

Team Update 08

General

N/A

Game Manual

5.4 HUB

Table 5-3: HUB Lighting

Color	Pre-MATCH	MATCH	Post-Match
ALLIANCE color at 100% brightness		HUB active	
ALLIANCE color pulsing		HUB deactivation warning. Starts 3 seconds before and continues until deactivation.	N/A
ALLIANCE color with white chase	N/A	During the TRANSITION SHIFT, Indicates the ALLIANCE HUB that will be inactive in ALLIANCE SHIFT 1. HUB is active.	
Purple		N/A	FIELD is safe for FIELD STAFF.
Green			FIELD is safe for all.
Off	MATCH ready to start.	HUB is not active.	N/A

6.4 MATCH Periods

6.4.1 HUB Status

FMS Game Data relays the ALLIANCE who scored more FUEL during AUTO, or the ALLIANCE selected by FMS, to all OPERATOR CONSOLES simultaneously at the start of TELEOP. Lights on the HUB will also indicate the ALLIANCE HUB that will be inactive in ALLIANCE SHIFT 1 as noted in [Table 5-3](#). Specific details on the format of the data can be found on the [2026 FRC Control System website](#).

6.6 Violations

6.6.1 YELLOW and RED CARDS

YELLOW CARDS are additive, meaning that a second YELLOW CARD is automatically converted to a RED CARD. A team is issued a RED CARD for any subsequent incident in which they receive an additional YELLOW CARD, including earning a second YELLOW CARD during a single MATCH. A second YELLOW CARD is indicated with a RED CARD on the audience display next to the team who received the CARD, by the Head REFEREE holding a YELLOW CARD and RED CARD in the air simultaneously after the completion of the MATCH. A team that has received either a YELLOW CARD or a RED CARD carries a YELLOW CARD into subsequent MATCHES, except as noted below.

10.2 MATCH Replays

An ARENA FAULT is an error in ARENA operation that includes, but is not limited to:

- A. broken FIELD elements due to
 - a. normal, expected game play or
 - b. ROBOT abuse of FIELD elements that affects the outcome of the MATCH for their opponents.

A broken FIELD element caused by ROBOT abuse that affects the outcome of the MATCH for their ALLIANCE is not an ARENA FAULT.
- B. power failure to a portion of the FIELD (tripping the circuit breaker in the DRIVER STATION is not considered a power failure),
- C. improper activation by the FMS,

It is not an ARENA FAULT if FMS Game Data is not sent, not received, or if delayed. Incorrect Game Data being sent would be considered an ARENA FAULT.

- D. errors by FIELD STAFF (except those listed in section [6.8 Other Logistics](#)), and
- E. a ROBOT radio disconnect that impairs operation of other ROBOTS on the FIELD for more than 8 seconds.