

# Ocean Commotion Rules



## Robot Design

- Max robot size: Width of 45 in, length of 45 in, height of 50 in
- Robot must have an indicator (LED, flag, etc.) indicating that you have the max amount of COINS (5) or PEARLS (3)
  - This is required at robot check-up

## COINS and PEARLS

- Robots can only hold up to 5 COINS at a time and 3 PEARLS at a time.
  - Holding more than the max amount of game pieces will result in a red card.
- No shooting COINS or PEARLS at anything but SCORING CAPSULES.
  - Doing so will result in a yellow card.

## Field and Safety Zones

- Alliances cannot go inside opposing alliance SUBMARINE SITES during the RESURFACE period.
- Alliances cannot go in the 5 feet restricted area around opposing alliance BROKEN CONTAINERS or any SCORING CAPSULES. Touching the border is allowed, but going past it with any part of the robot is an action that will be penalized.
  - Entering the opposing alliance's safe zones or SUBMARINE SITES will result in a deduction of 5 points every time.

## Defense

- No intentional damage to other robots.
- Robots can make contact but cannot ram into one another.
- Intentional sabotage is prohibited.
  - Doing so will result in a red card.
- Robots can play positional defense while abiding to safety zone rules, but cannot block a scoring angle to the COIN CAPSULES for over 5 seconds.

## COMMOTION ( autonomous )

- COMMOTION occurs for the first 15 seconds of the match.
- Robot must start at the starting line of the opposing alliance's side, facing the opposing alliance's drivestations.
- Robots can earn points if they reach the containers' safety zones (5 points).
- Robots can score game pieces during this time, for double the normal point values.

## COLLECTION ( teleoperation )

- COLLECTION is the 2 minute period between COMMOTION and RESURFACE
- PEARLS can only be dispensed during COLLECTION.
- Alliance can only earn 1 ranking point from COINS, which they earn from scoring 35 COINS.

## Human Player

- Human players will either be located behind their alliance COIN CONTAINER or behind their alliance PEARL DISPENSER
- When recycling COINS, human players must transport COINS from the COIN CAPSULES to BROKEN CONTAINERS after every 35 COINS are scored. They must follow a designated path of alliance colored tape to return COINS to their BROKEN CONTAINERS. They may not interfere with the drivers nor abuse drivers, coaches, or refs when recycling. This includes physical contact and not using gracious professionalism with the penalty for doing so being the alliance receiving a red card.
- When dispensing PEARLS, human players must dispense the through the slot in the PEARL dispenser. Only 5 PEARLS may be dispensed, and PEARLS may be dispensed throughout the whole game.
- Human players may not run in their drivestations or around the field, doing so will result in a warning, then a red card.

## RESURFACE ( endgame )

- To be considered hanging, robots must remain at least 3 feet above the ground for at least 5 seconds after the match ends, and the robot's weight must be supported by the SUBMARINE BARS.
- Alliances can earn 1 ranking point if all robots in that alliance are considered hanging.

# Win vs Tie vs Loss

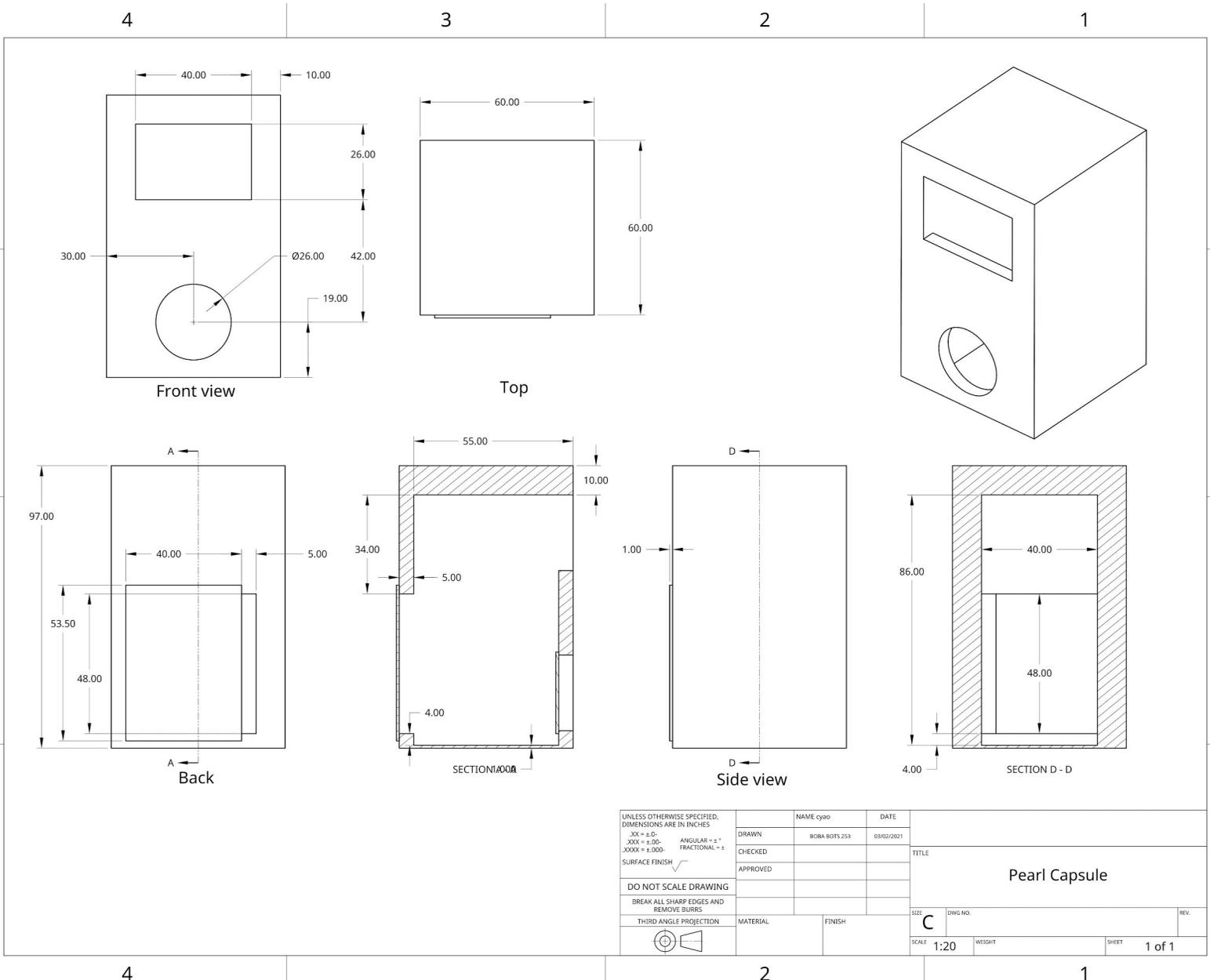
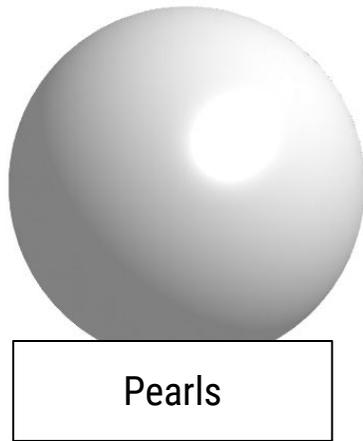
At the end of the match, the alliance with the most points wins, and the alliance with the least points loses. If both alliances have an equal amount of points at the end of the match, the match is a tie.

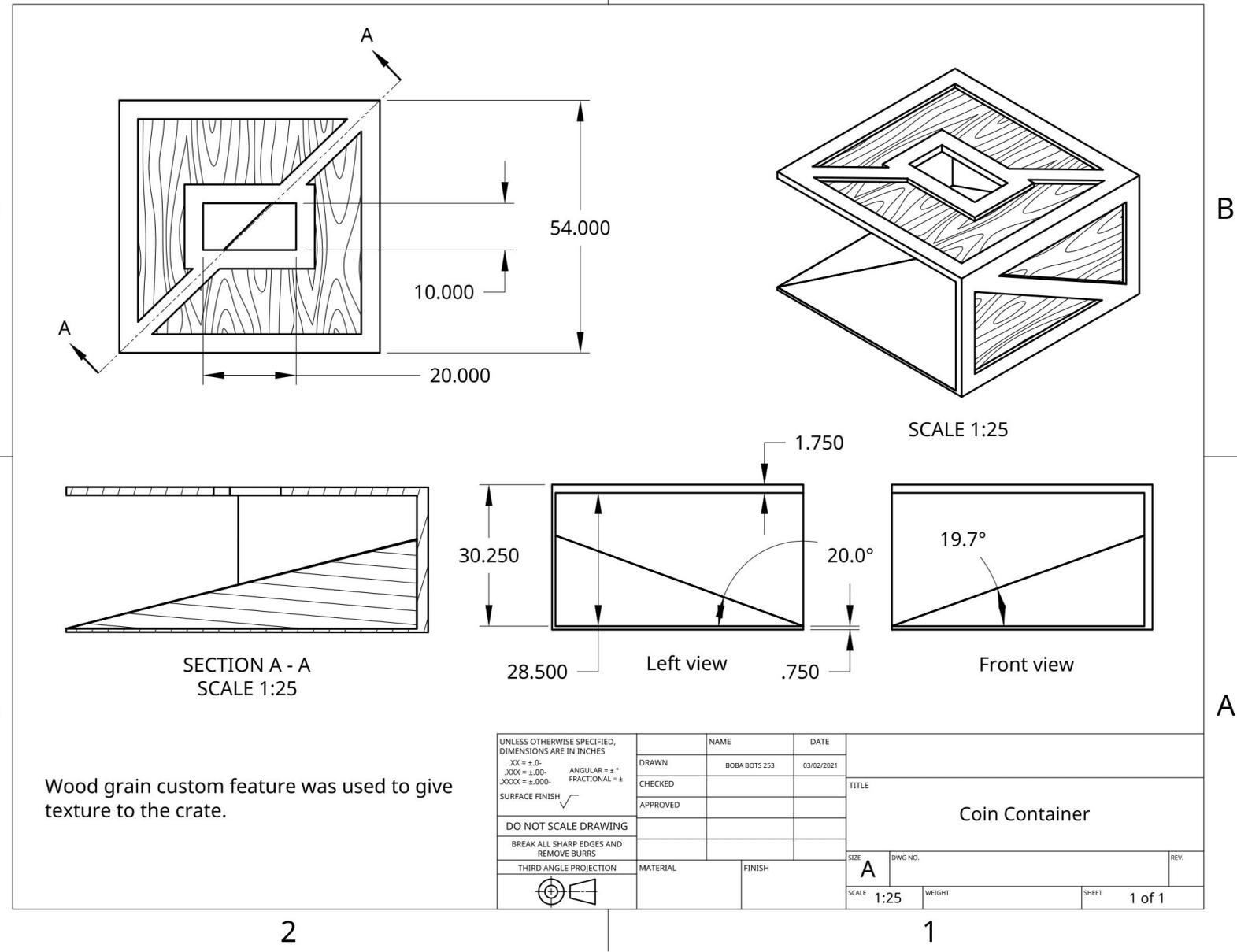
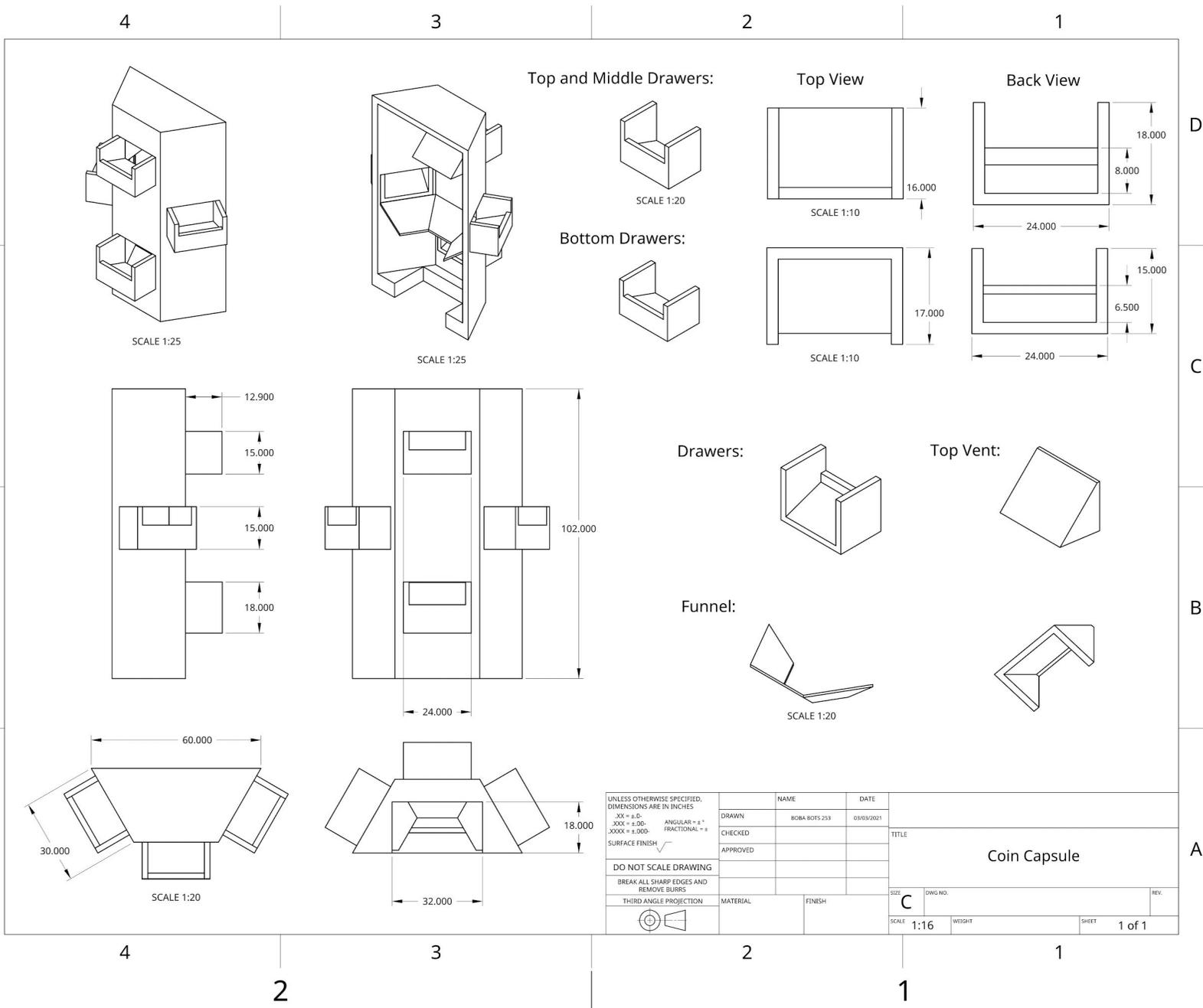
# Kit of Parts

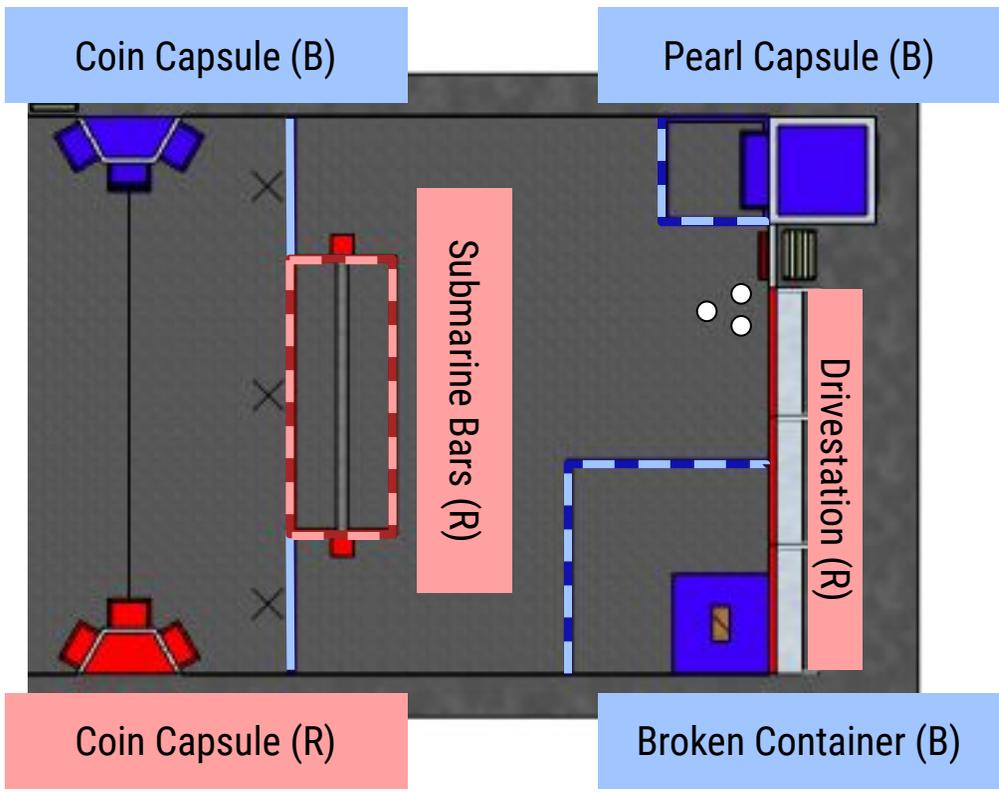
Teams that design their robots to hold the max amount of game pieces must utilize the flag or light indicator (included in the kit of parts) to show the referee when their robot is holding the maximum amount.

# Scoreboard and Live Scoring

The scoreboard displays the match number, team numbers, number of points and ranking points, COIN count, and match uptime. COIN CAPSULES and PEARL CAPSULES contain sensors that detect the total points scored. Sensors on the COIN CAPSULES will also account for the number of coins scored to indicate when a team gets a ranking point or when they have to recycle.

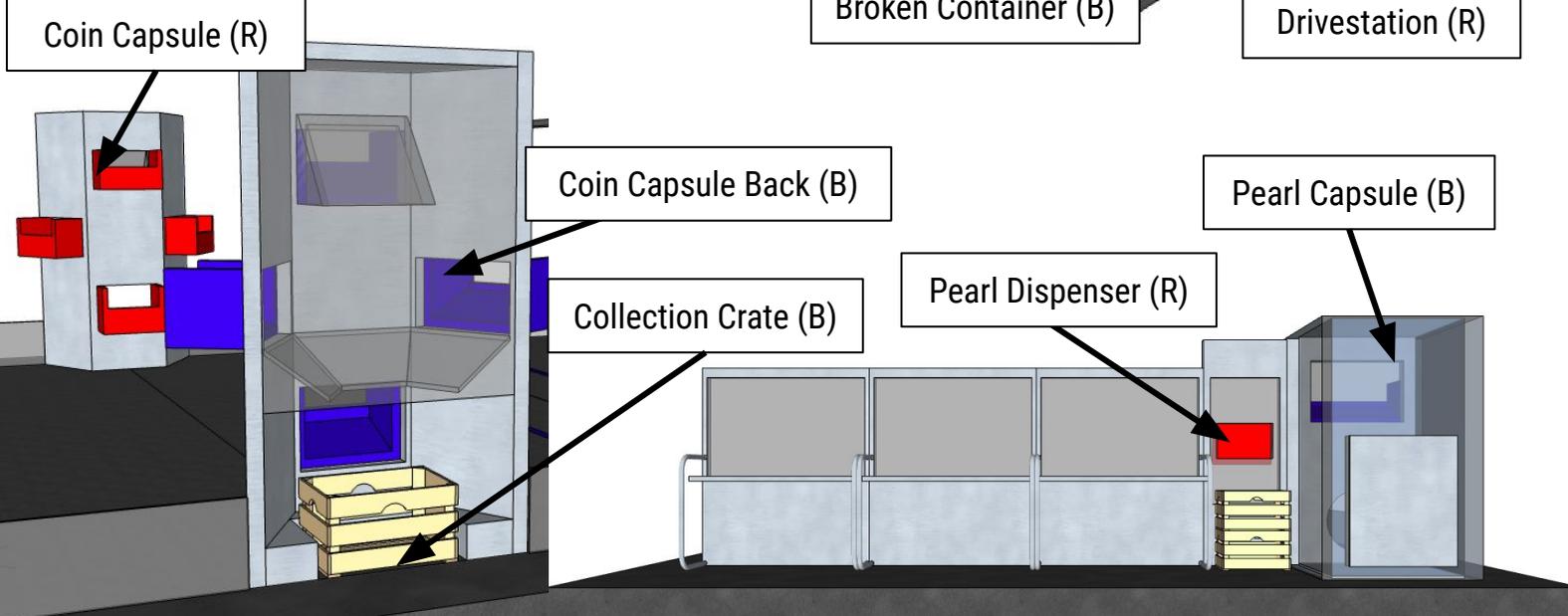
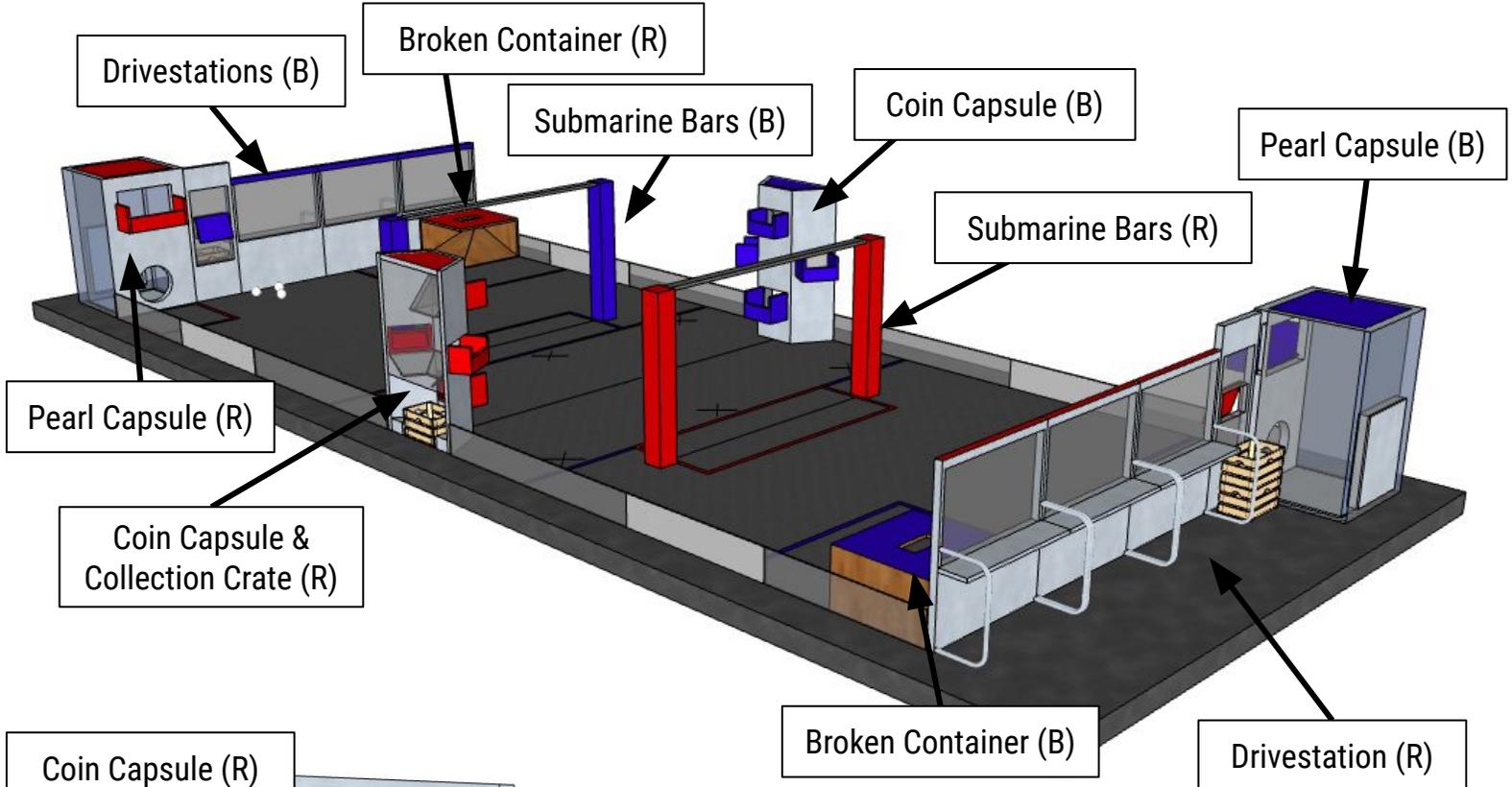
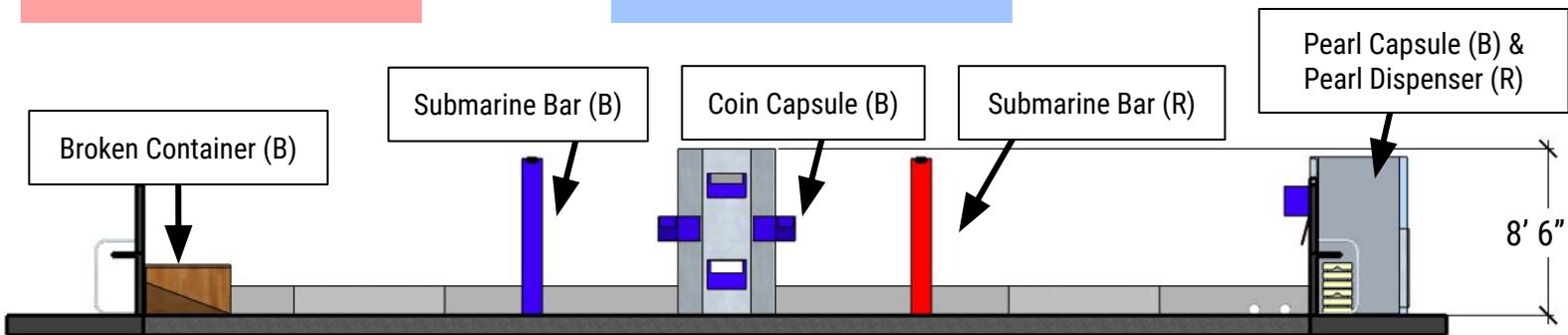






**KEY:**

- (R) = red alliance
- (B) = blue alliance
- × = robot starting positions
- (○) = Pearl Starting Positions
- — — Safety Zones (B)
- - - Submarine Site (R)
- Submarine Site (R)



**Coin Capsules**

**Drivestation Back (R)**