6 CONDUCT RULES

C1. Egregious or 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 a 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 structure
d. PINNING in excess of fifteen (15) seconds
e. foregoing the 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 rule 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.

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 violations is relatively low.)

Examples of inappropriate behavior include, but are not limited to, use of offensive language or other uncivil conduct.

Examples of particularly contemptible behavior that is likely to result in ARENA ejection include, but are not limited to, the following:

a. assault, e.g. throwing something that hits another person (even if unintended)
b. threat, e.g. saying something like “if you don’t reverse that call, I’ll make you regret it”
c. harassment, e.g. badgering someone with no new information after a decision’s been made or a question’s been answered