

Team Update 19

General

Update: Event Data Sync & NOTE Scoring

Please see [today's blog](#) for updated information about event data syncing and NOTE scoring.

Wild Cards

[The Championship Eligibility Criteria webpage](#) is updated to include that a team that receives a *FIRST* Championship slot via the Priority Waitlist generates a Wild Card.

Statement on Game Play

Game play this season is more forceful than past seasons, and *FIRST* Robotics Competition staff, with input and insight from members of the *FIRST* community, commit to working on a long-term solution to meter robot-to-robot impacts and robot-to-field impacts in ways that reduce the likelihood of damage while minimizing cost and complexity for both teams and the fields. Meanwhile, game play is likely to continue to include hard hits and unintentional robot damage. Intentional damage, as perceived by a REFEREE is, and will continue to be prohibited.

Game Manual

Section 7.4.3 ROBOT

G415 **Watch your ARENA interaction.** With the exception of GAME PIECES, addressed by [G410](#), a ROBOT may not damage an ARENA element. A ROBOT is prohibited from the following interactions with an ARENA element, except chain (see [G416](#)) and a GAME PIECE (see [Section 7.4.2 GAME PIECES](#)).

- A. grabbing,
- B. grasping,
- C. attaching to (including the use of a vacuum or hook fastener to anchor to the FIELD carpet),
- D. becoming entangled with, and
- E. suspending from.

Violation: TECH FOUL, plus YELLOW CARD if REPEATED, or longer than MOMENTARY, or for any subsequent damage during the MATCH or event. If the Head REFEREE infers that damage is likely, DISABLED. Corrective action (such as eliminating sharp edges, removing the damaging MECHANISM, and/or re-inspection) may be required before the ROBOT will be allowed to compete in subsequent MATCHES.

Section 10.5.3 Qualification Ranking

The edit below does not change past event rankings; it updates the documentation to reflect the way the calculation has been implemented all season.

The total number of Ranking Points earned by a team throughout their Qualification MATCHES divided by the number of MATCHES they've been scheduled to play (minus any SURROGATE MATCH), then truncated **rounded** to 2 decimal places, is their Ranking Score (RS).

Section 10.6.5 Pit Crews

During the Playoff MATCHES and because of the distance between the FIELD and the pit area, extra team members may be needed to maintain **and otherwise assist with** the ROBOT between MATCHES. Each team is permitted to have up to 3 additional pit crew members to help with needed ROBOT repairs/maintenance.