

College Football 25

1. OKSE Handbook

All non game specific rules and regulations referenced here can be found in the [OKSE High School Rules Handbook](#)

2. OKSE Title Type

“College Football 25” is a Core game during the Fall 24’ Season of OKSE

Core games cannot be played from home and must have a coach present at all times during matches.

**Reference Section 3 “Types of Tournaments” in the handbook for additional information*

3. Match Procedure

Matches must abide by the following requirements.

1. Teams must start at the declared time. There will be a 10 minute grace period after the declared start time, after that the other team may request a forfeit.
2. Mode: Quick Play
3. If the wrong settings, map types or game modes are loaded while going into a map set, that map set must be restarted entirely. If a team notices that the rules were wrong during previous map sets, this can not be undone or replayed. Please make sure you check the settings for the lobby before playing a match.
4. The coach of the Home team will need to set up the lobby and put themselves to spectator mode. The spectator can only spectate only their team, unless otherwise given permission by the opposing team.
 - a. This is the only way to pause/unpause the game if needed, so make sure to have the host of the lobby be your spectator.

**Reference Section 14 “Matches-Results/Communication/Disputes/Rules” in the handbook for additional information*

3.1 Series Length

All Matches will be played as a best of 1 series

1. Best of 3 will only be played in the Grand Final.

**Reference Section 3 "Types of Tournaments" in the handbook for additional information*

3.2 Hosting

The team listed as the "Home" team will host the match.

3.3 Coach Requirements

1. Coaches are required to be present during matches with their players under some sort of supervision. This way, if there is an issue/discrepancy, both coaches can communicate rather than the players.
2. Coaches **must** have a mode of communication (Email, Text, google meet, Discord) established with the opposing coach and must be reachable during matches in order to be eligible to have your team compete.
3. Coaches **must** be a verified adult.

**Reference Section 9 "Coaches Expectations" in the handbook for additional information*

3.4 Settings

- Skill Level: All American
- Fatigue: Off
- Injuries: Off
- Quarter Length 5 minutes
- Accelerated Clock: 20 Sec
- Weather: Off
- Neutral Field Game

3.5 Restrictions

- Onside Kicks
 - Onside kicks are not allowed during the first half of play. Onside kick attempts can be made at any time during the second half.
- Excessive offsides
 - Neither the offense nor the defense should purposefully go offsides with the intent of delaying the game nor exhibiting unsportsmanlike conduct.
- Improper Audibles
 - Players may not audible out of the QB Kneel, Wildcat, Field Goal, or Punt formation.

4. Player Skins / Emotes

Player skins are allowed to be used during a match. Player emotes are allowed to be used during a match.

**Reference Section 16 "Coaches Expectations" in the handbook for additional information*

5. Streaming

**Reference Section 7-G "Match Broadcasting" in the handbook for additional information*

6. Stoppage of Play

The following criteria must be met to reset the game.

- Player Drop
- Player Disconnect
- Server Crash
- Disconnection happens within the first 3 minutes of the First Quarter

- Neither Player has scored
- The Player has no disconnected previously during the match
- Any other Disconnections or multiple disconnections will count as a loss for the disconnected player. Disconnections while a player otherwise would have scored may result in a loss for the disconnecting player

In NCAA, both players can pause the game, with both players needing to resume to unpause. Make sure players are not excessively pausing, and make sure to notify the opposing team whenever you do pause.

The coach must be present and communicating with the other teams coach during the pause. This can be done via text chat in discord or voice chat. Stoppage of Play can last as long as the other team needs if the coaches are in communication.

**Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

7. Player Counts

Titles with 1 player are limited to 6 teams per school.

Each team has to have the following criteria.

- Teams consist of 1 player.

**Reference Section 11 "Team Information" and Section 12 "Player Counts for Each Game" in the handbook for additional information*

7.1 Substitutions

Games with 1 player should not have any subs, all games should be played with the student initially designated at the beginning of season.

**Reference Section 12-D "Substitutions" in the handbook for additional information*

8. Mercy Rule

- A Competitor is at least 35 points or greater ahead of their opponent at the end of the first half.
- A Competitor is at least 28 points ahead of their opponent at the end of the 3rd or 4th quarter.

9. Disqualification

- Players who intentionally run up the score and then back off and then run up the score again prolonging the match will be subjected to 1 warning. If this has been determined by either coach, it must be said to the Team Leader who is in charge of the quadrant of that day/match. The Team Leader will then confer with the Administrator and a warning will be issued. If this happens more than once, the player who is intentionally being unsportsmanlike will forfeit the match and take a double loss and be eliminated from play for that tournament.
- Players who do not intentionally hit the mercy rule of 35 at half, yet back off to keep the game going after half will be subjected to a warning as well. If your player can hit the Mercy Rule then they should try their hardest to hit the mercy rule so the game can be ended and kept fair for the other player.
- Players who intentionally go offsidess during the match and create penalties in order to slow the game down or stop the game will also be subjected to a warning. Players should try to finish the game instead of prolonging it.

- Players who intentionally pause the game with the idea of throwing their opponent off or delaying the game will be subjected to a warning. Players may only pause the match in order to issue a challenge against a call. For reasons other than challenging a call, players may not at any point use the pause feature during gameplay. Each team is afforded a certain amount of timeouts during the match.

*For full rules violations, please refer to the [High School Handbook](#). Specifically sections Violations and Toxicity.

1. If you see any violations of the rules, STOP the match and notify the other coach IMMEDIATELY. Take a Screenshot or recording and report issues to the executive board IMMEDIATELY. All disqualification reports will be under review from the OKSE Executive Board.
2. ALL play should be stopped until the violation is resolved.

10. Platform

Eligible platforms include: Playstation 4, Playstation 5, Xbox One, Xbox Series X/S

10.1 Input

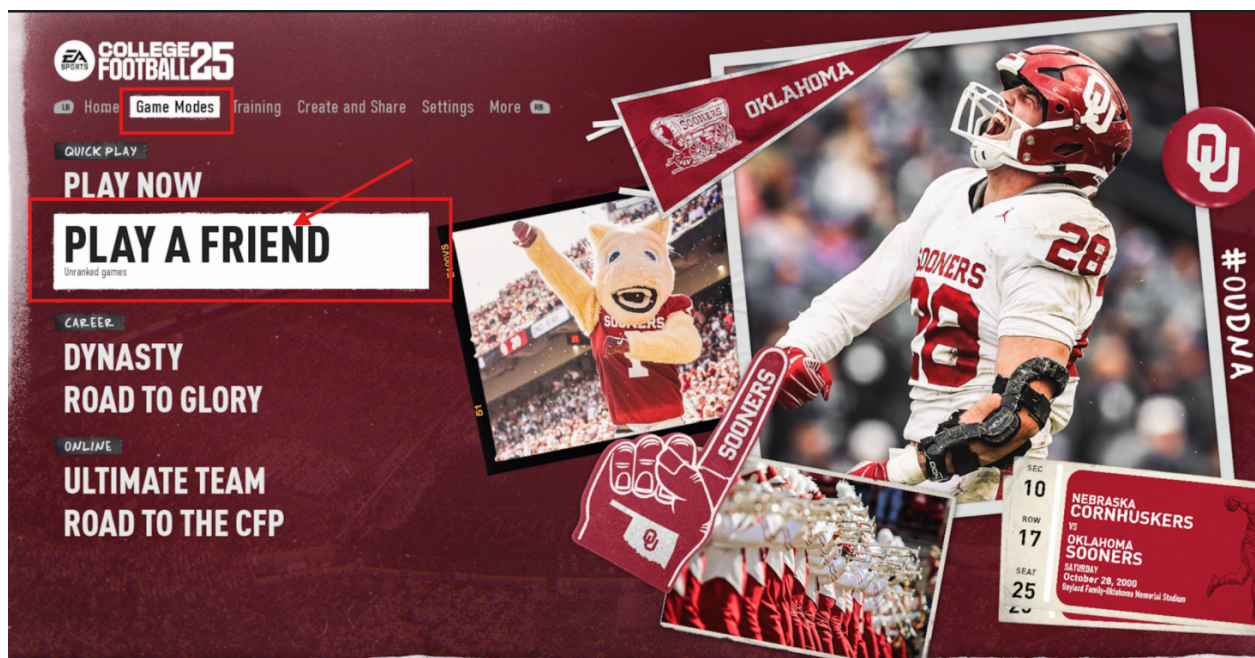
Input is determined by platform (controllers on console, controllers or mouse and keyboard on PC)

11. How-To

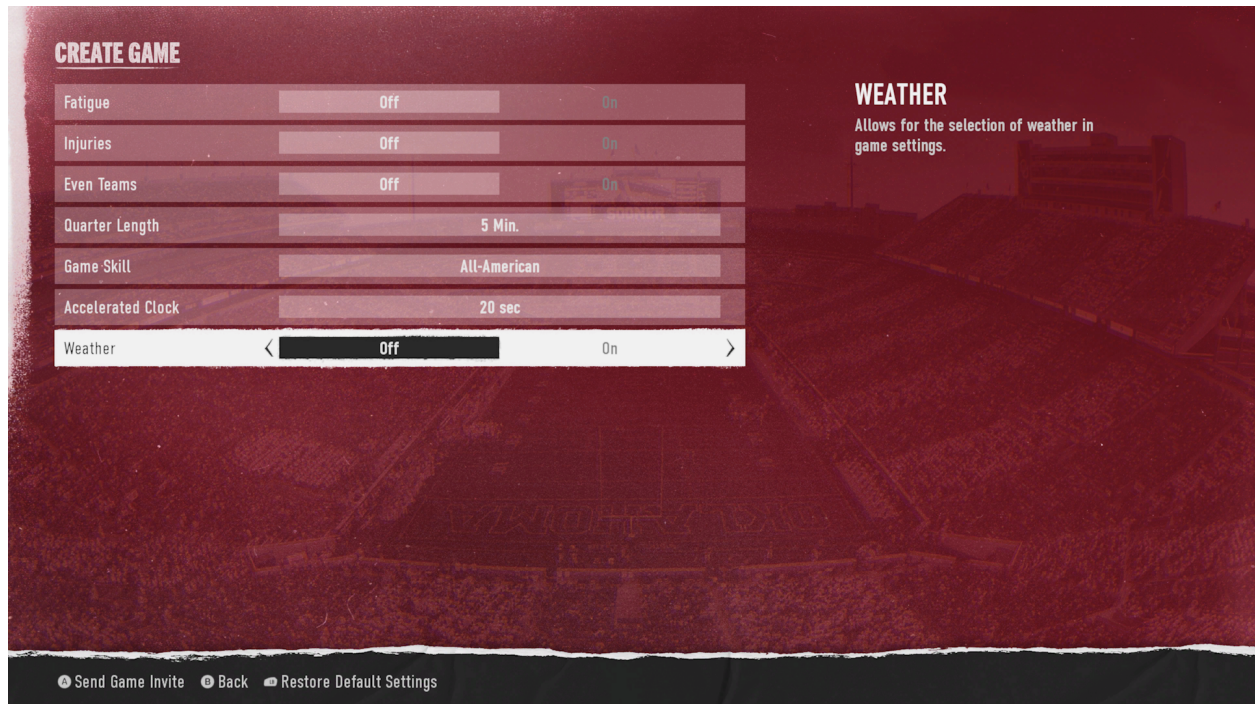
This section is designed to help any coaches or players create a custom lobby and change any maps, rulesets, or anything else that needs to be done before starting the match and any actions that needs to be within the match

Step 1: Before you do anything, contact the opposing team and friend them. You will need to invite them before you open the lobby.

Go to Game Modes, Pick play a friend, invite the opposing team.



Step 2: Fatigue: Off, Injuries: Off, Even Teams: Off, Quarter Length: 5 min, Game Skill: All-American, Accelerated Clock: 20 Sec., Weather: Off. Send the game invite.



Step 3: Once the opposing team has accepted the invite, the game should run its course. You can pause, call timeouts, challenge plays from the menu. Both players must resume to resume the game.

