

Section  
**2**



# Wiffle Wipeout The Game

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# Section 2 – The Game

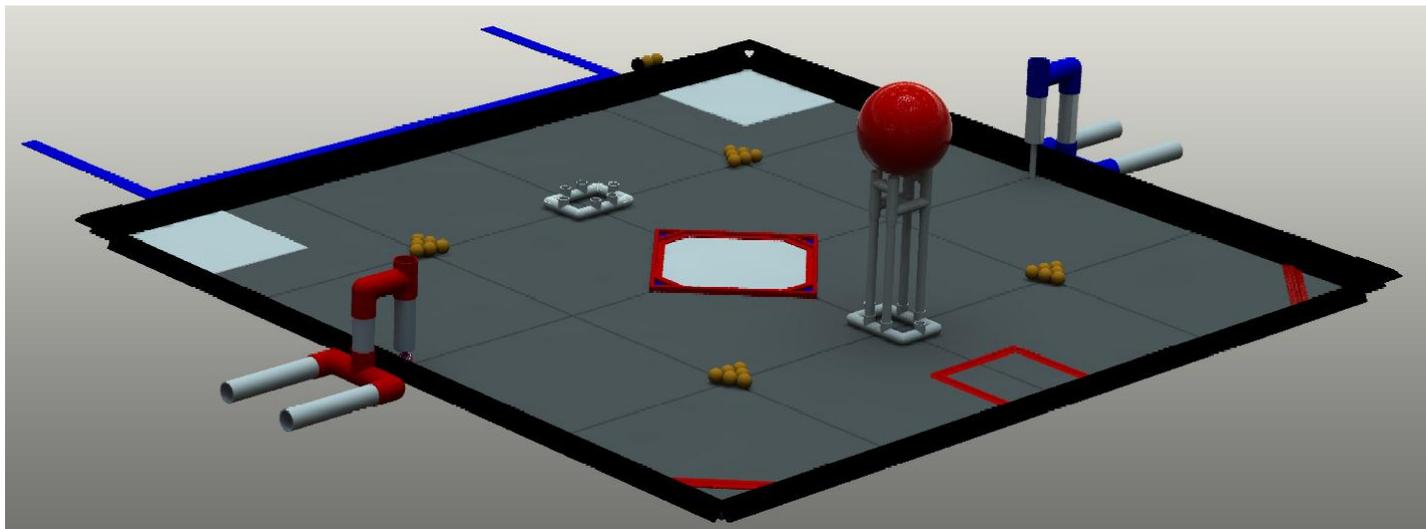
## 2.1 – Overview

This section describes the CREATE Junior game called *Wiffle Wipeout*. It also lists the game definitions and game rules.

## 2.2 – Game Description and Field Drawings

Matches are played on a field initially set up as illustrated in the figure below. Two teams, making up an Alliance, collaborate in each match. The object of the game is to attain the highest score possible by working together to position, push, and place orange and pink whiffle golf balls and the black bonus ball into *Floor Goals*, onto the *Perch*, onto the *Center Diamond Floor Goal*, in and out of the *Tower*, pushing the *large red ball* out of the field, and by being parked on the *Starting Platform* before time expires.

There are a total of thirty-six (36) orange whiffle balls, four (4) pink whiffle balls one (1) black bonus ball, one (1) large red ball, and two (2) starting platforms available as scoring objects in the game. Thirty-four (34) orange whiffle balls and four (4) pink whiffle balls will be found on the field, while two (2) orange whiffle balls and one (1) black bonus ball will be available to each Alliance prior to the match. These balls are the Alliance's Pre-placement Balls. They can be placed anywhere on the field as long as they are not considered scored and are in contact with either the foam tiles or a robot. Two (2) starting platforms, one (1) Tower, one (1) red ball and two Vertical Dispensers will also be found on the field at the start of the match. The bonus ball will act as a 2x multiplier to the score in any goal.



## 2.3 – Game Definitions

**Alliance** – Two randomly paired teams that work together for a match.

**Bonus Ball** – The black-painted whiffle ball. The ball acts like any orange whiffle ball but also provides a 2x multiplier for the goal that it is scored in.

**Coach** - A student or adult designated as the team adviser during the tournament.

Collaboration Zone – The square zone that can be activated with a pink wiffle ball. This element is scored when one robot places a pink wiffle ball in the zone which remains there for at least five (5) seconds. If the ball is then removed by the other robot, collaboration points will be rewarded.

Corner Goals – The four corners of the Diamond Goal, defined as red-edged triangles.

Diamond Goal – The 18 inch square, red-edged platform in the center of the field.

Driver - A team member responsible for operating and controlling the Robot. Only the two drivers from a team are allowed to be in the Driver's Station during a match.

Driver Change – Changing from the first to the second driver in the middle of the match. The change must occur between :30 and :60 seconds.

Driver's Station – The designated region where the drivers stand during any match.

False Start – A robot leaving the starting platform before the match begins will be considered to have false started. A five (5) point penalty will be assessed for each robot that false starts. If the false start is severe, at the discretion of the referee, the robot may be disqualified.

Floor Goal – Any of the low, red-edged goals on the floor tiles.

Match - A match consists of a one minute and thirty second driver controlled period. A match starts when the referee says "Go".

Parked – A robot is considered to be parked when it is in contact with the starting platform and is not in contact with the tiles or the wall of the field.

Perch – The PVC rectangle with six round spots turned up to define the goals.

Pre-placement Balls – Each alliance is provided two (2) orange whiffle balls and one (1) bonus ball. The alliance will have a short time, based on the schedule, to place these balls within the field. Teams may place them anywhere in contact with the foam tiles or on their robot. They cannot be in any location that would be considered scored. Acceptable placement is at the discretion of the referee.

Red Ball – A red rubber ball with an approximate diameter of fifteen (15) inches that starts on the Tower and can be removed from the field.

Removed from the field – If the ball leaves the playing field and does not come back under its own power during the course of the match.

Robot – Anything (which has passed inspection) a team places on the field prior to the start of a match.

Scored –

- A whiffle ball (orange, pink, or black) is scored if it is located in a Floor Goal, in a Corner Goal, in the Diamond Goal, or on the Perch.
- The red ball is scored if it is removed from the playing field.

Starting Platform – The 15"x15" 1/8" inch high square located on the playing field.

Team Member – Any of the participants that make up the team. Team members may assist the drivers with the Pre-placement balls and robot placement. Only the drivers are allowed in the Driver's Station for the match.

Tower – The tall PVC structure on the field. It starts the match with the red ball on it.

Whiffle Ball – Any of the 39, orange, pink, or black golf ball sized plastic balls.

## 2.4 – Game Rules

### 2.4.1 – Scoring

- An orange whiffle ball that is scored is in contact with the floor tiles and not with any part of a robot, (the board making up the *Diamond Goal* is considered a floor tile for scoring purposes) and...
  - in a *Floor Goal* counts as One (1) point
  - in a *Diamond Goal* counts as two (2) points
  - in a *Corner Goal* counts as Three (3) points
  - on the *Perch*, so that it is not in contact with the floor tiles counts as five (5) points
- A pink wiffle ball is equivalent to two orange wiffle balls in any of the goals.
- A pink ball placed with *Collaboration Zone* by one robot and removed by another after at least five (5) seconds will count twenty-five (25) points.
- A *Bonus Ball* that is scored...
  - follows the same guidelines as the whiffle ball above will double the score for that goal
    - All six *Perches* are considered as one goal for doubling purposes
    - All four *Corner Goals* are considered as a single goal for doubling purposes.
- If the *Red Ball* is removed from the field, it counts five (5) points if the tower is knocked over at the end of the match and ten (10) points if the tower is upright at the end of the match
- The first robot that is parked at the end of the match is worth five (5) points.
- The second robot that is parked at the end of the match is worth ten (10) points.
- If a robot false starts, a five (5) point penalty will be assessed. The match continues and is NOT restarted. If the false start is severe, by the judgment of the referee, a robot may be disqualified.

### 2.4.2 – Safety Rules

<S1> If at any time the *robot* operation is deemed unsafe or has damaged the playing field, surface, barriers or wall, by the determination of the referees, the offending team may be disqualified. The *robot* will require re-inspection before it may take the field again.

<S2> If a robot gets hung up on the wall or drives out of the field, teams MAY place the controller on the ground. A ref will then count down from ten (10). Once zero has been reached, the referee will place the robot back onto the field to the closest allowable space. The team may pickup the controller AFTER being given the signal from the referee. This is optional. If the team would prefer that the referee not touch their robot then they need not set down their remote. However if any un-intentional damage should occur by the act of the referee placing the robot in the field of play it will simply be considered part of game play and no additional help will be given throughout the remainder of the match.

<S3> If a *robot* goes completely out-of-bounds (outside the playing field) and continues to move, clear intent of returning to the field MUST be demonstrated. If a robot is being driven with any other intent, the *match* may be ended at the discretion of the referee.

### 2.4.3 – General Game Rules

- <G1> At the beginning of a *match*, each *robot* must not exceed a volume of 13 inches wide by 13 inches long by 13 inches tall. An offending *robot* will be removed from the *match* at the Head Referee's discretion.
- a. Alignment devices (templates, tape measures, lasers, etc.) that are not part of the *robot* may NOT be used to assist with the positioning of the *robot*.

<G2> Each team shall include two *drivers* and one *coach*.

<G3> During a *match*, the *drivers* are the only people allowed in the drivers station.

<G4> Any team member may assist in placing the Pre-placement balls and/or the robot.

<G5> Scoring objects that leave the playing field are considered out of play. They will not be returned to the field for that *match*.

<G6> *Drivers* are prohibited from making intentional contact with any game or field object. The first instance of intentional contact will result in a warning, with any following instances resulting in disqualification.

<G7> During a *match*, *robots* may be remotely operated only by the *drivers*.

<G8> *Robots* may not intentionally detach parts during any *match*, or leave mechanisms on the field. Multiple infractions may result in disqualification for the entire competition.

<G9> *Robots* must be designed to permit easy removal of scoring objects from any grasping mechanism without requiring that the *robot* have power after the *match*.

<G10> Field tolerances may vary by as much as +/-1". Teams must design their *robots* accordingly.

#### 2.4.4 – Wiffle Wipeout Specific Game Rules

<SG1> At the beginning of each *match*, the *robot* must be placed such that they are on the *starting platform*, and no part of the *robot* is in contact with the foam tiles.

<SG2> Prior to the start of each *match*, each *alliance* will have two (2) *tennis balls* and one (1) *bonus ball* available as *Pre-placement Balls*. The use of these balls is optional. If they are not used, the balls are removed from the field of play and will not be used in that *match*.

- a. A *Pre-placement Ball* is considered to be legally placed if it cannot be considered scored in the chosen location and is in contact with either the foam tiles or a robot.

<SG3> *Drivers* must change (*Driver change*) sometime between the 30<sup>th</sup> and 60<sup>th</sup> second of the *match*. *Driver* one may hand the remote to *driver* two anytime between 31 and 59 seconds on the clock. If a team exchanges the remote too early or too late in a *match* they will be disqualified for that *match* and the *alliance* will receive a zero score for that *match*.