

# Team Update 06

## GENERAL

### Playing Field

- [GE-23300](#) is updated to include a note stating that dry lubricant may be applied to prevent ramps from binding and locking CHARGE STATION movement.

## GAME MANUAL

The edits to Table 5-2, Section 6.2, and Section 8.2 are not a change to when scoring is assessed but attempts to avoid a reasonable perception that the original language is not consistent with language in Section 6.4.

### Section 5.7.1.1 DRIVER STATION LED Strings

Table 5-2 GRID light states ([field tour video](#))

Light String State	Criteria	Example
White	3-second scoring assessment period within 3 seconds of the ending of AUTO or TELEOP	○○○○○○○○○○○○○○○○○○○○

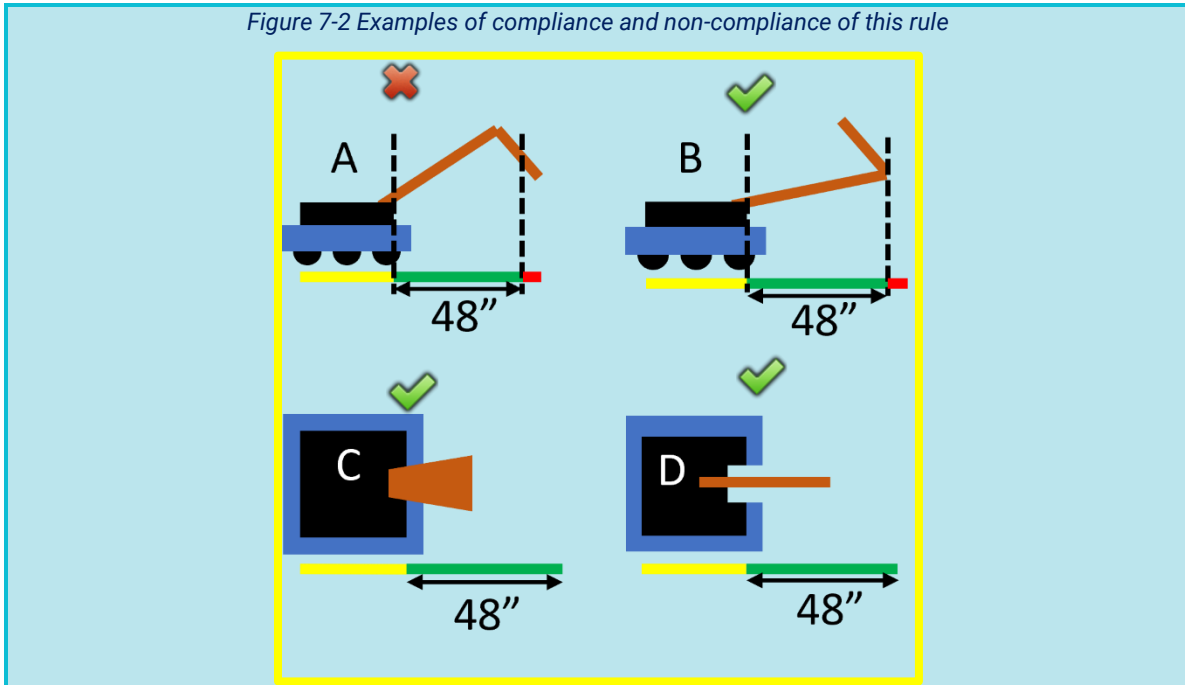
### Section 6.2 Autonomous Period

There is a 3 second delay between AUTO and the Teleoperated Period during which time AUTO scores are assessed TELEOP for scoring purposes as described in Section 6.4 Scoring.

### Section 7.1 ROBOT Restrictions

Figures 7-2 and 7-3 are updated to correct the yellow and green references so they transition at the FRAME PERIMETER instead of the BUMPERS in all cases (we didn't catch them all in [Team Update 01](#), apologies!).

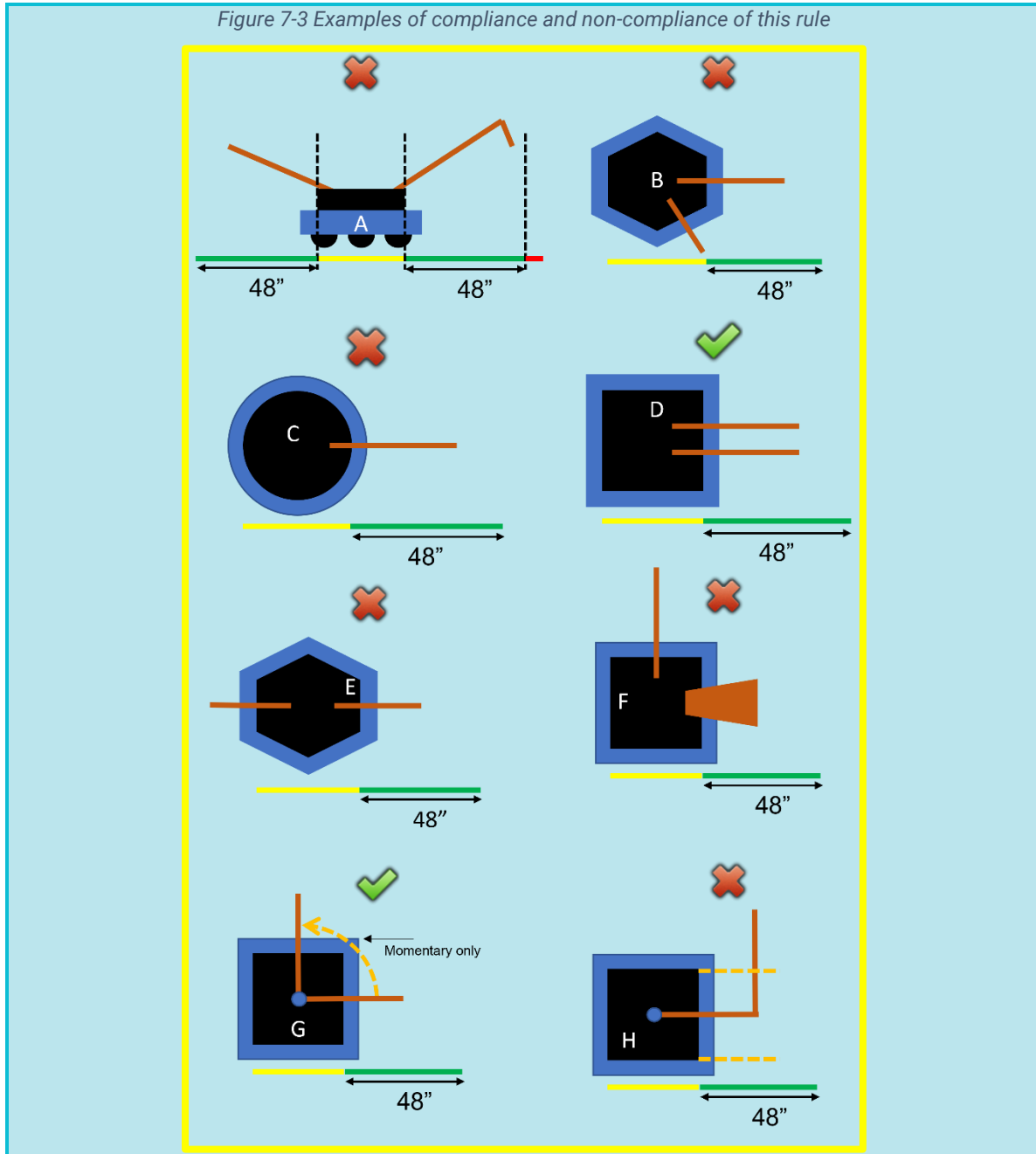
**G107 Don't over extend yourself.**



**G108 Opponent's zone, no extension.** A ROBOT whose BUMPERS are intersecting the opponent's LOADING ZONE or COMMUNITY may not extend beyond its FRAME PERIMETER. Extensions which are both MOMENTARY and inconsequential are an exception to this rule.

Violation: FOUL or TECH FOUL if ~~if REPEATED, TECH FOUL per instance.~~

**G109 Don't extend in multiple directions.**



**Section 8.2 REFEREE Interaction**

**H201 \*Egregious or exceptional violations.**

- e. exploiting the 3-second scoring assessment period 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).

## Section 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-per-item-contacted.*

## Section 8.5 During the MATCH

*Q108 is edited to acknowledge the addition of H506.*

**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.*

## Section 9.4 BUMPER Rules

**R408** \***BUMPER construction.** BUMPERS must be constructed as follows (see Figure 9-7):

- A. be backed by  $\frac{3}{4}$  in. thick (nominal, ~19mm) by 5 in.  $\pm$   $\frac{1}{2}$  in. (~127 mm  $\pm$  12.7 mm) tall plywood, Oriented Strand Board (OSB) or solid wood (with the exception of balsa). Small clearance pockets to accommodate minor protrusions permitted per [R101](#), and/or access holes needed to access **or recess** mounting hardware in the wood backing are permitted, as long as they do not significantly affect the structural integrity of the BUMPER.

## Section 11.7.3.1 BACKUP TEAM Coupons

The Head REFEREE will not accept the BACKUP TEAM coupon unless it **lists the number of the team whose ROBOT is being replaced and** is initialed by the ALLIANCE CAPTAIN.

## Section 11.7.4.2 Default LINEUP

**T709** \***LINEUPS due 2 minutes before the MATCH.** The ALLIANCE CAPTAIN must submit their LINEUP in writing to the Head REFEREE (or their designee) 2 minutes before their expected MATCH start time.

*Violation: Late LINEUPS are denied, and the ALLIANCE'S most recent LINEUP is applied.*

If the Head REFEREE is busy, and there is no designee, the ALLIANCE CAPTAIN remains in the Question Box to report the LINEUP.

If no previous LINEUP exists, the ALLIANCE Lead is assigned DRIVER STATION 2, 1<sup>st</sup> team selected is assigned DRIVER STATION 1, and the 2<sup>nd</sup> team selected is assigned DRIVER STATION 3. If any of these 3 ROBOTS are unable to play, the ALLIANCE must play the MATCH with only 2 (or even 1) ROBOT(s).

**Example:** 3 teams, A, B, and C form an ALLIANCE going into the Playoff MATCHES. During one of the Playoff MATCHES, Team C's ROBOT becomes inoperable. The ALLIANCE decides to bring in Team D to replace Team C. Team C repairs their ROBOT and may play in any subsequent Playoff MATCHES replacing Team A, B, or D

If a BACKUP TEAM Coupon is accepted and the LINEUP for the next MATCH is not submitted or it omits the BACKUP TEAM, then the ALLIANCE'S most recent LINEUP is used with the BACKUP team in the position populated by the team for whom they're substituting.