

## OCCRA Over n' Out - Manual Update 1

The following updates have been made to the rules based on some errors made in the writing of the manual, as well as some gameplay issues the Game Design Committee has noticed through the first two events of the season. All parts of the game manual and supporting documents are unchanged unless mentioned here. The game manual and supporting documentation have all been updated to reflect the changes mentioned below.

### 2.3 Game Definitions

**Ball** - A ~~yellow~~ red standard thirteen (13) inch diameter kickball, with a mass of roughly two (2) lbs and inflated to roughly one point five (1.5) psi.

This change is to reflect that the *Balls* the committee ended up being able to procure for the season ended up being red instead of yellow.

**Goal Zone** - A zone marked with red or blue tape. This zone measures ninety-six (96) inches wide by forty-eight (48) inches long located in front of the *Low Goal*, and a *Robot* must be at least partially within this zone to *Score Balls* into the corresponding *Low or High Goal*. When a *Robot* of the corresponding color is at least partially touching the carpet within this zone, the opponent may not make contact. *Robots of the opposing color may not remain partially or fully within their opponent's Goal Zone continuously for more than five (5) seconds.*

This change is to clarify and simplify what it means to be within the *Goal Zone*, and to reflect the addition of <SG18>.

**Loading Zone** - Any of the four (4) zones in the corners of the Field marked with either red or blue tape. These zones measure forty-eight (48) inches wide x forty-eight (48) inches long, and when any part of a *Robot* of the corresponding color is at least partially touching the carpet within this zone, the opponent may not make contact. *Robots of opposing color may not remain partially or fully within their opponent's Loading Zone continuously for more than five (5) seconds.* *Human Players* are only allowed to load *Balls* into their *Alliances Robots* when the *Robot* is at least partially within the zone.

This change is to reflect the addition of <SG18>.



## 2.5 General Game Rules

### <G18> ...

Any changes made to the manual will be announced in ~~Team updates sent out to Teams weekly~~ **Manual Updates emailed to Teams and posted on ChiefDelphi**, and the game manual will be updated to reflect the change made. Any rule changes made will also be announced during *Drive Team* meetings at the beginning of every event.

This change is to reflect the modification in how the GDC updates and publishes manual changes.

**<SG14> Robots must ~~completely~~ partially leave the Goal Zone before scoring another Ball.** After a Robot has Low Goal Scored or High Goal Scored a Ball, it must ~~completely~~ **partially** leave the Goal Zone before Scoring another Ball.

This change is to relax the burden on Teams to play within the confines of this rule. This rule will continue to NOT be called except for egregious cases or when a "camping" strategy is attempted by an offensive Robot, as originally outlined in the game manual.

**<SG18> Don't linger in your opponent's zones.** Robots may only be partially or fully within opposing zones for a maximum of five (5) seconds. If Robots are pushed into this zone by their opponent, they are still required to exit the zone within five (5) seconds, unless the opponent is *Trapping* the Robot, preventing them from exiting the zone.

Violation: **FOUL** after five (5) continuous seconds and additional **FOUL** every five (5) seconds thereafter.

Violations of this rule when a Robot of the Alliance color that corresponds to the zone is NOT contacting the offending Robot will NOT result in a **FOUL**. A Robot that has shown to be non-functional will not be assessed **FOULS** under this rule; however if they become functional later in the Match, **FOULS** could be assessed at the Referee's discretion. Match affecting violations will result in a *Disqualification*. Repeated violations of this rule could also result in *Disqualification* from the Match.

This rule was added to prevent a defensive Robot from "camping" in their opponents Goal or Loading Zone and preventing the offensive Robot from ever getting within the zone. If a defensive Robot not partially within the opponent zone prevents an offensive Robot from partially getting into the zone, no **FOUL** will be issued.

