

9 GAME RULES: HUMANS

9.1 BEFORE THE MATCH

H1. You can't bring/use anything you want. The only equipment that may be brought to the ARENA and used by DRIVE TEAMS during a MATCH is listed below. Regardless if equipment fits criteria below, it may not be employed in a way that breaks any other rules, introduces a safety hazard (e.g. a step stool or large signaling device in the confined space of the ALLIANCE STATION are safety concerns), blocks visibility for FIELD STAFF or audience members, or jams or interferes with the remote sensing capabilities of another team, or the FIELD, including vision systems, acoustic range finders, sonars, infrared proximity detectors, etc. (e.g. including imagery that, to a reasonably astute observer, mimics the Vision Targets used on the FIELD).

- A. the OPERATOR CONSOLE,
- B. non-powered signaling devices,
- C. reasonable decorative items,
- D. special clothing and/or equipment required due to a disability,
- E. devices used solely for planning or tracking strategy,
- F. devices used solely to record gameplay,
- G. non-powered Personal Protective Equipment (examples include, but aren't limited to, gloves, eye protection, and hearing protection)

Items brought to the ARENA under allowances B-G must meet all of the following conditions:

- i. do not connect or attach to the OPERATOR CONSOLE
- ii. do not connect or attach to the FIELD or ARENA
- iii. do not connect or attach to another ALLIANCE member (other than items in category G)
- iv. do not communicate with anything or anyone outside of the ARENA.
- v. do not communicate with the TECHNICIAN
- vi. do not include any form of enabled wireless electronic communication (e.g. radios, walkie-talkies, cell phones, Bluetooth communications, Wi-Fi, etc.)
- vii. do not in any way affect the outcome of a MATCH, other than by allowing the DRIVE TEAM to plan or track strategy for the purposes of communication of that strategy to other ALLIANCE members or
- viii. use items allowed per part B to communicate with the ROBOT.

Violation: MATCH will not start until situation remedied. If discovered or used inappropriately during a MATCH, YELLOW CARD.

H2. Know your DRIVE TEAM positions. Prior to the start of the MATCH, DRIVE TEAMS must be positioned as follows:

- A. HUMAN PLAYERS, DRIVERS and COACHES must be in their ALLIANCE STATION and between the STARTING LINES
- B. TECHNICIANS must be in their designated area outside the ALLIANCE STATION.

Violation: MATCH will not start until the situation is corrected.

The specific location for the TECHNICIAN to stand during a MATCH may vary by event due to space restrictions around the FIELD. In general, TECHNICIANS are located with their team's ROBOT cart and within close proximity to the FIELD.



- H3. Leave the GAME PIECES alone.** Prior to the start of the MATCH, DRIVE TEAMS may not rearrange the GAME PIECES within the ALLIANCE STATION, staged in the LOADING STATION, or staged in the DEPOT.

Violation: MATCH will not start until the situation is corrected.

9.2 DURING THE MATCH

- H4. COACHES and other teams: hands off the controls.** A ROBOT shall be operated solely by the DRIVERS and/or HUMAN PLAYERS of that team.

Violation: DISABLED.

Exceptions may be made before a MATCH for major conflicts, e.g. religious holidays, major testing, transportation issues, etc.

- H5. Wireless devices not allowed.** During a MATCH, DRIVE TEAMS may not use electronic devices which have the capability of receiving communications from persons outside of the ARENA (e.g. cell phones or wearable technology).

Violation: YELLOW CARD.

- H6. No wandering.** During the MATCH, DRIVERS, COACHES, and HUMAN PLAYERS may not contact anything outside the ALLIANCE STATION and TECHNICIANS may not contact anything outside their designated area.

Exceptions are granted in cases concerning safety and for actions that are inadvertent, momentary, and inconsequential.

Violation: FOUL.

- H7. GAME PIECES through LOADING STATIONS only.** During the MATCH, team members may only enter GAME PIECES on to the FIELD through their LOADING STATIONS.

Violation: FOUL per GAME PIECE.

- H8. COACHES, no GAME PIECES.** During a MATCH, COACHES may not touch GAME PIECES unless for safety purposes.

Violation: FOUL per instance.

9.2.1 ONLY DURING THE SANDSTORM PERIOD

- H9. Between the (STARTING) LINES.** During the SANDSTORM PERIOD, COACHES, DRIVERS, and HUMAN PLAYERS may not break the vertical planes defined by the STARTING LINES, unless for safety purposes.

Exceptions are granted in cases concerning safety and for actions that are inadvertent, momentary, and inconsequential.

Violation: TECH FOUL.

- H10. No peeking.** During the SANDSTORM PERIOD, COACHES, DRIVERS, and HUMAN PLAYERS may not look over the top of the ALLIANCE WALL to overcome the effect of the SANDSTORM.

Violation: TECH FOUL



9.3 IN THE ARENA

H11. By invitation only. Only DRIVE TEAMS for the current MATCH are allowed in their respective ALLIANCE STATIONS.

Violation: MATCH will not start until the situation is corrected.

H12. Identify yourself. DRIVE TEAMS must wear proper identification while in the ARENA. Proper identification consists of:

- A.** All DRIVE TEAM members wearing their designated buttons above the waist in a clearly visible location at all times while in the ARENA.
 - i. The COACH wearing the "COACH" labeled DRIVE TEAM button
 - ii. The DRIVERS and HUMAN PLAYERS each wearing a DRIVE TEAM button
 - iii. The TECHNICIAN wearing the "TECHNICIAN" labeled DRIVE TEAM button
- B.** During a Playoff MATCH, the ALLIANCE CAPTAIN clearly displaying the designated ALLIANCE CAPTAIN identifier (e.g. hat or armband).

Violation: MATCH will not start until the situation is corrected. Those not displaying identification must leave the ARENA.

H13. Don't abuse ARENA access. Team members (except DRIVERS, HUMAN PLAYERS, and COACHES) who are granted access to restricted areas in and around the ARENA (e.g. via TECHNICIAN button, event issued Media badges, etc.) may not coach or use signaling devices during the MATCH. Exceptions will be granted for inconsequential infractions and in cases concerning safety.

Violation: YELLOW CARD

The TECHNICIAN'S role is help the team prepare the ROBOT so it can perform at its full potential during a MATCH. The TECHNICIAN is not an additional COACH, DRIVER or HUMAN PLAYER.

H14. Don't mess with GAME PIECES. Teams may not modify GAME PIECES in any way.

Violation: RED CARD.

Adding or removing air to/from CARGO or removing loop tape from a HATCH PANELS, are examples of violations.

H15. No throwing HATCH PANELS. Team members may never throw HATCH PANELS.

Violation: RED CARD.

H16. Don't bang on the glass. Team members may never strike or hit the ALLIANCE STATION plastic windows.

Violation: Verbal warning. If subsequent violations, YELLOW CARD.



