

The Scoring of Collegiate Robotic Football AKA Mechatronic Football

This document sets forth the scoring guidelines of the game of Collegiate Robotic Football. All points will accumulate to generate the official scores for each team. These guidelines are subject to change in accordance with the evolution of the competition. The separate categories were created in an attempt to make the game easier to learn for new schools and more enjoyable to watch for audiences. It is the intent of the CRFC that some of the Robot Points be lowered/eliminated in the future when such activities become the “norm” in most of the competitions.

NOTE: There are no caps/limits to the amount of Robot Points that can be earned in a game except for those explicitly mentioned below. The intent is to encourage and reward innovation wherever possible.

A. Football Points

1. A Touchdown (TD) is worth 6 points.
2. A Kicked Point After Touchdown (PAT) is worth 1 point.
3. A Converted PAT is worth 2 points.
4. A Field Goal (FG) is worth 3 points.
5. A Safety is worth 2 points.

B. Robot Points

1. A Completed Pass (by touch) is worth:
 - a. 2 points for a Short Pass (from the line of scrimmage up to 10 feet)
 - b. 3 points for a Long Pass (greater than 10 feet)All pass distances are measured perpendicular to the line of scrimmage.
2. Innovation Bonuses:
 - a. Successfully kicking a PAT/FG from a tee on the ground earns 2 additional points for each successful attempt.
 - b. Kicking a Kickoff/Punt from a tee on the ground earns 1 additional point per game.
 - c. Fully retaining a catch is worth 1 additional point per catch, the ability to advance the ball, and an Automatic First Down.
 - d. The Center snapping the ball directly from the ground to the Quarterback is worth 1 additional point per drive regardless of the plan ran (run or pass) or the outcome of the play.