

Team Update 17

Section 5.2 Areas, Zones, & Markings

- **STAGING MARK:** ... Each set of 4 marks is centered about the width of the COMMUNITY and is located 18 ft. 8 in. (~569 cm) from the far edge of the corresponding GRID tape as shown in Figure 5-7. A small, light mark may be added to each STAGING MARK to distinguish STAGING MARKS from black tape used to patch carpet.

Section 7.1 ROBOT Restrictions

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 **Violations** which are both MOMENTARY and inconsequential are an exception to this rule.

Violation: FOUL or TECH FOUL if REPEATED.

Section 7.2 ROBOT to ROBOT Interaction

G201 *Don't expect to gain by doing others harm.

This rule does not apply for strategies consistent with standard gameplay, for example:

- ...
- a blue ROBOT attempts to cut in front of the red LOADING STATION **ZONE** to reach its COMMUNITY, and a nearby red ROBOT tries to impede it via a defensive bump and, as a result, the blue ROBOT crosses into the red LOADING STATION **ZONE**.

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

- deliberately, as perceived by a REFEREE.
- 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.

Damage or functional impairment because of contact with a tipped-over opponent ROBOT, which is not perceived by a REFEREE to be deliberate, is not a violation of this rule.

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

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 3 - MATCH 9	Winner of MATCH 6	Loser of MATCH 7	24m	17m	Red Blue – MATCH 12	
Lower Bracket – Round 3 - MATCH 10	Winner of MATCH 5	Loser of MATCH 8	38m	17m	Blue Red – MATCH 12	