



Team Update 13

02/23/2016

GENERAL

- **Team Update Schedule:** Given that Fridays will be mid-event for most competitions, Team Updates will now only be released on Tuesday of each week (instead of Tuesdays and Fridays). Good luck at the competitions!

ADMIN MANUAL

- No changes.

GAME MANUAL

Section 3.4.5 ROBOT Rules

- **G19-1** ROBOTS must be in compliance with *Section 4 (4.7 BUMPER Rules)* throughout the MATCH.
Violation: FOUL. DISABLED if structurally non-compliant or the Team number or ALLIANCE color is ambiguous.

Section 3.4.6 ROBOT to ROBOT Interaction

- **G22** Blue Box:

There is no *FIRST* Robotics Competition specific definition of pin, so a general definition applies; “to prevent or stop something from moving.” As a result, contact is not required for pinning to occur. For example, a ROBOT parked right behind an opponent that is on the BATTER could be considered pinning because the dividers on the BATTER and the parked ROBOT prevent the opponent from moving.

Generally, pins that exceed fifteen (15) seconds are considered extended and egregious, regardless of a pinning ROBOT’s mobility, however circumstances vary and the assesment is open to REFEREE discretion.

Section 4.11 Pneumatic System

- **R78-B** Pressure relief valve (Norgren Part Number 16-004-011) connected via legal rigid fittings (e.g. brass, nylon, etc.),

Section 5.5.3 REFEREE Interaction

■ **T19**, added Blue Box

As a process improvement, in this year’s REFEREE training we instructed them to not record details about FOULS and TECHNICAL FOULS; as a result, we don’t expect REFEREES to recall details about what FOULS or TECHNICAL FOULS were made, when they occurred, and against whom.

The goal is to increase consistency across events while enabling and empowering REFEREES to focus on the play on the FIELD (instead of worrying about keeping detailed records during the MATCH). Any reasonable question is fair game in the Question Box, and Head REFEREES will do good faith efforts to provide helpful feedback (e.g. how/why certain FOULS are being called, why a particular ROBOT may be susceptible to certain FOULS based on its design or game play, how specific rules are being called or interpreted), but please know that they will likely not be able to supply specific details.