

Arena Robot Foosball (Cow Chip Ball)

(3 arenas: Elem, Middle, High)

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 opponent's 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 painted tennis ball
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 (1 minute/period)
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. A ball that is not moving in play will be reintroduced by the referee. Ball Clock - ball must continue in motion or reintroduced within 10 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

13. In the case of a tie, the team that scores the last point will be declared the winner.

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
6. A broken modified robot can be repaired during the game
7. All robot repair must be done off the field

Field etiquette

1. Only the referee is allowed on the field during game play
2. Team members may stand or sit next to their zone
3. The red team will be on one side, the blue team on the other
4. Spectators should sit in the area 3 ft to 6 ft from the field
5. Spectators may stand in the area beyond 6 ft

