

Team Update 12

Section 7.1 ROBOT Restrictions

G102 ***ROBOTS, stay on the FIELD during the MATCH.** ROBOTS and anything they control, e.g. GAME PIECES, may not contact anything outside the FIELD except for MOMENTARY incursions into **contact inside the** PORTALS.

Section 7.2 ROBOT to ROBOT Interaction

G205 ***This isn't combat robotics.** A ROBOT may not damage or functionally impair an opponent ROBOT in either of the following ways:

- A. deliberately, as perceived by a REFEREE.
- B. regardless of intent, by initiating contact inside the vertical projection of an opponent ROBOT'S FRAME PERIMETER. Contact between the ROBOT'S BUMPERS or COMPONENTS inside the ROBOT'S FRAME PERIMETER and COMPONENTS inside an opening of an opponent's BUMPERS **or in the space above the BUMPER opening are** ~~is an exceptions~~ to this rule.

Section 9.4 BUMPER Rules

R405 ***BUMPERS indicate your ALLIANCE.** Each ROBOT must be able to display red or blue BUMPERS to reflect their ALLIANCE color, as assigned in the MATCH schedule distributed at the event (as described in [Section 11.1 MATCH Schedules](#)). BUMPER markings visible when installed on the ROBOT, other than the following, are prohibited:

- A. those required per [R406](#),
- B. hook-and-loop tape, ~~or~~ snap fasteners, **or functional equivalents** backed by the hard parts of the BUMPER,
- C. solid white *FIRST* logos between 4¾ in. (~12 cm) and 5¼ in. wide (~13 cm) (i.e. comparable to those available in the [CHARGED UP Virtual Kit](#)), and
- D. narrow areas of underlying fabric exposed at seams, corners, or folds.

The FRAME PERIMETER facing surfaces of BUMPERS are not "displayed" and thus this rule does not apply.

Section 11.2.2 YELLOW and RED CARD Rules

A second YELLOW CARD is indicated by the Head REFEREE ~~standing in front of the team's DRIVER STATION~~ and holding a YELLOW CARD and RED CARD in the air simultaneously after the completion of the MATCH.