10 INSPECTION & ELIGIBILITY RULES

This section describes the rules governing MATCH participation. A team has participated in a MATCH if any member of their DRIVE TEAM is in the ALLIANCE STATION, with or without the ROBOT on the FIELD, at the start of the MATCH.

At each event, the Lead ROBOT Inspector (LRI) has final authority on the legality of any COMPONENT, MECHANISM, or ROBOT. Inspectors may re-Inspect ROBOTS at any time to ensure compliance with the rules. Teams are encouraged to consult with Inspectors or the LRI if they have any questions regarding the legality of a ROBOT or about how to make a ROBOT legal.

While there is no specific defined procedure in place for teams to be re-inspected prior to Playoff MATCHES, it is typical for Inspectors to use the re-Inspection discretion described above to do a limited re-Inspection on all ROBOTS near the end of Qualification MATCHES or beginning of Playoff MATCHES to help identify any modifications that should be re-Inspected per I4.

Prior to the start of a MATCH, any ROBOT which is unable or ineligible to participate in that MATCH as determined by the FIRST Technical Advisor (FTA), LRI, or Head REFEREE is declared to be BYPASSED and is DISABLED. A team whose ROBOT is BYPASSED remains eligible to receive Qualification Ranking Points or Playoff MATCH points provided that its ROBOT has passed Inspection, per I2.

I1. It’s your team’s ROBOT. The ROBOT and its MAJOR MECHANISMS must be built by the FIRST Robotics Competition team.

A MAJOR MECHANISM is a group of COMPONENTS and/or MECHANISMS assembled together to address at least one (1) game challenge: robot movement, game piece control, FIELD element manipulation, or performance of a scorable task without the assistance of another ROBOT.

I1 requires that the ROBOT and its MAJOR MECHANISMS were built by its team, but isn’t intended to prohibit or discourage assistance from other teams (e.g. fabricating elements, supporting construction, writing software, developing game strategy, contributing COMPONENTS and/or MECHANISMS, etc.)

Examples of MAJOR MECHANISMS include, but are not limited to, assemblies listed below:

- an assembly used to manipulate a game piece
- an assembly used to position a ROBOT for an end game task
- an assembly used to manipulate a FIELD element
- an assembly used to move the ROBOT around the FIELD

Examples that would generally not be considered MAJOR MECHANISMS, and thus probably aren’t subject to I1 include, but are not limited to, the following:

- a gearbox assembly
- a COMPONENT or MECHANISM that’s part of a MAJOR MECHANISM
- COTS items

Neither I1 nor the language in its Blue Box define specific thresholds for how much of a MAJOR MECHANISM must be the result of the team’s effort. I1 expects and requires the team’s honest assessment of whether they built the MAJOR MECHANISMS of their ROBOT.