

Team Update 14

GENERAL

WPILib update: A C++/Java WPILib update (2020.3.2) has been released which fixes bugs discovered since the previous release (2020.2.2 on 1/17/20). [The download, and a complete changelog, is available on Github.](#)

EVENT MANUAL

No changes.

GAME AND SEASON MANUAL

3.2 Zones and Markings

FIELD Zones and markings of consequence are described below. Unless otherwise specified, the tape used to mark lines and zones throughout the FIELD is 2-in. (~5cm) [3M™ Premium Matte Cloth \(Gaffers\) Tape \(GT2\)](#) or comparable gaffers tape.

11.7.4 TIMEOUTS

A TIMEOUT is a period of up to six (6) minutes between MATCHES which is used to pause Playoff MATCH progression.

During a TIMEOUT, the ARENA Timer displays the time remaining in the TIMEOUT. Both ALLIANCES enjoy the complete six (6) minute window. If an ALLIANCE completes their repairs before the ARENA Timer expires, the ALLIANCE CAPTAIN is encouraged to inform the Head REFEREE that they are ready to play. If both ALLIANCES are ready to play before the TIMEOUT expires, the next MATCH will start.

There are no TIMEOUTS for Practice or Qualification MATCHES.

If circumstances require an ALLIANCE to play in back-to-back MATCHES during the Playoff MATCHES, the Head REFEREE will issue a FIELD TIMEOUT to allow teams to prepare for the next MATCH. FIELD TIMEOUTS are the same time duration as TIMEOUTS.

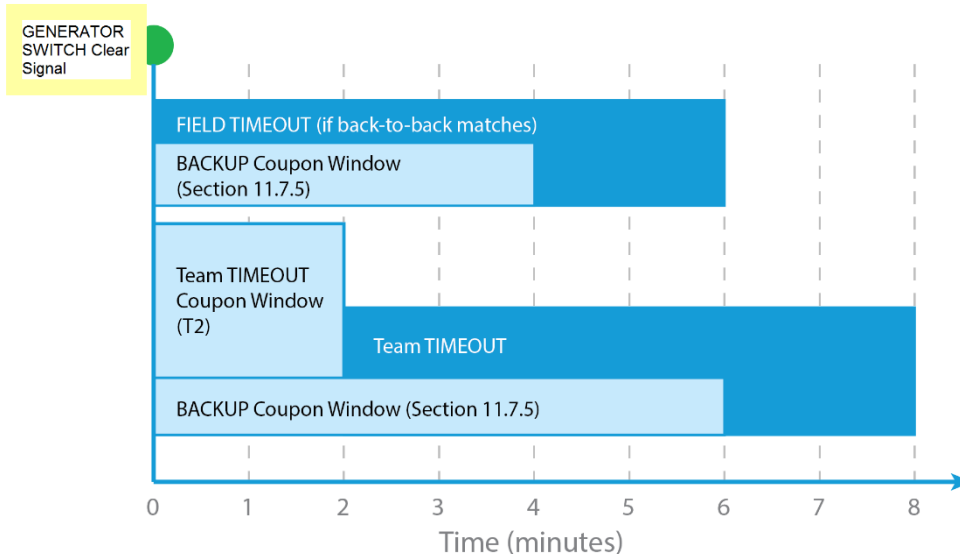


Figure 11-4 TIMEOUT Timeline

Each ALLIANCE in the Playoff tournament is issued (1) TIMEOUT.

Teams are expected to have their ROBOTS staged on the FIELD by the end of the TIMEOUT. Teams that cause a delay to the start of a MATCH after a TIMEOUT are at risk of being in violation of C7.

- T1.** If an ALLIANCE wishes to use their TIMEOUT, the ALLIANCE CAPTAIN must submit their TIMEOUT coupon to the Head REFEREE within two (2) minutes of the ARENA reset GENERATOR SWITCH Clear signal preceding their MATCH. If there is no preceding MATCH, the TIMEOUT coupon must be submitted no later than two (2) minutes before the scheduled MATCH time. The TIMEOUT will begin two (2) minutes after the ARENA reset GENERATOR SWITCH Clear signal (i.e. at the end of the Team TIMEOUT Coupon Window depicted in Figure 11-4.)

A request presented outside the defined parameters in T2 will be denied.

There are no cascading TIMEOUTS. If an ALLIANCE calls a TIMEOUT during a FIELD TIMEOUT, the FIELD TIMEOUT will expire two (2) minutes after the ARENA reset GENERATOR SWITCH Clear signal and the ALLIANCE'S TIMEOUT will begin.

If an ALLIANCE wishes to call a TIMEOUT during a FIELD TIMEOUT, it must still do so within two (2) minutes of the ARENA reset GENERATOR SWITCH Clear signal preceding their MATCH, per T2.

TIMEOUTS are not transferrable between ALLIANCES, meaning an ALLIANCE cannot hand their designated TIMEOUT coupon to another ALLIANCE to use, however an ALLIANCE may use their own coupon for any purpose they wish.

If a Playoff MATCH is replayed because of an ARENA FAULT which rendered a ROBOT inoperable, the Head REFEREE has the option of calling a FIELD TIMEOUT.

11.7.5 BACKUP TEAMS

Alternatively, an ALLIANCE CAPTAIN may choose to call up a BACKUP TEAM without using their TIMEOUT by informing the Head REFEREE directly within two (2) minutes of the Head REFEREE issuing the ARENA reset GENERATOR SWITCH Clear signal preceding their MATCH. If there is no preceding MATCH, the BACKUP TEAM coupon must be submitted no later than two (2) minutes before the scheduled MATCH time.