

Team Update 05

GENERAL

No changes.

EVENT MANUAL

No changes.

GAME AND SEASON MANUAL

Section 3.3.3 BOUNDARIES

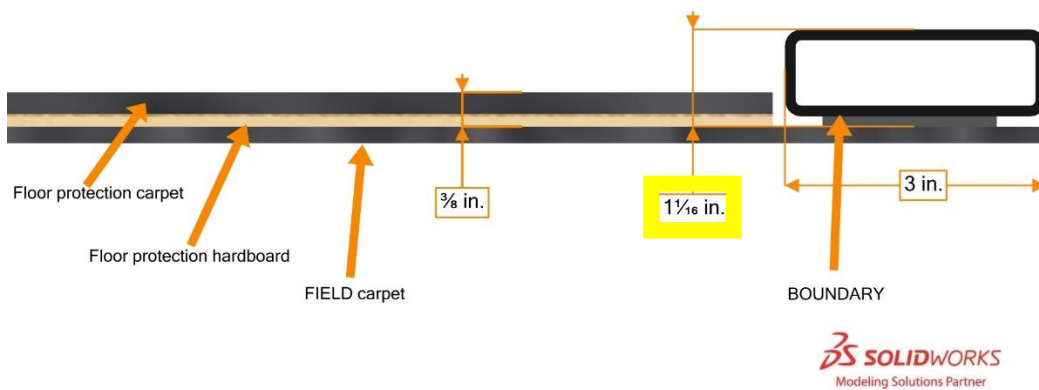


Figure 3-11 Floor protection cross-section

Section 6 Conduct Rules

C1. Egregious and exceptional violations. Egregious behavior beyond what is listed in the rules or repeated violations of any rule or procedure during the event is prohibited.

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 any time during the event. This includes violations of the event rules found on the [FIRST® Robotics Competition Event Experience web page](#).

Please see YELLOW and RED CARDS for additional detail.

Violation: The Head REFEREE may assign a YELLOW or RED CARD.

The intent of this rule is to provide the Head REFEREES the flexibility necessary to keep the event running smoothly, as well as keep the safety of all the participants as the highest priority. There are certain behaviors that automatically result in a YELLOW or RED CARD because we

believe this behavior puts our community at risk. Those behaviors include, but are not limited to the list below:

- a. Inappropriate behavior as outlined in the blue box of C2
- b. Jumping over the FIELD border
- c. Sitting on the SHIELD GENERATOR
- d. PINNING in excess of fifteen (15) seconds
- e. Foregoing use of the LOADING BAY rack in a way that appears to be deliberate to a REFEREE (e.g. hiding POWER CELLS or violating H10 multiple times during an event).

The Head REFEREE may assign a YELLOW or RED CARD for a single instance of a rule violation such as the examples given in items a – e above, or for multiple instances of any single violation.

Teams should be aware that any rule in this manual could escalate to a YELLOW or RED CARD. The Head REFEREE has final authority on all rules and violations at an event.

Section 7.1 Before/After the MATCH

G2. Teams may not enable their ROBOTS on the FIELD. ROBOTS must be removed from the FIELD by hand (i.e. no enabling, power, etc). Teams may not tether to the ROBOT while on the FIELD. ROBOTS will not be re-enabled after the conclusion of the MATCH, nor will teams be permitted to tether to the ROBOT except in special circumstances (e.g. during TIMEOUTS, after Opening Ceremonies, before an immediate MATCH replay, etc.) and with the express permission from the FTA or a REFEREE.

FMS will not enable ROBOTS after the conclusion of the MATCH.

Tethering includes any wired or wireless connection used to electrically energize and/or control elements on the ROBOT. The safety of teams and volunteers in close proximity to ROBOTS and ARENA elements on the FIELD is of the utmost importance, therefore ROBOTS or ROBOT COMPONENTS may not be enabled in any way on the FIELD once the MATCH has concluded.

ROBOTS need to be safely transported off the FIELD and back to the pits after the MATCH, and there may be bystanders, doorways or height restrictions along the route.

Section 7.2.3 Zone Specific Violations

G9. No full court shots. A ROBOT whose BUMPERS are fully contained by their SECTOR may not cause POWER CELLS to travel into or through their opponent's SECTOR.

Violation: TECH FOUL per POWER CELL.

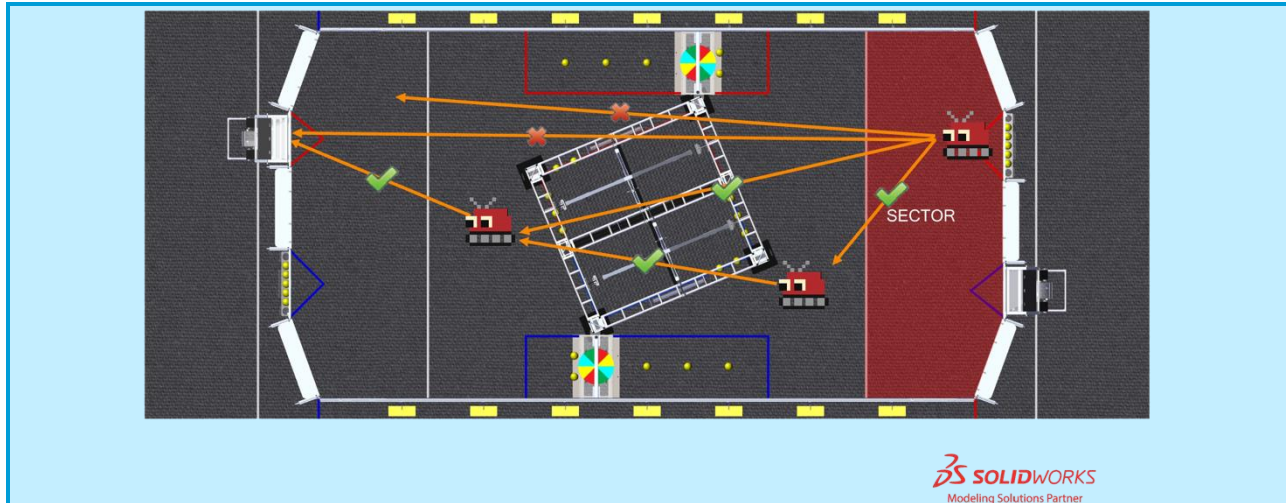


Figure 0-1 POWER CELL movement limitations

REFEREES are not expected to track the movement of POWER CELLS throughout the MATCH. Teams are encouraged to launch POWER CELLS such that it is clear to REFEREES that G9 is not violated.

For the purposes of G9, “travel” means “to cause movement through the air, bounce across the floor, or roll ~~without contacting an opponent ROBOT.~~” A POWER CELL is no longer “travelling” once it stops, ~~or~~ contacts an opponent ROBOT or is CONTROLLED by a ROBOT on their ALLIANCE. The cause of (i.e. responsibility for) a POWER CELL “travelling” may transfer from ROBOT to ROBOT as assessed by the REFEREE.

Section 8.1.1 During the MATCH

H10. POWER CELLS go on the rack. POWER CELLS must be stored on the LOADING BAY racks. An ALLIANCE making a concerted, good-will effort to transport POWER CELLS from the CORRAL to a rack or Chute is not in violation of this rule.

VIOLATION: FOUL. If repeated, TECH FOUL.

The LOADING BAY rack holds fourteen (14) POWER CELLS and enables teams and REFEREES to count POWER CELLS in an ALLIANCE STATION. An ALLIANCE holding the fifteenth POWER CELL is not in violation of H10.

H10 means that POWER CELLS may neither be stored in the CORRAL during the MATCH nor required to contact the LOADING BAY rack before entering the FIELD.

Teams are encouraged to make it clear to REFEREES that H10 is not violated.