



Team Update 16

03/15/2016

GENERAL

- **Edits to Section 4.12:** Limited visibility for drivers was one of the intended challenges with this game, built-in from the very beginning. We love the various ingenious solutions we've seen Teams come up with to address this challenge, both high-tech and low. However, seeing the literal heights to which Teams have taken the Operator-Console-camera-on-a-pole approach over the weekend, we have significant concerns.

The primary concern is safety. Even a relatively lightweight object accidentally dropped from 20 or 30 feet in the air could cause significant injury. Secondly, it is very hard for us to maintain consistency with our original approach of allowing event-by-event decisions regarding safety and potential interference with overhead objects. We know of at least one event at which these tall Operator Consoles were disallowed over safety concerns, and with over 120 official events this year, we can't guarantee, for example, that every Player Station location even at a given event will have the same overhead space available as every other.

So, as you will see below, we have made the difficult decision to limit the height of Operator Consoles. We have also added an explicit rule that Operator Consoles must be safe. We were extremely reluctant to make this change mid-season, and we are very sorry for the frustration and potential expense this will cause some Teams, and that we did not see this issue coming, but we believe it's best for FRC overall that this change be put in place.

In addition to the rules changes below, we will be editing our Q&A responses on this topic to indicate that a height limit is in place.

ADMIN MANUAL

- No changes.

GAME MANUAL

Section 3.4.6 ROBOT to ROBOT Interaction

- **G13** During AUTO, ROBOTS may not enter the volume above the MIDLINE.

Violation: FOUL. If contact is made with an opponent ROBOT beyond the MIDLINE (either direct contact or transitive contact through a BOULDER), an additional FOUL is assessed and the opponent ROBOT is immediately awarded the CROSSING of the closest DEFENSE from the point of contact.

Section 4.12 OPERATOR CONSOLE

- **R94** The OPERATOR CONSOLE must not exceed 60 in. long by 14 in. deep (excluding any items that are held or worn by the DRIVERS during the MATCH) and may not extend more than 11 ft. 8 in. above the floor.
- **R96** OPERATOR CONSOLES shall not be made using hazardous materials, be unsafe, cause an unsafe condition, or interfere with other DRIVE TEAMS or the operation of other ROBOTS.

Section 5.4.1 ALLIANCE Selection Process

- Of the remaining eligible Teams, the highest seeded Teams must either accept or decline to be included in a pool of available Teams until there are (up to eight (8)) Teams that accept to be added into the pool ~~should remain on standby and be ready to play as a BACKUP TEAM~~. Field staff will coordinate the assembly of this BACKUP pool immediately after the top ranked ALLIANCE has made their final pick. If a Team is not available to accept inclusion in the BACKUP pool, it will be assumed they have declined the invitation.

Section 5.4.2 BACKUP TEAMS

- In this situation, the ALLIANCE CAPTAIN has the option to ~~invite~~ **bring in only** the highest seeded ~~eligible~~ Team from the pool of available Teams to join its ALLIANCE. The Team who's ROBOT and DRIVE TEAM replaces another ROBOT and DRIVE TEAM on an ALLIANCE during the Playoff MATCHES is called the BACKUP TEAM.

Section 5.4.3 Playoff MATCH Bracket

- ~~The higher seeded ALLIANCE will always be assigned to the Red side of the FIELD. Additionally,~~ ALLIANCE Leads will always be assigned to the center PLAYER STATION, the first pick will be assigned to the station to their left while they're facing the FIELD, and the second pick will be assigned to their right while they're facing the FIELD. If a BACKUP TEAM is in play, they will be assigned to the PLAYER STATION that was assigned to the DRIVE TEAM they're replacing.

Section 5.5.2 Eligibility and Inspection

- **T13** Each Team must send at least one (1) member of its DRIVE TEAM to the FIELD and participate in each of the Team's assigned Qualification and Playoff MATCHES. The Team should inform the Lead Queuer if the Team's ROBOT is not able to participate.

*Violation: RED CARD, with the exception of a Team that has not passed **an initial, complete** Inspection, per T12*

Also: Figure 5-3 has been updated to clarify the two possible states for a Team that has not participated in a MATCH.