

Rules for UnderDrive

I. Communication

- a. Team 1261 takes great pride in communication and letting the public know what is going on about the event.
- b. All questions about the game and the competition, including questions about registration can be directed towards the following email address: sunnygupt@gmail.com
- c. A registered team will receive an email address to contact in case they have questions. This email address will be a 1261 official who will provide a quick response and official word on any questions brought to them.

II. Tournament Play

- a. Qualification (Seeding) Matches
 - i. Teams will play exhibition matches during the day.
 - ii. Matches will consist of a 20 second autonomous followed by a 120 second operator control period.
 - iii. The number of matches played will depend on the number of teams at the event and the number of fields available.
- b. Ranking
 - i. One aspect of the ranking system is wins vs. losses. Teams will be ranked by the number of wins and losses they have.
 - ii. Another factor is average match score. A team will receive THEIR OWN score during that match after all penalties have been accounted for.
- c. Alliance Selection
 - i. The top 8 ranked teams will be allowed to pick 2 other teams to go with them to the finals. Then the top eight seeds will play it out to determine who will move on throughout the tournament. [If the number of teams does not exceed 24, then the top 4 ranked teams will choose alliances.]
 - ii. Once a team has refused an offer, they may not say yes to another offer.
 - iii. A lower rank team CANNOT ask a higher rank team to join their alliance, but a higher ranked team CAN ask a lower ranked team to join their alliance.
- d. Elimination Rounds
 - i. Please refer to the tournament bracket to see how the tournament will be played.
 - ii. All rounds will be played in a “best out of three” format.

III. The Robot

- a. Size
 - i. A robot cannot exceed the dimension 10” by 13” by 20”. The robot will be placed in a sizing box with the proper inner dimensions to assure that the robot does fit inside the official dimensions.
- b. Safety
 - i. The intent of this competition is to have fun, not to destroy each other’s robots. A tournament official will make the call of whether or not a robot is deemed safe.
 - ii. If the robot is deemed unsafe by a tournament official, during the event or a match, the robot will not be allowed to compete until they have been deemed safe by the SAME official.
- c. Autonomous and Operator Control
 - i. Teams will have to manually turn on autonomous and operator control. So, teams will need have a manual button or switch to switch into operator control
- d. Further Restrictions
 - i. There will no further restrictions.
 - ii. This is a competition where we want teams to be able to have fun while showing what they can do. So we leave the caliber of robot performance up to the teams.

IV. The Game

- a. Official Rules

- i. Please refer to the following link for Official Game rules: http://www.usfirst.org/uploadedFiles/Community/FRC/FRC_Documents_and_Updates/2008_Assets/Manual/7%20-The%20Game-RevG.pdf
- b. Changes
 - i. For all lines, the robot must COMPLETELY cross back over the line in the clockwise direction in order to evoke a penalty. Multiple lines equal multiple penalties.
 - ii. Scoring will be finished after everything has come to a rest, which will be roughly 3-5 seconds after the end.
- c. The Field
 - i. Everything in this competition is 1/3 scale. The following link is to the official FRC field. Take the measurements and divide by 3: http://www2.usfirst.org/2008comp/Drawings/2008%20Field/2008%20Arena_Layout_and_Marking.pdf
- d. The ball.
 - i. We will be using a 13" kickball in this competition. The official ball can be found at the follow link (scroll down a little and it's right there): http://www.shapeupshop.com/athletic_equipment/balls/playground.html