

## **Arena Robot Foosball (Hail Storm)**

### **(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 single 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 may 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 plus an 12" fence
11. The field perimeter will be set on a smooth concrete floor
12. The ball will be a ping pong ball
13. If a ball leaves the field, it should be placed back in the launcher

#### **Game play**

1. The game will be played for 4 minutes
2. Balls will be introduced into play by the referee
3. The introduced ball will be shot from a launcher from each end zone boundary line
4. A ball that is not moving in play will be reintroduced by the referee. Ball Clock - ball must continue in motion or reintroduced within 15 seconds. No "holding" or delays of the ball will be allowed
5. There will be the potential of 26 balls all moving simultaneously in each arena (6 of them will be of a different color and be worth 2 points)
6. The referee will decide when a ball is not moving in play
7. Only the referee is allowed onto the field during game play
8. Referee decisions on game play and scoring are final
9. In the case of a tie - flip a coin

#### **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 (there will be a box there for measurement)

3. Robots must stay within their zone including any modifications
4. If a modified robot breaks, the timer will not stop, the player may ask for assistance from the judge to help get the robot out of play to be fixed and put back into play when completed.
5. The team may bring an extra 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

