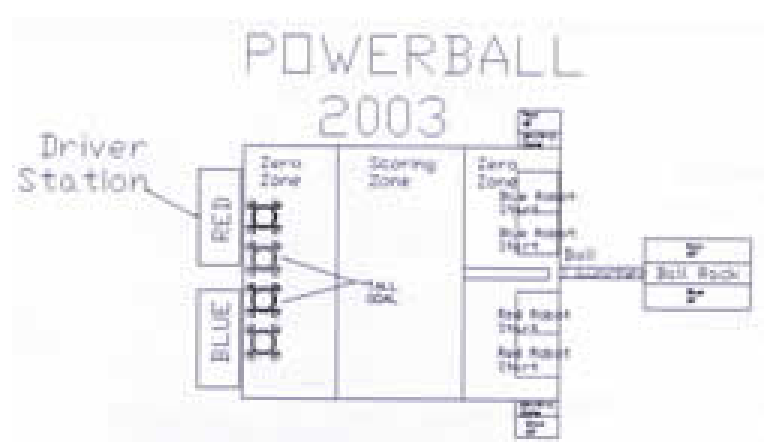


2003 - Power Ball

Two alliances will play at a time on the court and there will be two teams in each alliance during the seeding matches. For each team in the alliance, two student drivers, a human player, and a student coach are the only ones allowed on the playing field or in the Game Layout staging area.

The game pieces are yellow 13" diameter rubber balls and a single green 24" ball. Each yellow ball has a base value of one point (1) when in scoring position. There are twenty-four (24) of these yellow 13" balls in play during each match. The base value of the green "Power Ball" is five (5) points.



The object of the game is to build a robot that can pick up the balls and place them in the position that gains your team a scoring advantage by the end of the match. Balls that are held off the ground by a robot within the scoring zone each score their base value (either 1 or 5 points). Balls that are placed into a goal that is in the scoring zone will have their value doubled (either 2 or 10 points). Each alliance is assigned a color and has two scoring goals of that assigned color (either blue or red.) The match score for an alliance will be calculated by doubling the value of the balls in their scoring goals and adding this score to the value of the balls held by the alliance robots in the scoring position. The scoring goals have different-sized towers; each alliance has a short tower that is 36" off the floor and a tall tower that is 72" above the floor level. All goal towers have openings at the top that the balls will fit into. The scoring goals for each alliance are identified by a color that is randomly assigned for each match (either blue or red).

Each match will last two minutes. The score for each match is determined by the position of the balls at the end of the match. The scores are then tabulated and a winner is determined. The alliance with the highest amount of points is the winner. The winners of the match will each receive 10 bonus points plus their ball score. The losing teams will receive only their ball score.

Robot interaction is allowed and expected anywhere on the field. However, robot action/contact intended to disable or damage the opponent is forbidden. Pinning a robot for more than five (5) seconds and preventing it from moving is not allowed. Robots may push an opponent's goal but may not latch on or pull an opponent's goal. A robot may not attempt to block an opponent from placing balls in scoring position by covering the opening at the top of the goal ("goaltending").