

2011 Cow Town Throwdown Rule Changes

Additions in Bold

~~Deletions in Strike Through~~

Glossary (1.6):

TRIGGERED – the act of pushing the bottom disk of the TARGET so that the sensors are tripped and a signal is sent to the Field Management System (FMS). When a TARGET is TRIGGERED, the MINIBOT RACE on that TOWER is complete. **If a TARGET malfunction is apparent to the Referees, the MINIBOT RACE finishing order will be decided upon by the Referees, FTA(s), and Scorekeeper(s).** If the MATCH ends early under provision of <G02> because all 4 TOWERS have been TRIGGERED and one or more were falsely TRIGGERED, the Head Referee and Scorekeeper will determine if the continuation of play for the entire END GAME could have changed the MATCH results; if so, the MATCH will be replayed.

Rationale: This change accommodates the possibility that a TARGET may malfunction.

UBERTUBE – the yellow GAME PIECE used to score **bonus points** during the AUTONOMOUS PERIOD **and to double the PEG SCORE when HUNG at any time during the match.**

Rationale: UBERTUBES will remain in play for the entire match. This will also relieve the overly harsh penalty for leaving a “partially hung during autonomous” tube on the peg.

Rules:

<G14> Any control devices worn or held by the DRIVERS **during the AUTONOMOUS PERIOD** must be disconnected from the OPERATOR CONSOLE, and not connected until after the AUTONOMOUS PERIOD. *Violation: PENALTY*

Rationale: Clarifies that devices connected to the OPERATOR CONSOLE can be picked up or worn after the AUTONOMOUS PERIOD has ended.

~~<G16> UBERTUBES may not be HUNG.
Violation: PENALTY~~

~~<G16> disallows an unplaced UBERTUBE to be hung, a knocked-off UBERTUBE to be rehung, or movement of an UBERTUBE to a different PEG.~~

Rationale: UBERTUBES will remain in play for the entire match, doubling peg score when HUNG at any time, and scoring the bonus points if HUNG during autonomous.

<G21> HOSTBOTS may DEPLOY MINIBOTS only onto their ALLIANCE'S TOWERS and **the initial MINIBOT contact with the TOWER must be** entirely below the DEPLOYMENT LINE. *Violation: PENALTY, plus RED CARD if MINIBOT is **DEPLOYED onto OPPONENT'S TOWER.** TOWER is disabled if MINIBOT is DEPLOYED above the DEPLOYMENT LINE.*

Rationale: Removes an overly harsh penalty and a difficult judgment call for the referees.

~~<G23> Contact (via ROBOT or GAME PIECE) with the opposing ALLIANCE'S TOWERS is prohibited. Violation: PENALTY plus RED CARD~~

Rationale: Removes the harsh consequences of incidental contact with the TOWER. <G24> remains in effect if the contact interferes with the opponent's DEPLOYMENT.

~~<G32> Neither ROBOTS, HOSTBOTS, nor MINIBOTS may break the planes of the vertically projected borders of the opponent's ZONES., including a GAME PIECE in their POSSESSION. Momentary incursions by a POSSESSED GAME PIECE will not be penalized if they do the ROBOT does not make contact with anything in the ZONE. Violation: PENALTY. G61 does not apply to this rule, however strategies aimed at taking advantage of this exception will result in a PENALTY plus a YELLOW CARD. If a ROBOT enters the opponent's ZONE and does not make immediate effort to leave OR if it contacts another ROBOT (or GAME PIECE in its POSSESSION) also in the ZONE, then the intruding TEAM will receive a RED CARD.~~

Rationale: Keeps the intention of the rule to allow ROBOTS to HANG GAME PIECES, without being overly harsh.

~~<G33> During the TELEOPERATED PERIOD, neither ROBOTS, HOSTBOTS, nor MINIBOTS may break the planes of the vertically projected borders of the opponent's LANES., including a GAME PIECE in their POSSESSION. Momentary incursions by a POSSESSED GAME PIECE will not be penalized if they do the ROBOT does not make contact with anything in the LANE. Violation: PENALTY. G61 does not apply to this rule, however strategies aimed at taking advantage of this exception will result in a PENALTY PLUS A YELLOW CARD. If a ROBOT enters the opponent's LANE and does not make immediate effort to leave OR if it contacts another ROBOT (or GAME PIECE in its POSSESSION) also in the LANE, then the intruding TEAM will receive a RED CARD. (Exception: if a ROBOT should break the planes of the vertically projected borders of the opponent's LANES during the AUTONOMOUS PERIOD, it will have a "grace period" to remedy the situation at the beginning of the TELEOPERATED PERIOD; the grace period will be either 5 seconds or until an opponent ROBOT enters the LANE – whichever comes first.)~~

Rationale: Allows short incursions into the LANE which have no effect on game play. Note that if a GAME PIECE is in the LANE and a ROBOT makes contact with it, the PENALTY does apply.

<G39> ROBOTS and FEEDERS may not **deliberately** SCORE on their opponent's PEGS or de-score their opponent's GAME PIECES, or interfere with their opponent's TOWERS. Violation: PENALTY plus RED CARD.

Rationale: Covers a random event such as GAME PIECE bouncing off TOWER back into ZONE and settles on opponent's PEG or a Human Player inadvertently de-scoring a game piece while putting another game piece into play. If the de-scoring is deemed to be intentional by the officials, the PENALTY and RED CARD will be assessed.

Notes on <G32> and <G33>, the <G61> exemption, and the "one-move-win" scenario:

Team Update #16, which describes the "one-move-win" scenario, replaces the YELLOW CARD earned for taking advantage of the <G61> exemption (during elimination matches only) with a RED CARD, if the pushed ROBOT would have earned a RED CARD for contacting another ROBOT in the ZONE or LANE. The "pushed" ROBOT's ALLIANCE would then be declared the winner of the match.

PLEASE NOTE - as long as the pushing ROBOT is "playing the game" (e.g. attempting to score a GAME PIECE or attempting to reach a GAME PIECE in proximity to the action) then the "one-move-win" scenario does not apply.

Scoring:

<G63> If two **GAME-LOGO** PIECES are HANGING from a single SCORING PEG, the outermost **GAME-LOGO** PIECE will be counted for scoring purposes.

Rationale: To accommodate the potential of an UBERTUBE HANGING over a LOGO PIECE.

<G65> The PEG SCORE is the sum of points determined by the positions of the GAME PIECES on each SCORING GRID. An UBERTUBE HANGING on the same PEG as a LOGO PIECE doubles the points for that SCORING PEG. The table below gives the value for each LOGO PIECE HANGING on a SCORING PEG.

LOGO PIECE:	Alone	Over With UBERTUBE
Not HANGING	0 points	0 points
HANGING on bottom ROW	4 2 points	2 4 points
HANGING on middle ROW	2 points	4 points
HANGING on top ROW	3 points	6 points

Note that an UBERTUBE acts only as a modifier and carries no point value of its own after the AUTONOMOUS PERIOD. UBERTUBE will double PEG SCORE when HUNG in front of OR behind LOGO PIECE

Rationale: To increase overall game scores and increase the attractiveness of scoring on the bottom row.

<G67> The RACE SCORE is assigned to each ALLIANCE based on the place of finish in the MINIBOT RACE (ties each receive the points for that place):

1st MINIBOT to TRIGGER the TARGET	30 20 points
2nd MINIBOT to TRIGGER the TARGET	20 points
3rd MINIBOT to TRIGGER the TARGET	15 points
4th MINIBOT to TRIGGER the TARGET	40 15 points

Rationale: The 30/20/15/10 point bonus structure places too much emphasis on the MINIBOT RACE. This change will maintain the excitement of the “end game” but remove the potential for the MINIBOT RACE to diminish the importance of the first 125 seconds of the GAME.

Tournament Rules:

Section 5.4.1, last paragraph

The ALLIANCE selection process will consist of ~~two~~ **three** rounds during which each ALLIANCE CAPTAIN will invite a TEAM ~~seeded below them~~ **from outside the Top 8** in the standings to join their ALLIANCE. The invited TEAM must not already have declined an invitation (**a decline would only be expected if a team felt they were unable to participate in the elimination round for some reason**).

Round 1: In descending order (ALLIANCE One to ALLIANCE Eight) each ALLIANCE CAPTAIN will invite a single TEAM. The invited TEAM Representative will step forward and either accept or decline the invitation.

If the TEAM accepts, it is moved into that ALLIANCE.

~~□ If an invitation from a top eight ALLIANCE to another ALLIANCE Lead is accepted, all lower ALLIANCE Leads are promoted one spot and the next highest seeded unselected TEAM will move up to become ALLIANCE Eight.~~

~~If the TEAM declines, that TEAM is not eligible to be picked again and the ALLIANCE CAPTAIN extends another invitation to a different TEAM.~~

~~□ If an invitation from a top eight ALLIANCE to another ALLIANCE Lead is declined, the declining TEAM may still invite TEAMS to join their ALLIANCE, however, it cannot accept invitations from other ALLIANCES. Since Alliance Captians are NOT allowed to select another Alliance Captian, the preceding clarifications are NOT necessary for Cow Town Throwdown.~~

The process continues until ALLIANCE Eight makes a successful invitation.

Round 2: The same method is used for each ALLIANCE CAPTAIN'S second choice except the selection order is reversed, with ALLIANCE Eight picking first and ALLIANCE One picking last.

–Round 3: The same method is used for each ALLIANCE CAPTAIN'S third choice with the serpentine selection order remaining in place, with Alliance One picking first and Alliance Eight picking last. This process will lead to eight ALLIANCES of ~~three~~ **four** TEAMS.

Rationale: With an expected full field of 32 Teams, this 4 Team Alliance approach means that every team will be selected onto an Alliance and could be involved in Elimination Round play. The rationale of NOT allowing the Top 8 to select from within the Top 8 is to increase the potential for more evenly matched Alliances and thus, more exciting Elimination Round Action.

Section 5.4.2 is removed and replaced by: Backup Teams: No additional backup teams are needed for this event. The ALLIANCE CAPTAIN chooses which three teams play in each match. The selected teams can change from match to match as the ALLIANCE CAPTIAN sees fit. This determination must be made at a reasonable time before the match setup begins to avoid disrupting the flow of the tournament.