

Team Update 05

General

N/A

Game Manual

7.4.2 SCORING ELEMENTS

G412 Only throw CORAL if in your REEF ZONE A ROBOT may not launch CORAL unless their BUMPERS are partially in their REEF ZONE.

Violation: MAJOR FOUL.

A CORAL is considered launched if it is shot into the air, kicked across the floor, or thrown in a forceful way.

This rule is not intended to penalize typical movement of CORAL outside an ALLIANCE'S REEF ZONE which come to rest a short distance (approximately 3 ft. (~92cm)) from the ROBOT.

Examples of such actions could be but are not limited to:

- A. Running an intake in reverse causing a CORAL to travel a short distance from the ROBOT
- B. A ROBOT pushing a CORAL a short distance away in the process of herding it across the FIELD

14.4 Load-In

E401 *Load in during Load-In. Teams may not bring the ROBOT or ROBOT elements into the event after the designated Load-In period. Exceptions are as follows:

- A. exceptions listed in [R302](#)[R304](#)