



Team Update 18

General

Addition of G212

The intent with the AUTO RP was to encourage more teams to move during the AUTONOMOUS period without overly penalizing an ALLIANCE with missing ROBOTS or BYPASSED ROBOTS. Unfortunately, we have heard multiple instances of teams asking other teams to not show up to a MATCH or asking to have a team BYPASSED. While this was never allowed, we have added rule G212 below to clarify and help emphasize that this behavior is not deemed acceptable.

We encourage teams to work with other teams at the event to help develop AUTO modes if needed and to also plan ahead and have AUTO modes that move partner ROBOTS off the STARTING LINE.

Ranking Point Thresholds

For District Championships the CORAL and the BARGE RP requirement will not increase.

WPILib Update

<u>WPILib 2025.3.2</u> has been released with a fix for CPU spikes on every other code deploy, an updated version of Elastic including reconnect and camera stream improvements, and other smaller bug fixes. A complete changelog can be found on the release page.

Game Manual

7.2 Conduct

***Show up to your MATCHES.** If a ROBOT has passed initial, complete inspection, at least 1 member of its DRIVE TEAM must report to the ARENA and participate in each of their assigned Qualification and Playoff MATCHES.

Violation: DISOUALIFIED.

G212 *All teams can play. A team may not encourage another team to exclude their ROBOT or be BYPASSED from a qualification MATCH for any reason.

Violation: YELLOW CARD or RED CARD if the ROBOT does not participate in the MATCH.

7.4.5 **Human**

- **The PROCESSOR AREA has a storage limit.** HUMAN PLAYERS may not store more than 4 ALGAE in the PROCESSOR AREA. ALGAE can only be stored in the following locations:
 - A. 3 in the holders on top of the PROCESSOR, and
 - B. 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.





11.2 District Championship Eligibility

Table 11-5 2025 District Championship Capacities

District Championship	Capacity	Divisions
FIRST South Carolina State Championship	35<mark>28</mark>	1

12.3 Regional Pool

All Regional event teams not already qualified for the *FIRST* Championship are ranked together in the "Regional Pool" based on the points earned from their first two regional events. Beginning after week 2, teams are invited to the *FIRST* Championship weekly from the Regional Pool based on rank. This list helps ensure the top performing teams across events qualify for the *FIRST* Championship and allows for the consideration of performance across multiple events for teams. Awarding points at the first two events, with a projection if a team has only played one event, rewards consistent performance over the season without being punitive to single-event teams.

The global <u>Regional Rankings webpage</u> shows all regional teams in rank order by their assigned points. Teams are invited to the *FIRST* Championship from the Regional Pool on a weekly basis beginning after Week 2.

Our goal is to release enough slots each week so that the same proportion of Championship slots have been filled as events have been completed. For example, 47 of 69 (~68%) Regional Events will be completed after Week 4, and we plan to have approximately the same percentage of Regional slots filled by that point as well.