

2015 Battle at the Border Rule Modifications

Field Setup

- The four Containers on the Step have been removed. Each Alliance will start with 3 Containers in each Staging Zone and 3 Containers that can be placed anywhere on the Step or their side of the field, except their Auto Zone.
- No Totes on the Step. These Totes will be divided evenly between the alliances (6 per alliance) and kept behind the driverstation wall.
- The upside down Totes on the left half of the driverstation will now be right side up. The totes on the right half of the driverstation will be placed behind the driverstation. This space will be occupied by moving the remain 9 totes on the left side of the landfill against the step in their regular orientation.
- Each Alliance will start with 41 Totes behind the driverstation wall. This is 11 more per alliance than there were during the regular season.

Autonomous

- During autonomous, teams are not allowed to contact anything on the left (looking from the driverstation) side of the Step.
- Teams can earn points for the following tasks:

Each Robot In The Auto Zone*	2 Points
Each Yellow Tote In The Auto Zone	2 Points
Three Yellow Totes Stacked	14 Points
Each Container In The Auto Zone	3 Points

*=Robot does not need to be full contained in the Auto Zone, just breaking the plane of the Auto Zone. This means robots with ramps or other tethered devices can earn points for moving to the Auto Zone.

Teleoperated

Point Value Changes

Point values have been modified to both simplify scoring and make it easier for teams to have bigger impact on their alliance.

ANY Tote Scored On Scoring Platform	4 Points
Container Scored On Top Of Tote	12 Points (Regardless of Height)
Noodle In Container	6 Points

For example, a 'perfect' stack (6 Totes + Container + Noodle) will still be worth 42 points. However, a Container on top of a Tote will now be worth 16 points (12 for the Container + 4 for the Tote) as opposed to the 8 points it was worth during the regular season.

Yellow Totes will be scored the same as Gray Totes on the Scoring Platform during both qualification and elimination rounds.

Coopertition Changes

In order to incentivize Coopertition between alliances, we have removed the 'All or Nothing' nature of Coopertition in the 2015 game. Points will not be rewarded for the number of Yellow Totes on the step. In addition, points are rewarded for the number of totes on the step. Stacking totes is not necessary.

1 Yellow Tote On Step	5 Points For Both Alliances
2 Yellow Totes On Step	10 Points For Both Alliances
3 Yellow Totes On Step	20 Points For Both Alliances
4 Yellow Totes On Step	40 Points For Both Alliances

Throwing Litter

Litter may be introduced over the driverstation wall at anytime during teleop. However, Litter cannot be thrown to the opponent's side of the field.

Fouls / Removal Of Fouls

<SG1> Throwing Litter to the opposing side of the field will result in a Yellow Card.

<SG2> Causing Yellow Totes to fall to the opposing side of the field while attempting to Cooperate will NOT result in a FOUL.

<SG3> There is no limit to the number of alliance members in the human player zone.

<SG4> Alliance members may not contact a tote (in the chute) and the chute door in the same human player zone at the same time. Violation: Foul

<SG5> As long as the robot can be transported safely and easily throughout the venue, robots do not need to be in Transport Configuration. The event staff have the discretion of determining if a robot is able to move safely and easily through the venue.

<SG6> There is no longer a Foul for introducing noodles over the driverstation wall during the last 20 seconds of a match.

<SG7> Teams cannot touch the left side of the step (when looking from the driverstation) during autonomous. Violation: Yellow Card

Elimination Tournament

The Elimination Tournament will be played in rounds of Best 2 of 3. Averages do not matter in the Elimination Tournament.

Alliance Selection

The Alliance Selection order will remain the same as the 2015 season. The highest seeded alliance will have the first and last pick of the draft while the lowest seeded alliance in the tournament will have the last pick of the first round and the first pick of the second round. For example, the draft order for an 8 alliance tournament would be:

1, 2, 3, 4, 5, 6, 7, 8, 8, 7, 6, 5, 4, 3, 2, 1

Brackets

The number of alliances in the Elimination Tournament will be determined by the number of teams at the event and how 'on time' the event is running.

4 Alliance Bracket

SF 1		SF 2
Alliance 1	Finals	Alliance 2
Alliance 4	Winner SF 1	Alliance 3
	Winner SF 2	

6 Alliance Bracket

E1				E2
Alliance 4	SF 1		SF 2	Alliance 3
Alliance 5	Alliance 1	Finals	Alliance 2	Alliance 6
	Winner E1	Winner SF 1	Winner E2	
		Winner SF 2		

8 Alliance Bracket

QF 1				QF 3
Alliance 1	SF 1		SF 2	Alliance 2
Alliance 8	Winner QF 1	Finals	Winner QF 3	Alliance 7
QF 2	Winner QF 2	Winner SF 1	Winner QF 4	QF 4
Alliance 4		Winner SF 2		Alliance 3
Alliance 5				Alliance 6