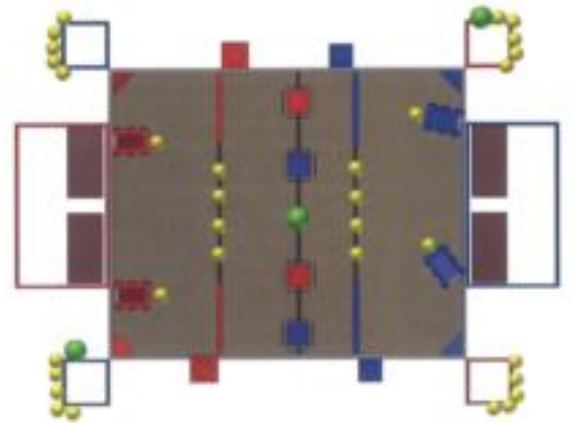


2012 - Goal Roll

Teams partnered with another team to form an "alliance" that competed against an opposing alliance. For each match, the pair of teams in the RED alliance played against the randomly assigned pair of teams in the BLUE alliance. Each match lasted 2 minutes during which time, alliances scored points by putting balls into goal structures. The smaller, yellow balls counted for one point when placed inside one of the alliance's four goals. If a large green bonus ball was placed on top of a goal, the point value of the goal was doubled.



Only robots could score balls into the tall, tower goals. Both robots and "Human Players" could score balls into the smaller, mobile goals. Robots could attempt to block or push opposing robots, but "goaltending" was not allowed. Balls that unintentionally went out of bounds were returned by OCCRA officials to the nearest Human Player to where the ball went out.

Robots could not HOLD more than 3 balls at a time. Robots could push opponents' robots and goals but not grab, hold or attach to them. Robots could only attach to one goal at a time and it could only be one of their own ALLIANCE's goals. Pinning a robot for more than three (3) seconds and preventing it from moving was not allowed.

If any part of an opponent's mobile goal was on or above an alliance's ENDZONE at the end of a match, the alliance received a 2-point bonus. The score for each alliance is calculated by adding the alliance's goal points at the end of the match, plus any bonus points, minus any penalty points that were assessed. The alliance with the highest amount of points was the winner. The winners of the match each received 10 bonus points plus their match score. The losing teams received only their patch points.