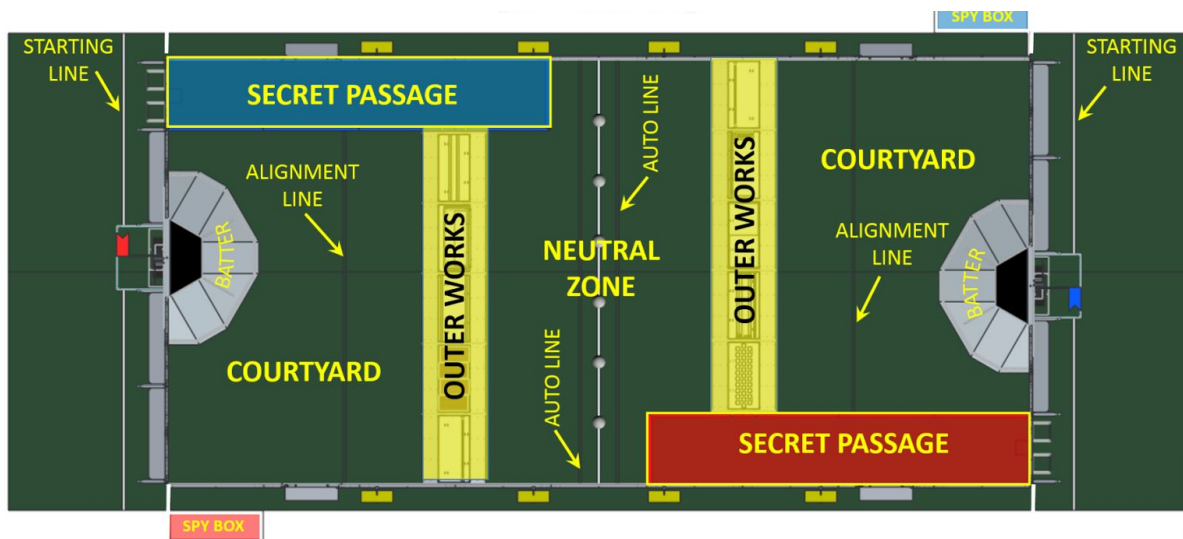
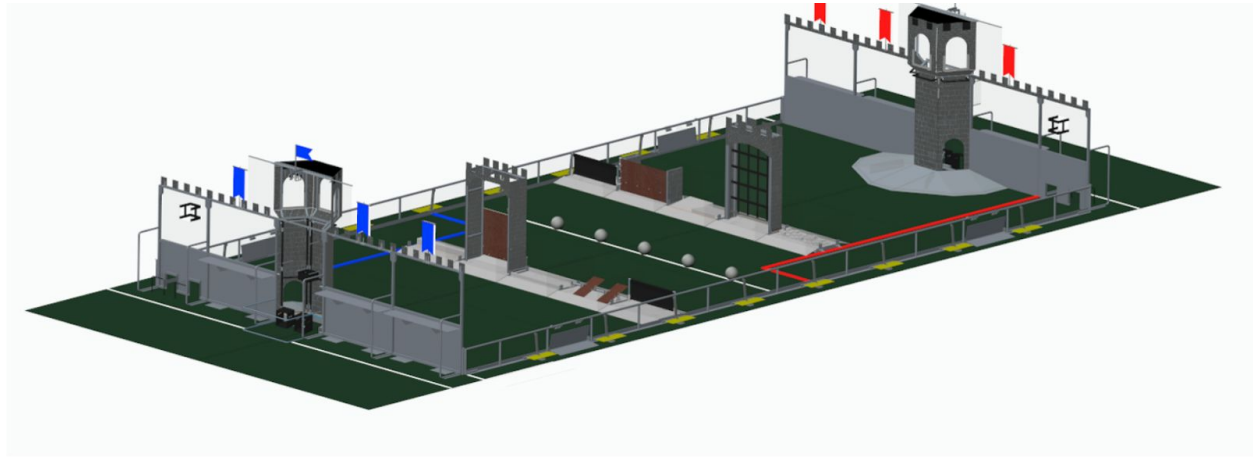


General Game Info 2016

Field Pics:



Overall: Teams must cross "outer works"(see above), aka the defense, and score into opposing alliances tower to damage and eventually capture the tower.

Match Play

● Match timing

- 2 min 30 secs, 15 sec auton at beginning
- 2 min and 15 secs teleop

- End game occurs during the last 20 seconds of the match

- **The defenses (see below)**

- Once the defenses are crossed twice they are damaged.
- When 4 out of 5 of the defenses are crossed the alliances outer works or defenses are considered breached.
- The low bar is a stopper that stops the balls from rolling onto other alliance side without assistance.

- **The Tower**

- The tower has 8 points.
 - Each goal reduces it by 1, and once it's 0 it is weakened.
 - Robots are considered challenging the tower if they are fully supported by it at the end of the match.
 - Robots are considered scaled if they are contacting the rung and their bumpers are above the low goal.

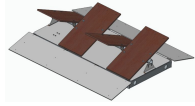
Match Logistics

- When a Drive Team loads their Robot
 - preload of 1 ball in or on the robot
 - or transfer boulder to a human player in their castle
- When a ball leaves the field
 - over guardrail- placed back into field at point of exit by field stewards
 - over castle wall- returned to courtyard at the corner of guardrail and castle by field stewards
 - through the castle and holes in human player station- belong to alliance

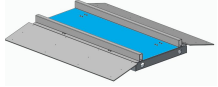
Match Defenses



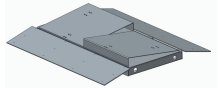
The Portcullis is an arched gateway with a door that opens when lifted up.



The Cheval de Frise is a series of four (4) independently tilting, weighted HDPE platforms.



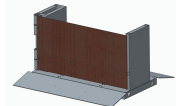
The Moat is a deep u-shaped channel, formed by vertical rectangular steel tubes.



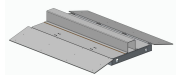
The Ramparts are two static, steel ramps, side by side, facing opposite directions.



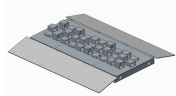
The Drawbridge is an arched gateway with a door that lowers toward the NEUTRAL ZONE.



The Sally Port is a door that can only swing toward the NEUTRAL ZONE.



The Rock Wall is a steel block.



The Rough Terrain is constructed from thirty (31) pieces of square or rectangular steel tubing.

Ranking Info

- Each team on a winning alliance receives 2 Ranking Points
- Each team on a losing alliance receives 0 Ranking points
- Each team in a tied game receives 1 Ranking point
- Each team on the alliance that Captures a Tower receives 1 Ranking Point (25 points during Playoffs)
- Each team on the alliance that Breaches the Outer Works receives 1 Ranking Point (20 points during Playoffs)

Match Scoring

Action	Penalty
FOUL	5 points credited towards the opponent's total score.
TECH FOUL	FOUL + STRENGTH of opponent's TOWER is increased by one (1)
YELLOW CARD	A warning issued by the Head REFEREE for egregious ROBOT or <i>FIRST</i> Robotics Competition Team member behavior or repeated rule violations. A subsequent YELLOW CARD within the same tournament phase will lead to a RED CARD.
RED CARD	A penalty assessed for egregious ROBOT or <i>FIRST</i> Robotics Competition Team member behavior, or repeated rule violations, which results in a Team being DISQUALIFIED for the MATCH.
DISABLED	ROBOT will be commanded to deactivate all outputs, rendering the ROBOT inoperable for the remainder of the MATCH.

Rules:

- G7- when placed on the field for a match, each robot must:
 - pass inspection and follow robot rules
 - not be in contact with a boulder on midline
 - be only item left on field by drive team
 - be confined to its starting configs
- G8- drive teams can't cause major delays
- G9-Drive team must be in castle behind the starting line prior to start of match with exception of spy
- G12-Prohibited actions with regards to Arena interactions
 - grabbing, grasping, attaching to, grappling, hanging, becoming entangled, and damaging
- G13- During auto, robots can't enter volume above midline
- G15- During Auto, Drive team can't touch anything in front of the Starting line
- G17- Robot cannot exceed 4ft 6in except during teleop
- G18-Robots can't extend more than 15in beyond frame perimeter
- G20-Robots can only enter or exit their opponents Secret Passage from/to the opponent's courtyard.
- G21-A robot contacting carpet in the opponent's Secret Passage may not contact opposing Robots
- G22- No pinning more than 5 seconds
- G23- Fallen robots have 10 seconds of grace period
- G24- No attaching, damaging, tipping, or entangling other Bots
- G25-A robot cannot

- intentionally tip over
- coordinate a blockade of the field
- through one of the holes in the human player station
- G26- only 1 robot may contact the carpet or batter inside courtyard
- G27- Bot may not transfer balls from neutral zone to opponents secret passage
- G28- During final 20 seconds, robots in their courtyard may not contact an opponent robot
- G33-balls may only be introduced
 - during teleop
 - by driver or human player
- G34-No more than 6 balls may be in the castle. Excess balls must be introduced to field immediately
- G38-Robots may not control more than 1 ball at any time
- G39-Robots can't launch boulders unless they touch opponent's courtyard carpet or tower
- G40-A robot may not cause a boulder to move from neutral zone into the opponent's courtyard unless:
 - the robot contacts the boulder within outer works and
 - the robot completes its crossing
- G41-During a crossing, robot may not cause more than 1 ball to move from neutral zone into opponent's courtyard
- G42-Robots may not intentionally eject balls from field other than through the goals
- G43-Robots on the same half of the field as their alliance tower may not interfere with opponent robots attempting to traverse outer works (regardless of direction)

Please see the full game manual for complete game specifics.