

7 CONDUCT RULES

- C1. 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 the [Yellow and RED CARDS](#) section for additional detail.
- C2. Be a good person.** All teams must be civil toward their team members, other team members, 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, 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.

The activity known as 'the circle game' uses hand signals that can be negatively interpreted. As such, this game is considered an example of uncivil conduct.

- C3. 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 return to the HAB at the end of the MATCH, resulting in Teams A, B, and C not being able to earn a HAB Docking Ranking Point. 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.

- C4. 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 return to the HAB at the end of the MATCH, resulting in Teams A, B, and C not being able to earn a Hab Docking Ranking Point. 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.

- C5. 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 DESTINATION: DEEP SPACE) into the 2019 *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 at any point during the event will be addressed by the Head REFEREE, the Lead ROBOT Inspector and/or Event Management.

- C6. Show up to your MATCHES.** Each team must send at least one (1) member of its DRIVE TEAM to the ARENA 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 I2.



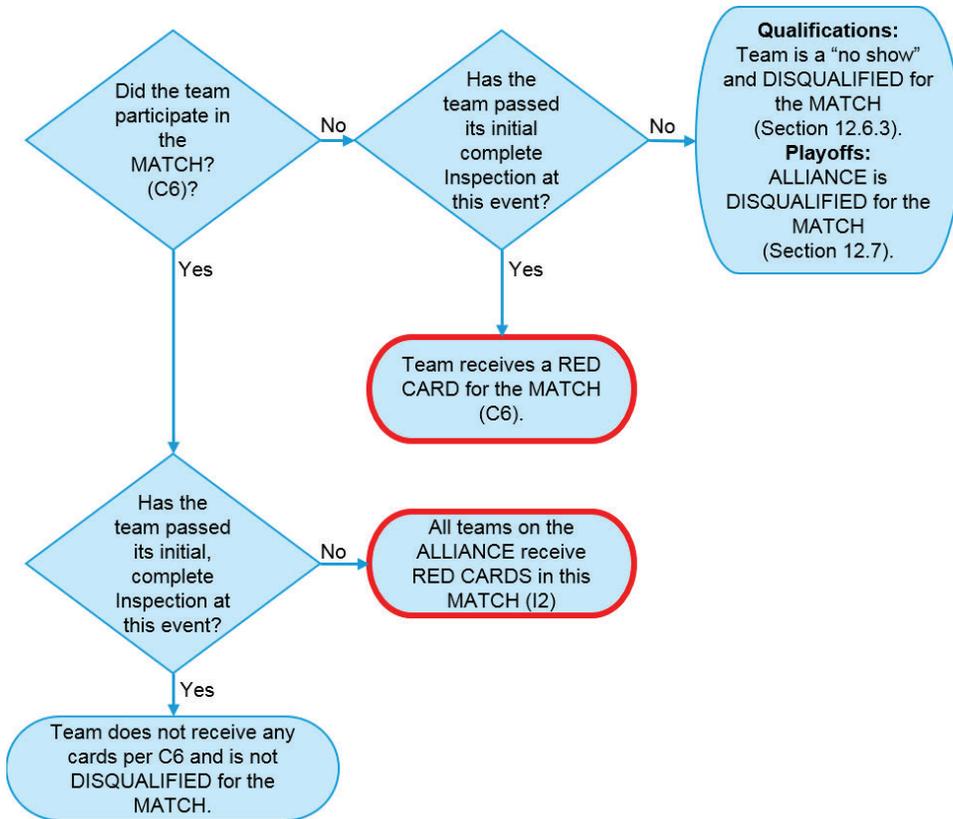


Figure 7-1 MATCH participation flowchart

C7. Be prompt/safe when coming to and going from the FIELD. DRIVE TEAMS may not cause significant or repeated delays (during the event) to the start of a MATCH and/or to the FIELD reset after the MATCH.

Violation: If prior to the MATCH, the offending DRIVE TEAM'S ROBOT will be DISABLED. If after the MATCH, YELLOW CARD.

DRIVE TEAMS are expected to stage their ROBOTS for a MATCH, and remove it from the FIELD afterwards, safely and swiftly. Examples include, but are not limited to:

- a. late arrival to the FIELD
- b. failing to exit the FIELD once the ROCKET'S nosecone green LEDs have turned off (indicating MATCH ready)
- c. installing BUMPERS, charging pneumatic systems, or any other ROBOT maintenance, once on the FIELD
- d. use of alignment devices that are external to the ROBOT (e.g. a DRIVE TEAM could bring and use a measuring tape, as long as there is no delay to the MATCH by doing so)
- e. failing to remove OPERATING CONSOLES from the PLAYER STATIONS in a timely manner

C8. 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 during the MATCH, YELLOW CARD.

C8 does not apply for strategies consistent with standard gameplay, for example:

- a. causing an opponent ROBOT to contact your ROCKET during the last few seconds of a MATCH while in the process of trying to place a HATCH PANEL.
- b. contacting an opponent ROBOT while in your HAB ZONE while trying to retrieve CARGO from your DEPOT.

C8 requires an intentional act with limited or no opportunity for the TEAM being acted on to avoid the penalty, such as:

- c. placing a HATCH PANEL on/in an opponent who's already controlling a GAME PIECE such that they cannot help but violate G4.
- d. pushing an opponent ROBOT against your ROCKET during the final twenty (20) seconds of the MATCH for the sole purpose of making them violate G16.

- C9. 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 the [REFEREE Interaction](#) section for more information about process and expectations.

- C10. 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 C10 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 C10.

- C11. Work in designated areas only.** 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 at any point during the event or egregious violations will be addressed by the Head REFEREE, the Lead ROBOT Inspector and/or Event Management.

