

8 GAME RULES: HUMANS

FIRST is committed to [Equity, Diversity, and Inclusion](#) and as such, *FIRST* makes reasonable accommodations for persons with disabilities that request accommodation. If a participant needs an accommodation for an event, please talk to a volunteer at the event or contact local leadership before the event so they can help ensure the accommodation is provided.

Accommodations are adjustments that allow all people with disabilities to access the building and participate in the game. Accommodations are determined reasonable given they do not create an undue hardship or cause safety concerns.

8.1 General

H101 *Be a good person. All teams must be civil toward everyone and respectful of team and event equipment 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:

- assault, e.g. throwing something that hits another person (even if unintended),
- threat, e.g. saying something like “if you don’t reverse that call, I’ll make you regret it,”
- harassment, e.g. badgering someone with no new information after a decision’s been made or a question’s been answered,
- bullying, e.g. using body or verbal language to cause another person to feel inadequate,
- insulting, e.g. telling someone they don’t deserve to be on a DRIVE TEAM,
- swearing at another person (versus swearing under one’s breath or at oneself), and
- yelling at another person(s) in anger or frustration.

H102 *Enter only 1 ROBOT. Each registered *FIRST* Robotics Competition team may enter only 1 ROBOT (or “robot,” a ROBOT -like assembly equipped with most of its drive base, i.e. its MAJOR MECHANISM that enables it to move around a FIELD) into a 2023 *FIRST* Robotics Competition Event.

“Entering” a ROBOT (or robot) into a *FIRST* Robotics Competition means bringing it to or using it at the event such that it’s an aid to your team (e.g. for spare parts, judging material, or for practice).

While “most of its drive base” is a subjective assessment, for the purposes of this rule, an assembly whose drive base is missing all wheels/treads, gearboxes, and belts/chains is not considered a “robot.” If any of those COMPONENTS are incorporated, the assembly is now considered a “robot.”

This rule does not prohibit teams from bringing in robots from other *FIRST* programs for the purposes of awards presentations or pit displays.

Violation: Verbal warning. Egregious or subsequent violations at any point during the event will be addressed by the Head REFEREE, the Lead ROBOT INSPECTOR (LRI), and/or Event Management.

H103 *Humans, stay off the FIELD until green. Team members may only enter the FIELD if the DRIVER STATION LED strings are green, unless explicitly instructed by a REFEREE or an FTA.

Violation: Verbal warning. If subsequent violations at any point during the event, YELLOW CARD.

Egregious violations of this rule to which [H201](#) may apply include, but are not limited to:

- a. pushing past the FIELD reset person blocking an open gate to get on the FIELD,
- b. ignoring a warning to not go on the FIELD,
- c. walking on to the FIELD during a MATCH, and
- d. reaching into the FIELD and grabbing a ROBOT during a MATCH.

Violations of this rule apply to the entire team, not specifically to any 1 individual. For example, a member of Team 9999 enters the FIELD prior to lights going green after MATCH 3, and a different member enters the FIELD prior to lights going green after MATCH 25. The team receives a verbal warning for the first violation and a YELLOW CARD for the second.

H104 *Never step over the guardrail. Team members may only enter or exit the FIELD through open gates.

Violation: Verbal warning. If subsequent violations at any point during the event, YELLOW CARD.

Teams are encouraged to ensure that all members of their DRIVE TEAM are aware of this rule. It's easy to violate, particularly when teams are doing their best to move on and off the FIELD quickly. The violations of this rule are intended to avoid nuisance penalties, but still enforce safety requirements around the FIELD. There is the potential for injury when stepping over the guardrail.

Violations of this rule apply to the entire team, not specifically to any 1 individual. For example, a member of Team 9999 steps over the guardrail prior to MATCH 3, and a different member steps over the guardrail prior to MATCH 25. The team receives a verbal warning for the first violation and a YELLOW CARD for the second.

H105 *Asking other teams to throw a MATCH – not cool. A team may not encourage an ALLIANCE, of which it is not a member, to play beneath its ability.

NOTE: This rule is not intended to prevent an ALLIANCE from planning and/or executing its own strategy in a specific MATCH in which all the teams are members of the ALLIANCE.

Violation: Behavior will be discussed with team or individual. Violations of this rule are likely to escalate rapidly to YELLOW or RED CARDS and may lead to dismissal from the event (i.e. the threshold for egregious violations is relatively low.)

Example 1: A MATCH is being played by Teams A, B, and C, in which Team C is encouraged by Team D to not ENGAGE at the end of the MATCH, resulting in Teams A, B, and C not earning a Ranking Point. Team D's motivation for this behavior is to prevent Team A from rising in the Tournament rankings and negatively affecting Team D's ranking. Team D has violated this rule.

Example 2: A MATCH is being played by Teams A, B, and C, in which Team A is assigned to participate as a SURROGATE. Team D encourages Team A to not participate in the MATCH so that Team D gains ranking position over Teams B and C. Team D has violated this rule.

FIRST considers the action of a team influencing another team to throw a MATCH, to deliberately miss Ranking Points, etc. incompatible with *FIRST* values and not a strategy any team should employ.

- H106** ***Letting someone coerce you in to throwing a MATCH – also not cool.** A team, as the result of encouragement by a team not on their ALLIANCE, may not play beneath its ability.

NOTE: This rule is not intended to prevent an ALLIANCE from planning and/or executing its own strategy in a specific MATCH in which all the ALLIANCE members are participants.

Violation: Behavior will be discussed with team or individual. Violations of this rule are likely to escalate rapidly to YELLOW or RED CARDS and may lead to dismissal from the event (i.e. the threshold for egregious violations is relatively low.)

Example 1: A MATCH is being played by Teams A, B, and C. Team D requests Team C ignore the CHARGE STATION at the end of the MATCH, resulting in Teams A, B, and C not being able to earn the ACTIVATION BONUS. Team C accepts this request from Team D. Team D's motivation for this behavior is to prevent Team A from rising in the Tournament rankings negatively affecting Team D's ranking. Team C has violated this rule.

Example 2: A MATCH is being played by Teams A, B, and C, in which Team A is assigned to participate as a SURROGATE. Team A accepts Team D's request to not participate in the MATCH so that Team D gains ranking position over Teams B and C. Team A has violated this rule.

FIRST considers the action of a team influencing another team to throw a MATCH, to deliberately miss Ranking Points, etc. incompatible with *FIRST* values and not a strategy any team should employ.

- H107** ***Throwing your own MATCH is bad.** A team may not intentionally lose a MATCH or sacrifice Ranking Points in an effort to lower their own ranking or manipulate the rankings of other teams.

Violation: Behavior will be discussed with team or individual. Violations of this rule are likely to escalate rapidly to YELLOW or RED CARDS and may lead to dismissal from the event (i.e. the threshold for egregious violations is relatively low.)

The intent of this rule is not to punish teams who are employing alternate strategies, but rather to ensure that it is clear that throwing MATCHES to negatively affect your own rankings, or to manipulate the rankings of other teams (i.e. throw a MATCH to lower a partner's ranking, and/or increase the ranking of another team not in the MATCH) is incompatible with *FIRST* values and not a strategy any team should employ.

- H108** ***Don't abuse ARENA access.** Team members (except DRIVERS, HUMAN PLAYERS, and COACHES) granted access to restricted areas in and around the ARENA (e.g. via TECHNICIAN button, event issued Media badges, etc.) may not assist or use signaling devices during the MATCH. Exceptions will be granted for inconsequential infractions and in cases concerning safety.

Violation: YELLOW CARD.

The TECHNICIAN'S role is to help the team prepare the ROBOT so it can perform at its full potential during a MATCH. The TECHNICIAN, except as described at the end of DRIVE TEAM, is not an additional COACH, DRIVER, or HUMAN PLAYER.

Team members in open-access spectator seating areas are not considered to be in a restricted area and are not prevented from assisting or using signaling devices. See [E102](#) for related details.

H109 *Be careful what you interact with. Team members are prohibited from the following actions with regards to interaction with ARENA elements. Temporary deformation of a GAME PIECE (e.g. to pre-load a ROBOT) is an exception to this rule.

- A. climbing on or inside (unless instructed by FIELD staff),
- B. hanging from,
- C. deforming, and
- D. damaging.

Violation: Verbal warning. If subsequent violations at any point during the event, YELLOW CARD.

H110 Don't mess with GAME PIECES. Teams may not modify GAME PIECES in any way. Temporary deformation (e.g. to pre-load a ROBOT) is an exception to this rule.

Violation: Verbal warning. If subsequent violations at any point during the event, YELLOW CARD.

Marking or standing on GAME PIECES are examples of violations. Egregious violations of [H109](#) or [H110](#), such as cutting or intentionally deflating GAME PIECES, are subject to [H201](#).

H111 Don't violate rules for Ranking Points. A Team or ALLIANCE may not collude with their OPPONENT to each purposefully violate a rule in an attempt to earn each ALLIANCE a Ranking Point.

Violation: YELLOW CARD, and ALLIANCES are ineligible for SUSTAINABILITY and ACTIVATION BONUSES.

For example, if Team A on the blue ALLIANCE agrees with Team F on the red ALLIANCE that they will both remove GAME PIECES from an opposing NODE, violating [G405](#), to incur only a FOUL and each gain a SUSTAINABILITY BONUS Ranking Point.

8.2 REFEREE Interaction

H201 *Egregious or exceptional violations. Egregious behavior beyond what is listed in the rules or subsequent 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 District & Regional Events page](#).

Please see [Section 11.2.2 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 this behavior puts the *FIRST* community at risk. Those behaviors include, but are not limited to the list below:

- a. inappropriate behavior as outlined in the blue box of [H101](#),
- b. jumping over the guardrail,
- c. behaviors listed in the blue box in [H103](#),
- d. PINNING in excess of 15 seconds,
- e. exploiting the 3-second window after a MATCH described in [Section 6.4 Scoring](#) to avoid rule violations (e.g. triggering an over-extension that enables GRID points or using a ROBOT'S residual energy to impact an opponent ROBOT on their CHARGE STATION),
- f. moving a scored GAME PIECE from an opponent's complete set of GRIDS.

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.

H202 *1 STUDENT, 1 Head REFEREE. A team may only address the Head REFEREE with 1 STUDENT. The STUDENT may not be accompanied by more than 1 silent observer.

Violation: The Head REFEREE will not address additional, non-compliant team members or peripheral conversations.

Please see [Section 11.2 Head REFEREE and FTA Interaction](#) for more information about process and expectations. Note that some events may restrict ARENA access to members of the DRIVE TEAM.

If a Head REFEREE (or any other Event staff) feels they are being recorded without their consent, they may choose to stop participating in the conversation.

8.3 Before/After the MATCH

H301 *Be prompt. DRIVE TEAMS may not cause significant delays to the start of their MATCH. Causing a significant delay requires both of the following to be true:

- A. The expected MATCH start time has passed, and

Event volunteers communicate schedule delays with teams to the best of their ability. The Pit Display (which is typically located near the Pit Administration desk) shows any event timing delay. Announcements on the FIELD and in the pits also provide information on delays, and any team uncertain of when to queue for a MATCH should communicate with queuing volunteers.

During Qualification MATCHES, the expected start time of the MATCH is the time indicated on the MATCH schedule or ~4 minutes from the end of the previous MATCH (which is reflected on the schedule on the Pit Display), whichever is later.

During Playoff MATCHES, the expected start time of the MATCH is the time indicated on the MATCH schedule or 15 minutes from either ALLIANCE'S previous MATCH, whichever is later.

- B. The DRIVE TEAM has access to the FIELD and is neither MATCH ready nor making a good faith effort, as perceived by the Head REFEREE, to quickly become MATCH ready.

Teams that have violated [H305](#) or have 1 DRIVE TEAM member present and have informed event staff that their ROBOT will not be participating in the MATCH are considered MATCH ready and not in violation of this rule.

Violation: Verbal warning, or if a subsequent violation within the tournament phase (i.e. Qualifications or Playoffs), TECH FOUL applied to their upcoming MATCH. If the DRIVE TEAM is not MATCH ready within 2 minutes of the verbal warning/TECH FOUL and the Head REFEREE perceives no good faith effort by the DRIVE TEAM to quickly become MATCH ready, DISABLED.

The intent of this rule is to provide an equitable amount of time for both ALLIANCES to prepare for each MATCH and give DRIVE TEAMS grace given extenuating circumstances that causes them to be late.

Once a verbal warning/TECH FOUL is issued, the Head REFEREE starts a 2-minute timer and makes a good faith effort to share the timer's status with the delaying DRIVE TEAM.

Being "MATCH ready" requires that the ROBOT is on the FIELD, in its STARTING CONFIGURATION, and turned on. Additionally, the DRIVE TEAM members must be in their starting positions.

In general, good faith efforts to quickly become MATCH ready are entirely for the purposes of transitioning the ROBOT into a MATCH ready state (i.e. not attempts to significantly alter a ROBOT's capabilities.) Examples of good faith efforts to quickly become MATCH ready include but are not limited to:

- a. walking safely towards the FIELD with a ROBOT that a team is not actively modifying,
- b. applying quick fixes such as tape or cable ties to make the ROBOT compliant with STARTING CONFIGURATION requirements,
- c. waiting for an OPERATOR CONSOLE computer to boot, and
- d. working with FIELD STAFF to get the ROBOT connected to the FIELD.

Examples that are not considered good faith efforts to quickly become MATCH ready include but are not limited to:

- e. a ROBOT not moving to the FIELD,
- f. a ROBOT moving to the FIELD but being actively modified while doing so,
- g. a DRIVE TEAM member remaining on the FIELD once a MATCH is ready to begin (indicated by the green LEDs having turned off),
- h. installing BUMPERS, charging pneumatic systems, or any other ROBOT maintenance not considered a quick fix as described in item b above once on the FIELD, and
- i. time-consuming use of alignment devices that are external to the ROBOT (e.g. a DRIVE TEAM could bring and use a measuring tape, as long as there is no delay to the MATCH by doing so)

There are no rules that prohibit use of hand tools (including battery operated tools) while setting up ROBOTS from the FIELD, provided they do not cause significant delay or cause safety concerns.

H302 *Teams may not enable their ROBOTS on the FIELD. Teams may not tether to the ROBOT while on the FIELD except in special circumstances (e.g. after Opening Ceremonies, before an immediate MATCH replay, etc.) and with the express permission from the FTA or a REFEREE.

Violation: YELLOW CARD

Teams are encouraged to consider this rule when developing their ROBOTS.

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 before or after the MATCH.

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.

H303 ***You can't bring/use anything you want.** The only equipment that may be brought to the ARENA and used by DRIVE TEAMS during a MATCH is listed below. Regardless of if equipment fits criteria below, it may not be employed in a way that breaks any other rules, introduces a safety hazard, blocks visibility for FIELD STAFF or audience members, or jams or interferes with the remote sensing capabilities of another team or the FIELD.

- A. the OPERATOR CONSOLE,
- B. non-powered signaling devices,
- C. reasonable decorative items,
- D. special clothing and/or equipment required due to a disability,
- E. devices used solely for planning, tracking, and communicating strategy within the same designated area (e.g. ALLIANCE AREA),
- F. devices used solely to record gameplay, and
- G. non-powered Personal Protective Equipment (examples include, but aren't limited to, gloves, eye protection, and hearing protection)

Items brought to the ARENA under allowances [B-G](#) must meet all following conditions:

- I. do not connect or attach to the OPERATOR CONSOLE, FIELD, or ARENA,
- II. do not connect or attach to another ALLIANCE member (other than items in category G),
- III. do not communicate with anything or anyone outside of the ARENA,
- IV. do not communicate with the TECHNICIAN,
- V. do not include any form of enabled wireless electronic communication with the exception of medically required equipment, and
- VI. do not in any way affect the outcome of a MATCH, other than by allowing the DRIVE TEAM to
 - a. plan or track strategy for the purposes of communication of that strategy to other ALLIANCE members or
 - b. use items allowed per [B](#) to communicate with the ROBOT.

Violation: MATCH will not start until situation remedied. If discovered or used inappropriately during a MATCH, YELLOW CARD.

Examples of equipment that may be considered a safety hazard in the confined space of the ALLIANCE AREA include, but are not limited to, a step stool or a large signaling device.

Examples of remote sensing capabilities include, but are not limited to, vision systems, acoustic range finders, sonars, and infrared proximity sensors.

Use of imagery that, to a reasonably astute observer, mimics the Vision Targets employed on the FIELD is a violation of this rule.

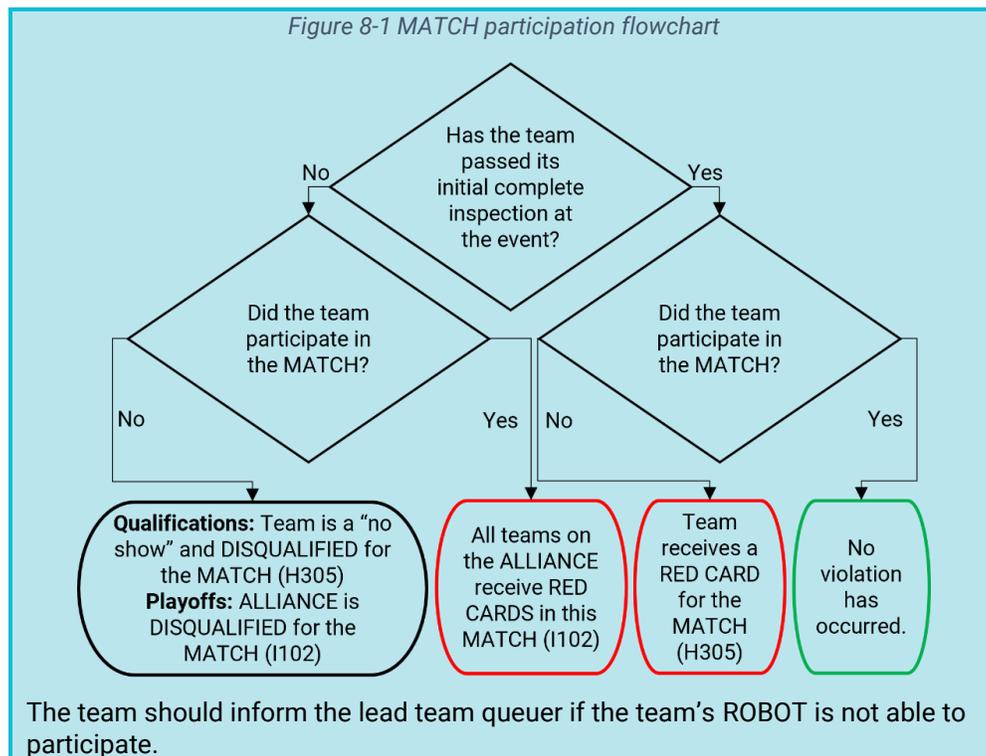
Examples of wireless communication include, but are not limited to, radios, walkie-talkies, cell phones, Bluetooth communications, and Wi-Fi.

H304 *By invitation only. Only DRIVE TEAMS for the current MATCH are allowed in their respective ALLIANCE AREAS and SUBSTATION AREAS.

Violation: MATCH won't start until the situation is corrected.

H305 *Show up to your MATCHES. Upon each team's ROBOT passing initial, complete inspection, the team must send at least 1 member of its DRIVE TEAM to the ARENA and participate in each of the team's assigned Qualification and Playoff MATCHES.

Violation: RED CARD.



H306 *Identify yourself. DRIVE TEAMS must wear proper identification while in the ARENA. Proper identification consists of:

- A. all DRIVE TEAM members wearing their designated buttons above the waist in a clear visible location at all times while in the ARENA
- B. the COACH wearing the "COACH" button
- C. the DRIVERS and HUMAN PLAYERS each wearing a "DRIVE TEAM" button
- D. the TECHNICIAN wearing the "TECHNICIAN" button
- E. during a Playoff MATCH, the ALLIANCE CAPTAIN clearly displaying the designated ALLIANCE CAPTAIN identifier (e.g. hat or armband)

Violation: MATCH won't start until the situation is corrected. Those not displaying identification must leave the ARENA.

H307 *Plug in to/be in your DRIVER STATION. The OPERATOR CONSOLE must be used in the DRIVER STATION to which the team is assigned, as indicated on the team sign.

Violation: MATCH won't start until the situation is corrected. If during a MATCH, DISABLED.

An intent of this rule is to prevent unsafe situations where long tethers to OPERATOR CONSOLE devices increase tripping hazards as the operator moves about the ALLIANCE AREA. In the interest of avoiding nuisance penalties associated with a DRIVE TEAM member stepping outside of a prescribed area, we prefer to offer a general guideline as to what it means to use the OPERATOR CONSOLE in the ALLIANCE AREA. Provided the DRIVE TEAM member is within close proximity of their DRIVER STATION, there will be no repercussions. However, a DRIVE TEAM member located more than approximately half a DRIVER STATION width away from their own DRIVER STATION while using their OPERATOR CONSOLE is likely violating this rule.

H308 *Don't bang on the glass. Team members may never strike or hit the DRIVER STATION plastic windows.

Violation: Verbal warning. If subsequent violations in more than 1 MATCH, YELLOW CARD.

H309 Know your ROBOT setup. When placed on the FIELD for a MATCH, each ROBOT must be:

- A. in compliance with all ROBOT rules, i.e. has passed inspection (for exceptions regarding Practice MATCHES, see [Section 10 Inspection & Eligibility Rules](#)),
- B. the only team-provided item left on the FIELD by the DRIVE TEAM,
- C. confined to its STARTING CONFIGURATION (reference [R102](#) and [R104](#)),
- D. positioned such that it is fully contained within its COMMUNITY
- E. not in contact with the CHARGE STATION
- F. fully supported by FIELD carpet, gaffers tape, and/or cable protector, and
- G. fully and solely supporting not more than 1 GAME PIECE (as described in [Section 6.1 Setup](#)).

Violation: If fix is a quick remedy, the MATCH won't start until all requirements are met. If it is not a quick remedy, the offending ROBOT will be DISABLED and, at the discretion of the Head REFEREE, must be re-inspected.

If a ROBOT is BYPASSED prior to the start of the MATCH, the DRIVE TEAM may not remove the ROBOT from the FIELD without permission from the Head REFEREE or the FTA.

H310 Know your DRIVE TEAM positions. Prior to the start of the MATCH, DRIVE TEAM members must be positioned as follows:

- A. DRIVERS: inside their ALLIANCE AREA and behind the STARTING LINE,
- B. COACHES: inside their ALLIANCE AREA and behind the STARTING LINE, and
- C. HUMAN PLAYERS:
 - a. at least one HUMAN PLAYER in their SUBSTATION AREA and behind the STARTING LINE,
 - b. any remaining HUMAN PLAYERS: inside their ALLIANCE AREA and behind the STARTING LINE, and
- D. TECHNICIANS: in the event-designated area near the FIELD.

Violation: MATCH won't start until the situation is corrected.

H311 Leave the GAME PIECES alone. Prior to the start of the MATCH, HUMAN PLAYERS may not rearrange the GAME PIECES within the SUBSTATION AREA.

Violation: MATCH won't start until the situation is corrected.

H312 **Leave promptly.** DRIVE TEAMS may not cause significant or multiple delays to the start of a subsequent MATCH, scheduled break content, or other FIELD activities.

Violation: Verbal warning. If subsequent violations at any point during the event, YELLOW CARD.

8.4 During the MATCH: AUTO

H401 ***Behind the lines.** During AUTO, DRIVE TEAM members in ALLIANCE AREAS and HUMAN PLAYERS in their SUBSTATION AREAS may not contact anything in front of the STARTING LINES, unless for personal or equipment safety or granted permission by a Head REFEREE or FTA.

Violation: FOUL.

Pointing, gesturing, or otherwise extending across the STARTING LINE such that contact is not made with carpet or other ARENA elements is not a violation of this rule.

An example of an exception for equipment safety is if an OPERATOR CONSOLE starts to fall from, or has already fallen off of, the DRIVER STATION shelf. In that circumstance, DRIVE TEAM members may step forward to catch it or pick it up off the ground and return it to the shelf.

H402 ***Disconnect or set down controllers.** Prior to the start of the MATCH, any control devices worn or held by HUMAN PLAYERS and/or DRIVERS must be disconnected from the OPERATOR CONSOLE.

Violation: MATCH won't start until the situation is corrected.

For the purposes of FIRST Robotics Competition, any device connected to the OPERATOR CONSOLE is considered a control device because REFEREES are not expected to differentiate between devices that can or cannot control the ROBOT.

H403 ***Let the ROBOT do its thing.** During AUTO, DRIVE TEAMS may not directly or indirectly interact with ROBOTS or OPERATOR CONSOLES unless for personal safety, OPERATOR CONSOLE safety, or pressing an E-Stop.

Violation: FOUL and YELLOW CARD

8.5 During the MATCH

H501 ***COACHES and other teams: hands off the controls.** A ROBOT shall be operated only by the DRIVERS and/or HUMAN PLAYERS of that team.

Violation: DISABLED.

Exceptions may be made before a MATCH for major conflicts, e.g. religious holidays, major testing, transportations issues, etc.

H502 ***No wandering.** DRIVE TEAMS may not contact anything outside the area in which they started the MATCH (i.e. the ALLIANCE AREA, the SUBSTATION AREA, or the designated TECHNICIAN space). Exceptions are granted for a HUMAN PLAYER whose feet are partially outside the SUBSTATION AREA (but not in the opponent ALLIANCE AREA), in cases concerning safety, and for actions that are inadvertent, MOMENTARY, and inconsequential.

Violation: FOUL.

H503 *COACHES, GAME PIECES are off limits. COACHES may not touch GAME PIECES, unless for safety purposes.

Violation: FOUL per GAME PIECE.

H504 GAME PIECES through PORTALS only. GAME PIECES may only be introduced to the FIELD

- A. by a HUMAN PLAYER,
- B. through a PORTAL, and
- C. during TELEOP.

Violation: FOUL per GAME PIECES.

H505 DRIVE TEAMS, watch your reach. DRIVE TEAMS may not extend any body part into the SINGLE SUBSTATION PORTAL for a greater-than-MOMENTARY period of time.

Violation: FOUL.

H506 DRIVE TEAMS, avoid ROBOTS. A DRIVE TEAM member may neither

- A. extend any body part into a PORTAL while any part of a ROBOT is in that PORTAL nor
- B. contact a GAME PIECE in contact with a ROBOT.

Violation: Verbal warning. If subsequent violations at any point during the event, YELLOW CARD.

