

# **Arena Robot Foosball**

## **Team robotics**

1. One team of 3 robots play against one team of 3 robots
2. Play will follow a double elimination bracket tournament
3. Teams will be responsible to watch for their match times

## **Field layout and ball**

1. The game is played on a 24 ft. x 12 ft. field (see below)
2. The field is divided into 6 zones that are 4 ft. x 12 ft.
3. There will be one robot in each zone
4. There are two teams, a red team and a blue team
5. The team members alternate on the field like on a foosball table
6. Robots pass the ball across an opponent's zone to advance the ball
7. There will be on 2 ft. x 6 ft. goal at each end of the field
8. To score a ball must move entirely into the opponents goal area
9. Referee decisions on game play and scoring are final
10. The field will be enclosed with 3.5 inch high walls
11. The field perimeter will be set on a smooth concrete floor
12. The ball will be a whiffle type softball practice sized ball without holes
13. If a ball leaves the field, it should be placed back where it went out

## **Game play**

1. The game will be played for 4 specified time periods (time will depend on entries)
2. The robots and drivers rotate field positions after each period
3. Rotation is: offense becomes goalie, everyone else moves up
4. During the final period teams may choose robot and driver positions
5. A short half time break can be used to make robot repairs
6. Balls will be introduced into play by the referee
7. The introduced ball will be rolled in along a zone boundary line
8. The referee will reintroduce a ball that is not moving back into play. Ball Clock - ball must continue in motion or reintroduced within 5 seconds. No "holding" or delays of the ball will be allowed.
9. There will be the potential of 3 balls all moving simultaneously in each arena.
10. The referee will decide when a ball is not moving in play
11. Only the referee is allowed onto the field during game play
12. Referee decisions on game play and scoring are final

## **Robot modifications**

1. Robots can be modified to improve passing and scoring ability
2. Robots must not exceed 2 ft. x 2 ft. x 2 ft. while playing the match
3. Robots must stay within their zone including any modifications
4. If a modified robot breaks, an unmodified robot can be substituted
5. The team should bring an extra unmodified robot for substitution

