

Team Update 04

General

WPILib C++\Java Update: An optional C++\Java WPILib update has been released (2018.2.1) containing a number of minor bug fixes. A full changelog can be found [here](#).

Q&A Updates: The responses to questions [5](#) (to be consistent with changes made in [Team Update 3](#)) and [77](#) (original response was incorrect) have been revised (with changes noted).

Rules & Expectations for *FIRST* Robotics Competition Events

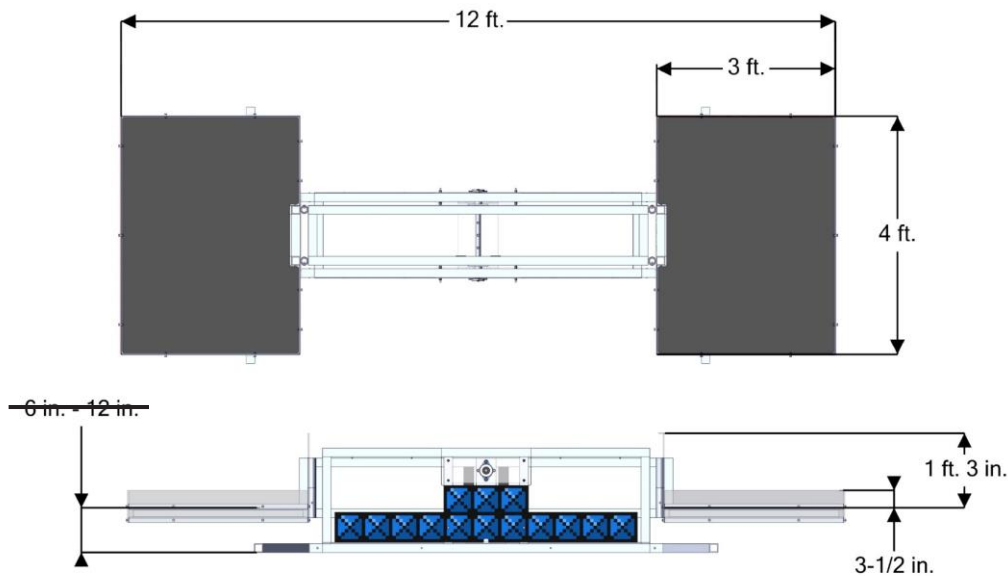
No changes.

Game and Season Manual

Section 3.4.1 SWITCH PLATES

Figure 3-14 has been updated to remove the lower left dimension, which doesn't add value.

Figure 3-14: SWITCH PLATE dimensions



SOLIDWORKS
Modeling Solutions Partner

Section 6 Conduct Rules

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:

- in their pit area, or
- in other Teams' pit areas with permission from that team, or
- 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.

Section 8.9 Pneumatic System

R83. The only pneumatic system items permitted on ROBOTS include the items listed below.

- E. Additional pneumatic tubing, with a maximum ¼ in. (nominal, ~6 mm) outside diameter,

Section 10.5 Playoff MATCHES

Table 10-2: Quarterfinal, Semifinal, and Overtime Tiebreaker Criteria

Order Sort	Criteria
1 st	Fewer FOUL and TECH FOUL points awarded to the other ALLIANCE (i.e. the ALLIANCE that played the cleaner MATCH)
2 nd	Cumulative PARKING and CLIMBING score
3 rd	Cumulative sum of AUTO points
4 th	Cumulative sum of OWNERSHIP points
5 th	Cumulative sum of VAULT points
6 th	MATCH is replayed

Section 10.8 MATCH Replays

If, in the judgment of the Head REFEREE, an ARCADE FAULT occurs that affects the outcome of the MATCH and any team on the affected ALLIANCE desires a replay, the MATCH will be replayed.

The outcome of the MATCH is affected if an error occurs that, in the judgment of the Head REFEREE changes which ALLIANCE would have won the MATCH and/or the assignment of Ranking Points.

