field Goal

C. Combine Rules:

This section defines the rules and procedures for participation for the Fall Combine. For rules about individual Events, see the Fall Combine Events Appendix.

- 1. Positional Rules:
 - a. Player Registration:
 - i. Every Player & Human combination completes the Fall Combine Events based on the position for which they are submitted.
 - ii. A Player cannot be listed at more than one (1) position; however Humans can be used more than once
 - iii. For a Player to participate, teams must submit a Player & Human for each of the following positions at [this link](#) by 11/12/2026 at 9:00 pm EST.

- b. Player Substitution:
 - i. Backup Players and Humans should be registered prior to the Fall Combine for every position using [this link](#).
 - ii. If both Players break down, a different Player can be submitted after the deadline or partway through the competition per CRFC discretion.
 - iii. If a substitute Player is used for a position, the Player will be treated as a new Player. The score from the original Player will not be combined with the substitute.
 - iv. Only one (1) Player's scores will be counted across all categories per position. The Player with the highest Positional Total across all Events will be the robot whose score counts.
- 2. Event Timing:
 - a. Before Phase Start:
 - i. Before any phase starts, Players and Humans are allowed to use the officially designated spaces for Events to practice the Event. Space usage is subject to CRFC approval.
 - ii. Teams are allowed to bring their own materials to set up drills. Permitted space is subject to CRFC approval.
 - b. Phase Start:
 - i. Once a phase starts, Players and Humans are no longer allowed to use the area of an active Event to practice.
 - ii. Any runs in an active area must be scored officially by scorekeepers.
 - c. After Phase Ends:
 - i. Teams are expected to finish their runs within the forty (40) minute time frame of the Event.
 - ii. The queue for Events will close thirty five (35) minutes into the phase. No additional participants will be allowed to join the queue thereafter.
 - iii. If you were in the queue for an Event prior to the end of the forty (40) minute period, you will be allowed to complete one (1) run of the Event.
- 3. Event Interference
 - a. The CRFC reserves the right to determine and impose appropriate disciplinary action for any interference with an active Event. The applicable penalty shall be determined at the CRFC's discretion, taking into consideration the circumstances of the event.

4. Fall Combine Leagues:
 - a. Physical League:
 - i. All teams who attend in person are admitted to the Physical League.
 - ii. Teams in the Physical League are eligible to compete for preferential Tournament seeding, the Combine Championship Award, and Positional Champion Awards.
 - b. Virtual League:
 - i. All teams who compete in the Fall Combine from their own venue are admitted to the Virtual League.
 - ii. Teams in the Virtual League are not eligible to compete for the Combine Championship Award; however, they are eligible to compete for deferential Tournament seeding, and Virtual League Awards.
5. Virtual League Procedure:
 - a. Entering the Virtual League
 - i. To be admitted to the Virtual League, a team's Advisor or SLC representative must reach out to the CRFC. Any application seven (7) days before the Physical League will be accepted. Acceptance of any applications later than seven (7) days before the date of the Physical League are up to CRFC discretion.
 - b. Modified Events
 - i. The following events will need to be modified for the Virtual League:
 1. Oklahoma Drill Tournament (#11 Event, Fall Combine Events Appendix)
 - a. For teams to be able to qualify for the National Championship, teams must run a modified version of the Oklahoma Drill Tournament. Virtual League participants will run against themselves as a three (3) versus three (3) event.
 2. Oklahoma Passing Tournament (#12 Optional Experiment, Fall Combine Events Appendix)
 - a. Teams have the option to run a modified version of the event against their own team. This will be in a three (3) versus three (3) format, as the Oklahoma Drill Tournament is run.
 - c. Submitting Runs
 - i. Event timing:

1. The Virtual League submissions must be completed and submitted to the CRFC prior to, or on the date of the Physical League.
- ii. Event Submission:
 1. The Faculty Advisor will take the place of the CRFC as the person who runs the event.
 2. The Faculty Advisor of the Team will approve the scores of the robots that ran the event, and submit the scores on behalf of the school.
 3. Whether a submission for the Virtual league is acceptable is up to the discretion of the CRFC.

D. Scoring:

This section defines the scoring methods used in evaluating Teams during the Fall Combine.

1. Fall Combine Scoring System:
 - a. Points scale with league size. The number of points available in each event depends on the number of teams (N) in the league.
 - b. First place earns points equivalent to $N+3$. (Example: For six (6) teams, first place would earn nine (9) points.)
 - c. Second place earns three (3) less points than first place. (Example: For six (6) teams, second place would earn six (6) points.)
 - d. Third place earns two (2) less points than second place. (Example: For six (6) teams, third place would earn four (4) points.)
 - e. Every team after third place earns one (1) less point than the position before it. (Example: For six (6) teams, fourth place would earn three (3) points, fifth place would earn two (2) points, sixth place would earn one (1) point.)
 - f. Players who do not score or participate receive zero (0) points.
2. Positional Points:
 - a. In each Event, every Player is given a maximum of three (3) attempts per event. Only the highest score of the three (3) attempts unless otherwise noted in the Fall Combine Events Appendix will be considered for ranking.
 - b. After the Event, all participating Players are ranked from best to worst as determined in the Fall Combine Events Appendix.
 - c. Each Player earns Positional Points equal to their placement under the

Fall Combine Scoring System.

3. Championship Points:
 - a. Each Player keeps a running total of their Positional Points across all Events. Players are ranked from highest to lowest total.
 - b. Each Player earns Championship Points equal to the points for their rank under the Fall Combine Scoring System. A Team's Championship Points are the sum of the Championship Points earned by its Players.
 - c. Each Team keeps a running total of its Championship Points, which determines the final rankings and awards.
 - d. The Oklahoma Drill is scored the same as a Player. Teams are ranked by their standing in the Oklahoma Drill Tournament and earn Championship Points for that place under the Fall Combine Scoring System. These points are added directly to the Team's Championship Points total, regardless of which players participate.
4. Tiebreakers:
 - a. Event Score Ties:
 - i. If two or more Players have the exact same result in an Event Score, they share the highest place that they would occupy. The points for those places will be added, and divided equally among the tied Players. The next Player after the tie is placed as though every tied Player had occupied a separate place.
 - b. Positional Total Ties:
 - i. If a tie occurs, it will be broken by the team with the better score in the applicable drill for their position.
 1. The performance of each drill will be assessed according to the following priority:
 - a. QB Accuracy
 - b. Longest Pass
 - c. Three-Cone Drill
 - d. Shuttle Run
 - e. Speed Test
 - f. Block & Tackle
 - g. Strength Test
 - h. Field Goal Accuracy
 - i. Coffin Corner Kickoff
 - j. Longest Field Goal
 2. If still tied move to the next applicable drill, if still tied after all drills are exhausted, flip a coin
 - c. Championship Total Ties:

- i. If a tie occurs, it will be broken by the team with the better score in the Quarterback Rankings.
 1. If there is still a tie, performance of each position will be assessed according to the following priority:
 - a. Running Back
 - b. Wide Receiver
 - c. Defender
 - d. Center
 - e. Kicker
 2. If still tied move to the next position, if still tied after all positions are exhausted, flip a coin
5. Virtual League Scoring:
 - a. Scores from teams in the Virtual League are recorded but are not included in Physical League scoring and do not affect Physical League standings.
 - b. This is because Virtual League teams compete on different surfaces and are timed by different officials, which can give some teams an unfair advantage over others.
 - c. Virtual League Teams will be ranked with an identical format to the Physical League, with the previously mentioned exceptions.

E. Results:

1. Combine Awards:
 - a. An award will be given to the Player with the highest total Position Score at the end of all Events.
 - i. There will be an award for each Positional Champion of the Virtual League separate from the main award
 - b. The team with the highest Championship Total will be crowned the Fall Combine Champion and awarded with the Fall Combine Championship Award.
2. Tournament Seeding
 - a. Seeding for the National Championship in April will be determined at this Fall Combine by the final rankings of teams based on their Overall Score.
 - i. This Combine also serves as the qualifier for the National Championship Tournament. A non-zero score is required in each scored Event and Tournament to qualify. Winning an Event or Tournament is not necessary for qualification.
 - b. Due to competing on different surfaces that may pose unfair advantages and different officials timing the Events, teams competing in the Virtual

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League will be seeded after all teams in the Physical League. They will still be considered for scores against other Virtual League Teams.

Fall Combine Events Appendix

This document sets forth rules guiding the Events of the Collegiate Robotic Football Fall Combine. These rules are subject to change in accordance with the evolution of the competition.

#1 Drill: Speed Test

Purpose: This drill measures pure speed.

Equipment: Floor tape; however, a barrier to prevent a failure to decelerate after crossing the finish line may be necessary, depending on available space.

Description: A Player runs the length of a 60-foot lane and is timed, starting from a dead stop. There is no penalty for deviating from the lane or a straight line, so long as the Player finishes between the finish line cones. Safety concerns demand that the lane and the area around it be kept clear during this Event.

Measurement: The time in seconds taken to run the lane from start to finish.

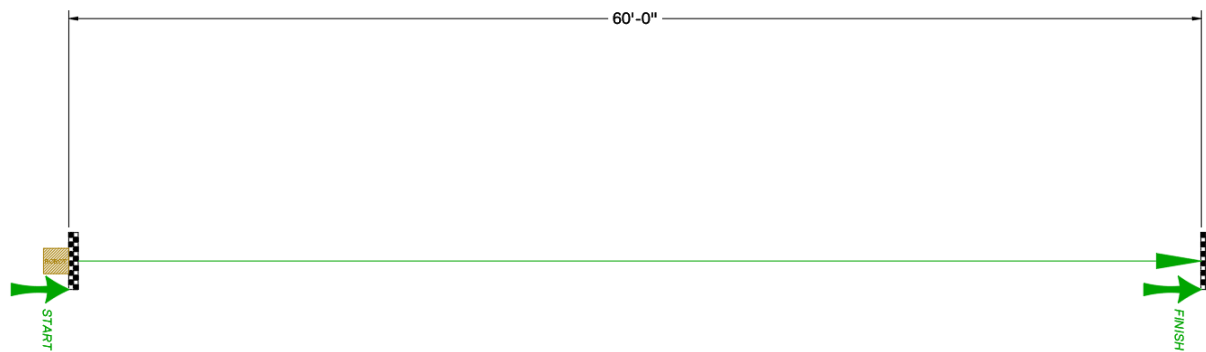


Figure 1: Speed Test. Green represents the optimal path that the Player can travel.
(Start/Finish line can be simple tape, does not need to be checkered.)

#2 Drill: Three-Cone Drill

Purpose: This drill tests the maneuverability and agility of the Player

Equipment Needed: Three orange cones, floor tape

Description: This drill consists of 3 cones in an L-shape and spaced 15 feet apart center-to-center. The Players start and finish on either side of cone #1. See the Events Layout document for the path around the cones (the path shown is illustrative and approximate). The Player will start from rest at cone #1 with its leading edge just behind the start line. The path is timed from when the Player begins to cross the start line to when its leading edge crosses the finish line. A successful path is one that negotiates a nearly 360° turn (cone #2), a 180° turn (cone #3), and a roughly 90° turn (cone #2).

Measurement: The time required, in seconds, to travel from the start cone along the path to the finish line, with one second added for each time the Player touches a cone with any part of its surface. Officials or teammates replace hit cones as needed.

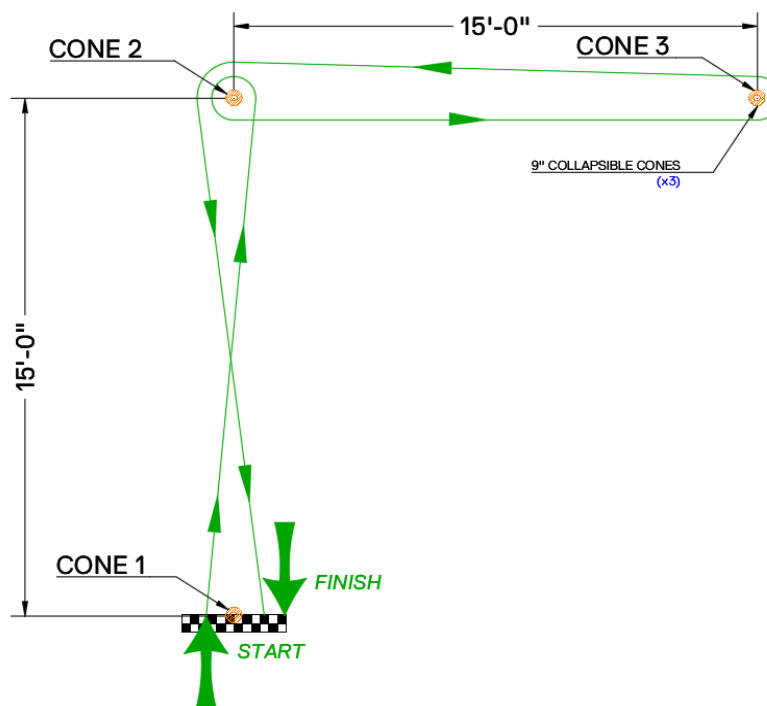


Figure 2: Three-Cone Drill. Green represents the path that the Player must travel. An example of acceptable orange cones can be found [here](#). (Start/Finish line can be simple tape, does not need to be checkered.)

#3 Drill: Shuttle Run

Purpose: Measure the ability of the Player to shuttle (reverse direction) in a controlled but speedy manner.

Equipment Required: 30 small orange cones, floor tape

Description: The drill consists of a start line and a finish line halfway in a rectangle 3 x 30 feet. (See Events Layout document) A straight line, marked by tape, is placed 15' from either end, marking the start and finish line. Starting from a stop, the Player must shuttle to one end, reverse direction, move to the other end, reverse direction again, and cross the finish line. The time to perform that action shall be measured in seconds. The timing official will measure the time and count the number of times the Player touches a cone along the side boundary line (called an infraction). One second shall be added for each infraction.

A run is immediately disqualified if the Player exits the area between the two lines of cones and doesn't immediately return.

Measurement: The time taken to shuttle from the starting line to the finish line in the lane in seconds, with one second added for each time the Player touches a cone with any part of its surface. Officials or teammates replace hit cones as needed.

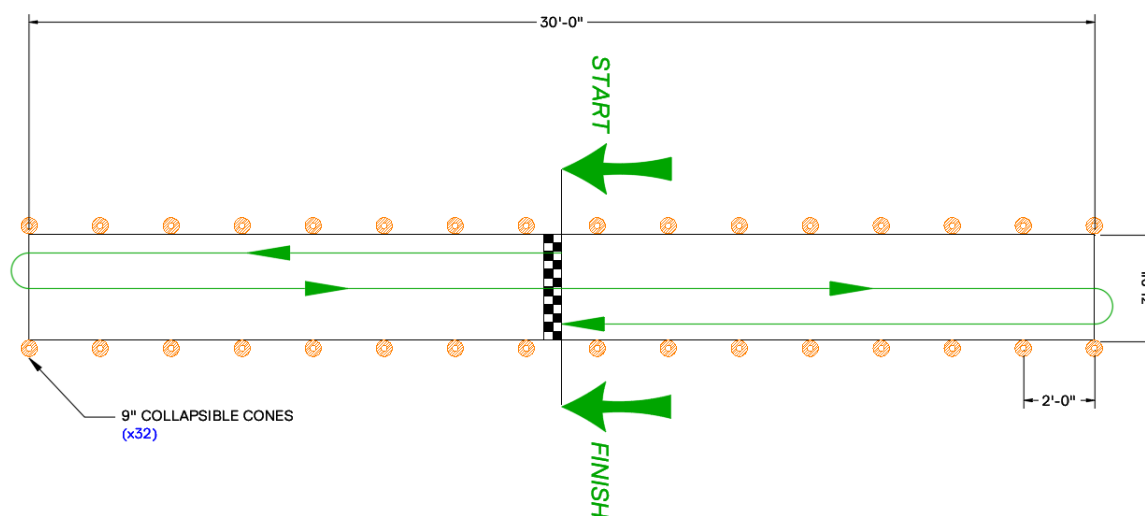


Figure 3: Shuttle Run. Green represents the path that the Player must travel. An example of acceptable orange cones can be found [here](#). (Start/Finish line can be simple tape, does not need to be checkered.)

#4 Drill: Strength Test

Purpose: This drill tests the overall strength of the Player.

Equipment: A dummy Player lineman (no motors) on casters. The dummy Player has a pole in the center around which weights (like those used in gyms) are placed to add mass and therefore inertia. Floor tape is needed as well.

Description: The Player will start from rest in contact with an amount of weight chosen by the team on a dummy Player. Without initial momentum, the Player must overcome the dummy Player's inertia and push it a distance of 10 feet. If the Player fails to move the stack across the finish line, they earn a score of zero and lose that attempt. See the Event Layout document for a diagram. The Player does not have to follow a straight line, but the weights may or may not be ideally symmetrical on the dummy Player, so control is a factor. For each of the attempts the team chooses how much weight is placed on the chassis.

Measurement: The highest weight in pounds that can be pushed across the finish line within 3 attempts.

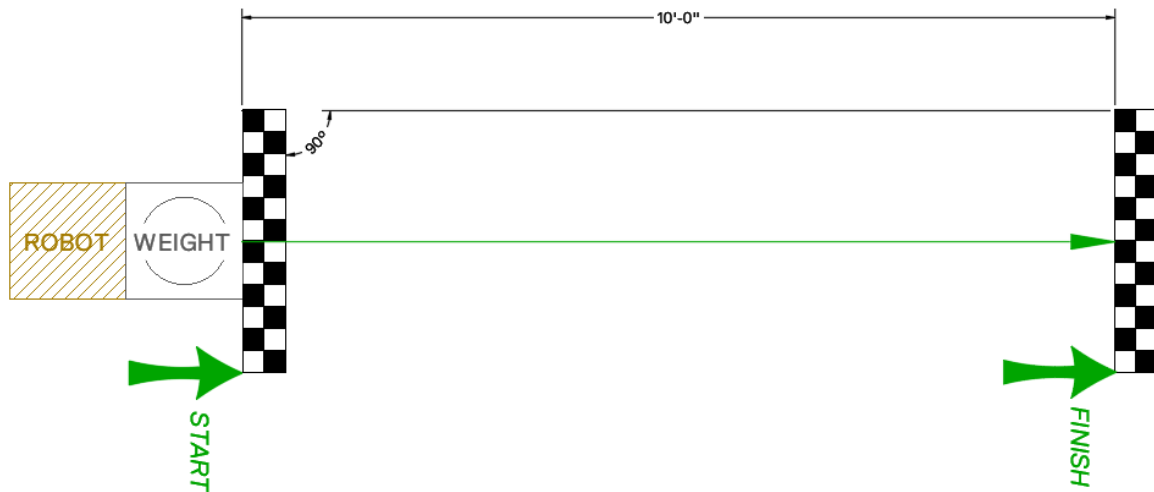


Figure 4: Strength Test. Green represents the optimal path that the Player can travel.
(Start/Finish line can be simple tape, does not need to be checkered.)

#5 Drill: Block & Tackle

Purpose: Measure the ability of a Player to produce enough force to tackle another Player.

Equipment Required: 3 tackle dummy robots

Description: The Player will need to knock down the three targets in any order. Once all three targets have been tackled the Event is complete. If a Player is unable to knock down a target and the driver elects to accept the penalty, 30 seconds will be added to their time. If no targets are able to be tackled, a score of zero will be assessed.

Measurement: The amount of time it takes from crossing the start line to the third target hitting the ground.

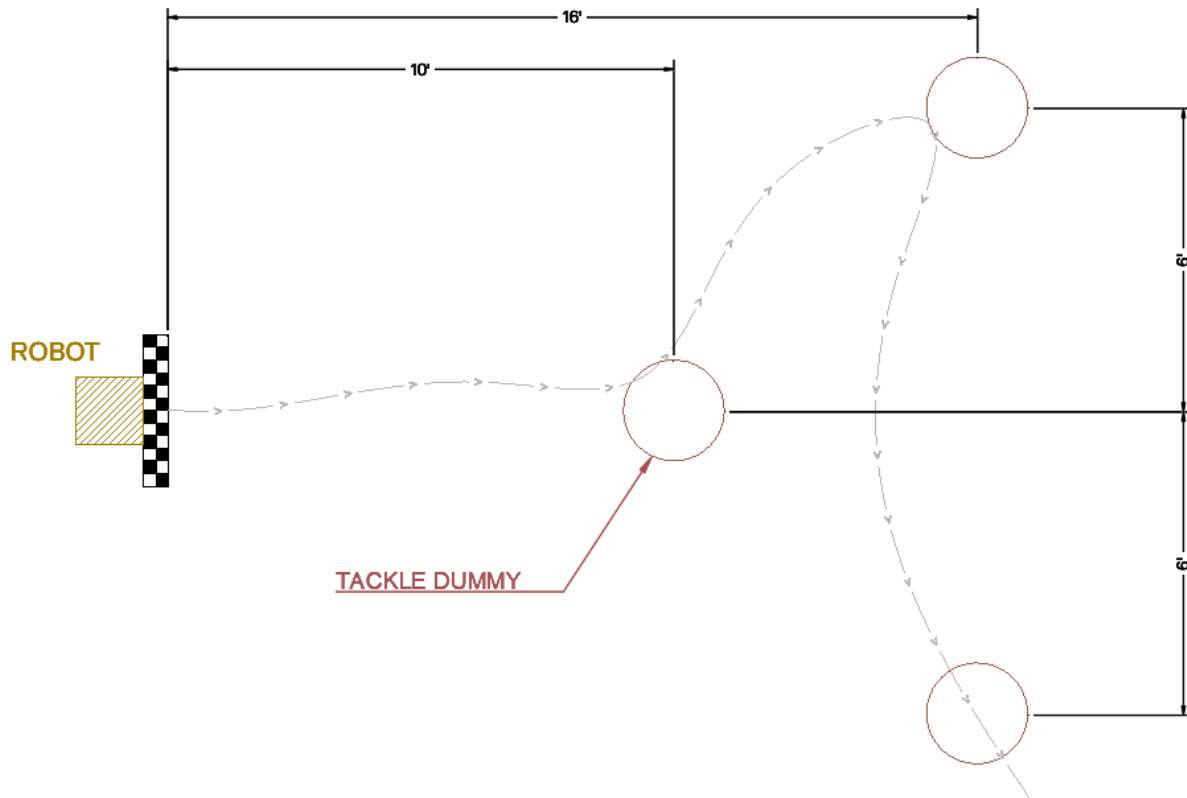


Figure 5: Block & Tackle. Gray represents an optional path that the Player can travel. (Start/Finish line can be simple tape, does not need to be checkered.)

#6 Drill: QB Accuracy Test

Purpose: This drill tests how accurately the Quarterback can throw to a specific location, how consistently the Center can snap the ball, and how effectively the Wide Receiver can retain a pass.

Equipment: Floor tape

Description: Nine "X" marks are placed on the floor at distances of 6, 12, and 18 feet and at roughly 45 degrees from a line where the QB is stationed. The Center is on the other side of the line in position to hand off to the QB. The WR is maneuvered so that it sits over an "X". The quarterback passes to the wide receiver. If the football hits any part of the receiver but is not caught, the QB is awarded 1, 2, or 3 points for 6', 12', or 18', respectively. The score is doubled (2, 4, or 6 points, respectively) if the wide receiver truly catches and retains the ball. No points are awarded for a miss. If the Center is inoperable or missing for even a single passing attempt such that the pass begins with the ball in the QB's possession without a snap, the scoring for the entire 2-minute attempt is quartered. Once a catch or touch-catch is made, the WR must move to another "X" and no "X" may be repeated until a non-zero score is achieved for each "X". There are 2 total minutes allotted for the players to score as many points as possible. If a completed pass is accomplished for each "X", the team may start again at any "X" for additional points.

Measurement for Quarterback: See the Formula below for scoring detail.

$$Score = \frac{(3l_c + 2m_c + 1s_c) + (6l_r + 4m_r + 2s_r)}{4 \text{ (if no snap)}}$$

Measurement for Center: See the Formula below for scoring detail. A successful snap is defined as a snap that leads to the Quarterback passing the ball. If the Quarterback is unable to pass the ball after the snap due to the failure of the Center or the placement of the ball, that is considered an unsuccessful snap.

$$Score = \frac{Successful \ Snaps}{Total \ Snaps} \times 100 \times (1 - e^{-0.2 \times Total \ Snaps})$$

Measurement for Wide Receiver: See the Formula below for scoring detail. A retention is defined by the WR possessing the ball after the ball has come to a stop. A touch catch is any pass that makes contact with the WR. This will measure how effectively the WR design can retain passes.

$$Score = \frac{Retentions}{Total \ Catches} \times 100 \times (1 - e^{-0.2 \times Total \ Catches})$$

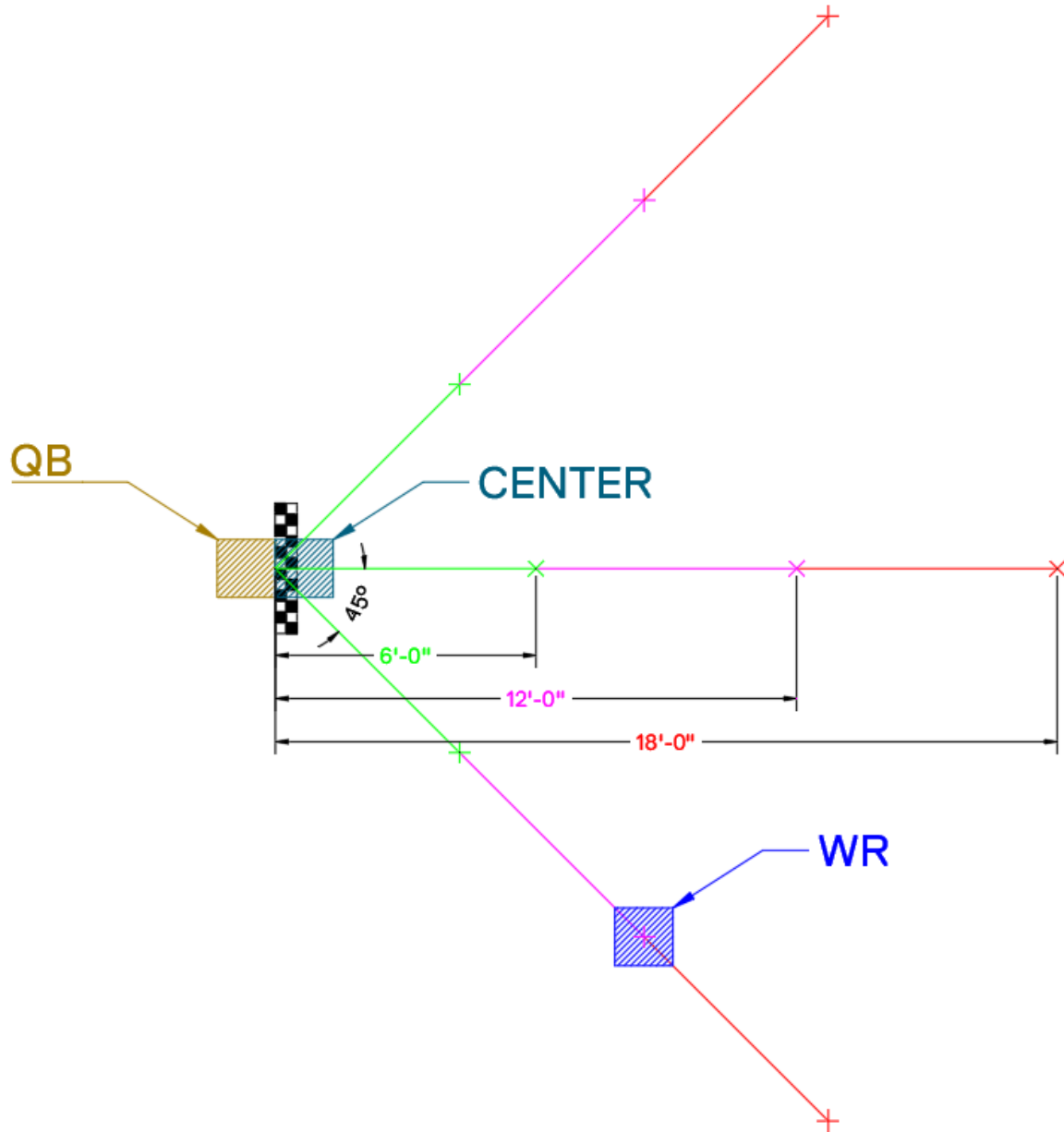


**Figure 6: QB Accuracy Test. All lines are on 45°, and all X's are on 6', 12', and 18'.
(Start/Finish line can be simple tape, does not need to be checked.)**

#7 Drill: Longest Pass

Purpose: This drill tests the throwing strength of a Quarterback.

Equipment: Floor tape, measuring tape

Description: The Quarterback lines up at the line of scrimmage as defined by the floor tape. Each throw should be measured and recorded.

Measurement: Measure the distance from the line of scrimmage perpendicularly to the spot where the ball contacted the ground. The drill is executed three times and the highest score is considered.

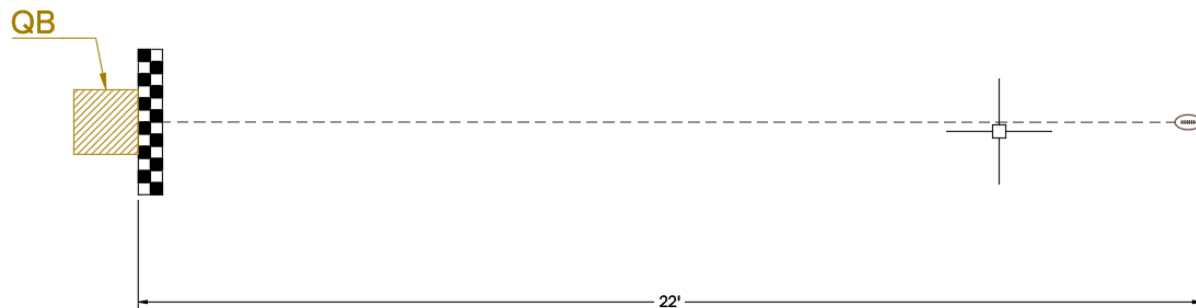


Figure 7: QB Longest Pass. Only a start line and open space ahead are needed.
(Start/Finish line can be simple tape, does not need to be checkered.)

#8 Drill: Coffin Corner Kickoff

Purpose: This drill tests both the precision of kicking as well as the skill of covering a Kickoff by a Wide Receiver.

Equipment: Floor tape

Description: The kicker lines up 50 feet from a goal line taped on the floor no wider than 46 feet and 15 feet from an out-of-bounds line running 50 feet up the field (pre-existing lines on the floor on, say, a basketball court can be used instead of tape). The kicker kicks the ball toward the goal line, and as soon as the ball is kicked a “gunner” situated behind the line of scrimmage on either side races to recover the ball by making contact with it.

Measurement: The distance from the goal line perpendicularly to the spot where contact was made by the Wide Receiver and the ball. If the ball crosses the goal line before being recovered, the distance is 33 feet. If the ball fails to be kicked or is kicked out of bounds, the distance is 50 ft. The drill is executed three times and the distances are averaged for the final score. Three failed attempts are considered a N/A score. Shortest average distance wins.

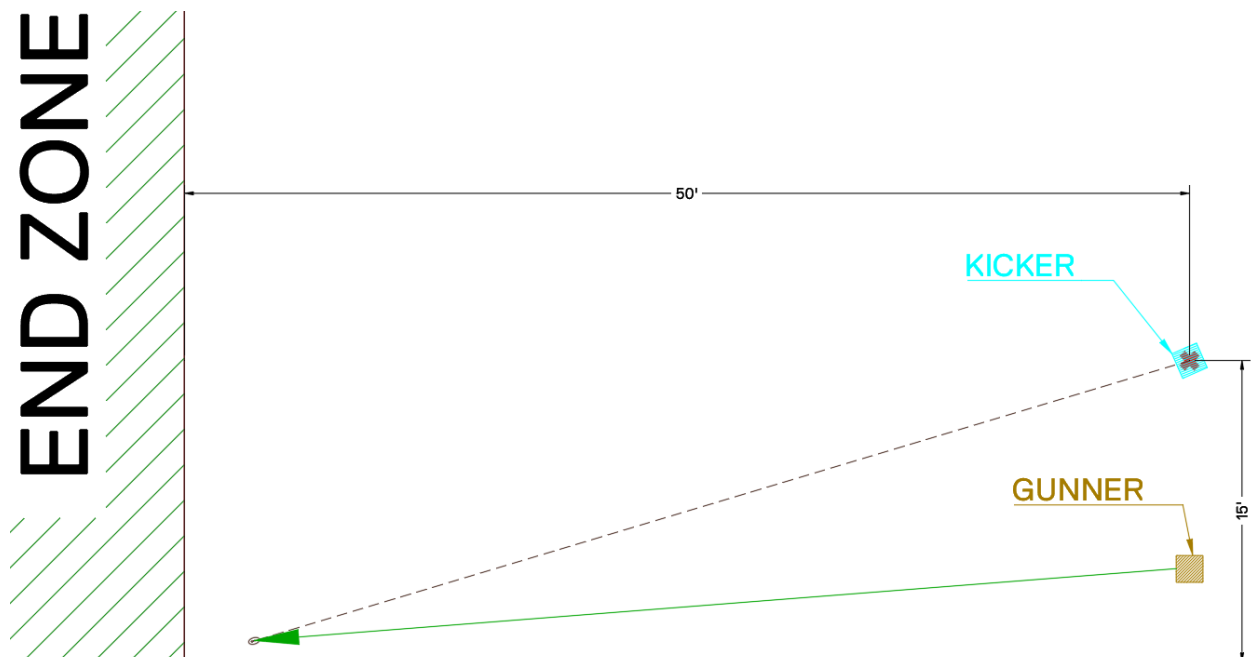


Figure 8: Coffin Corner Kickoff. Only an “X”, sideline, and goalline are needed.

#9 Drill: Field Goal Accuracy

Purpose: This drill tests the ability of a Kicker to make accurate kicks.

Equipment: Goal posts; measuring device to place tape for kicker marks, floor tape

Description: Marks made with tape will be placed at the set locations as defined by the Event Layout document. A 2 minute timer will be set and the team will be able to score as many field goals as possible in this time. A team can only kick 1 field goal attempt from each mark. After completing an attempt, they must move to a new mark of their choosing. The 3 closest marks are worth 1 point, the middle 3 are worth 2 points and the furthest 3 marks are worth 3 points. There are 3 Bonus Marks on the field that will change each year. These marks are worth 5 points each, but the kicker must successfully strike the crossbar or uprights to score (the ball is not required to successfully pass through the posts). If a team attempts all 12 kicks before time expires, every remaining second is worth an additional point rounded to the nearest second.

Measurement: The accumulated scores for completed kicks in the time allotted

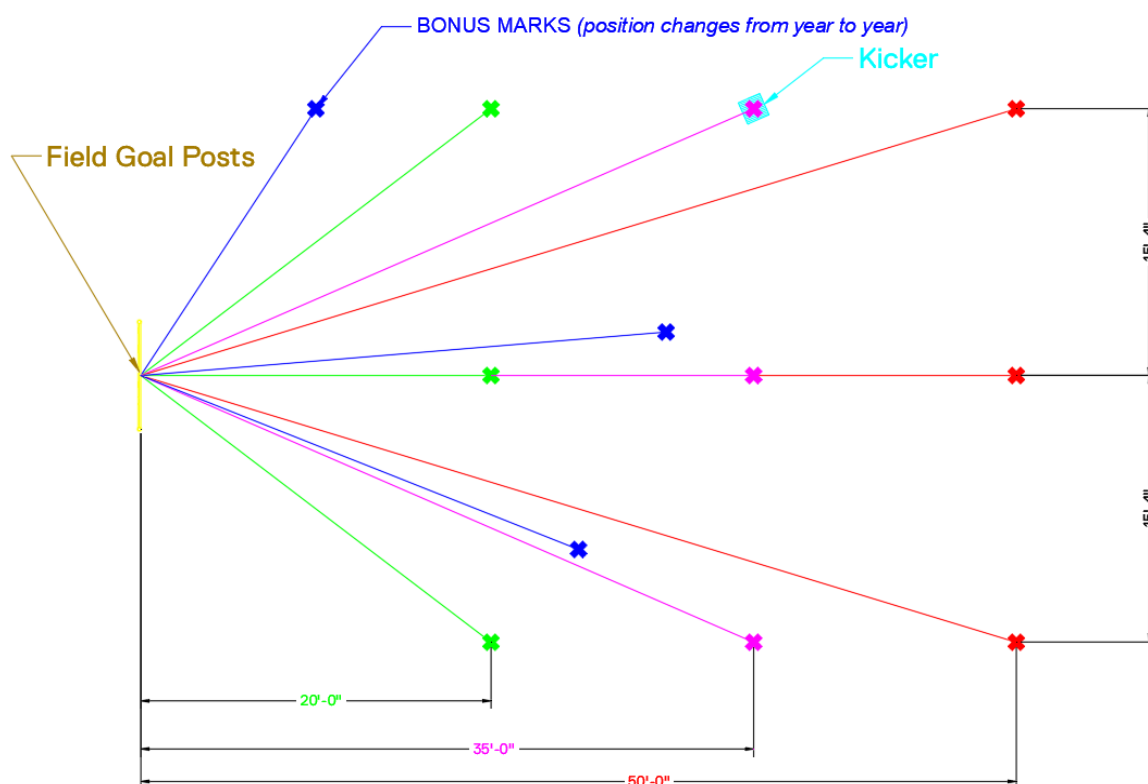


Figure 9: Field Goal Accuracy. The Bonus Marks can be set by the setup team for each Event but no wider or further than the normal marks.

#10 Drill: Longest Field Goal

Purpose: This drill tests the furthest distance a kicker can kick a field goal

Equipment: A single set of goal posts; sufficiently long measuring device

Description: The kicker lines up at the distance of the operator's choosing from the field goal posts. Each successful kick that passes through the uprights should be measured and recorded.

Measurement: The distance from the ball's placement in or in front of the kicker and the goal post as measured along the floor perpendicular to the goal posts. Furthest completed distance is kept of the 3 attempts.

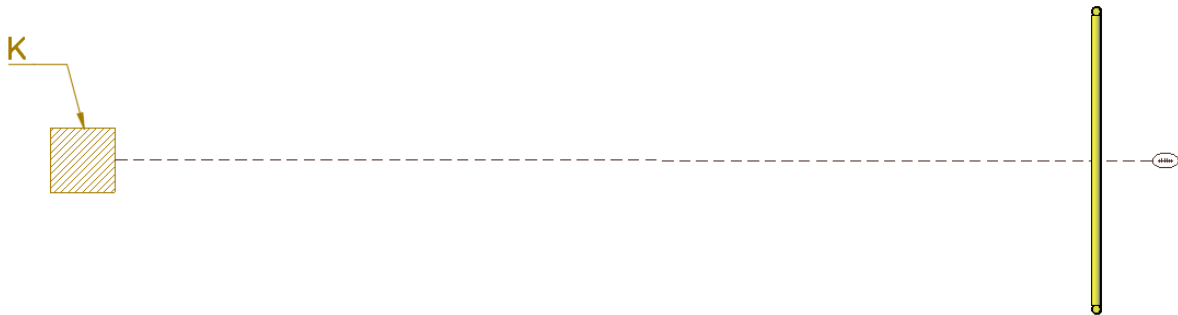


Figure 10: Longest Field Goal. A tape measure is laid out before the kick to measure the attempt distance.

#11 Event: Oklahoma Drill Tournament

Purpose: This Event tests the ability of a small team to block, run the football, shed blocks and tackle. It will now contribute to the overall Combine scoring.

Description: The inspiration for this Event is the “Oklahoma Drill” designed by the University of Oklahoma Sooners football team. This Event operates in the format of a tournament including all teams admitted to the Physical League, one Player must be equipped with a tackle sensor and must be capable of carrying the football. The playing field is defined by the lane of an NCAA basketball court. The Line of Scrimmage is the baseline of the court and the Goal Line is the free throw line. The Offense can place two Offensive Linemen anywhere along the Line of Scrimmage with the Running Back positioned anywhere the Offense desires behind the Line of Scrimmage. The Defense can place two Defensive Linemen anywhere along the Line of Scrimmage with the Defensive Back positioned anywhere behind the Line of Scrimmage. The football begins in the possession of the Running Back.

A coin toss is managed by the referee and called by the Visiting Team. The winner of the coin toss can choose to go on Offense or Defense first. Play begins on the first movement of the Ball Carrier, after which all players can begin to move. The goal of the Offense is to score a point by crossing the Goal Line without getting tackled or stepping out of bounds. The goal of the Defense is to prevent the Offense from crossing the Goal Line. The game consists of 3 Offensive possessions for each team alternating between which team is on Offense. A Round consists of each team having 1 Offensive attempt. Crossing the Goal Line counts for 1 point to the Offense. If the Offense fails to cross the Goal Line in a Round, the position they are tackled at will serve as the line of scrimmage for their next attempt if available (unless they are tackled for a Safety in which case they return to the Base Line for the next possession). The team with the most points after 3 Rounds wins. If there is a tie, the teams will continue to play Rounds in a similar manner to NCAAF Overtime Rules. This means that if a team has the lead after any successive Round they will win.

Teams will compete in a round-robin format playing every other eligible team once to establish rankings. They will then finish with a single-elimination tournament to determine the winner and overall standings for the drill. Any Players regardless of position can play in this competition and be subbed in and out as the team pleases.

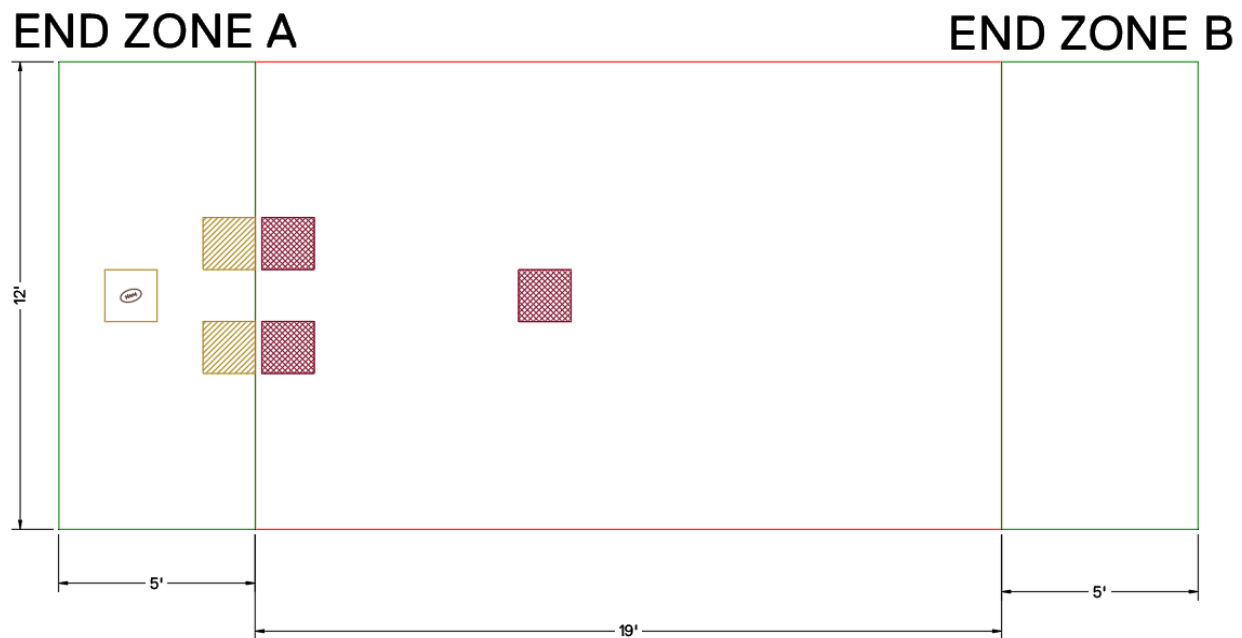


Figure 11: Oklahoma Drill Field. Cones can additionally be used to mark the corners of the endzones.

#12 Optional Experiment: Oklahoma Passing Tournament

Purpose: This Event tests the ability of a small team to pass the football and to defend the pass. It will not contribute to the overall Combine scoring.

Description: This Event operates in the format of a tournament including all teams admitted to the Physical League, one Quarterback and pass catching Players are required. The playing field is defined by the lane of an NCAA basketball court. The Line of Scrimmage is the baseline of the court and the Goal Line is the free throw line. The Offense can place two Wide Receivers anywhere along the Line of Scrimmage with the Quarterback positioned anywhere along the Line of Scrimmage as well. The Defense can place one Defensive Linemen anywhere along the Line of Scrimmage with 2 Defensive Backs positioned anywhere behind the Line of Scrimmage. The football begins in the possession of the Quarterback.

A coin toss is managed by the referee and called by the Visiting Team. The winner of the coin toss can choose to go on Offense or Defense first. Play begins on the first movement of the Quarterback, after which all players can begin to move. The Quarterback is not permitted to run the football downfield and may only throw the football. The referees will count 5 seconds after which they will signal that the Defense is allowed to cross the Line of Scrimmage to attempt sacking the QB. Note that all catches must be made beyond the Line of Scrimmage. The goal of the Defense is to prevent the Offense from completing passes and crossing the Goal Line. The game consists of 3 Offensive possessions for each team alternating between which team is on Offense. A Round consists of each team having 1 Offensive attempt. The Offense scores 1 point for a Touch Catch and 2 points for a Retained Catch as well as 1 point for crossing the Goal Line. The Defense scores 1 point for a Touch Interception and 2 points for a Retained Interception. If the Offense fails to cross the Goal Line in a Round, the position they are tackled at will serve as the line of scrimmage for their next attempt (unless they are tackled for a Safety or their Defense recovers a turnover at a better position). The team with the most points after 3 Rounds wins. If there is a tie, the teams will continue to play Rounds in a similar manner to NCAAF Overtime Rules. This means that if a team has the lead after any successive Round they will win.

Teams will compete in a single-elimination tournament to determine the winner and overall standings for the Event. Any Players can play in this competition and be subbed in and out as the team pleases.

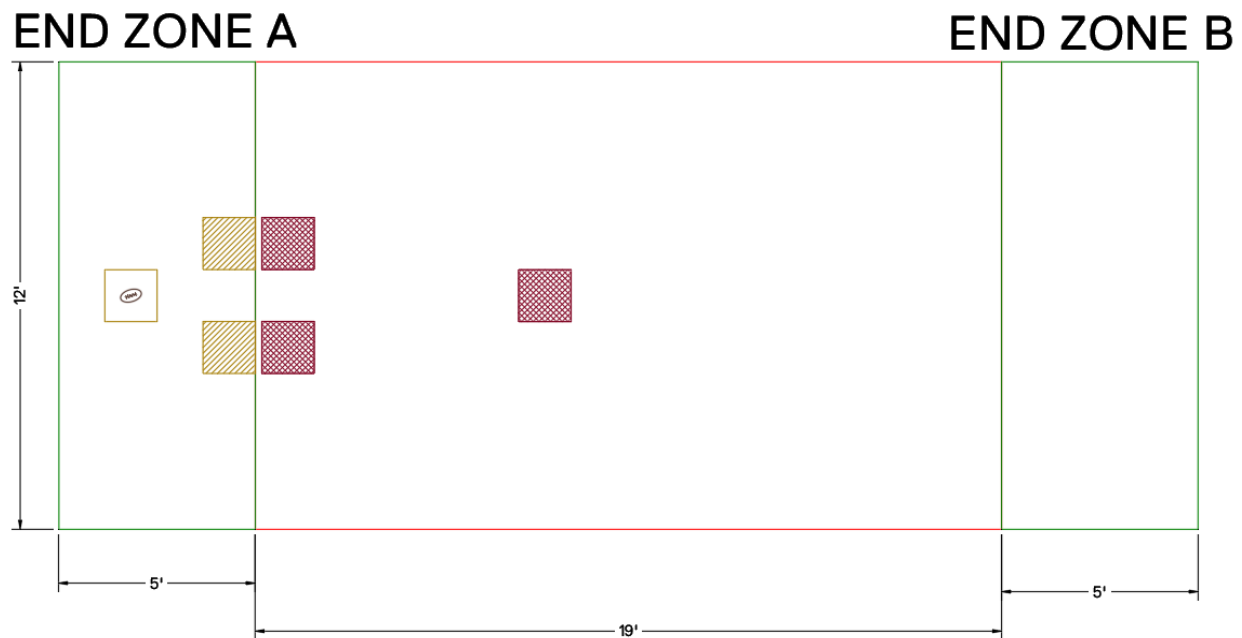


Figure 12: Oklahoma Drill Field. Cones can additionally be used to mark the corners of the endzones.