



6 Conduct Rules

- C01. Egregious or exceptional violations.** In addition to rule violations explicitly listed in this manual and witnessed by a REFEREE, the Head REFEREE may assign a YELLOW or RED CARD for egregious ROBOT actions or Team member behavior at the event. This includes violations of the event rules found on the [FIRST® Robotics Competition Event Experience web page](#). Please see Section 10.7 YELLOW and RED CARDS for additional detail.
- C02. 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 inappropriate behavior-include, but are not limited to, repeated use of offensive language or other uncivil conduct.

We've learned that, although intended with no ill will, "clothes pinning" (a game played by some event participants where they try to clip a clothespin to an unsuspecting person) can and does make people uncomfortable. Understandable; it's unwelcome contact that may or may not have been from someone you know and trust. As a result, this is considered an example of uncivil conduct.

- C03. 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.

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.)

Example 1: A MATCH is being played by Teams A, B, and C, in which Team C is encouraged by Team D to not run their AUTO program on their ROBOT, resulting in Teams A, B, and C not being able to earn a Ranking Point for the AUTO QUEST 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.

- C04. 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.

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.)

Example 1: A MATCH is being played by Teams A, B, and C. Team D requests Team C to not run their AUTO program on their ROBOT, resulting in Teams A, B, and C not earning a Ranking Point for the AUTO QUEST 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.

C05. 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*® POWER UPSM) into the 2018 *FIRST* Robotics Competition Season.

“Entering” a ROBOT (or Robot) into 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.

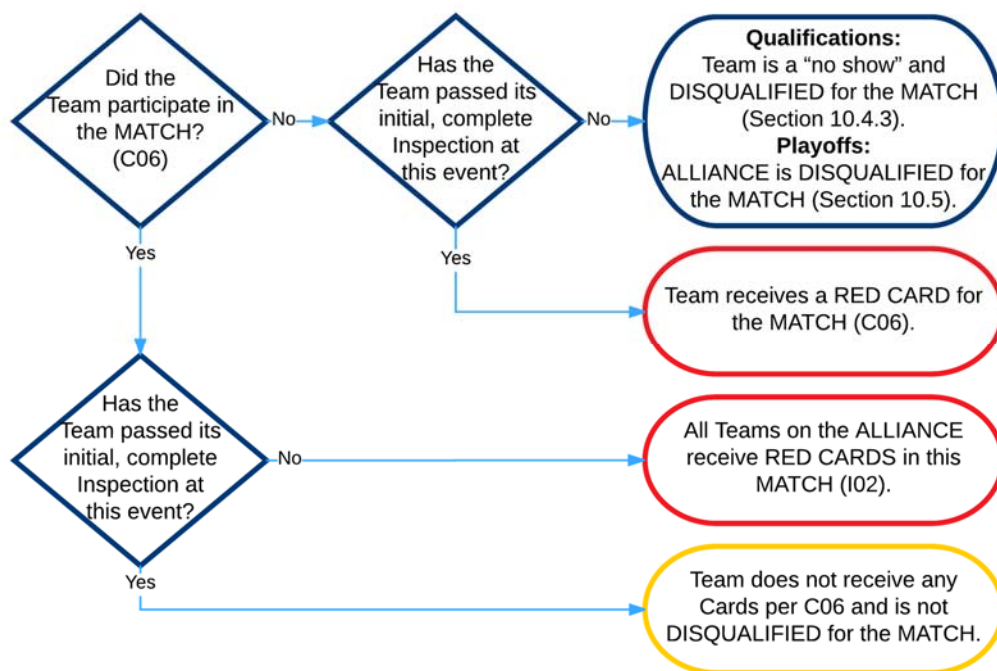
Violation: Verbal warning. Repeated violations will be addressed by the Head REFEREE, the Lead ROBOT Inspector and/or Event Management.

C06. 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



- C07. Don't expect to gain by doing others harm.** Strategies clearly aimed 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, TECH FOUL and YELLOW CARD.

C07 does not apply for strategies consistent with standard gameplay, for example:

- A. contacting an opponent during the ENDGAME while in your PLATFORM ZONE and attempting to CLIMB.
- B. placing a POWER CUBE on a SCALE PLATE resulting in the opposite PLATE moving upwards into an opponent ROBOT such that the opponent ROBOT ends up violating G25.

C07 requires an intentional act with limited or no opportunity for the TEAM being acted on to avoid the penalty, such as:

- C. placing a POWER CUBE on/in an opponent who's already controlling a POWER CUBE such that they cannot help but violate G22.
- D. forcing an opposing ALLIANCE ROBOT to become wedged under a SCALE PLATE such that they cannot help but violate G16 and/or G25.

- C08. One student, one Head REFEREE.** A Team may only send one (1) pre-college student from its DRIVE TEAM to address the Head REFEREE.



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

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

C09. 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, DISABLED.

One intent of C09 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 ½ PLAYER STATION width away from their own PLAYER STATION, that would be considered a violation of C09.

C10. No work outside your pit. Throughout the event, from load-in to load-out, Teams may only produce FABRICATED ITEMS during pit hours, and:

- a. in their pit area,
- b. in other Teams' pit areas with permission from that team,
- c. while Queued for a MATCH or Practice Field,

Please note that given likely tight quarters, extra scrutiny regarding safety is required.

- d. any area designated by Event Staff (e.g. Playoff Pit Area, etc.), or
- e. as permitted at provided machine shops that are available to all teams.

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

