

Team Update 14

General

N/A

Game Manual

6.8 Other Logistics

SCORING ELEMENTS that leave the FIELD, other than via the PROCESSOR, are placed back into the FIELD approximately at the point of exit by FIELD STAFF (REFEREES, FTAs, or other staff working around the FIELD) at the earliest safe opportunity. **ALGAE that leaves the PROCESSOR AREA may be returned to the PROCESSOR AREA or the FIELD.**

7.4.2 SCORING ELEMENTS

G412 Only throw CORAL if in your REEF ZONE.

A CORAL is considered launched if it is shot into the air, kicked across the floor to a desired location or in a preferred direction, or thrown in a forceful way. "Bulldozing" (inadvertent contact with a SCORING ELEMENT while in the path of the ROBOT moving about the FIELD) is not considered launching. 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

Section 7.4.3 ROBOT

G420 NET and contents are off-limits. A ROBOT may not contact either NET or any ALGAE scored in an **opponent** NET.

*Violation: MAJOR FOUL. Additional MAJOR FOUL for each **opponent** ALGAE de-scored.*

Section 7.4.5 Human

G432 *Humans: use SCORING ELEMENTS as directed.

Examples include, but are not limited to:

- A. a HUMAN PLAYER uses an ALGAE to disrupt an opponent ROBOT
- B. leaving ALGAE in the PROCESSOR such that multiple stack up in the PROCESSOR exit

G435 The PROCESSOR AREA has a storage limit. HUMAN PLAYERS may not store more than 4 ALGAE in the PROCESSOR AREA (up to **in the following locations:**

- A. 3 in the holders on top of the PROCESSOR, and

B. no more than 1 at the end of the PROCESSOR exit ramp).

HUMAN PLAYERS making a good-faith effort to immediately **move or** enter additional ALGAE is an exception to this rule.

Violation: MAJOR FOUL per additional ALGAE.

Section 8.9 OPERATOR CONSOLE

Editorial: We apologize for confusion regarding R904 changes in TU13 and have reverted back to the original wording. The intent is for no items brought to the field to extend above the top of the DRIVER STATION which is measured at approximately 6 ft. 6 in. (~198 cm) tall.

R904 *OPERATOR CONSOLE physical requirements.

C. extend more than 6 ft. 6 in. (~198 cm) above the floor while on the DRIVER STATION support shelf, or

Section 10.2 MATCH Replays

Note that an ARENA FAULT that does not affect MATCH outcome, in the judgement of the Head REFEREE, does not lead to a MATCH replay. Examples include, but are not limited to:

- A. ...
- B. ...
- C. ...
- D. any adjustment or delay in assignment of a **score or** penalty (including those made after the MATCH), and
- E. ...

Section 10.6.1 ALLIANCE Selection Process

After each accepted ALLIANCE invitation or [T605](#) violation, the emcee invites any ALLIANCE CAPTAINS that received a [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 [T605](#) violation. **If a team with a [T605](#) violation extends a valid invitation and the invited team declines, they are allowed to make another selection immediately or else they are skipped and will be revisited as described above.** If there are multiple ALLIANCE CAPTAINS that have received [T605](#) violations, they are revisited in the same order in which they received their violations. **If all remaining teams in a round have received a [T605](#) violation, each team is revisited to either make a pick immediately or receive the next highest-ranked unselected team.**