



## 5 Safety Rules

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Safety is paramount at all times during any Tournament, and each rule below is intended to establish norms at each event that will mitigate injury risk to all participants.

Event staff have the final decision authority for all safety-related issues within a venue.

Veterans of the *FIRST*<sup>®</sup> Robotics Competition may notice the absence of some long-standing rules from this section, e.g. the requirements for safety glasses, closed-toed shoes, and limitations on the wireless use of ROBOTS. These rules remain enforced for the 2018 *FIRST*<sup>®</sup> POWER UP<sup>SM</sup> season, but have been moved to the [FIRST<sup>®</sup> Robotics Competition Event Experience web page](#) because they are not season specific. As with all violations in this Game Manual any of the Event Experience rules also carry the consequence of a YELLOW or RED CARD.

- S01. Dangerous ROBOTS: not allowed.** ROBOTS whose operation or design is dangerous or unsafe are not permitted.

Violation: If before the MATCH, the offending ROBOT will not be allowed to participate in the MATCH. If during the MATCH, the offending ROBOT will be DISABLED.

Examples include, but are not limited to:

- A. Uncontrolled motion that cannot be stopped by the DRIVE TEAM
- B. ROBOT parts “flailing” outside of the FIELD
- C. ROBOTS dragging their battery
- D. ROBOTS that consistently extend beyond the FIELD

- S02. Wait for the green lights.** DRIVE TEAMS may only enter the FIELD if the LED strings are green, unless explicitly instructed by a REFEREE or an FTA.

Violation: Verbal warning. If repeated, YELLOW CARD. If egregious, RED CARD.

- S03. Never step/jump over the GUARDRAIL.** DRIVE TEAMS may only enter or exit the FIELD through open gates.

Violation: Verbal warning. If repeated, YELLOW CARD. If egregious, RED CARD.

Teams are encouraged to ensure that all members of their DRIVE TEAM are aware of this rule. It’s easy to violate, particularly when teams are doing their best to move on and off the FIELD quickly. The violations of S03 are intended to avoid nuisance penalties, but still enforce safety requirements around the FIELD. There is the potential for injury when stepping over the GUARDRAIL.

Violations of S03 apply to the entire team, not specifically to any one individual. For example, a member of team 9999 steps over the GUARDRAIL prior to MATCH 3, and a different member steps over the GUARDRAIL prior to MATCH 25. The team receives a verbal warning for



the first violation and a YELLOW CARD for the second. Jumping over the GUARDRAIL is considered an egregious violation of S03.

**S04. Humans, stay off the FIELD during the MATCH.** DRIVE TEAMS may not extend any body part into the FIELD during the MATCH.

Violation: YELLOW CARD

Examples of egregious violations that are likely to escalate the Violation to a RED CARD include, but are not limited to, walking onto the FIELD during a MATCH or reaching into the FIELD and grabbing a ROBOT during a MATCH.

**S05. ROBOTS, stay on the FIELD during the MATCH.** ROBOTS and anything they control, e.g. a POWER CUBE, may not contact anything outside the FIELD with the exception of brief incursions beyond the EXCHANGE or the opening in the PORTAL wall.

Violation: Offending ROBOT will be DISABLED.

Please be conscious of REFEREES, and FIELD STAFF working around the ARCADE who may be in close proximity to your ROBOT.

**S06. Stay out of the tunnels.** DRIVE TEAMS may not extend any body part into the RETURN chute, the PORTAL chute, or the EXCHANGE tunnel. Momentary encroachment into these volumes is an exception to this rule

Violation: FOUL.

