

OCCRA Over n' Out - Rules Cheat Sheet

Section 2 - Game Rules

Rule	Page	Description
<G1>	17	Treat everyone with respect.
<G2>	17	Use common sense.
<G3>	17	<i>Robots begin the Match in the Starting Configuration.</i>
<G4>	17	Keep your <i>Robots</i> together.
<G5>	18	The red <i>Alliance</i> , or the highest seed, sets their <i>Robot</i> last.
<G6>	18	Operate your own <i>Robot</i> .
<G7>	18	Only <i>Drive Team</i> members, and only in the <i>Alliance Zone</i> .
<G8>	18	Only <i>Human Players</i> interact with <i>Balls</i> and the <i>Field</i> .
<G9>	19	You can't force an opponent into a <i>Foul</i> .
<G10>	19	Don't destroy other <i>Robots</i> ; but, be prepared for <i>Robot Interaction</i> .
<G11>	19	Offensive <i>Robots</i> get the "benefit of the doubt".
<G12>	20	Let go of <i>Balls</i> after the <i>Match</i> .
<G13>	20	"It ain't over 'till it's over".
<G14>	20	Be prepared for minor <i>Field</i> variance.
<G15>	20	Replays are possible, but rare.
<G16>	20	Using the <i>Placebo</i> .
<G17>	21	The Q&A system is an extension of the game manual.
<G18>	21	The GDC reserves the right to make changes to the rules.



Section 2 - Specific Game Rules

Rule	Page	Description
<SG1>	22	Starting a <i>Match</i> .
<SG2>	23	<i>Robot</i> extension is limited once the <i>Match</i> begins.
<SG3>	23	Do not touch the other side of the <i>Field</i> through or over the <i>Fence</i> .
<SG4>	24	Watch your <i>Possession</i> limit.
<SG5>	24	<i>Hoarding</i> is prohibited.
<SG6>	25	Keep <i>Balls</i> to yourself and your <i>Alliance</i> partner.
<SG7>	25	No descoring <i>Balls</i> from the <i>Field</i> or <i>Goals</i> .
<SG8>	25	Don't clamp your <i>Robot</i> to the <i>Field</i> .
<SG9>	25	Only load <i>Robots</i> when they are at least partially in the <i>Loading Zone</i> .
<SG10>	26	<i>Human Players</i> can only carry one <i>Ball</i> at a time.
<SG11>	26	<i>Human Players</i> only place <i>Balls</i> onto their <i>Alliance Robots</i> .
<SG12>	27	<i>Floor Score Balls</i> only when in the <i>Fence Zone</i> .
<SG13>	27	<i>Score Balls</i> into <i>Low</i> or <i>High Goals</i> only when in the <i>Goal Zone</i> .
<SG14>	27	<i>Robots</i> must partially leave the <i>Goal Zone</i> before scoring another <i>Ball</i> .
<SG15>	28	Don't touch your opponent in their <i>Loading</i> or <i>Goal Zones</i> .
<SG16>	28	No <i>Trapping</i> for more than five (5) seconds.
<SG17>	28	The <i>Field</i> should be laid out according to the manual.
<SG18>	29	Don't linger in opponent's zones for more than five (5) seconds.



Section 4 - Robot Rules

Rule	Page	Description
<R1>	37	What is a <i>Robot</i> ?
<R2>	38	<i>Robots</i> must be pre-inspected.
<R3>	38	<i>Robots</i> must be inspected.
<R4>	38	Certain mechanisms may not be allowed.
<R5>	39	<i>Robots</i> have starting and expansion size limits.
<R6>	39	<i>Robots</i> should be built during the season.
<R7>	39	<i>Robots</i> should be designed, built, and programmed by <i>Students</i> .
<R8>	40	<i>Robots</i> have a weight limitation.
<R9>	40	<i>Robot</i> frames should be off the ground not easily stuck.
<R10>	40	<i>Robots</i> have limitations on what parts can be used.
<R11>	41	<i>Robots</i> and parts may only be made using certain tools.
<R12>	42	<i>Robots</i> must have an <i>Alliance</i> flag holder.
<R13>	42	<i>Robots</i> with pneumatics must follow strict guidelines.
<R14>	42	<i>Robots</i> may only use certain motors and servos.
<R15>	43	<i>Robots</i> must use certain power sources.
<R16>	43	<i>Robots</i> can only use certain control devices.
<R17>	43	<i>Robots</i> can only use certain gauge size wire.
<R18>	44	<i>Robots</i> must have a control box.
<R19>	44	<i>Robots</i> must be controlled using VEX joysticks.
<R20>	44	No modifications to pneumatic or electrical components.



Section 5 - Conduct & Safety Rules

Rule	Page	Description
<CS1>	45	Keep the <i>Robot</i> and <i>Drive Team</i> members safe.
<CS2>	45	Keep the pit area safe and respectful.
<CS3>	46	Use any available electricity in the pit safely.
<CS4>	46	Be on your best behavior when attending events.
<CS5>	46	No sponsors on <i>Robots</i> , apparel, or at events.

