

Team Update 16

General

Driver Station Update

An optional update to the Driver Station software, 24.0.2, is available in the FRC Game Tools software bundle posted on the [NI FRC Game Tools webpage](#). This version corrects an issue with reporting diagnostics to the Field Monitor at events.

ARENA Damage

ARENAS used in week 1 events suffered severe damage due to distinct, violent, and extreme impacts by ROBOTS on the FIELD border. We'd like to use this opportunity to remind DRIVE TEAMS of G415. Head REFEREES are instructed to apply G415 for these scenarios to protect the integrity of the ARENA (and the viability of the event); violently ramming into the FIELD border or other element is likely to result in damage and will be penalized as such.

Game Manual

Section 6.3.2 OPERATOR CONSOLES

Any control devices worn or held by their HUMAN PLAYERS and/or DRIVERS during the MATCH must be disconnected from **or set on or beside** the OPERATOR CONSOLE before the MATCH can begin.

Section 7.3 Pre-MATCH

G301 *Be prompt. A DRIVE TEAM member may not cause significant delays to the start of their MATCH. Causing a significant delay requires both of the following to be true:

- A. The expected MATCH start time has passed, and

Event volunteers communicate schedule delays with teams to the best of their ability. The Pit Display (which is typically located near the Pit Administration desk) shows any event timing delay. Announcements on the FIELD and in the pits also provide information on delays, and any team uncertain of when to queue for a MATCH should communicate with queuing volunteers.

During Qualification MATCHES, the expected start time of the MATCH is the time indicated on the MATCH schedule or **~4 minutes the cycle time for current round minus 3 minutes** from the end of the previous MATCH (which is reflected on the schedule on the Pit Display), whichever is later.

During Playoff MATCHES, the expected start time of the MATCH is the time indicated on the MATCH schedule or 15 minutes from either ALLIANCE'S previous MATCH, whichever is later.

- B. The DRIVE TEAM has access to the FIELD and is neither MATCH ready nor making a good faith effort, as perceived by the Head REFEREE, to quickly become MATCH ready.

Teams that have violated [G208](#) or have 1 DRIVE TEAM member present and have informed event staff that their ROBOT will not be participating in the MATCH are considered MATCH ready and not in violation of this rule.

Section 7.4.1 AUTO

G405 Limited AUTO opponent interaction. In AUTO, a ROBOT whose BUMPERS have **are** completely crossed **across** the CENTER LINE (i.e. to the opposite side of the CENTER LINE from its ROBOT STARTING ZONE) may contact neither an opponent ROBOT nor a NOTE staged in the opponent's WING (regardless of who initiates the contact).

Violation: TECH FOUL.

Section 7.4.2 GAME PIECES

G407 *Keep NOTES in bounds. A ROBOT may not intentionally eject a NOTE from the FIELD (either directly or by bouncing off a FIELD element or other ROBOT) other than through **a** SPEAKER or AMP.

Violation: TECH FOUL per NOTE

G409 1 NOTE at a time.

Excessive violations of CONTROL limits include, but are not limited to, simultaneous CONTROL of 3 or more NOTES or frequent, **greater-than-MOMENTARY** CONTROL (i.e. more than twice in a MATCH) of 2 or more NOTES.

Section 7.4.4 Opponent Interaction

G418 *This isn't combat robotics.

- A. ...
- B. regardless of intent, by initiating contact, either directly or transitively via a NOTE **GAME PIECE CONTROLLED** by the ROBOT, inside the vertical projection of an opponent ROBOT'S FRAME PERIMETER.

G422 PODIUM protection. Prior to the last 20 seconds of a MATCH, a ROBOT may not contact (either directly or transitively through a NOTE **GAME PIECE CONTROLLED by either ROBOT** and regardless of who initiates contact) an opponent ROBOT whose BUMPERS are in contact with their PODIUM.

G423 SOURCE/AMP ZONE protection. A ROBOT may not contact (either directly or transitively through a NOTE **GAME PIECE CONTROLLED by either ROBOT** and regardless of who initiates contact) an opponent ROBOT if any part of either ROBOT'S BUMPERS are in the opponent's SOURCE ZONE or AMP ZONE.

G424 STAGE protection. A ROBOT may not contact (either directly or transitively through a NOTE **GAME PIECE CONTROLLED by either ROBOT** and regardless of who initiates contact) an opponent ROBOT if either of the following criteria are met:

- A. ...
- B. ...

Section 10.6.3.1 BACKUP TEAM Coupons

T606 ***BACKUP TEAMS due 2 minutes before the MATCH start time.** The BACKUP TEAM Coupon must be submitted to the Head REFEREE (or their designee) by the ALLIANCE CAPTIAN **no later than** 2 minutes before the expected MATCH start time in which the BACKUP TEAM is to play.

Violation: The request is denied

If the Head REFEREE is busy, and there is no designee, the ALLIANCE CAPTAIN remains in the Question Box to submit the BACKUP TEAM coupon.