

Team Update 08

GENERAL

Official Field Drawings: Drawing GE-23017 from the [Game Specific elements drawing package](#) has been updated to correct the retroreflective tape location.

GAME MANUAL

Section 7.3 FIELD Interaction

G302 Stay on your side in-AUTO before TELEOP. During-AUTO Before TELEOP, a ROBOT may not intersect the infinite vertical volume created by the CENTERLINE of the FIELD.

Violation: FOUL. If contact with an opponent ROBOT, TECH FOUL. If contact with opponent's CHARGE STATION, the opponent ALLIANCE will be considered to have a successfully DOCKED and ENGAGED ROBOT at the end of AUTO.

If an ALLIANCE uses a GAME PIECE to prevent motion of the CHARGE STATION, G402 may also apply.

G303 Do not interfere with opponent GAME PIECES in-AUTO before TELEOP. During-AUTO Before TELEOP, a ROBOT action may not cause GAME PIECES staged on the opposing side of the FIELD to move from their starting locations.

Violation: TECH FOUL per moved GAME PIECE

Section 10 Inspection & Eligibility Rules

An [Inspection Checklist](#) (not yet published) is available to help teams self-inspect their ROBOT before their event. Teams are strongly encouraged to self-inspect prior to their event.