

Team Update 17

General

Playing Field Webpage

The [Field Manual](#) has been updated to V5.

Game Manual

7.4 In-MATCH

G415 *Stay out of other ROBOTS. A ROBOT may not use a COMPONENT outside its ROBOT PERIMETER (except its BUMPERS) to initiate contact with:

- A. an opponent ROBOT inside the vertical projection of the opponent's ROBOT PERIMETER, or
- B. with the opponent's BUMPER backing or mounting.

Contact with an opponent in an opening of their BUMPERS or in the space above the BUMPER opening are exceptions to this rule.

A ROBOT that is not in violation of [G403](#) making contact with an opponent ROBOT during AUTO is an exception to this rule.

G416 *This isn't combat robotics. A ROBOT may not damage or functionally impair an opponent ROBOT in either of the following ways:

- A. deliberately.
- B. regardless of intent, by initiating contact, either directly or transitively via a SCORING ELEMENT CONTROLLED by the ROBOT:
 - a. inside the vertical projection of an opponent's ROBOT PERIMETER, or
 - b. with the opponent's BUMPER backing or mounting.

Contact between the ROBOT'S BUMPERS or COMPONENTS inside the ROBOT PERIMETER and COMPONENTS inside an opening of an opponent's BUMPERS or in the space above the BUMPER opening are exceptions to this rule.

A ROBOT that is not in violation of [G403](#) making contact with an opponent ROBOT during AUTO is an exception to this rule.

Damage or functional impairment because of contact with a tipped-over opponent ROBOT, which is not perceived by a REFEREE to be deliberate, is not a violation of this rule.

G417 *Don't tip or entangle. A ROBOT may not deliberately, attach to, tip **over**, or entangle with an opponent ROBOT.