



6 Conduct Rules

- C01. Be a good person.** All Teams must be civil towards their own Team members, other Teams, competition personnel, FIELD STAFF, and event attendees while at a *FIRST*[®] Robotics Competition event.

Violation: Behavior will be discussed with Team or individual. Violations of this rule are likely to escalate to YELLOW or RED CARDS rapidly (i.e. the threshold for egregious or repeated violations is relatively low.)

Examples of egregious behavior include, but are not limited to, inappropriate behavior such as repeated use of offensive language or other uncivil conduct.

- C02. Asking other Teams to throw a MATCH – not cool.** A Team may not encourage an ALLIANCE, of which it is not a member, to play beneath its ability.

NOTE: This rule is not intended to prevent an ALLIANCE from planning and/or executing its own strategy in a specific MATCH in which all the Teams are members of the ALLIANCE.

Example #1: A MATCH is being played by Teams A, B, and C, in which Team C is encouraged by Team D to not deliver GEARS, resulting in Teams A, B, and C not earning a Ranking Point for the ROTOR achievement. Team D's motivation for this behavior is to prevent Team A from rising in the Tournament rankings and negatively affecting Team D's ranking.

Example #2: A MATCH is being played by Teams A, B, and C, in which Team A is assigned to participate as a SURROGATE. Team D encourages Team A to not participate in the MATCH so that Team D gains ranking position over Teams B and C.

FIRST[®] considers the action of a Team influencing another Team to throw a MATCH, to deliberately miss Ranking Points, etc. incompatible with *FIRST* values and not a strategy any team should employ.

Violation: Behavior will be discussed with Team or individual. Violations of this rule are likely to escalate rapidly to YELLOW or RED CARDS, and may lead to dismissal from the event (i.e. the threshold for egregious or repeated violations is relatively low.)

- C03. Letting someone coerce you in to throwing a MATCH – also not cool.** A Team, as the result of encouragement by a Team not on their ALLIANCE, may not play beneath its ability.

NOTE: This rule is not intended to prevent an ALLIANCE from planning and/ or executing its own strategy in a specific MATCH in which all the ALLIANCE members are participants.

Example #1: A MATCH is being played by Teams A, B, and C. Team D requests Team C to not deliver GEARS resulting in Teams A, B, and C not earning a Ranking Point for the ROTOR achievement. Team C accepts this request from Team D. Team D's motivation for this behavior is to prevent Team A from rising in the Tournament rankings negatively affecting Team D's ranking.





Example #2: A MATCH is being played by Teams A, B, and C, in which Team A is assigned to participate as a SURROGATE. Team A accepts Team D's request to not participate in the MATCH so that Team D gains ranking position over Teams B and C.

FIRST considers the action of a Team influencing another Team to throw a MATCH, to deliberately miss Ranking Points, etc. incompatible with *FIRST* values and not a strategy any team should employ.

Violation: Behavior will be discussed with Team or individual. Violations of this rule are likely to escalate rapidly to YELLOW or RED CARDS, and may lead to dismissal from the event (i.e. the threshold for egregious or repeated violations is relatively low.)

- C04. Compete with only one (1) ROBOT.** Each registered *FIRST* Robotics Competition team may enter only one (1) ROBOT (or 'Robot', which to a reasonably astute observer, is a ROBOT built to play *FIRST* STEAMWORKS) into the 2017 *FIRST* Robotics Competition.

"Entering" a ROBOT (or Robot) in to a *FIRST* Robotics Competition means bringing it to the event such that it's an aid to your Team (e.g. for spare parts, judging material, or for practice). Spare FABRICATED ITEMS may be brought to the event in a bag or part of a WITHHOLDING ALLOWANCE.

This rule does not prohibit teams from bringing in robots from other *FIRST* programs for the purposes of awards presentations or pit displays.

Violation: Verbal warning. Repeated violations will be addressed by the Head REFEREE, the Lead ROBOT Inspector and/or Event Management.

- C05. Don't set up wireless networks.** Teams may not set up their own 802.11a/b/g/n/ac (2.4GHz or 5GHz) wireless communication (e.g. access points or ad-hoc networks) in the venue.

A wireless hot spot created by a cellular device is considered an access point.

Violation: Verbal warning. Repeated violations will be addressed by the Head REFEREE, the Lead ROBOT Inspector and/or Event Management.

- C06. Don't try to hack networks.** No Team or Team member shall interfere or attempt to interfere with any other Team's or *FIRST* wireless communication. Except as expressly allowed for purposes of communicating with the Team's own ROBOT on the FIELD or a Practice FIELD, no Team or Team member shall connect or attempt to connect to any other Team's or *FIRST*'s wireless network.

Teams are encouraged to report suspected wireless security vulnerabilities to the *FIRST* Technical Advisor (FTA) if at the event or to *FIRST* via the [Wireless Security Feedback Form](#).

Violation: Behavior will be discussed with Team or individual. Violations of this rule are likely to escalate rapidly to YELLOW or RED CARDS, and may lead to dismissal from the event (i.e. the threshold for egregious or repeated violations is relatively low.) Legal action may also be pursued based on applicable law.

- C07. Show up to your MATCHES.** 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

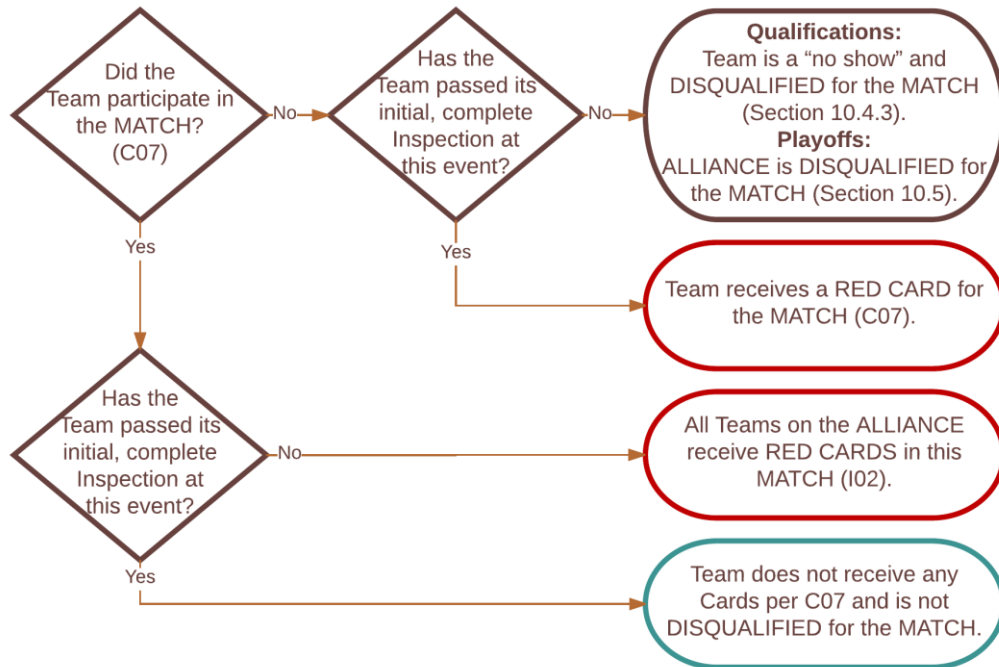




MATCHES. The Team should inform the Lead Queuer if the Team's ROBOT is not able to participate.

Violation: If ROBOT has passed an initial, complete Inspection, RED CARD. If ROBOT has not passed an initial, complete Inspection, DISQUALIFIED per I02.

Figure 6-1: Match participation flowchart



C08. Don't expect to gain by doing others harm. Strategies aimed solely at forcing the opposing ALLIANCE to violate a rule are not in the spirit of FIRST Robotics Competition and not allowed. Rule violations forced in this manner will not result in an assignment of a penalty to the targeted ALLIANCE.

Violation: FOUL. If egregious or repeated, YELLOW CARD.

C08 does not apply for strategies consistent with standard gameplay, e.g. contacting an opponent while in your RETRIEVAL ZONE to retrieve GAME PIECES.

C08 requires an intentional act with limited or no opportunity for the TEAM being acted on to avoid the penalty, e.g. placing a GEAR on/in an opponent who's already controlling a GEAR such that they cannot help but violate G27.

C09. One student, one Head REFEREE. A Team may only send one (1) pre-college student from its DRIVE TEAM to address the Head REFEREE.

Please see [Section 10.6 REFEREE Interaction](#) for more information about process and expectations.

Violation: The Head REFEREE will not address additional, non-compliant Team members or peripheral conversations.



- C10. Even BANNERS have standards.** If brought to the ARENA, the Team BANNER must be constructed to the [Team Banner Specification](#) and installed such that
- A. its vertical support is in the BANNER holder in the PLAYER STATION to which the Team is assigned, as indicated on the Team sign and,
 - B. oriented with its horizontal support piece parallel to the ALLIANCE WALL.

Violation: The MATCH will not start until the situation is corrected or the Team banner is removed from the ARENA.

- C11. Keep your hands off your BANNER.** During a MATCH, the Team BANNER may not be touched by any member of the ALLIANCE

Violation: FOUL, an exception is given for a Team BANNER which is damaged and/or dangling in front of a DRIVE TEAM.

- C12. Plug in to/be in your PLAYER STATION.** The OPERATOR CONSOLE must be used in the PLAYER STATION to which the Team is assigned, as indicated on the Team sign.

Violation: The MATCH will not start until the situation is corrected. If during a MATCH, YELLOW CARD.

One intent of C12 is to prevent unsafe situations where long tethers to OPERATOR CONSOLE devices increase tripping hazards as the operator moves about the ALLIANCE STATION. In the interest of avoiding nuisance penalties associated with an operator stepping outside of a prescribed area, we prefer to offer a general guideline as to what it means to use the OPERATOR CONSOLE in the ALLIANCE STATION. Provided the operator is within close proximity of their PLAYER STATION, there will be no repercussions. However, if an operator is located more than approximately $\frac{1}{2}$ PLAYER STATION width away from their own PLAYER STATION, that would be considered a violation of C12.

- C13. No work outside your pit.** Throughout the event, from load-in to load-out, Teams may only produce FABRICATED ITEMS in their pit area, other Teams' pit areas with permission from that Team, or as permitted at provided machine shops.

Violation: Verbal warning. Repeated or egregious violations will be addressed by the Head REFEREE, the Lead ROBOT Inspector and/or Event Management.

