Team Update 01

General

ALGAE variances

FIRST has received reports of different styles of ALGAE that may vary in texture, weight, and/or size. We are aware of this discrepancy and are investigating this further.

Team Field Versions

The ReadMe files for the BARGE and Pipe Base have been updated to include additional links to vendor parts.

Field Drawings

The Field Layout and Markings Diagram and the Field Drawings have been updated to clarify that the BARGE AprilTags are rotated in the Y-direction.

Kit of Parts

- The "Season Specific" box checklist has been updated with minor text edits.
- The "Gray Tote" checklist has been updated to remove duplicate item.

Replacements Parts System

There was an issue with the replacement parts system causing some Veteran teams to not see any items in the "Season Specific" box. If you ran into an issue with accessing this while requesting replacement parts, please try again. If you have already reached out to, FRCParts@firstinspires.org your request is in the queue and being processed.

Game Manual

Section 1.8 Translations & Other Versions

The REEFSCAPE manual is originally and officially written in English and is occasionally translated into other languages for the benefit of *FIRST* Robotics Competition teams whose native language may not be English. These assets are posted on the Translated Manuals page.

Section 1.9 Team Updates

Team Update posts are scheduled as follows:

- each Tuesday and Friday, starting on the first Tuesday after Kickoff and ending on the Tuesday prior to Week 1 events
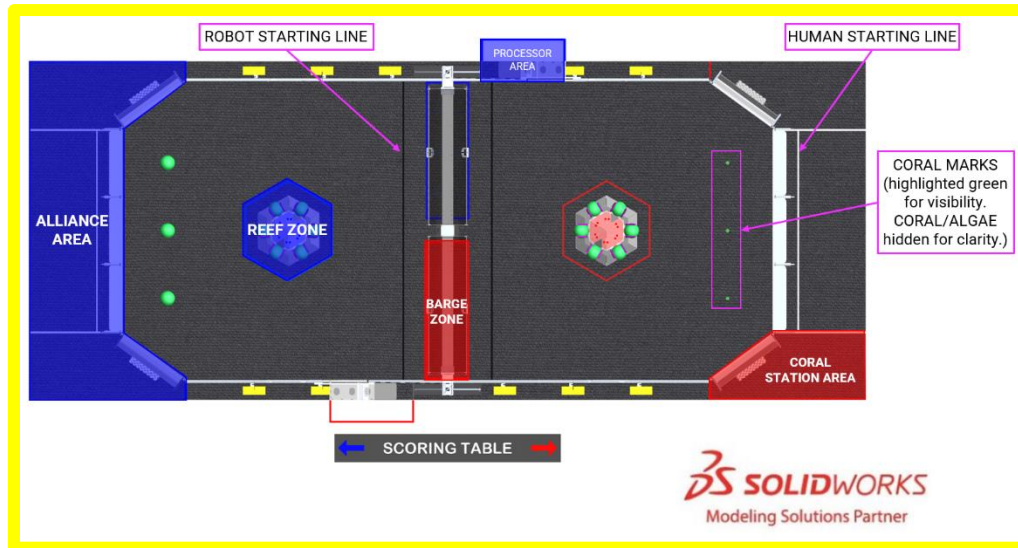- each Tuesday, starting Week 1 and ending the week ~~of~~ after the final District Championship events.

Section 5 ARENA

Link to 2025 ARENA Layout and Markings Diagram has been updated.

Section 5.2 Areas, Zones, & Markings

Figure 5-4 adjusted to include CORAL STATION AREA within the ALLIANCE AREA.

Figure 5-4 Areas, markings, and zones

Section 5.3 REEF

Each REEF has 4 levels to score on: Level 1 (L1), Level 2 (L2), Level 3 (L3), and Level 4 (L4).

Section 5.4.1 CAGE

CAGES are 2 ft. tall and 7⅜ in. wide (outside dimension) (~61 cm tall and ~19 cm wide) rectangular structures. Each CAGE is a welded structure made of 4 steel 1 ⅜ in. 1 in. Schedule 40 pipes, a bottom plate, a top plate, and an eyebolt with fastening hardware. CAGES are suspended from the truss structure in specific locations as shown in Figure 5-9 and hang at shallow or deep positions according to the corresponding team's selection (see section 6.3.5 CAGES for details) such that the bottom of the cage is 3½ in. (~89 mm) and 2 ft. 5⅜ in. (~75 cm) 2 ft. 6-1/8 in. (~77 cm) and 3-1/8 in. (~79 mm) from the carpet respectively. Deep CAGES are suspended using chain that is 19 links of ¼-in. Grade 43 zinc plated chain.

Section 5.5 PROCESSOR

Once an ALGAE passes through the PROCESSOR, it rolls past a scoring sensor array and into the opponent's PROCESSOR AREA. The HUMAN PLAYER must To keep the PROCESSOR clear for scoring, the HUMAN PLAYER and can shift scored ALGAE on top of the PROCESSOR where there are designated ALGAE holders.

Section 6.3.1 DRIVE TEAMS

B. For QUALIFICATION and PLAYOFF MATCHES only DRIVE TEAM members whose ROBOTS have passed initial, complete Inspection are present,

Section 6.5.1 SCORING ELEMENT Scoring Criteria

A CORAL is scored on L2-L4 BRANCH if the end of the BRANCH is inside the volume of the CORAL and the CORAL is not in contact with a ROBOT or an ALGAE. Only 1 CORAL can be scored per BRANCH.

Section 6.7.1 Question Box (Q)

While FMS tracks quantities of ==MINOR and MAJOR FOULS==, *FIRST* instructs REFEREES to not self-track details about MINOR FOULS and MAJOR FOULS; as a result, REFEREES are not expected to recall details about what MINOR FOULS and MAJOR FOULS were made, when they occurred, and against whom.

Section 7.2 Conduct

G206   ***Don't violate rules for RPs.**

> ~~For example, if Team A on the blue ALLIANCE agrees with Team F on the red ALLIANCE to enter the blue BARGE ZONE during the last 20 seconds of a Qualification MATCH and wait to be contacted by Team F, and then both ROBOTS drive to the red BARGE ZONE so that Team A can contact Team F in their BARGE ZONE leading in both ALLIANCES being awarded the BARGE RP.~~
>
> ==For example, if Team A on the blue ALLIANCE agrees with Team F on the red ALLIANCE to contact each other's CAGES in TELEOP resulting in both ALLIANCES being awarded the BARGE RP.==

Section 7.3 Pre-MATCH

G303   ***Start your ROBOTS**
    C.   has passed initial, complete inspection, i.e. it's compliant with all ROBOT rules (for exceptions regarding Practice MATCHES, see section ~~10.4 Practice MATCHES~~ ==9 Inspection & Eligibility==),

Section 7.4.3 ROBOT

G415   **Expansion limits.**

> The intent of this rule is to prevent piling on a punitive response to a ROBOT that's already experienced hardship and not leveraging that hardship for gain. Examples for this rule include the following:
> A.   a physical device on a team's ROBOT, whose purpose is to restrain their CORAL scoring arm from extending beyond the limit ~~defined in B~~, breaks after a collision with another ROBOT. Provided the ROBOT does not use the now-too-long extension to score SCORING ELEMENTS, no violation is assigned.
> B.   a vertical structural member of a ROBOT breaks at the bottom and rotates out such that it breaches the limit ~~imposed in part B~~. The ROBOT then parks such that its extension blocks opponent ROBOTS from reaching their PROCESSOR. A MAJOR FOUL is issued.
> C.   ~~a latch restraining a launcher MECHANISM from extending above the limit defined in A breaks, allowing the MECHANISM to shift such that it's above the plane of other ROBOTS. The ROBOT uses this new height to get above a defender and score ALGAE in the BARGE. A MAJOR FOUL is issued.~~

G417   **Watch your FIELD interaction.** A ROBOT is prohibited from the following interactions with FIELD elements with the exception of CAGES (~~see section~~ ==7.4.2 SCORING ELEMENTS==).

Section 7.4.5 Human

G429   ***No wandering.**

C.   a HUMAN PLAYER may not contact anything outside the ~~area~~ <mark>ALLIANCE AREA or PROCESSOR AREA</mark> in which they started the MATCH ~~(i.e. the ALLIANCE AREA or PROCESSOR AREA)~~, and

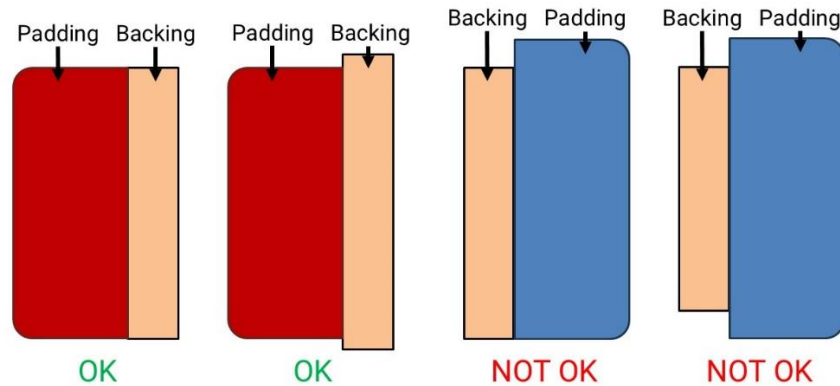**G432**   ***Humans: use SCORING ELEMENTS as directed**

Examples include, but are not limited to:
−   a HUMAN PLAYER uses an ALGAE to disrupt an opponent ROBOT
−   leaving ALGAE in the PROCESSOR such that multiple stack up in the PROCESSOR exit

Section 8.4 BUMPER Rules

R402   ***BUMPER construction.**

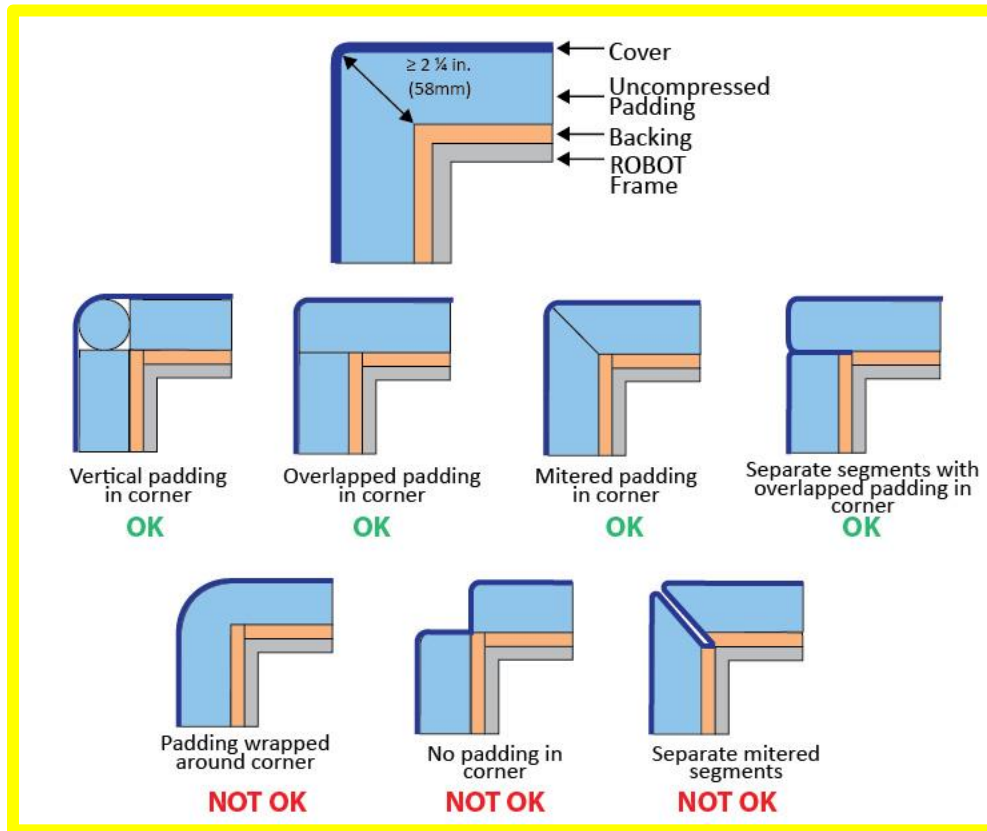*Figure 8-4 BUMPER backing supporting padding (<mark>cross section</mark>)*

C.   Cover – Fabric (as noted in ~~G411~~R411) which covers all outward, upward and downward facing surfaces <mark>of padding</mark> such that no padding is exposed to interaction with the FIELD or other ROBOTs.

R406   *Fill BUMPER corners*

Additional example added to figure 8-7

Figure 8-7 Uncompressed corner padding

Section 10.6.1 ALLIANCE Selection Process

T605   *** Picks are time limited.**

The time remaining on the pick timer is displayed on the FIELD timers. Please note that audio cues are intended as a courtesy to participants and not intended as official markers.

A valid team selection includes any team who has not yet accepted or declined an invitation to join another ALLIANCE and is not an ALLIANCE Lead that has had a pick timer violation. If an ALLIANCE CAPTAIN attempts to select a team that is not valid, the pick timer continues to run until it either expires, or a different (valid) team is invited to join the ALLIANCE.

Examples of good faith efforts to state a valid team selection include but are not limited to:
A.   Walking safely towards the ~~E~~emcee when the clock hits zero
B.   Starting to state a team as the clock hits zero

Examples that are not considered good faith efforts to quickly ~~become MATCH ready~~ state a valid team selection include but are not limited to:

> C. Continuing to talk with your ALLIANCE partners without moving towards the ~~E~~emcee
> D. Talking into the microphone for more than approximately 30 seconds without clearly stating a team number to invite

After each accepted ALLIANCE invitation or ~~pick clock~~T605 violation, the emcee invites any ALLIANCE CAPTAINS that received a ~~pick clock~~T605 violation in that round to make their selections. Each ALLIANCE CAPTAIN may either indicate that they are ready to make their selection (and immediately do so as determined by the FTA or their designee) or indicate that they are not yet ready, and they will be revisited after the next accepted invitation or pick clock violation. If there are multiple ALLIANCE CAPTAINS that have received ~~pick clock~~T605 violations, they are revisited in the same order in which they received their violations.

A break of 2 minutes (2:00) occurs between each round of selections. At the conclusion of the break, the ALLIANCE scheduled to make the next selection goes "on the clock" and their timer begins per ~~T603~~T605.

Section 10.6.3.2 BACKUP POOL

After the top ranked ALLIANCE has made their final pick during ALLIANCE Selection, ~~REFEREES~~ the lead queuer will poll the remaining eligible teams. In rank order, ~~REFEREES~~ the lead queuer will invite remaining teams to accept or decline a position in the BACKUP POOL, i.e. the group of teams willing and able to join an ALLIANCE during the Playoff MATCHES, if needed, until up to 8 teams accept.

Section 11.2 District Championship Eligibility

Table 11-5 2025 District Championship Capacities (edited rows only)

District Championship	Capacity	Divisions
Pacific Northwest District Championship	~~45~~50	1
Peachtree District State Championship	~~50~~45	1

Section 11.5 *FIRST* Championship Eligibility

Table 11-8 District FIRST Championship and awards allocations (edited rows only)

District	Allocated *FIRST* Championship Slots	*FIRST* Impact Award Winners	Dean's List Award Finalists	Engineering Inspiration Award Winners	Rookie All-Star Award Winners	Woodie Flowers Award Finalists
FIRST Mid-Atlantic	23	~~3~~2	4	2	1	2

Section 12 Regional Tournaments

Table numbers have been adjusted to match section number.

Section 14.1 General Rules

E102   ***Be nice.**

Repeated text deleted.

Section 15 Glossary

Term	Definition
LEAVE	a scoring accomplishment in which a ROBOT must move such that its BUMPERS no longer overlap its ROBOT STARTING LINE at the end of <mark>AUTO.</mark>