

Team Update 17

General

n/a

Game Manual

Section 7.2 Conduct

G211 ***Don't expect to gain by doing others harm.** A strategy clearly aimed at forcing the opponent ALLIANCE to violate a rule is not in the spirit of FIRST Robotics Competition and not allowed. Rule violations forced in this manner will not result in an assignment of a penalty to the targeted ALLIANCE.

Violation: FOUL, plus TECH FOUL if REPEATED.

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

- A. a red ALLIANCE ROBOT in their STAGE ZONE in the final 20 seconds of the MATCH contacts a blue ALLIANCE ROBOT.
- B. a blue ROBOT attempts to cut between the red AMP ZONE and the red STAGE, and a nearby red ROBOT tries to impede it via a defensive bump and, as a result, the blue ROBOT crosses into the red AMP ZONE.
- C. a blue ROBOT attempts to enter their SOURCE ZONE to retrieve a NOTE and pushes a red ROBOT just outside the blue SOURCE ZONE into it.

This rule requires an intentional act with limited or no opportunity for the team being acted on to avoid the penalty, such as:

- D. forcing an opponent ROBOT to have greater than MOMENTARY CONTROL of more than 1 NOTE.
- E. a blue ALLIANCE ROBOT, already in CONTROL of a NOTE, pushing a red ALLIANCE ROBOT from fully outside and far from (i.e. more than 4 ft. (~121 cm)) the blue SOURCE ZONE into the blue SOURCE ZONE and the REFEREE perceiving that the blue ROBOT is deliberately making the red ROBOT violate [G423](#).
- F. a blue ALLIANCE ROBOT pushes a red ALLIANCE ROBOT from the red WING into the blue STAGE ZONE. The REFEREE infers that the blue ROBOT'S strategy is to force the red ALLIANCE ROBOT to violate G424 via contact with blue ALLIANCE ROBOTS in their STAGE ZONE during the last 20 seconds of the MATCH. This is a violation of this rule, will not result in an assignment of the G424 penalty, and, because severity of the action and magnitude of the attempted outcome, is likely egregious as described in [G212](#).

Section 7.3 Pre-MATCH

G301 ***Be prompt.**

Violation: **If a Qualification MATCH**, verbal warning, or if a subsequent violation within the tournament phase (i.e. ~~Qualifications or Playoffs~~), TECH FOUL applied to their upcoming MATCH. If the DRIVE TEAM is not MATCH ready within 2 minutes of the verbal warning/TECH FOUL and the Head REFEREE perceives no good faith effort by the DRIVE TEAM to quickly become MATCH ready, DISABLED. **If a Playoff MATCH**, verbal warning issued the ALLIANCE, or if an ALLIANCE'S subsequent violation within the tournament phase, TECH FOUL applied to their upcoming MATCH. If the ALLIANCE is not MATCH ready within 2 minutes of the verbal warning having been issued to all 3 teams/TECH FOUL and the Head REFEREE perceives no good faith effort by the DRIVE TEAM to quickly become MATCH ready, their ROBOT is DISABLED.