

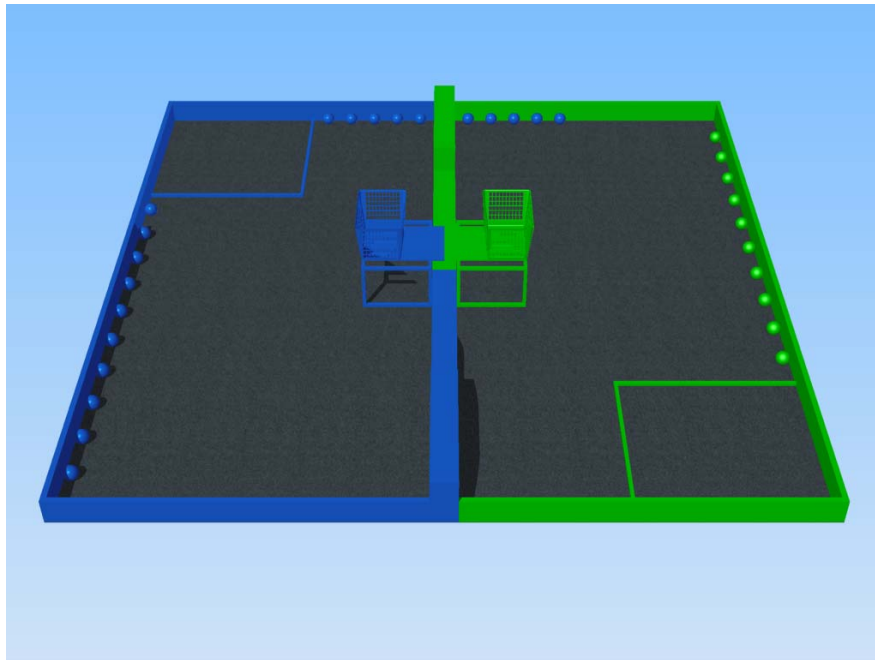
Section
2



The Game

2.1 Game Overview

The OUTball Blitz game is illustrated below. Two teams, one blue and one green, start at the corners of the field. The object of the game is to score higher than your opponent using the balls on the field. The scoring is explained below.



2.2 The Game

2.2.1 Definitions

BAR – The inner section of the barrier. Robots must drive up and over the bar to get to the other side.

BARRIER – The wooden obstruction in the middle of the field. It is divided into the gate and the bar.

DRIVER – The team member responsible for driving the robot

GATE – The outer section of the barrier. Robots must go under and through the gate to get to the other side.

OPERATOR – The team member responsible for operating any other controls the driver doesn't control.

STARTING BOX – Where robots start each match. Robots must fit within the starting box or else they are disqualified.

2.2.2 Match Format

Each match is 2 minutes of Operator Control.

2.3 Rules

2.3.1 Safety

Any robot that is deemed unsafe by the referees will not be allowed to participate in the competition until it is said to be safe. This involves parts of the robot that may break off and could become projectiles.

Each robot will go through inspection before the competition to make sure it is safe.

2.3.2 Scoring

The scoring is as follows:

Scoring with balls

Own Lower Goal – 1 point per ball

Own Upper Goal – 2 points per ball

Opponents Lower Goal – 3 points per ball

Opponents Upper Goal – 4 points per ball

Robots in Starting Boxes

Robot in your opponent's starting box – 5 points

Robot in your own starting box – 10 points

2.3.3 Penalties

<P01> If parts detach from a robot during a match, the team is given a warning.

Teams must fix their robot so no parts come off. If parts continue to come off during matches, the team will get a **10 point penalty** for each occurrence.

<P02> Contact aimed at blatantly damaging another robot will be assessed as a **5-point penalty** against the offending team.

<P03> Removal of upper goals from the top platforms will result in a **30-point penalty** against the offending team.