

## OCCRA Roll The Dice - Rules Cheat Sheet

### Section 2 - Game Rules

<b>Rule</b>	<b>Page</b>	<b>Description</b>
<G1>	18	Treat everyone with respect.
<G2>	18	Use common sense.
<G3>	18	<i>Robots begin the Match in the Starting Configuration.</i>
<G4>	18	Keep your <i>Robots</i> together.
<G5>	19	The red <i>Alliance</i> , or the highest seed, sets their <i>Robot</i> last.
<G6>	19	Operate your own <i>Robot</i> .
<G7>	19	Only <i>Drive Team</i> members in and around the Field.
<G8>	19	Only <i>Human Players</i> interact with <i>Dice</i> and the <i>Field</i> .
<G9>	20	You can't force an opponent into a <i>Foul</i> .
<G10>	20	Don't destroy other <i>Robots</i> ; but be prepared for interaction.
<G11>	21	Offensive <i>Robots</i> get the benefit of the doubt.
<G12>	21	Let go of <i>Dice</i> after the <i>Match</i> .
<G13>	21	"It ain't over 'till it's over".
<G14>	21	Be prepared for minor <i>Field</i> variance.
<G15>	21	Replays are possible, but rare.
<G16>	21	Using the <i>Placebo</i> .
<G17>	22	The Q&A system is an extension of the game manual.
<G18>	22	The GDC reserves the right to make changes to the rules.



## Section 2 - Specific Game Rules

<b>Rule</b>	<b>Page</b>	<b>Description</b>
<SG1>	23	Starting a <i>Match</i> .
<SG2>	24	<i>Robot</i> extension is limited once the <i>Match</i> begins.
<SG3>	24	Do not touch the opponent's <i>Goal</i> or <i>Goal Scored Dice</i> .
<SG4>	25	Watch your <i>Possession</i> limit.
<SG5>	25	<i>Hoarding</i> is prohibited.
<SG6>	25	Keep <i>Dice</i> to yourself and your <i>Alliance</i> partner.
<SG7>	26	No descoring <i>Dice</i> from the <i>Field</i> or the <i>opponent's Goal</i> .
<SG8>	26	Don't "clamp" your <i>Robot</i> to the <i>Field</i> .
<SG9>	26	Only load <i>Dice</i> onto the <i>Human Player Station</i> .
<SG10>	27	<i>Human Players</i> can only carry one <i>Die</i> at a time.
<SG11>	27	<i>Human Players</i> only introduce <i>Bonus Dice</i> in last 30 seconds.
<SG12>	27	Do not launch <i>Dice</i> more than 4 feet.
<SG13>	28	<i>Score Dice</i> into <i>Goals</i> only when in the <i>Goal Zone</i> .
<SG14>	28	Don't touch your opponent in their <i>Loading</i> or <i>Goal Zones</i> .
<SG15>	28	Don't linger in your opponent's zones.
<SG16>	29	No <i>Trapping</i> for more than five (5) seconds.
<SG17>	29	The <i>Field</i> should be laid out according to the manual.



## Section 4 - Robot Rules

<b>Rule</b>	<b>Page</b>	<b>Description</b>
<R1>	36	What is a <i>Robot</i> ?
<R2>	37	<i>Robots</i> must be pre-inspected.
<R3>	37	<i>Robots</i> must be inspected.
<R4>	37	Certain mechanisms may not be allowed.
<R5>	38	<i>Robots</i> have starting and expansion size limits.
<R6>	38	<i>Robots</i> components can be made before kickoff.
<R7>	38	<i>Robots</i> should be completely developed by <i>Students</i> .
<R8>	39	<i>Robots</i> have a weight limitation.
<R9>	39	<i>Robot</i> frames should be off the ground and not easily stuck.
<R10>	39	<i>Robots</i> have limitations on what parts can be used.
<R11>	40	<i>Robots</i> and parts may only be made using certain tools.
<R12>	41	<i>Robots</i> must have <i>Alliance</i> flag holder & visible team number.
<R13>	41	<i>Robots</i> with pneumatics must follow strict guidelines.
<R14>	41	<i>Robots</i> may only use certain motors and servos.
<R15>	42	<i>Robots</i> must use certain power sources.
<R16>	42	<i>Robots</i> can only use certain control devices.
<R17>	42	<i>Robots</i> can only use certain gauge size wire and breakers..
<R18>	43	<i>Robots</i> must have a control box.
<R19>	43	<i>Robots</i> must be controlled using VEX joysticks.
<R20>	43	No modifications to pneumatic or electrical components.



## Section 5 - Conduct & Safety Rules

<b>Rule</b>	<b>Page</b>	<b>Description</b>
<CS1>	44	Keep the <i>Robot</i> and <i>Drive Team</i> members safe.
<CS2>	44	Keep the pit area safe, clean, and respectful.
<CS3>	44	Use any available electricity in the pit safely.
<CS4>	45	Be on your best behavior when attending events.
<CS5>	45	No sponsors on <i>Robots</i> , apparel, or at events.

