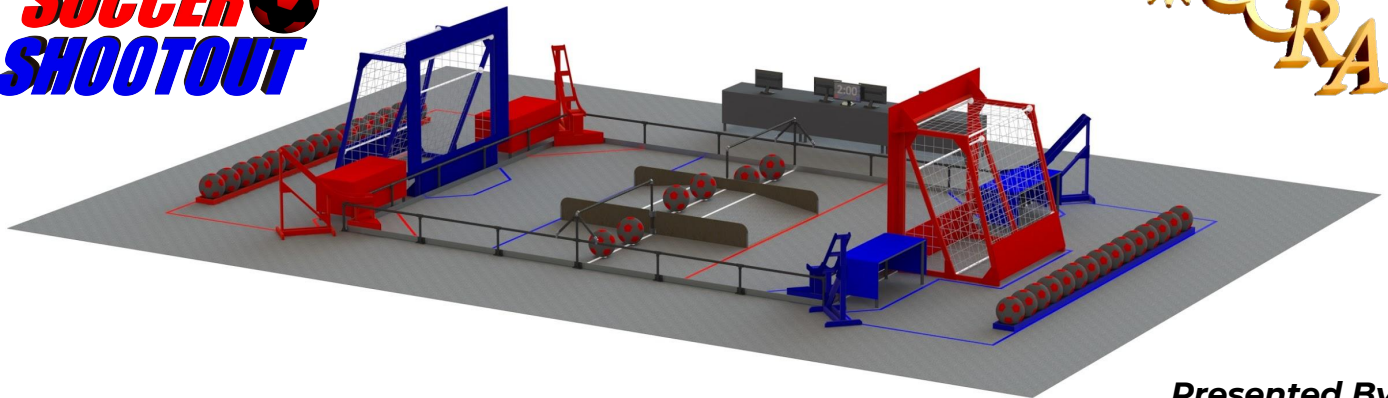


# 2020 SOCCER SHOOTOUT



Presented By



**DTE Energy<sup>®</sup>**  
**Foundation**

## OCCRA Soccer Shootout - A Primer

OCCRA Soccer Shootout is played on a *Field* which is a twenty-four (24) foot x thirty (30) foot carpeted area, surrounded by a metal pipe *Field Perimeter*. Each *Match* consists of two (2) *Alliances* - one “red” and one “blue” - which are each composed of two (2) *Drive Teams* with one (1) *Robot* each. A *Match* lasts one-hundred and twenty (120) seconds, during which *Drivers* control the *Robots*. There is no autonomous period in OCCRA Soccer Shootout.

There is a *Goal Zone*, a *Low Goal*, and a *High Goal* on each end of the *Field*. There are also two (2) *Human Player Stations* and two (2) *Loading Zones* on each end of the *Field*. There are forty (40) *Balls* that can be *Scored* in different ways:

- *Low Goal Scored* when a *Ball* is scored in the *Alliance’s Low Goal*; worth one (1) *Match Point* per *Ball*.
- *High Goal Scored* when a *Ball* is placed in the *Alliance’s High Goal*; worth three (3) *Match Points* per *Ball*.

There is a *Ramp* in the middle of the *Field*. Each *Robot* that ends the *Match* completely within the *Ramp Zone* earns an additional three (3) *Match Points* towards its own *Alliance’s* score.

The *Alliance* that has more *Match Points* at the end of the *Match* is declared the winner, and receives a *Win Bonus* of ten (10) *Match Points* added to their *Match* score, or if both *Alliance’s* have the same amount of *Match Points*, a *Tie Bonus* of five (5) *Match Points* is added to both *Alliance’s* scores. All *Match Points* are scored once the *Match* ends and all objects have come to rest.

