



Robot Soccer

Eligibility

Three (3) teams of two (2) members.

Time Limits

1. This will be a tournament with 3-minute matches.

Procedure

1. Participants report to the event area at the time and place stated on the map.
2. The event coordinator checks in each team.
3. Entries are reviewed by judges.

Regulations

Played on a std. Vex field 12' x 12' with a goal 24"w x 12" h x 12"d and 3 mobile goals from the 2017- 18 game as obstacles per end. see Fig.1 for placement.

The ball will be to be regulation dodge ball inflated to (TBD) psi. A low psi will reduce both the chance a sharp robot will cause a puncture and help keep the ball from bouncing out of the field.

Robot must fit in a 10" x 10" column of any height at start of a match. Once the game starts the robot may expand and does not have to return to the pre-game size.

Robots can have only one brain and ten Vex motors. Teams may substitute up to two motors with a pneumatic cylinder.

Robots may have one or more arms. pushing and kicking mechanisms are allowed.

Gripping, lifting, or carrying the ball is not allowed.

Robots may contact each other in the course of playing the ball. The ball is to remain the focus of the game. A robot that intentionally attempts to disable another robot will be given a yellow card. A second yellow card will forfeit the match.

See Fig. 1 for starting setup.

Robots must start completely inside their start tile area.

For a restart they must be completely inside their restart area.

The game will follow the rules for soccer.

The number and rules for the mobile obstacles (Cones) may change after the game is play tested.

A robot may move the cones any way they want.

If a cone is pushed into a goal, then it should be moved back to an empty setup spot. Start with the center first if it can be placed without moving another cone.

Evaluation

When a goal is scored:

A goal is scored when more than half of the ball enters the goal. The ball does not have to stay in the goal to count.

The game is paused. Teams move their robot to their restart area (one team member may enter the field and move the robot if needed to speed up the game). When the robots are ready the ball will be put on the center spot and the official will restart the game.

If the ball is unplayable (i.e., lodged in or on a robot, stuck in a corner, leaves the field, etc.) the official will pause the game to retrieve the ball. Game play will be resumed as if a goal had been scored.

The team with the most points WINS!!!

Fig.1 Soccer Field setup.

