

Team Update 13

GENERAL

No changes.

EVENT MANUAL

No changes.

GAME AND SEASON MANUAL

7.2.3 Zone Specific Restrictions

G15. During the ENDGAME, don't mess with HANGING opponents. During the ENDGAME, a ROBOT may not contact, either directly or transitively through a POWER CELL, an opponent's ROBOT that is contacting its GENERATOR SWITCH and not in their opponent's RENDEZVOUS POINT.

Violation: The contacted opponent ROBOT, and any partners its supporting, will be considered HANGING, and the opponent's GENERATOR SWITCH will be considered LEVEL.

G15-A. During the ENDGAME, don't mess with the opponent's GENERATOR SWITCH. During the ENDGAME, a ROBOT may not contact, either directly or transitively through a POWER CELL, the opponent's GENERATOR SWITCH.

Violation: Any opponent ROBOTS contacting their GENERATOR SWITCH when the violation occurred will be considered HANGING, and the opponent's GENERATOR SWITCH will be considered LEVEL.

7.2.5 ROBOT to ROBOT Interaction

G22. Don't collude with your partners to shut down major parts of game play. Two or more ROBOTS that appear to a REFEREE to be working together may not isolate or close off any major component of MATCH play.

Violation: TECH FOUL, plus an additional TECH FOUL for every five (5) seconds in which the situation is not corrected.

Examples of violations of this rule include but are not limited to:

- a. blocking an opponent's TRENCH
- b. blocking all the opponent LOADING BAY Chutes
- c. blocking the opponent BOTTOM PORT
- d. shutting down access to all POWER CELLS ~~on the FIELD~~
- e. quarantining all opponents to a small area of the FIELD

A single ROBOT blocking access to a particular area of the FIELD is not a violation of this rule.

Two ROBOTS independently playing defense on two opponent ROBOTS is not a violation of this rule.

8.2 In the ARENA

H14. Don't mess with the POWER CELLS. Teams may not modify POWER CELLS in any way. Temporary deformation to pre-load a ROBOT is an exception to this rule.

Violation: RED CARD.

Marking, cutting or standing on POWER CELLS are examples of violations.

11.2.1 YELLOW and RED CARDS

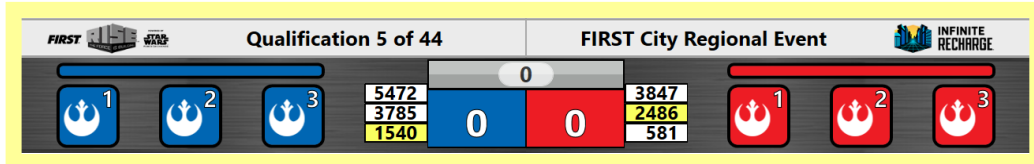


Figure 11-2 Audience Screen graphic showing YELLOW CARD Indicators