




2019

ROLL  DICE

Presented By



**DTE Energy®
Foundation**



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Section 1 - Introduction

1.1 Overview

OCCRA (Oakland County Competitive Robotics Association) is a county-wide association of students, teachers and volunteers providing opportunities in science, technology, engineering, and mathematics (STEM) disciplines for students in grades 6-12. Each year, school-based teams of students and mentors participate in a competitive robotics tournament, challenged to display their technical and collaboration skills through intense and fast paced gameplay.

OCCRA is supported by the Oakland Schools Education Foundation (OSEF), whose support is made possible through the generosity and support of area businesses and individuals.

OCCRA's Mission

The Oakland County Competitive Robotics Association (OCCRA) shall organize and administer a high school competitive robotics league in Oakland County for the purpose of:

1. Generating enthusiasm for technical and academic disciplines such as design, engineering, physics, mathematics, and electronics through student designed and built robots
2. Providing a format for integrating and applying diverse scientific, technical, and other areas of study within the high school curriculum
3. Providing recognition and encouragement for students who devote their energies to these technical, scientific, and other areas of study
4. Promoting team and workplace skills, and good sportsmanship
5. Raising awareness within high schools of the diverse technical career options available in our county and state
6. Creating partnerships with corporations and the educational community that will enrich the high school experience for our students by providing greater access to individuals in scientific and technical careers



1.2 OCCRA Roll The Dice: A Primer

OCCRA Roll The Dice is played on a *Field* which is a twenty-four (24) foot x thirty (30) foot carpeted area, surrounded by a metal pipe *Field Perimeter*. Each *Match* consists of two (2) *Alliances* - one “red” and one “blue” - which are each composed of two (2) *Drive Teams* with one (1) *Robot* each. A *Match* lasts one-hundred and twenty (120) seconds, during which *Drivers* control the *Robots*. There is no autonomous period in OCCRA Roll The Dice.

There is a *Goal Zone* and a *Goal* on each end of the *Field*. There are also two (2) *Human Player Stations* and two (2) *Loading Zones* on each end of the *Field*. There are forty-four (44) *Dice*, and four (4) *Bonus Dice* that can be *Scored* in different ways:

- *Floor Scored* in the *Alliance's Goal Zone*; worth one (1) *Match Point* per *Die*
- *Goal Scored* when a *Die* is placed in the *Alliance's Goal*; worth the amount shown on the *Die* facing towards the middle of the *Field*, or towards the *Driver's Station*. One (1) dot on the *Die* is worth one (1) *Match Point*, two (2) dots is worth two (2) *Match Points*, three (3) dots is worth three (3) *Match Points*.
- *Bonus Goal Scored* when a *Bonus Die* is placed in the *Alliance's Goal* at least partially above the white *Bonus Line*; worth the amount shown on the *Bonus Die* facing towards the middle of the *Field*, or towards the *Driver's Station*. Four (4) dots on the *Bonus Die* is worth four (4) *Match Points*, five (5) dots is worth five (5) *Match Points*, six (6) dots is worth six (6) *Match Points*.

The *Alliance* that has more *Match Points* at the end of the *Match* is declared the winner, and receives a *Win Bonus* of ten (10) *Match Points* added to their *Match* score, or if both *Alliance's* have the same amount of *Match Points*, a *Tie Bonus* of five (5) *Match Points* is added to both *Alliance's* scores. All *Match Points* are scored once the *Match* ends and all objects have come to rest.

For more details and specific gameplay rules, please see Section 2 - The Game.

For more information about OCCRA, visit the [OCCRA Website](#), follow Oakland Schools on Twitter @[OaklandSchools](#), or visit Oakland Schools Facebook page at [Oakland Schools - Michigan](#).



Section 2 - The Game

2.1 Overview

This section describes the 2019 OCCRA game entitled *OCCRA Roll The Dice*. It also lists the game definitions, scoring amounts, and game rules.

2.2 Game Description

Matches are played on a *Field* set up as illustrated in the figures and described throughout. Two *Alliances* - one “red” and one “blue” - composed of two (2) *Drive Teams* and *Robots* each, compete in each *Match*. The object of the game is to attain more *Match Points* than the opposing *Alliance* by scoring *Dice* in various ways.

A *Win Bonus* is awarded to the *Alliance* that has the most *Match Points* at the end of the *Match*, or a *Tie Bonus* if the *Match Points* are tied.

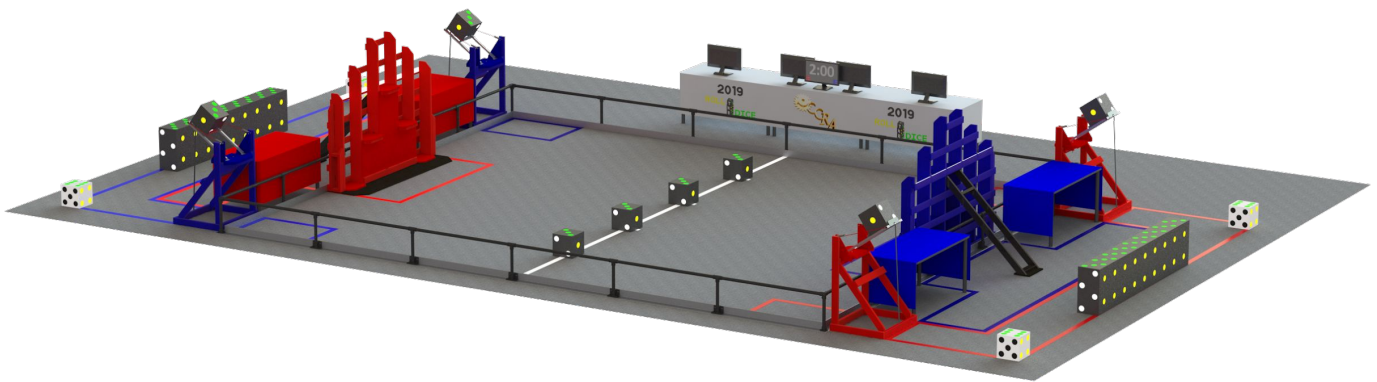


Figure 1: Iso view of the Field in its initial setup configuration.

Note: The illustrations in this section of the manual are intended to provide a general visual understanding of the game. Teams should refer to official field specifications, found in Appendix A, for exact field dimensions, and details of field construction.

Each OCCRA Roll The Dice Match includes the following:

- Two (2) stationary *Goals and Goal Zones*
 - One (1) of each located at either end of the *Field* and designated with either red or blue to correspond to each *Driver Station Zone*.
- Four (4) stationary *Human Player Stations* and two (2) *Human Player Zones*
 - One (1) *Human Player Zone* located at either end of the *Field* designated with either red or blue tape to correspond to the *Driver Station Zone* on the opposite end of the *Field*.
 - One (1) *Human Player Station* located in each corner of the *Field* designated either red or blue to correspond to the *Driver Station Zone* on the opposite end of the *Field*.
- Four (4) *Loading Zones*
 - One (1) located in each corner of the *Field* and designated with either red or blue tape to correspond to the nearest *Human Player Station*.
- Forty-four (44) *Dice*, and four (4) *Bonus Dice*
 - Four (4) *Dice* that start on the carpet along the *Center Line* on the *Field*.
 - Eighteen (18) *Dice* that start in each *Human Player Zone*.
 - One (1) *Dice* that start on each *Human Player Station*.
 - Two (2) *Bonus Dice* that start in each *Human Player Zone*.
- Two (2) *Driver Station Zones* and four (4) *Driver Stations*
 - One (1) *Driver Station Zone* located at either end of the *Field* designated with either red or blue tape to correspond to each *Goal Zone*.
 - Two (2) *Driver Stations* located at each end of the *Field* and designated either red or blue to correspond to each *Driver Station Zone*.
- One (1) *Center Line*
 - One (1) marked with white tape located along the center of the *Field* with crosshair markings designating the starting location of *Dice* on the *Field*.

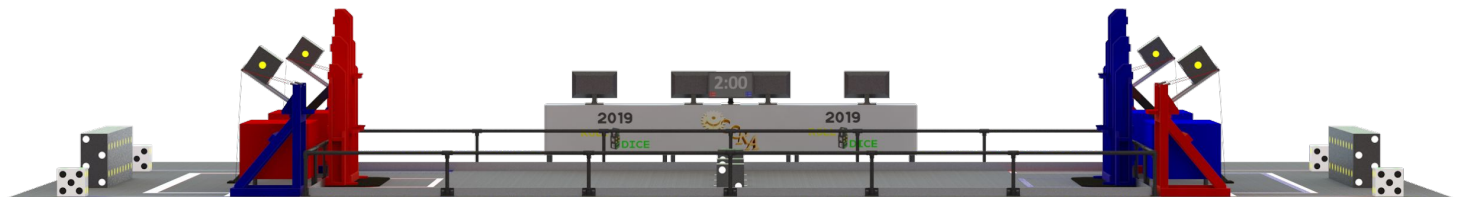


Figure 2: Front view of the Field in its initial setup configuration.

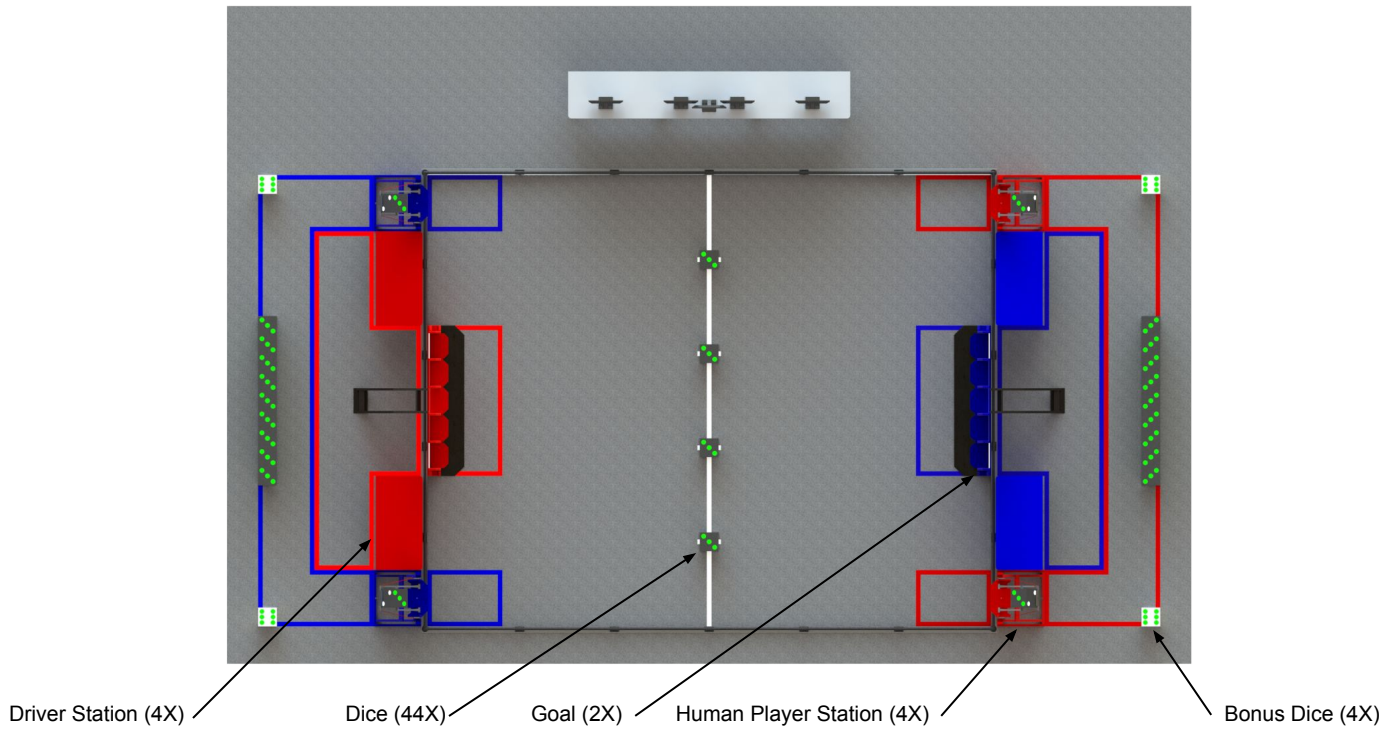


Figure 3: Top view of the Field in its initial setup configuration; annotated Dice, Goals, Human Player Stations, Driver Stations

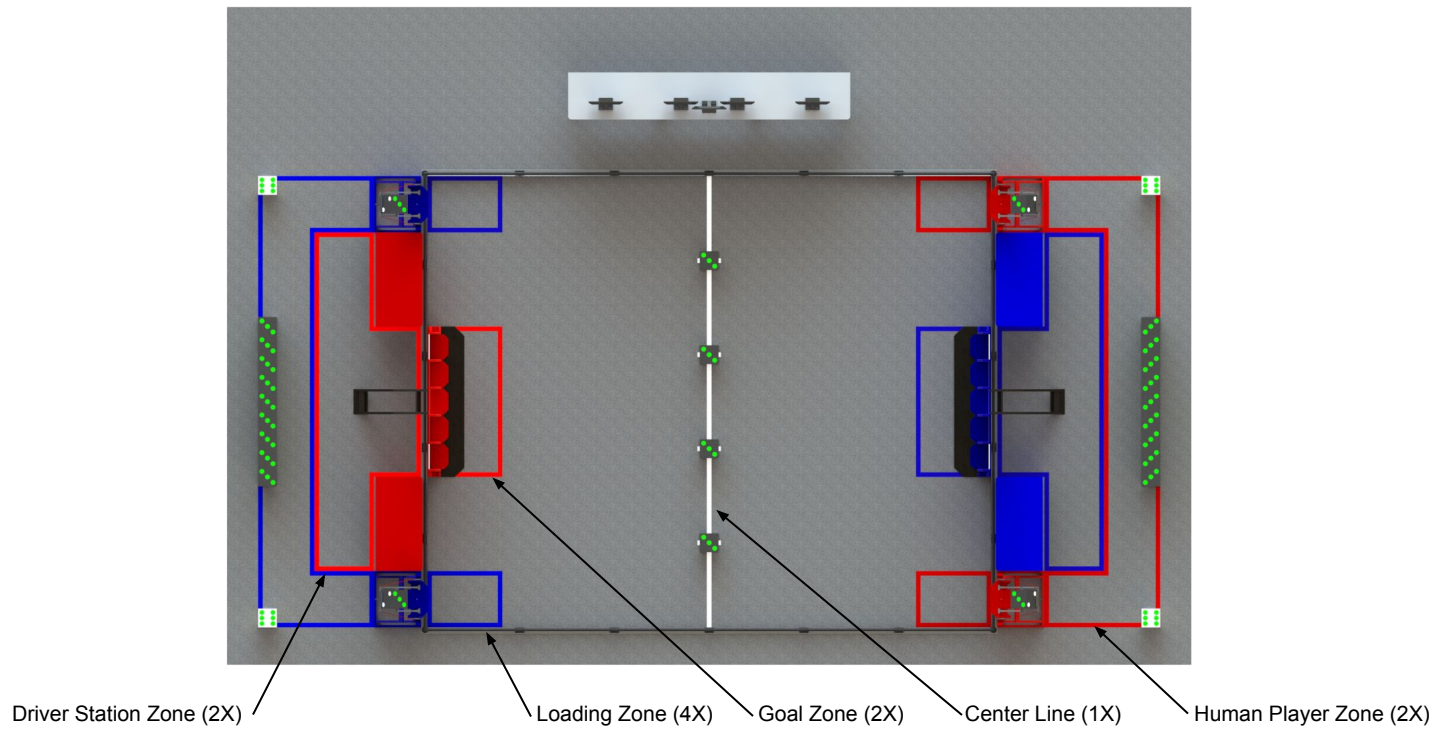


Figure 4: Top view of the Field in its initial setup configuration; annotated Zones and Lines



2.3 Game Definitions

Alliance - A pre-assigned grouping of two *Teams* that are paired together during a given *Match*.

Bonus Die / Dice - A 12" charcoal foam white painted cube, weighing approximately one pound thirteen ounces (1lb 13oz), with each side of the *Bonus Die* painted with either four (4) yellow dots, five (5) black dots, or six (6) green dots. The opposing sides of a *Bonus Die* are painted with the same amount of dots and color, therefore each dot amount and color are on a single *Bonus Die* twice. Foam cubes bought from Foam N' More.

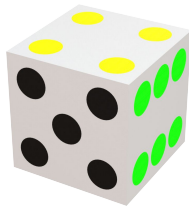


Figure 5: Iso view of a Bonus Die

Bypassed - A *Robot* that is unable or ineligible to compete in a *Match* as determined by the *Head Referee* and *Field Technical Advisor* resulting in a *Robot* being *Disabled*.

Center Line - A line marked with white tape. This line spans the width of the *Field* centered along the length of the *Field*. There are crosshair marks along the *Center Line* to designate where *Dice* start on the *Field*.

Coach - A *Student* that is on the *Drive Team* and coaches the *Drivers* for their *Team*.

Die / Dice - A 12" charcoal foam cube, weighing approximately one pound thirteen ounces (1lb 13oz), with each side of the *Die* painted with either one (1) yellow dot, two (2) white dots, or three (3) green dots. The opposing sides of a *Die* are painted with the same amount of dots and color, therefore each dot amount and color are on a *Die* twice. Foam cubes bought from Foam N' More.

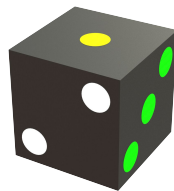


Figure 6: Iso view of a Die

Descoring - Any *Die* or *Bonus Die* that is intentionally removed from being *Goal Scored* or *Bonus Goal Scored*, or removed completely from the *Field* is considered *Descoring* and is not allowed.

Disablement - A penalty that may be applied to a *Team* if either the *Drive Team* or *Robot* associated with the *Drive Team* is acting in an unsafe or egregious manner. A *Referee* or *Field Technical Advisor* may ask a *Drive Team* to disable their *Robot* in certain cases.

Disqualification - A penalty applied to a *Team* after a *Match* for certain rule violations. A team that is *Disqualified* in a *Qualifying Match* receives zero (0) *Match Points*. When a *Team* is *Disqualified* in an *Elimination Match*, the entire *Alliance* is *Disqualified* and receives a loss for the *Match*. At the *Head Referee's* discretion, repeated violations and *Disqualifications* for a *Team* may lead to its *Disqualification* for the entire event.

Drive Team - A group of *Students* from a single *Team* that participate in a *Match*. A *Drive Team* consists of up to two (2) *Drivers*, a *Coach*, and a *Human Player*.

Driver - Up to two (2) *Students* that are part of the *Drive Team* and controls the *Robot* for their *Team*. Only the *Drivers* may control their *Robot*.

Driver Station - A table for *Drivers* from a single *Team* to operate their *Robot* from.

Driver Station Zone - A zone marked with either red or blue tape. *Driver Stations* are located within the *Driver Station Zones*, and all *Drivers* and *Coaches* must stay within their corresponding *Driver Station Zone*.

Entanglement - A *Robot* status. A *Robot* is entangled if it has gripped, hooked, or attached to an opposing *Robot* or a *Field Element*, at the *Head Referee's* discretion.

Field - A twenty-four (24) foot wide x thirty (30) foot long carpeted area surrounded by a *Field Perimeter*.

Field Element - The carpet, *Field Perimeter*, *Zones*, *Goals*, *Human Player Station*, and all supporting structures.

Field Fault - An error in *Field* operation that causes a *Match* to be disrupted enough that the outcome of the *Match* is effected, as determined by the *Head Referee*.

Field Perimeter - A roughly twenty inch (~20") tall structure constructed of metal pipes that surround the *Field*.

Field Technical Advisor - Event staff that assist *Teams* in getting *Robots* ready to play a *Match* on the *Field*. They can, along with the *Head Referee*, decide to *Bypass* and *Disable Robots* in a *Match* depending on circumstances.



Foul - A penalty assessed by a *Referee* upon a rule violation that calls for it. Each *Foul* called results in three (3) *Match Points* awarded to the opposing *Alliance*, and repeated *Fouls* could result in the *Disablement* or *Disqualification* of the offending *Team*, as decided by the *Head Referee*.

Goal - A structure for *Robots* to *Score Dice* and *Bonus Dice* into. There are five (5) column areas sixteen inches (16") wide.

- The columns furthest to the outside on the left and right have a shelf that is one and a half inches (1 ½") above the carpet.
- The columns second (2nd) from the outside on the left and right have a shelf that is twenty-five and a half inches (25 ½") above the carpet.
- The middle column has a shelf that is forty nine and a half inches (49 ½") above the carpet.

Each shelf is around eleven and a half inches (~11.5") deep, with the dividing walls between the columns seven and a quarter inches (7 ¼") deep.

There is a white tape line across the *Goal*, with the top of the tape line measuring approximately fifty-one inches (~51") above the carpet. A *Bonus Die* must be at least partially above this tape line to count as *Bonus Goal Scored*.

All parts considered part of the *Goal* is colored either red or blue to correspond to the *Goal Zone* that it is located in. The *Goals* are located at the ends of the *Field* up against the *Field Perimeter* and centered in the *Goal Zone*. The black base is not considered part of the *Goal*, but rather part of the *Goal Zone*.

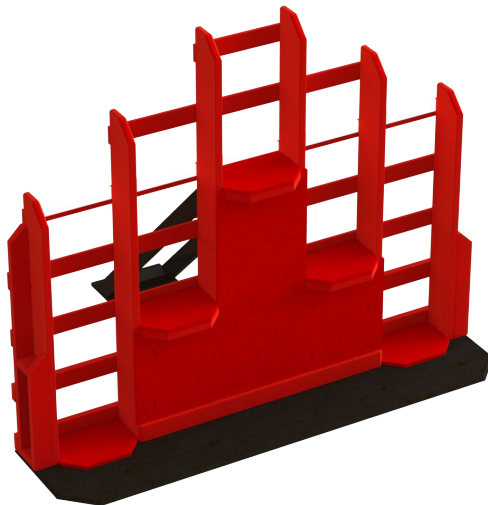


Figure 7: Iso view of the Red Alliance Goal

Goal Zone - A zone marked with red or blue tape to correspond to the *Driver Station Zone* at the same end of the *Field*. This zone measures ninety-six (96) inches wide by forty-eight (48) inches long located at each end of the *Field* and centered along the width of the *Field*. The black base on the *Goal* is considered part of the *Goal Zone*.

Head Referee - The leader of the *Referees* who officiate each *Match*. The *Head Referee* makes any and all final decisions on *Match* play.

Hoarding - A *Robot* status. A *Robot* is *Hoarding* if it is actively blocking opposing *Robot* access to two (2) or more *Dice*.

Human Player - A *Student* that is part of the *Drive Team* and loads *Dice* into the *Field* from the *Alliance Station*. *Human Players* are the only ones on the *Drive Team* allowed to handle *Dice*.

Human Player Station - A structure designed to allow *Human Players* to either load a *Die* into one of the *Robots* on their *Alliance* or the *Loading Station*, or to launch a *Die* into the *Field*. Only *Human Players* may operate a *Human Player Station*. The head of the station can pivot fifteen (15) degrees in either direction, and the catapult can launch *Dice* and *Bonus Dice* to roughly the *Center Line* on the *Field*. The platform on the head of the station that *Robots* can load *Dice* and *Bonus Dice* from is roughly thirty-six and a half inches (36.5") from the carpet.



Figure 8: Iso view of the Human Player Station

Human Player Zone - A zone marked with either red or blue tape. *Human Player Stations* are located within the *Human Player Zones*, and all *Human Players* must stay within their corresponding *Human Player Zone*.

Loading Zone - Any of the four (4) zones in the corners of the Field marked with either red or blue tape. These zones measure thirty-six (36) inches wide by forty-eight (48) inches long.

Match - A *Match* consists of one hundred and twenty (120) seconds of driver-controlled time. There is no autonomous mode in *OCCRA Roll The Dice*.

Match Points - Any points that an *Alliance* earns by *Scoring* and gaining a *Win* or *Tie Bonus* during a *Match*.

Match Point Total - The total amount of *Match Points* a *Team* has gained out of its twelve (12) highest scoring *Qualifying Matches*.

Placebo - A *Robot* supplied by the event courtesy of **The Robot Space** that a *Team* can elect to use and drive in place of their own *Robot* during a *Match*. If at least one *Team* from each *Alliance* in a *Match* requests to use the *Placebo*, then neither *Team* is allowed to use it.

Possession - A *Robot* has *Possession* of a *Die* if it is carrying, holding, or surrounding it. A *Robot* must be surrounding the *Die* on more than two (2) sides to count as possession.

Referee - Event staff in charge of officiating *Match* play.

Referee Flag - A stick with a red flag on one end and a blue flag on the other. *Referees* will use this to announce *Fouls* being called during a *Match*, with the red side displayed to announce a *Foul* committed by the red *Alliance*, and the blue side for the blue *Alliance*.

Robot - Anything that has passed inspection that a *Team* places on the *Field* prior to the start of a *Match*.

Scored - One of two *Die* statuses, or one of two *Bonus Die* statuses. Check section 2.4 for more details about when game objects are considered *Scored*.

Floor Scored - A *Die* and *Bonus Die* status. A *Die* or *Bonus Die* is *Floor Scored* when it is at least partially touching the *Goal Zone*. Note that this includes the black base of the *Goal*. One (1) *Match Point* per *Floor Scored Die* or *Bonus Die* is awarded to the *Alliance* color that the *Goal Zone* corresponds with.



Goal Scored - a *Die* status. A *Die* is *Goal Scored* when the *Die* is only supported by the *Goal* either directly or transitively through another *Die* or *Bonus Die*, and is not supported by a *Robot*. *Match Points* for a *Goal Scored Die* are awarded to the *Alliance* color that the *Goal* corresponds with. The amount of *Match Points* awarded corresponds with the number of dots on the *Die* that is facing the middle of the *Field*, or facing the *Driver Station Zone*, with one (1) dot equaling one (1) *Match Point*, two (2) dots equaling two (2) *Match Points*, and three (3) dots equaling three (3) *Match Points*.

Bonus Goal Scored - A *Bonus Die* status. A *Bonus Die* is *Bonus Goal Scored* when the *Bonus Die* is at least partially above the white tape line on the *Goal*, and only supported by the *Goal* either directly or transitively through another *Die* or *Bonus Die*, and is not supported by a *Robot*. *Match Points* for a *Bonus Goal Scored Bonus Die* are awarded to the *Alliance* color that the *Goal* corresponds with. The amount of *Match Points* awarded corresponds with the number of dots on the *Bonus Die* that is facing the middle of the *Field*, or facing the *Driver Station Zone*, with four (4) dots equaling four (4) *Match Points*, five (5) dots equaling five (5) *Match Points*, and six (6) dots equaling six (6) *Match Points*.

Starting Configuration - The twenty-eight inch (28") width by thirty-eight inch (38") length by forty-eight inch (48") height size limitation that a *Robot* must fit within at the beginning of a *Match* to be eligible to play.

Starting Position - Where *Robots* must be placed to start a *Match*. *Robots* must start touching the wall of the *Field Perimeter* closest to their *Alliance's Driver Station*, and not partially inside their *Alliance's Goal Zone* or their opponent's *Loading Zone*.

Student - Anyone enrolled in a pre-college school or who is home-schooled as part of a pre-college educational curriculum located in Oakland County, Michigan. Eligibility may also be granted based on a disability, or other merits, and final decision of eligibility for all students will be decided by the OCCRA administrators.

Team - One or more *Students* make up a *Team*. *Teams* are associated with different high schools in Oakland County, Michigan.

Tie Bonus - The five (5) *Match Point* bonus added to the *Match* score of the *Alliances* in a *Match* that has ended with both *Alliances* having the same amount of *Match Points* when the *Match* ends.



Trapping - A *Robot* status. A *Robot* is *Trapping* if it has restricted an opposing *Robot* into a small confined area of the *Field* (*limited mobility, limited access to Dice, Bonus Dice, or Field Elements*), or up against a *Field Element*, and has not provided an avenue for escape. *Trapping* can be direct (e.g. pinning an opposing *Robot* to a *Field Perimeter* wall) or indirect (e.g. preventing a *Robot* from escaping a corner of the *Field*).

Win Bonus - The ten (10) *Match Point* bonus added to the *Match* score of the *Alliance* in a *Match* that has more *Match Points* than the opponent when the *Match* ends.



2.4 Game Scoring

Match Action	Match Point Value
Floor Scored	1
Goal Scored - 1 Dot	1
Goal Scored - 2 Dots	2
Goal Scored - 3 Dots	3
Bonus Goal Scored - 4 Dots	4
Bonus Goal Scored - 5 Dots	5
Bonus Goal Scored - 6 Dots	6
Foul	3 (added to opponent score)
Win Bonus	10
Tie Bonus	5

Figure 9: Scoring matrix

A *Die* can only count as one (1) of two (2) *Scoring* statuses, either *Floor Scored* or *Goal Scored*. A *Bonus Die* can only count as one (1) of two (2) *Scoring* statuses, either *Floor Scored* or *Bonus Goal Scored*. *Dice* and *Bonus Dice* are *Scored* once the *Match* is over and all objects have come to rest.

If it is too difficult for *Referee's* to distinguish which side of a *Die* or *Bonus Die* is facing outward more then another side, the higher value side of the *Die* or *Bonus Die* will be awarded.

A *Die* that is touching any part of the *Goal Zone*, including the tape lines, the carpet within the tape lines, or the black base of the *Goal* will be considered *Floor Scored*.



A Die that is Floor Scored can be descored, while a Die or Bonus Die that is Goal Scored or Bonus Goal Scored cannot be descored by an opponent. A Robot can descore Dice or Bonus Dice from it's own Goal.

An Alliance can only earn either a Win Bonus or a Tie Bonus but not both in the same Match.

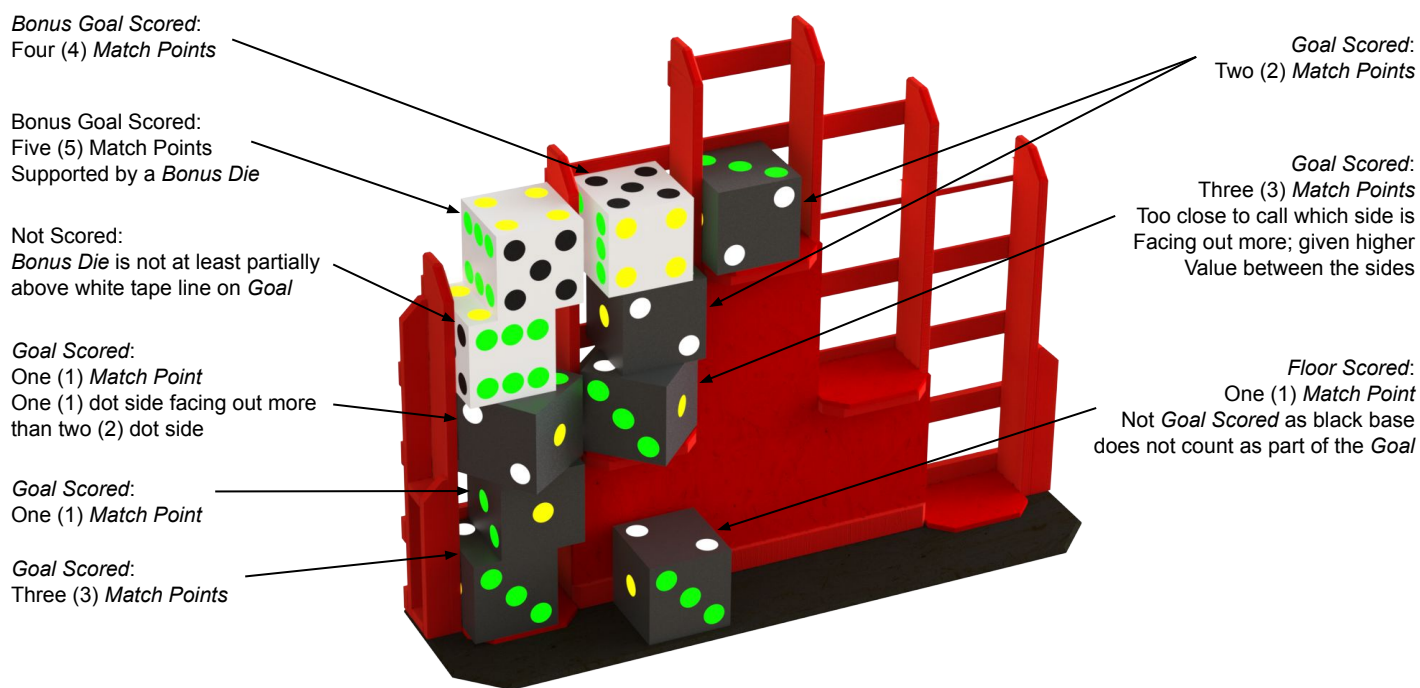


Figure 10: Iso view of Red Alliance Goal with various Dice and Bonus Dice

2.5 General Game Rules

<G1> Treat everyone with respect. All *Teams* are expected to conduct themselves in a respectful manner while competing in OCCRA Competition events. If a *Team* or any of its members (*Students* or adults associated with the team) are disrespectful to event staff, volunteers, or fellow competitors, they may be *Disqualified* from a current or upcoming *Match*. *Team* conduct pertaining to <G1> may also impact a team's eligibility for judged awards. Repeated or extreme violations of <G1> may result in a *Team* being *Disqualified* from an entire event, depending on the severity of the situation, at the discretion of the *Head Referee* and other event staff.

Robotics competitions often induce intense, high stress situations. These are good opportunities to model and/or gain experience in handling these situations in a positive and productive manner. It is important that we all exhibit maturity and class when dealing with any difficult situations that may present themselves in both the OCCRA competition and our lives in general.

<G2> Use common sense. When reading and applying the various rules in this document during *Match* play and at events, please remember that common sense always applies in the OCCRA competition, and any and all rule decisions made by the *Head Referee* and the Game Design Committee are final.

<G3> Robots begin the Match in the Starting Configuration. At the beginning of a *Match*, each *Robot* must be smaller than a volume of twenty-eight inches (28") wide by thirty-eight inches (38") long by forty-eight inches (48") tall. Using *Field Elements*, such as the *Field Perimeter* wall, to maintain starting size is only acceptable if the *Robot* would still satisfy the constraints of <R4> and pass inspection without the *Field Element*. *Robots* in violation of this limit will be removed from the *Field* or *Disabled* prior to the start of the *Match*, at the *Head Referee* and *Field Technical Advisor's* discretion.

<G4> Keep your Robots together. *Robots* may not intentionally detach parts during the *Match* or leave mechanism(s) on the *Field*.

Minor violations of this rule that do not affect the *Match* will result in a warning. *Match* affecting offenses will result in a *Disqualification*. *Teams* that receive multiple warnings may also receive a *Disqualification* at the *Head Referee's* discretion. Multiple intentional infractions may result in *Disqualification* for the entire competition.



<G5> The red Alliance, or the highest seed, sets their Robot last. In *Qualification Matches*, the red *Alliance* has the right to place its *Robots* on the *Field* last. In *Elimination Matches*, the higher seeded *Alliance* has the right to place its *Robots* on the *Field* last. Once a *Team* has placed its *Robot* on the *Field*, its position cannot be readjusted prior to the *Match*. If a *Team* violates this rule, the opposing *Alliance* will be given the opportunity to reposition their *Robots* promptly.

- A. *Robots* must be placed on the *Field* promptly. Repeated failure to do so could result in a violation of <G1>. The exact definition of the term “promptly” is at the discretion of the *Head Referee* and the event coordinator, who will consider event schedule, previous warnings or delays, etc.

<G6> Operate your own Robot. Each *Team* shall include up to four (4) *Drive Team* members. No *Drive Team* member may fulfill this role for more than one *Team*. Only the two (2) designated *Drivers* on a *Drive Team* may control the *Robot*; the *Coach* and *Human Player* may not operate the *Robot*.

- A. Exceptions may be made in situations where a *Team* does not have enough available *Students* to have a complete *Drive Team*; for example during the diversity *Qualification Matches* if a *Team* does not have enough female *Students*, they may have a female *Student* from a different *Team* fill in to complete their *Drive Team*. These exceptions will be allowed at the discretion of the *Head Referee*.

<G7> Only Drive Team members in and around the Field. During a *Match*, all *Drive Team* members other than the *Human Player* must remain in their *Alliance's Driver Station Zone*, and are the only members of a *Team* allowed in the *Field* area. *Drive Team* members are not allowed to use any sort of communication devices during their *Match*. Devices with communication features must not be visible, or have the features turned off (e.g. a phone in airplane mode). Violations of this rule could be considered a violation of <G1>.

<G8> Only Human Players interact with Dice and the Field. The only member of a *Drive Team* that can handle *Dice*, *Bonus Dice*, or interact with the *Field* in any way other than operating a *Team's Robot* is the *Human Player*, and all *Human Players* must remain within their *Alliance's Human Player Zone*.



- A. A *Drive Team* member is allowed to ask a *Field Technical Advisor* to reach into the *Field* if the *Match* has started and their *Robot* has not moved at all. An FTA will assess the safety risk and may refuse the request. Touching the *Robot* in this case is permitted for only the following reasons:
1. Turning the *Robot* power or Cortex on or off.
 2. Plugging in a battery and/or other power-related devices.
 3. Plugging in a VEXnet Key.

Minor violations of these rules that do not affect the *Match* will result in a warning. *Match* affecting offenses will result in a *Disqualification*. *Teams* that receive multiple warnings may also receive a *Disqualification* at the *Head Referee's* discretion.

<G9> You can't force an opponent into a Foul. Intentional strategies that cause an opponent to violate a rule are not permitted, and will not result in an infraction on the opposing *Alliance*.

Minor violations of this rule that do not affect the *Match* will result in a warning. *Match* affecting offenses will result in a *Disqualification*. *Teams* that receive multiple warnings may also receive a *Disqualification* at the *Head Referee's* discretion.

<G10> Don't destroy other Robots; but be prepared for interaction. Strategies aimed solely at the destruction, damage, tipping over, or entanglement of opposing *Robots* are not part of the ethos of the OCCRA competition and are not allowed. If the tipping, entanglement, or damage is ruled to be intentional or egregious, the offending *Team* may be *Disqualified* from that *Match*. Repeated offenses could result in *Disqualification* from the entirety of the competition.

- A. OCCRA Roll The Dice is intended to be an offensive game. *Teams* that partake in solely defensive or destructive strategies will not have the protections implied by <G10> (see <G11>). However, defensive play which does not involve destructive or illegal strategies is still within the spirit of this rule.
- B. OCCRA Roll The Dice is an interactive game. Some incidental tipping, entanglement, and damage may occur as a part of normal gameplay without violation. It will be up to the *Head Referee's* discretion whether the interaction was incidental or intentional.



<G11> **Offensive Robots get the benefit of the doubt.** In the case where *Referees* are forced to make a judgement call regarding a destructive interaction between a defensive and offensive *Robot*, or an interaction which results in a questionable rules violation, the *Referees* will err on the side of the offensive *Robot*.

<G12> **Let go of Dice after the Match.** *Robots* must be designed to permit easy removal of *Dice* or *Bonus Dice* from any mechanism without requiring the *Robot* to have power after a *Match*.

<G13> **"It ain't over 'till it's over."** All *Matches* will be scored after the *Match* ends, and once all *Dice*, *Bonus Dice*, *Field Elements*, and *Robots* have come to rest.

<G14> **Be prepared for minor Field variance.** *Field Element* tolerances may vary from nominal by ± 1.0 ". *Dice* and *Bonus Dice* tolerance and weights may vary from nominal by ± 0.5 " and ± 0.25 lbs respectively. *Dice* placement at the beginning of the *Matches* may vary from nominal by ± 2.0 ". *Teams* are encouraged to design their *Robots* accordingly. A *Team* may point out any *Field Element* or *Die* that seems too much out of tolerance of its designated starting orientation to *Field staff*, and an attempt will be made to correct it; however a *Match* may be started without the issue resolved at the discretion of the *Head Referee*. Please make sure to check Appendix A for more specific nominal dimensions and tolerances.

<G15> **Replays are possible, but rare.** Replays are at the discretion of the *Head Referee*, and will only be issued in the most extreme circumstances.

<G16> **Using the Placebo.** If a *Team* is unable to *Field* a *Robot* for a *Match*, then their *Alliance* may request to use the *Placebo*. This *Robot* may be controlled by either *Team* on the *Alliance* for that *Match*. It is the responsibility of the *Alliance* requesting to use the *Placebo* to supply the *Robot* battery to use for the *Match*.

If there is at least one (1) *Team* from both *Alliances* in a given *Match* requesting to use the *Placebo*, then neither *Team* will be allowed to use it, and both *Alliances* must play with only one *Robot*.

The *Placebo* will be donated by **The Robot Space**, and event staff and volunteers from *Teams* at the event will attempt to keep the *Placebo* in good working condition. While event staff will do their best to keep the *Placebo* operational, no guarantees can be made on the condition or functionality of the *Placebo*. It is not intended to be above average at playing the game, just have enough functionality to benefit the *Alliance* over not having a functional *Robot* at all.



<G17> **The Q&A system is an extension of the game manual.** All Teams must adhere to all OCCRA competition rules as written in this game manual. Teams have the opportunity to ask for official rule interpretations in the OCCRA Competition Q&A System. All responses in this system should be treated as official rulings from the OCCRA Game Design Committee (GDC), and they represent the correct and official interpretation of the OCCRA competition rules. The Q&A is the ONLY official source for rulings besides the game manual, and live rulings at events by the *Head Referee*.

The OCCRA Q&A system can be found at [ChiefDelphi](#).

<G18> **The GDC reserves the right to make changes to the rules.** All rules in this manual are subject to change, as decided by the OCCRA Game Design Committee (GDC). We do not expect any major changes to take place, however if the GDC decides a change is needed, it will do so. Any strategies deemed not in the spirit of the game will be disallowed even if not expressly forbidden in the current rules, at the discretion of the *Head Referee*. Specific changes that could be considered would be the number of *Dice* that start either on the *Field* or in the *Human Player Zone*. Again, the GDC does not anticipate any changes will be needed.

Any changes made to the manual will be announced in Manual Updates emailed to Teams and posted on [ChiefDelphi](#), and the game manual will be updated to reflect the change made. Any rule changes made will also be announced during *Drive Team* meetings at the beginning of every event.



2.6 Specific Game Rules

<SG1> **Starting a Match.** Prior to the start of each *Match*, each *Robot* must be placed such that it satisfies the following conditions:

1. *Robot* is placed such that it is contacting the *Field Perimeter* along the wall that their *Alliance's Driver Stations* are against.
2. *Robot* is placed such that it is not partially or entirely within their *Alliance's Goal Zone* or their opponent's *Loading Zone*.

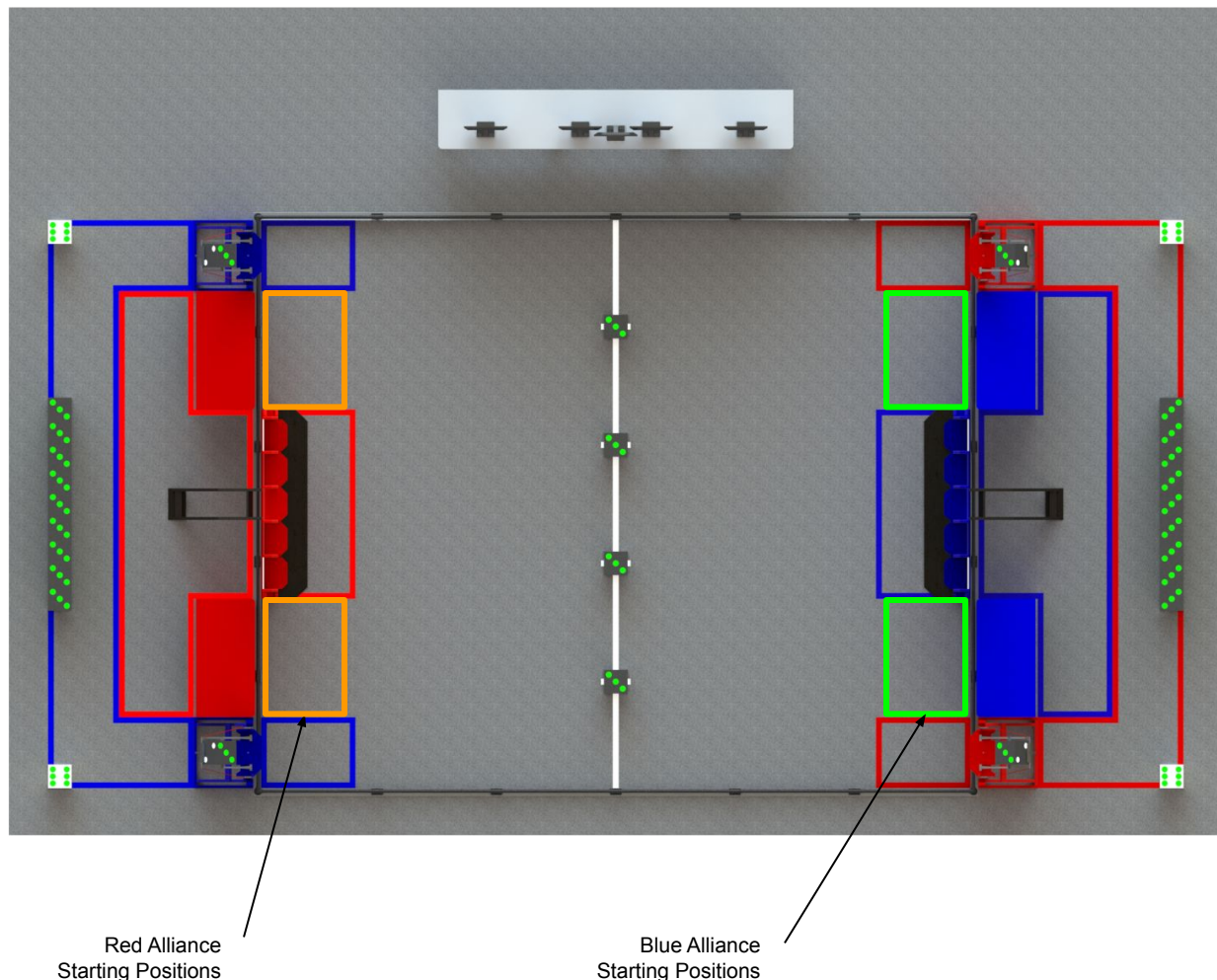


Figure 11: Top view of the Field; annotated starting positions

<SG2> Robot extension is limited once the Match begins. As per <G3>, at the beginning of a *Match*, *Robots* must be smaller than a volume of twenty-eight (28) inches wide by thirty-eight (38) inches tall by forty-eight (48) inches tall.

Once the *Match* begins, a *Robot* is allowed to expand vertically with no height limit. However, it may only extend horizontally eighteen (18) inches past its initial *Starting Configuration*. This limit results in a larger rectangle of sixty-four inches (64") by seventy-four inches (74").

Violation: FOUL per extension violation.

Minor accidental violations of this rule will only result in a verbal warning during a *Match*. *Match* affecting violations of this rule will result in a *Disqualification*. Multiple violations of this rule could also result in a *Disqualification* from the *Match*.

Note: Due to these extension rules, *Robots* may be able to reach over or through the *Human Player Station* or *Goal*, or outside the *Field Perimeter*. Any contact between *Robots* involving any extension per <SG2> will be scrutinized as detailed in <G10> and <G11>. *Robots* may not reach outside of the *Field Perimeter* in an egregious manner. Minor violations of this rule that do not affect or interfere with the *Match* will result in a warning. *Match* affecting offenses will result in a *Disqualification*. *Teams* that receive multiple warnings may also receive a *Disqualification* at the *Head Referee's* discretion.

<SG3> Do not touch the opponent's Goal or Goal Scored Dice. *Robots* may not touch or interact with the opponent's *Goal* or any *Goal Scored Dice* or *Bonus Goal Scored Bonus Dice*.

Violation: FOUL per occurrence.

Minor accidental violations of this rule will only result in a verbal warning during a *Match*. *Match* affecting violations of this rule will result in a *Disqualification*. Multiple violations of this rule could also result in a *Disqualification* from the *Match*.



<SG4> **Watch your Possession limit.** Robots may only possess one *Die* or *Bonus Die* at a time.

Violation: **FOUL** per every extra *Die* or *Bonus Die Possessed* beyond the *Possession* limit related to the *Robot* in question.

Note: If a *Robot* has an extra *Die* past its *Possession* limit, and quickly makes an effort to remove the *Die* from the *Robot*, the *Team* may not be penalized. This judgement will be at the discretion of the *Head Referee*. Repeated intentional violations of this rule could result in *Disqualification* from the *Match*.

<SG5> **Hoarding is prohibited.** Robots may not *Hoard* more than two (2) *Dice* or *Bonus Dice* at any given time during a *Match*. *Possessed Dice* or *Bonus Dice* do not count towards the *Hoarding* limit.

Violation: **FOUL** every five (5) seconds the *Hoarding* occurs.

Note: The key phrase in the definition of *Hoarding* is “actively blocking opposing *Robot* access”. This means strategically positioning a *Robot* such that it is “defending” *Dice*, and actively preventing an opponent from accessing them.

Hoarding is a very intentional and strategic maneuver. Most scenarios where a *Robot* interacts with multiple *Dice* in the corner of the *Field* would not be considered *Hoarding*. However, *Teams* should exercise caution in these situations, and *Referees* are encouraged to provide verbal warnings if a *Robot* is in danger of a violation before a *Foul* is called. Repeated violations of this rule could result in *Disqualification* from the *Match*.

<SG6> **Keep Dice to yourself and your Alliance partner.** Robots may not intentionally drop or place *Dice* or *Bonus Dice* on or in an opposing *Robot*.

Violation: **FOUL** per *Die* or *Bonus Die* dropped or placed on opposing *Robot*.

Match affecting violations will result in a *Disqualification*. Repeated violations of this rule could also result in *Disqualification* from the *Match*.



<SG7> **No descoring Dice from the Field or the opponent's Goal.** Though it is expected that some *Dice* or *Bonus Dice* may unintentionally leave the *Field* during *Match* play, *Teams* may not intentionally or strategically remove *Dice* or *Bonus Dice* from the *Field*, or from the opponent's *Goal*.

Violation: **FOUL** per *Dice* descored intentionally, two (2) **FOUL** per *Bonus Dice* descored intentionally.

Note: *Dice* and *Bonus Dice* that leave the *Field* during *Match* play, accidentally or intentionally, will be returned onto the *Field* closest to where it exited.

Teams should keep <G11> and <SG3> in mind when considering this rule as well.

Minor accidental violations of this rule will only result in a verbal warning during a *Match*. *Match* affecting violations of this rule will result in a *Disqualification*. Multiple violations of this rule could also result in a *Disqualification* from the *Match*.

<SG8> **Don't "clamp" your Robot to the Field.** *Robots* may not intentionally grasp, grapple, or attach to any *Field Elements*. Strategies with mechanisms that react against multiple sides of a *Field Element* in an effort to latch or clamp onto said *Field Element* are prohibited. The intent of this rule is to prevent *Teams* from both unintentionally damaging the *Field* and/or anchoring themselves to the *Field*.

Violation: **FOUL** every five (5) seconds the "clamping" occurs.

Minor accidental violations of this rule will only result in a verbal warning during a *Match*. *Match* affecting violations of this rule will result in a *Disqualification*. Multiple violations of this rule could also result in a *Disqualification* from the *Match*.

<SG9> **Only load Dice onto the Human Player Station.** *Human Players* may only load *Dice* or *bonus Dice* onto the *Human Player Station*, either onto the front shelf for a *Robot* to load directly from, or onto the catapult where they can then launch the *Dice* or *Bonus Dice* onto the *Field*. *Human Players* are expected to make every effort possible to ensure that the *Dice* or *Bonus Dice* they launch land inside the *Field*. *Human Players* should not be breaking the vertical plane of the *Field Perimeter*.

Violation: **FOUL** per *Dice* or *Bonus Dice* loaded.

Match affecting violations will result in a *Disqualification*. Repeated violations of this rule could also result in *Disqualification* from the *Match*. *Human Players* will be given verbal warnings if they are operating in an unsafe manner.



<SG10> Human Players can only carry one Die at a time. Each *Human Player* may individually only carry one *Die* or *Bonus Die* at a time, and no other *Drive Team* members are permitted to touch any *Dice* or *Bonus Dice* at any time.

Violation: **FOUL** per extra *Die* carried.

Minor accidental violations of this rule will only result in a verbal warning during a *Match*. *Match* affecting violations of this rule will result in a *Disqualification*. Multiple violations of this rule could also result in a *Disqualification* from the *Match*.

Note: *Human Players* on the same *Alliance* are allowed to pass, hand-off, or toss *Dice* to one another in order to more quickly get a *Die* to the *Human Player Station*, as long as it is done in a safe manner. There is no limitation on which *Human Player Station* either of the *Human Players* on an *Alliance* can go to introduce a *Die* to the *Field*, as long as they stay within the *Human Player Zone*.

<SG11> Human Players only introduce Bonus Dice in last 30 seconds. *Human Players* may not introduce *Bonus Dice* onto the *Field* using the catapult or the shelf on the *Human Player Station* until the final thirty (30) seconds of the *Match*.

Violation: Two (2) **FOULS** per occurrence.

Match affecting violations of this rule will result in a *Disqualification*. Multiple violations of this rule could also result in a *Disqualification* from the *Match*.

<SG12> Do not launch Dice more than 4 feet. Robots may not shoot, launch, or otherwise throw a *Die* or *Bonus Die* further than four feet (4').

Violation: **FOUL** per *Die* launched.

This rule will be loosely enforced, and exists to prevent specific strategies that utilize launching *Dice* or *Bonus Dice* long distances.

Minor accidental violations of this rule will only result in a verbal warning during a *Match*. *Match* affecting violations will result in a *Disqualification*. Repeated violations of this rule could also result in *Disqualification* from the *Match*.



<SG13> **Score Dice into Goals only when in the Goal Zone.** Robots must be at least touching their Goal Zone to Goal Score a Die or Bonus Goal Score a Bonus Die.

Violation: **FOUL** per Die scored, two (2) **FOUL** per Bonus Die scored.

Minor accidental violations of this rule will only result in a verbal warning during a Match. Match affecting violations will result in a *Disqualification*. Repeated violations of this rule could also result in *Disqualification* from the Match.

<SG14> **Don't touch your opponent in their Loading or Goal Zones.** Robots may not contact opposing Robots while the opposing Robot is at least partially touching their Loading Zones or Goal Zone.

Violation: **FOUL** per occurrence, and again every five (5) seconds the contact continues.

Minor accidental violations of this rule that occur when the opposing Robot is not attempting to load a Die or Bonus Die from either the Human Player Station or floor at least partially within the Loading Zone, or attempting to Score in their Goal or load a Die or Bonus Die from the floor at least partially within their Goal Zone will only result in a verbal warning during a Match. Match affecting violations of this rule will result in a *Disqualification*. Multiple violations of this rule could also result in a *Disqualification* from the Match.

<SG15> **Don't linger in your opponent's zones.** Robots may only be partially or fully within opposing zones for a maximum of five (5) seconds if they are being contacted by opposing Robots. If Robots are pushed into their opponent's zone by their opponent, they are still required to exit the zone within five (5) seconds, unless the opponent is *Trapping* the Robot, preventing them from exiting the zone.

Violation: **FOUL** after five (5) continuous seconds and additional **FOUL** every five (5) seconds thereafter.

A Robot that has shown to be non-functional will not be assessed **FOULS** under this rule unless it is directly preventing the opponent from scoring. If they become functional later in the Match, **FOULS** could be assessed at the Referee's discretion. Match affecting violations will result in a *Disqualification*. Repeated violations of this rule could also result in *Disqualification* from the Match.



<SG16> **No Trapping for more than five (5) seconds.** A Robot may not Trap an opposing Robot for more than five (5) seconds during a Match. A Trap is officially over once the Trapping Robot has moved away and the Robots are separated by at least six (6) feet. If a Team does Trap the same Robot again without backing up at least six (6) feet, the count will resume from where it left off when the Trapping Robot initially backed off.

Violation: **FOUL** per Trap count.

Match affecting violations will result in a *Disqualification*. Repeated violations of this rule could also result in *Disqualification* from the Match.

<SG17> **The Field should be laid out according to the manual.** At the start of the Match, all Dice, Bonus Dice, and Field Elements will be placed in their designated locations. See Appendix A for exact measurements and specifications. Any concerns regarding Dice, Bonus Dice, or Field Element starting positions should be raised with the Head Referee prior to the Match; Team members should never adjust Dice, Bonus Dice, or Field Elements themselves.



Section 3 - The Competition

3.1 Overview

This section describes the *Qualification Matches*, how qualification ranking works, the *Alliance Selection* process for eliminations, the elimination bracket, and variations of *Matches* at events. It also includes competition definitions and competition rules.

3.2 Competition Description

The *OCCRA Roll The Dice* season will consist of four (4) qualification events and a county championship. All *Teams* may participate in any or all of the four (4) qualification events. *Teams* will be scheduled for a set number of *Qualification Matches* at each of the qualification events. These events generally allow for four (4) qualification matches per *Team*, with the exception of the diversity qualifying event, which will likely have six (6) *Qualification Matches* per *Team*. In *Qualification Matches*, *Teams* will be randomly paired with and against each other.

The *Team* with the highest *Match Point Total* at each individual qualification event will be awarded the event champion, with awards given for second and third place. Judged awards are also given at each qualification event; more information on these can be found in Appendix E. Regardless of how many total *Qualification Matches* a *Team* plays over all of the qualification events, the twelve (12) highest Match scores a *Team* has will be totaled and used to rank all participating *Teams* for the county championship.

Note that at the Diversity Competition, while the Mentor matches will count towards the event's rankings, they will not count towards the overall season rankings. The top four (4) *Match* scores of the six (6) played at the diversity competition for each team will count towards the the event's rankings.

Based on these rankings, *Teams* will take turns selecting an *Alliance* partner for the double elimination tournament. All *Teams* will participate in the tournament at the county championship. The semi-finals and finals of the tournament will be a best-of-three (3) format and the winning *Alliance* of the final *Matches* will be crowned the 2019 *OCCRA Roll The Dice* Champions.



3.3 Competition Definitions

Alliance Captain - The highest ranked *Team* on an Alliance that invites an available *Team* to join their *Alliance*.

Alliance Flag - A device displayed on a *Robot* to display which *Alliance* (“red” or “blue”) it is assigned to in a given *Match*.

Alliance Selection - The process of choosing *Alliances* for the elimination *Matches*.

Alliance Selection Die - A foam cube identical to the *Die* used in the OCCRA Roll The Dice game used to determine the number of seeded *Teams* excluded from selecting each other during *Alliance Selection*.

Elimination Match - A *Match* used in the process of determining the champion *Alliance* at the county championship. These *Matches* are played during the double-elimination bracket, the semi-final, and the final rounds.

Inspection - The process that a *Team* goes through to determine their eligibility to compete at an event.

Qualification Match - A *Match* used to determine the qualification rankings.

Team Pits - A designated area supplied for each *Team* to maintain and store their *Robot* and supplies at an event.

Team Representative - A *Student* chosen to represent their *Team* during *Alliance Selection* for the *Elimination Matches*.

Tie - An *Alliance* ties a *Match* when it has earned the same amount of *Match Points* during *Match* play than its opponent. A *Tie* can result in a *Tie Bonus* being added to their *Match Points* for that *Match* in *Qualification Matches*.

Timeout - A three-hundred (300) second period of play stoppage that an elimination *Alliance* can call once during the *Elimination Matches*. A *Timeout* may also be called by event staff in the case where a *Team* or *Alliance* has to play back-to-back *Matches*.

Volunteer - An individual assisting or filling an event staff role. *Teams* must supply at least one (1) individual associated with their *Team* at each event they attend.

Win - An *Alliance* wins a *Match* when it has earned more *Match Points* during the *Match* than its opponent. A *Win* can result in a *Win Bonus* being added to their *Match Points* for that *Match* in *Qualification Matches*.



3.4 Qualification Matches

Schedule

- The *Qualification Match* schedule will be available prior to the opening ceremonies at the event, once all participating *Teams* have arrived. Due to late *Team* arrivals, this may be delayed closer to the start of *Matches* for the day. *Teams* should ensure they are not tardy, or they may risk being left off the *Match* schedule for that event.

The schedule will indicate *Alliance* partner and *Match* pairings. It will also indicate the *Alliance* color - “red” or “blue”.

- The *Qualification Matches* will start immediately after opening ceremonies in accordance with the *Qualification Match* schedule.
- *Teams* will be randomly assigned an *Alliance* partner to compete with against two randomly assigned opponents in each *Qualification Match*.
- All *Teams* will be scored on the same number of *Qualification Matches*.
 - In some cases, a *Team* will be asked to play in an additional *Qualification Match*, but will not receive credit for playing this extra *Match*.

Scoring

- At the conclusion of each *Qualification Match*, *Match Points* will be issued. The amount of *Match Points* a *Team* will earn in a given *Qualification Match* will be equal to the total number of *Match Points* their *Alliance* earned in the *Match*, with an additional ten (10) *Match Points* added to the total if their *Alliance* won the *Match*, or an additional five (5) *Match Points* added to the total if their *Alliance* tied their opponent in the *Match*.
- For a *Qualification Match*, if the *Robot* or *Placebo* is not on the *Field* at the start of a *Match*, that *Team* will receive zero (0) *Match Points* for that *Match*.



3.5 Rankings

The rankings for *OCCRA Roll The Dice* is cumulative over all of the *Qualification Matches* played at any events. A *Teams* rank will be determined based on the total of its twelve (12) highest *Match Point* totals from all of the *Qualification Matches* they played. If a *Team* has not played at least twelve (12) *Qualification Matches*, the scores of their participating *Matches* will be used and a score of zero (0) *Match Points* will be entered to create a complete set of scores for twelve (12) *Qualification Matches*. All *Qualification Matches* played are eligible towards a *Teams Match Point Average*, including those played at the county championship, but excluding any surrogate *Matches* they played at an individual event (a *Match* more than what most other *Teams* played at that single event)..

If two *Teams* are *Tied* with the same *Match Point Total*, then the following tiebreakers will applied one at a time until the *Tie* is broken:

1. The *Team* with the most *Matches Won* out of all *Qualification Matches*.
2. The *Team* with the most *Matches Won* in head-to-head *Qualification Matches* between the tied *Teams*.
3. The *Team* with the highest *Match Point Score* in a single *Qualification Match*.
4. The *Team* with the next highest *Match Point Score* in a single *Qualification Match* if the previous highest score was tied, etc.
5. If all the above *Match Point Totals* were tied, a coin flip executed by the *Head Referee*, with the highest numbered *Team* picking between heads and tails.

For the qualification events, first (1st), second (2nd), and third (3rd) place awards will be given to participating *Teams* based on the total number of *Match Points* accumulated in their equal number of *Qualification Matches* played at an event.

The above tiebreakers will be used for the rankings at an individual qualification event, with the total number of *Qualification Matches* equally played at the event being used as applied to tiebreaker one (1). If there is still a tie after tiebreaker four (4) is applied, then the *Teams* will tie for the respective award. Tiebreaker 5 will not be applied for the individual qualification event rankings.



3.6 Alliance Selection

Alliance Selection is the process of *Teams* selecting another *Team* they will play with for the *Elimination Matches*. This process directly follows the final *Qualification Matches* played at the county championship. *Teams* will take turns picking their *Alliances* in the order they ranked in based on their *Qualification Matches*.

Three (3) of the *Alliance Selection Dice* will be thrown onto the *Field* using the *Human Player Stations* by the top three (3) ranked *Teams*. The number of dots that land facing up on each *Alliance Selection Dice* will be added together. This number will designate the highest seeded *Team* that will be eligible to be picked during *Alliance Selection*.

For example, if the first *Alliance Selection Dice* has a one (1) land up, the second has a two (2) land up, and the third has a two (2) land up, then the total would be five (5), meaning that the fifth (#5) seeded *Team* would be the first team eligible to be selected. The #9 seeded *Team* will be the lowest the limit will ever drop (3+3+3).

OCCRA has instituted this procedure as opposed to just setting a pick limit in the rankings to discourage *Teams* from losing *Matches* on purpose (in the hopes of getting a “better” partner in the *Alliance Selection* process). When *Teams* lose *Matches* intentionally, it hurts the ranking of their *Alliance* partner, makes the *Matches* less exciting for the audience, and runs contrary to the ethical standard that we strive to maintain in OCCRA. The randomness of the *Alliance Selection Dice* roll is used by OCCRA to encourage fair play by all *Teams*.

When a *Team* is selected to join an *Alliance*, they can either accept the invitation and join the *Alliance*, or they can respectfully decline and choose to form their own *Alliance*. *Teams* may also decline if they would like to sit out *Eliminations* (for example if their *Robot* is broken, etc.) If there is only one *Team* left at the end of *Alliance Selection*, and they do not have another *Team* still available to join their *Alliance*, they may use the *Placebo* as their second *Robot*.

The elimination bracket can handle up to sixteen (16) *Alliances*, and therefore *Alliance Selection* will continue until no more eligible *Teams* are remaining to be picked, with the *Placebo* being used on the last alliance if it is an odd number of *Teams*.

During *Alliance Selection*, each *Team* must send one (1) *Team Representative* to speak on behalf of their *Team*. If a *Team* moves into a selecting position, then that *Team Representative* will become an *Alliance Captain*.



3.7 Double Elimination Bracket & Scoring

At the county championship event, a double elimination bracket will be used after *Alliance Selection* to determine the 2019 OCCRA Roll The Dice Champions. This double elimination bracket was designed specifically for OCCRA and seeks to meet certain criteria that is ideal for OCCRA, including:

- #1 Alliance shall not meet #2 Alliance until the finals if both remain.
- Top four (4) Alliances shall not interact until the semifinals if all remain.
- All Alliances must lose twice (2x) to be eliminated.
- Top seeded Alliance is the “red” Alliance for any given Match, except for upsets.
- Have capacity for up to sixteen (16) Alliances.
- No Alliance pairings are repeated in the schedule unless upsets occur.

The schedule of *Matches* for the double elimination brackets works as outlined in the table to the right. All *Matches* other than the semi-finals and finals are single *Matches*. The semi-finals and finals *Matches* are best-of-three (3), so an *Alliance* must win two (2) *Matches* to advance out of the semi-finals and another two (2) *Matches* to win the event.

If the event has less than sixteen (16) *Alliances* available to fill the bracket, then spots will be left empty starting at the #16 seed and down, with the would-be opponents of those seeds getting an automatic bid to the next scheduled *Match*.

Match scoring in *Elimination Matches* is the same as *Qualification Matches* except that no *Win Bonus* or *Tie Bonus* will be awarded and added to *Match* scores.

If an *Elimination Match* ends in a tie, the match will be replayed to determine a winner. This is a change from previous seasons that had defined tiebreakers.

MATCH #	RED	BLUE
M1	#1	#16
M2	#4	#13
M3	#8	#9
M4	#5	#12
M5	#2	#15
M6	#3	#14
M7	#7	#10
M8	#6	#11
M9	L4	L2
M10	L3	L1
M11	L8	L6
M12	L7	L5
M13	W3	W9
M14	W7	W11
M15	W2	W13
M16	W4	W10
M17	W6	W14
M18	W8	W12
M19	W1	L13
M20	W5	L14
M21	W15	W16
M22	W17	W18
M23	W19	L21
M24	W20	L22
SF1	W23	W21
SF2	W24	W22
F1	WSF1	WSF2

Figure 12: Double Elimination Schedule



Section 4 - The Robot

4.1 Overview

This section describes the rules specific to *Robots* in *OCCRA Roll The Dice*. Any rules that may apply to the *Robots* specifically listed in any of the other sections still apply, whether they are listed here again or not.

4.2 Robot Rules

<RI> What is a Robot? Only one (1) *Robot* will be allowed to compete per *Team* in *OCCRA Roll The Dice*. Though it is expected that *Teams* will make changes to their *Robot* at the competition, a *Team* is limited to only one (1) *Robot* at the competition. As such, a *Robot*, for the purposes of the *OCCRA Roll The Dice* competition, has the following subsystems:

Subsystem 1: Mobile *Robot* base including wheels, tracks, legs, or any other mechanism that allows the *Robot* to navigate the majority of the flat playing *Field* surface.

Subsystem 2: Power and control system that includes the hardware outlined as part of the OCCRA Control Box, and the associated motors and actuators for the mobile *Robot* base.

Subsystem 3: Additional mechanisms (and associated motors and actuators) that allow manipulation of *Dice*, *Bonus Dice*, or navigation of *Field Elements*.

Given the above definitions, a minimum *Robot* for use in any *OCCRA Roll The Dice* event must consist of Subsystems 1 and 2 above. Thus, if you are replacing an entire Subsystem of either Subsystem 1 or 2 from above, you have now created a second *Robot* and are no longer legal.

- *Teams* may not compete with one *Robot* while a second is being modified or assembled.
- *Teams* may not switch back and forth between multiple *Robots* during a competition. This includes using different *Robots* for *Qualification* and *Elimination Matches*.



- Multiple *Teams* may not use the same *Robot*. Once a *Robot* has competed under a given *Team* number at an event, it is “their” *Robot* - no other *Teams* may compete with it for the duration of the competition season.

Note: *Teams* using the *Placebo* for a *Match* are excused from this rule. The *Placebo* may be used by a *Team* that already has its own *Robot* in the case that their *Robot* is not able to play a *Match*. The *Placebo* may be used by any and all *Robots* at any event; with the exception of in *Elimination Matches* unless they are the lowest seeded *Alliance* and there were an odd number of teams at the county championship.

<R2> Robots must be pre-inspected. All *Robots* must be pre-inspected using the *Robot Pre-Inspection Worksheet* (Appendix D) before coming to the official inspection at the first event of the season. An adult mentor and at least one *Student* must carry out this pre-inspection. This form is required to be submitted at the official check-in station (registration) at the first event the *Team* attends.

<R3> Robots must be inspected. Every *Robot* will be required to pass a full inspection before cleared to compete. This inspection will ensure that all *Robot* rules are met. Inspection will take place at the beginning of every event a *Team* attends. Inspection will be performed by event staff and follow the same worksheet as the *Robot Pre-Inspection Worksheet*.

- If significant changes are made to a *Robot*, such as partial or full replacement of Subsystem 3, it must be re-inspected before it will be allowed to compete.
- If a *Robot* has multiple functional configurations, all possible configurations must be inspected before being used in competition.
- *Teams* may be requested to submit to random spot-inspections by event personnel. Refusal to submit will result in *Disqualification*.
- *Referees* or event staff may decide that a *Robot* is in violation of the rules. If this occurs, the *Team* in violation will be *Disqualified* and the *Robot* will be barred from the *Field* until it passes re-inspection. Minor infractions may only result in a warning, at the discretion of the *Head Referee*.

<R4> Certain mechanisms may not be allowed. The following types of mechanisms and components are NOT allowed:

- Those that could potentially damage *Field Elements*.



- Those that could potentially damage other competing *Robots*.
- Those that pose an unnecessary risk of entanglement.

<R5> Robots have starting and expansion size limits. At the beginning of any *Match*, *Robots* must be smaller than twenty-eight inches (28") wide by thirty-eight inches (38") long by forty-eight inches (48") tall.

- During inspections, *Robots* will be measured in one of two ways:
 1. *Robots* will be placed on top of a rectangle of tape, with the dimensions to the outer edges of the tape matching the length and width constraints.
 2. A tape measure or similar measuring device will be used to check the height, and possibly the length and width of the *Robot*.
- Any restraints used to maintain starting size (i.e. zip ties, rubber bands, etc.) MUST remain attached to the *Robot* for the duration of the *Match*.

Robots may expand beyond their starting size constraints after the start of a *Match*, in accordance with <SG2>; no limit vertically and eighteen inches (18") outside the *Starting Configuration*.

<R6> Robots components can be made before kickoff. Components whether it be parts or assemblies can be used to compete with that were used in a previous OCCRA season, or from any offseason development or other robot competition, so long as the components used meet the requirements of all the other rules in this manual.

Note: This is a change from previous years which had a hard limit on re-used components. We felt that this limitation was not benefitting teams, and there were already many cases in past seasons of teams reusing components.

<R7> Robots should be completely developed by Students. *Robots* must be designed, built, and programmed by *Students*. Teachers, mentors, parents, etc. may answer questions, give instruction on practices, help build practice *Field Elements*, assist in tool and safety education, etc. but should not be involved in the design, build, programming, or development of the *Robots*.



Note: This rule is enforced via the “honor system”, as there is no way for OCCRA to enforce this rule on *Teams* outside of events. We ask that all *Teams*, and specifically all teachers, mentors, parents, etc. to use their best judgement as to whether they should do something or not. If there are any questions, the *OCCRA Over n’ Out* Q&A can be utilized.

<R8> Robots have a weight limitation. *Robots* may not weigh more than one-hundred fifteen pounds (115lbs), including the battery and all decorations. *Robots* utilizing a pneumatic system with a compressor mounted on the *Robot* may weigh a maximum of one-hundred twenty pounds (120lbs). *Robots* that have a pneumatic system without a compressor mounted to the *Robot* are restricted to the 115 pound weight limit.

<R9> Robot frames should be off the ground and not easily stuck. *Robots* may not have any “wedge” shaped frame members on the edge of of the *Robot*, and may not have any frame members that could snag the carpet of the *Field*. This is a subjective rule that will be inspected on a case-by-case basis, so *Teams* should use their best judgement to ensure their frame will not easily wedge under other *Robots* or *Field Elements*, or snag or catch on the carpet.

<R10> Robots have limitations on what parts can be used. All parts on the *Robot* must come from one of three sources:

1. Parts that come supplied in the Kit of Parts (KoP).
2. Parts that have been fabricated from simple material stock using allowed tools.
3. Parts that are COTS and cost less than or equal to \$100 as an individual part.
 - Any items that are ordered from a vendor as a “special-order” item, or in other terms is customizable to certain specifications is not allowed.
 - If a device or mechanism cannot be bought for less than \$100, but the individual components that make up the device or mechanism can be bought for a total cost of less than \$100 and then assembled by the *Team*, it is legal to use.
 - The AndyMark AM14U frame only kit is exempt from this rule and is legal to use as the robot drive chassis.
 - Any part that is not readily available to all *Teams* is not allowed.



<R11> Robots and parts may only be made using certain tools. Any custom fabricated parts by the *Team* must be made using approved tools and machinery. The list of approved tools and machinery is as follows:

- Any standard* hand tools (screwdrivers, pliers, center punch, tape measure, hammer, wrench, file, knife, etc.)
- Chain breaker/chain puller
- Manual pry bar or press
- Any standard type of hand saw (hacksaw, coping saw, miter saw, etc.)
- Any standard type of electric saw (saber saw, jigsaw, bandsaw, circular saw, etc.)
- Any standard electric drill and bit set (drill bit, taps, dies), including a drill press
 - This does NOT include precision machines (mill, lathe, CNC, Router, etc.)
- Any standard rotary tool (Dremel-type) and the corresponding bits
- Any standard deburring tool
- Any standard vice or clamp
- Any standard type of sander, chisel, or grinder (includes electric belt sanders)
- Any standard soldering iron and solder
- Any standard pop-rivet tool, stapler, and staple gun - manual, electric, or pneumatic
- Any standard heat gun, hair dryer, etc.
- Any standard non-industrial sewing machine

All tools must be used in a safe manner, and within the specific shop safety rules each *Team* has in place. OCCRA suggests any cutting tools, manual or electric, be supervised by a qualified adult.

Note: There are no “precision machining tools” on this list; the use of industrial-level machines not typically found in high schools (such as 3D-printers, mills, lathes, routers, laser-cutters, CNC brakes, etc.) would create an unfair advantage to those *Teams* with accessibility to such machines and are prohibited.



<R12> Robots must have an Alliance flag holder, and visible team number. All Robots must have a flag holder to retain an *Alliance* flag supplied by OCCRA at the events. This flag holder must be a piece of half ($\frac{1}{2}$) inch PVC pipe that extends upward from the *Robot* and allows the *Alliance* flag to be visible from all sides. Robots must also have a *Team* number displayed that is written in digits at least four (4) inches high and visible from all sides.

<R13> Robots with pneumatics must follow strict guidelines. All pneumatics components used must be COTS items and unaltered in any way that might compromise the integrity of the component. Any COTS pneumatics parts are allowed as long as they meet the criteria of <R10>.

The only compressors allowed on a *Robot* are one of the following:

- The Thomas compressor
- The AndyMark 1.1 Pump
- VIAIR 00090 compressor (supplied in the KoP)

The only tubing sizes allowed is the eighth inch ($\frac{1}{8}$ "") supplied in the KoP or standard quarter inch ($\frac{1}{4}$ "").

The pneumatic circuit must be controlled with a pressure switch and relay, and protected with a relief valve at one-hundred twenty (120) psi or lower.

The pressure to all actuators must be controlled by regulators and may not exceed sixty (60) psi. The gauge on this regulator must be readily visible for ease of reading.

For safety reasons, a pressure relief valve must be connected to the accumulator tank(s) and easily accessible.

<R14> Robots may only use certain motors and servos. The only motors legal to use on the *Robot* are twelve (12) Volt DC brushed motors rated below three-hundred fifty (350) Watts, and must be from the KoP, or available for purchase from AndyMark, BaneBot, The Robot Space, or VEX. There is no limit as to how many motors a *Team* is allowed to use, however *Teams* should keep in mind that maximum total current on the *Robot* is limited to one-hundred twenty (120) Amps, and there are ten (10) motor control signal outputs on the Cortex. REV Neo BLDC are not legal in OCCRA.

Standard electric servos including the VEX 393 may also be used, and there is no limit as to how many servos can be used. However, no servos are included in the KoP.



<R15> Robots must use certain power sources. There are two main power sources for an OCCRA Robot. The Cortex must be powered by the VEX 7.2V Battery, and *Teams* must either use the one provided in the KoP, or purchase one directly from VEX or The Robot Space. Any servos on the *Robot* should be powered through the Cortex.

In addition, it is strongly suggested that *Teams* use a standard nine (9) Volt battery connected to the backup battery port on their Cortex. This protects *Teams* from losing communications with their *Robot* during a *Match* if they temporarily or completely lose their main Cortex power. While *Teams* will be allowed to play without a backup battery, it is strongly suggested *Teams* take this extra precaution.

The rest of the *Robot* must be powered by an eighteen (18) Amp-hour twelve (12) volt battery, either supplied through the KoP, or a functionally equivalent model. Any battery that is legal for competition in the FIRST Robotics Competition will also be considered legal to use in OCCRA. No lithium-ion batteries are allowed.

<R16> Robots can only use certain control devices. There is no limit to how many relays and motor controllers a *Team* can use. The Spike relay or the Adafruit DRV8871 are legal relays to use. The Victor SP, Victor SPX, Talon SRX, SPARK, and SPARK Max are legal motor controllers that can be used. The compressor must be run by a single automotive relay that OCCRA will supply to all *Teams* in the KoP.

All wires routed from motors and actuators must be secured to the strain relief bolt on the side of the control box before entering the box and attaching to the various relays and motor controllers.

<R17> Robots can only use certain gauge size wire and breakers. Only the following specified wire gauge sizes may be used:

- #6 gauge or larger wire must be used between the twelve (12) volt *Robot* battery and the positive and negative distribution strips.
- #16 gauge or larger wire must be used to carry current from the relay controllers to the pneumatic solenoids.
- #14 gauge or larger should be used for all other wiring on the *Robot*.

Main circuit-breakers may be either eighty (80) amp or one-hundred twenty (120) amp (OCCRA will continue phasing out the eighty (80) amp breakers). Branch circuits must be protected by breakers rated at thirty (30) amp or lower.



<R18> Robots must have a control box. All of the electrical control systems used on the *Robot* should be housed within the control box, a single clear plastic case. The controls case has been pre-wired for *Teams* convenience. Components should be neatly laid out and arrange key components so that their indicator lights are clearly visible to event staff, *Referees*, and *Field Technical Advisors*.

Robots must use the VEX Cortex controller as the *Robots* main CPU on board. All the other main electrical control system components (fuse block, relays, motor controllers, and fuses/circuit breakers) should be housed within the control box.

The control box should be securely mounted to the *Robot*, such that it will not move or fall off when the *Robot* runs into *Field Elements* or other *Robots*. The lid of the control box should be secured to the box using the clasps, but *Teams* are encouraged to add something to help keep the lid secure on the box. The lid must be easily removed and the inside of the control box easily accessed.

Teams may use a PWM splitter cable if they wish to have a single control signal run multiple relays or motor controllers.

<R19> Robots must be controlled using VEX joysticks. The *Robot* must be controlled using the VEX joysticks. *Teams* may tether a second joystick to the first if they wish to control the *Robot* using multiple joysticks. The Cortex and primary joystick must both use the VEXnet 2.0 keys for communication between the *Robot* and joysticks. VEXnet 1.0 keys may not be used.

<R20> No modifications to pneumatic or electrical components. *Teams* may not modify any pneumatic or electrical components in any way, unless otherwise stated in official OCCRA documentation.



Section 5 - Conduct and Safety, Team Updates, Q&A

Section 5.1 - Conduct and Safety Rules

<CS1> Keep the Robot and Drive Team members safe. Teams should ensure that all actions the *Robot* makes on the *Field* and in general are safe. If the *Robot* becomes out of control or is putting anyone in danger, the joysticks should be turned off and every effort made possible to stop the *Robot* from operating.

All *Students* on the *Drive Team* are required to wear safety glasses and closed toed shoes while at the *Field*. *Students* should make sure they are never reaching inside the *Field* during a *Match*.

An adult is allowed to help transport the *Robot* on and off the *Field* if desired to ensure student safety. This adult is not allowed in the *Driver Station* during the *Match*.

<CS2> Keep the pit area safe, clean, and respectful. Teams should ensure that they do everything they can to be respectful to the venue hosting the event and the other *Teams* around their pit area.

All *Students* in the pit are required to wear safety glasses and closed toed shoes. *Students* must also make sure that they are using safe practices when operating any tools in the pit, and should get adult supervision for anything that requires it.

Students should keep their pit clean, with no loose parts on the floor as a tripping hazard, all trash thrown away or recycled, and no horseplay anywhere in the pit area. Food and drink is not allowed in the pits, with the exception of bottled drinks.

<CS3> Use any available electricity in the pit safely. There may or may not be available electricity in each *Team* pit at an event.

If *Teams* do not have electrical power available in their pit, they may set up equipment (such as battery chargers, power tools, etc.) on the side of the overall pit area such that it is out of the way and set up safely. Due to the possibility of not having electrical power access in the *Team's* pit, it is suggested that *Teams* bring cordless equipment to use in their pits.



If *Teams* do have electrical power in their pit, it is expected that they keep power lines organized and not in the way so as to cause tripping hazards. *Teams* should use OCCRA supplied cables and power strips to set up the electrical power, as this helps keep the event more organized and easier to clean up at the end of the event.

No electrical tools that cause any sparks or excessive noise are to be used in the pit areas at events.

<CS4> **Be on your best behavior when attending events.** OCCRA highly values teaching and promoting professional attitudes and manners, and expects all *Students* to conduct themselves in such a manner. Anyone who is found to be excessively disrespectful or unprofessional by event staff may be asked to leave.

Team spirit is highly encouraged at events, and OCCRA wants all *Students* to cheer for their *Team* and other *Teams* as much as possible. Signs, spirit materials, etc. are all encouraged as long as they do not negatively affect other spectators experience. Excessively loud noise makers that are distracting to field staff and *Drive Teams* may be removed. Laser pointers are strictly forbidden.

<CS5> **No sponsors on Robots, apparel, or at events.** OCCRA is very appreciative of any and all corporate sponsors that help support the organization. Any corporation that contributes personnel resources or financial resources in excess of \$200 to OCCRA will be recognized by the organization with a large banner at each event, public address announcements at each event, with acknowledgement in brochures and in printed programs.

Individual *Teams* shall not display corporate names or logos on their *Robots*, *Team* apparel, or anywhere at the events where an association with an individual school is apparent.

Section 5.2 - Manual Updates

Throughout the season, there may be updates that need to be made to the game manual, as well as other information *Teams* need to know. OCCRA will email a Manual Update to *Teams* any time the manual or other updates occur, with any important information either the Game Design Committee or OCCRA steering committee feels needs to be shared. These Manual Updates will also be posted on the OCCRA Forum on [ChiefDelphi](#).



Section 5.3 - Q&A System

The Q&A system is an opportunity for *Students* and/or their teachers, mentors, parents, etc. to ask specific questions about the *OCCRA Roll The Dice* rules and interpretations that they do not think are completely clear or about something they do not think is addressed in the rules. The Q&A System will be managed by the Game Design Committee, and any answers given are official rulings by the GDC and are an extension of this game manual. Only answers given in writing in the Q&A System are official rulings outside of the game manual, other than live rulings by the *Head Referee* at events.

Questions asked in the Q&A system should be specifically about *Match* play, the competition structure, or specific technical questions related to the *Robot* rules. The GDC will not answer questions that use examples of mechanisms or anecdotal descriptions. If the answer to a question is already in the game manual, the GDC will direct you to read the game manual, and quote the specific rule pertaining to your question.

Any answers that are critical enough to the rules will cause an update to the game manual to better clarify in the manual the issue that the answer covered. These will be published in the game manual and notified to teams in Manual Updates.

The OCCRA Q&A system can be found at [ChiefDelphi](#).

