

Team Update 10

General

Robot Transportation

A link to information about [Robot Transportation](#) is posted in the *Additional Season Material* section of [the Game & Season webpage](#).

Game Manual

Section 6.6.4 Violation Details

Table 6-5 Violation examples

EXAMPLE VIOLATION	EXPANDED INTERPRETATION
FOUL, PLUS TECH FOUL IF REPEATED	Upon initial violation in a MATCH, a FOUL is assessed against the violating ALLIANCE. If the ALLIANCE ROBOT repeats the infraction in the MATCH, a FOUL and a TECH FOUL are assessed against the violating ALLIANCE. Assuming no additional infractions of that rule by that ROBOT in that MATCH, the ROBOT has “earned” 2 FOULS and a TECH FOUL for their ALLIANCE.

Section 7.4.3 ROBOT

G414 **No full-court shots.** A ROBOT with any part of its BUMPERS in their opponent’s WING may not cause a NOTE to travel into or through their WING.

Violation: FOUL, plus TECH FOUL for subsequent violations in the MATCH if REPEATED.

Section 7.4.5 Human

G425 ***No wandering.** A DRIVE TEAM member must remain in their designated area as follows:

- A. a DRIVER may not contact anything outside the area in which they started the MATCH (i.e. the ALLIANCE AREA or SOURCE AREA),
- B. a DRIVER must use the OPERATOR CONSOLE in the DRIVER STATION to which they are assigned, as indicated on the team sign,
- C. a HUMAN PLAYER may not contact anything outside the area in which they started the MATCH (i.e. the ALLIANCE AREA or SOURCE AREA),
- D. a COACH may not contact anything outside the ALLIANCE AREA or in front of their COACH LINE, and
- E. a TECHNICIAN may not contact anything outside their designated area.

Exceptions are granted for a HUMAN PLAYER partially outside the ALLIANCE or SOURCE AREA (but not in the opponent ALLIANCE or SOURCE AREA), in cases concerning safety, and for actions that are inadvertent, MOMENTARY, and inconsequential.

Section 8.7 Control, Command & Signal Systems

R710 *Only specified modifications to control system devices permitted.

N. the cover may be removed from the Talon SRX or Talon FX data port.

Section 9 Inspection & Eligibility

At each event, the Lead ROBOT INSPECTOR (LRI) has final authority on the legality of any COMPONENT, MECHANISM, or ROBOT. The LRI may consult with additional sources including the Chief LRIs and/or FIRST personnel before making their final decision. INSPECTORS may re-inspect ROBOTS at any time to ensure compliance with the rules. Teams are encouraged to consult with INSPECTORS or the LRI if they have any questions regarding the legality of a ROBOT or about how to make a ROBOT legal.

The inspection process may progress in blocks, i.e. it may pause for a team's Practice MATCH, ~~slot on the practice field~~, lunch break, etc. The process may employ various INSPECTORS throughout the process based on availability. At the team's discretion, they may request a different INSPECTOR or invite the Lead ROBOT INSPECTOR to participate in their ROBOT'S inspection.

Section 13.1 General Rules

E117 *Inspection for Practice Fields. A team may only use a Practice Field ~~the designated event practice areas~~ with a ROBOT that has passed an initial, complete inspection.

Q&A

The response to [Q134](#) is corrected and reflects the edit to G414.