

Team Update 11

Section 7.1 ROBOT Restrictions

G107 Don't overextend yourself. ...

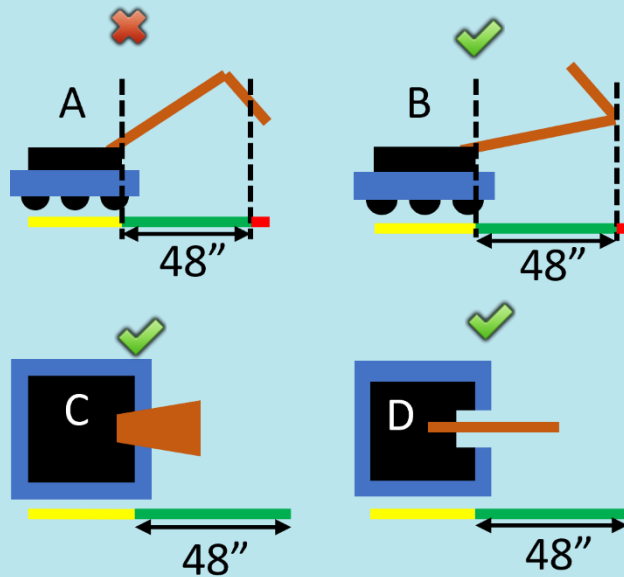
...

Examples of compliance and non-compliance of this rule are shown in Figure 7-2.

...

- ROBOT A violates this rule for having an extension that is too long
- ROBOT B does not violate this rule
- ROBOT C does not violate this rule
- ROBOT D does not violate this rule because its extension is only extending in one direction despite edges that are non-perpendicular to the ROBOT BUMPERS

Figure 7-2 Examples of compliance and non-compliance of this rule



Section 7.3 FIELD Interaction

G302 Stay on your side before TELEOP. Before TELEOP, a ROBOT may not intersect the infinite vertical volume created by the **opponent's ALLIANCE WALL, the ROBOT'S DOUBLE SUBSTATION, guardrails, and CENTERLINE** of the FIELD.

Section 8.3 Before/After the MATCH

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

...

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.

H312 Leave promptly. DRIVE TEAMS may not cause significant or multiple delays to the start of a subsequent MATCH.

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

Section 9.3 ROBOT Safety & Damage Prevention

R204 *GAME PIECES stays with the FIELD. ROBOTS must allow removal of GAME PIECES from the ROBOT and the ROBOT from FIELD elements while DISABLED and powered off.

ROBOTS will not be re-enabled after the MATCH, so teams must be sure that GAME PIECES and ROBOTS can be quickly, simply, and safely removed.

Teams are encouraged to consider [H301](#) [H312](#) when developing their ROBOTS.

Section 11.7.2 Playoff MATCH Bracket

Table 11-3 Typical Playoff MATCH Schedule

| MATCH | Blue | Red | Blue Gap (minutes) | Red Gap (minutes) | Winner moves to | Loser moves to |
|------------------------------------|--------------------|-------------------|--------------------|-------------------|-----------------|----------------|
| Lower Bracket – Round 5 - MATCH 13 | Winner of MATCH 12 | Loser of MATCH 11 | 24m 17m | 17m 24m | Blue – MATCH 14 | |
| 15-minute Awards Break | | | | | | |

| | | | | | | |
|-------------------|-----------------------|--------------------------|-----|------------|-------------|----------|
| Finals – Match 14 | Winner of MATCH 13 | Winner of MATCH 11 | 17m | 37m 44m | MATCH 15 | MATCH 15 |
|-------------------|-----------------------|--------------------------|-----|------------|-------------|----------|