

# Team Update 13

## Section 7.2 ROBOT to ROBOT Interaction

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**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, either directly or transitively via a GAME PIECE CONTROLLED by the ROBOT, 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 exceptions to this rule.

*Violation: TECH FOUL and YELLOW CARD. If opponent ROBOT is unable to drive, TECH FOUL and RED CARD*

## Section 8.1 General

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**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.*

## Section 8.3 Before/After the MATCH

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**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.*