

## Team Update 22

### General

#### Last One

Team Update 22 is the final Team Update of the 2026 REBUILT™ presented by Haas season.

#### Q&A Closing

The Q&A System closes April 22nd at noon (Eastern). Teams attending the *FIRST* Championship are invited to submit questions for the Drivers' Meeting to Pit Administration by Wednesday April 29th at 3:30pm (Central). Question forms will be provided in team packets and available at Pit Admin.

#### G211/G403 Changes

We have seen gameplay over the past few weeks that included ROBOTS crossing the CENTER LINE during AUTO that were intentionally interfering with opponent ROBOT paths. We have also seen instances of ROBOTS intentionally collecting FUEL with varying levels of avoidance towards opponent ROBOTS, and ROBOTS who unintentionally crossed due to programming issues or "surfing" on top of FUEL.

Our original intent with G403 was to allow the opportunity for teams to try AUTOS in the NEUTRAL ZONE, but in ways that did not impact the opposing team's ROBOT. It is challenging to create a ruleset that covers all situations without overly penalizing teams who have made errors. Additionally, it is difficult for REFEREES to infer intent and strategy of teams which can lead to inconsistent calls. With the increase in level of gameplay at *FIRST* Championship, we have decided to change the rules to disallow completely crossing the CENTER LINE to further discourage intentionally interfering with an opponent's AUTO and additionally reduce the amount of incidental interference. We recognize that these changes may result in teams having to change strategies and/or adjust their AUTOS to fit the new rule requirements. We will additionally take lessons learned into development of future season's games and rules.

### Game Manual

#### 5.2 FIELD

All FIELDS (divisions, practice and Einstein) at the *FIRST* Championship will be the Welded FIELD type.

#### 6.3 Setup

##### 6.3.4 SCORING ELEMENTS

*Note: The quantity of FUEL staged in a MATCH will not be changed for the FIRST Championship.*

## 6.5 Scoring

Table 6-5: REBUILT BONUS RP thresholds

BONUS RP Type	Regional/ District Events	District Championships	FIRST Championship
ENERGIZED RP	100	240	360
SUPERCHARGED RP	360	360	500
TRAVERSAL RP	50	50	50

## 7.2 Conduct

**G211 \*Egregious or exceptional violations.** Egregious behavior beyond what is listed in the rules or subsequent violations of any rule or procedure during the event is prohibited.

In addition to rule violations explicitly listed in this manual and witnessed by a REFEREE, the Head REFEREE may assign a YELLOW or RED CARD for egregious ROBOT actions or team member behavior at any time during the event.

Intentionally violating a rule that only results in a YELLOW CARD in an ALLIANCE'S potential last match (such as a team's last qualification MATCH, a lower bracket MATCH, or Finals 2 or 3) will be under increased scrutiny and will likely result in a RED CARD.

Please see section [6.6.1 YELLOW and RED CARDS](#) for additional detail.

The intent of this rule is to provide the Head REFEREES the flexibility necessary to keep the event running smoothly, as well as keep the safety of all the participants as the highest priority. Behaviors that put the FIRST community or integrity of the game at risk are not allowed and are violations of this rule. Those behaviors include, but are not limited to the list below:

...

- H. intentionally crossing the CENTER LINE in AUTO and contacting **and/or blocking** an opponent ROBOT in order to interfere with an opponent ROBOT'S AUTO,

...

The Head REFEREE may assign a YELLOW or RED CARD for a single instance of a rule violation such as the examples given in items above, or for multiple instances of any single rule violation. Teams should be aware that any rule in this manual could escalate to a YELLOW or RED CARD. The Head REFEREE has final authority on all rules and violations at an event.

## 7.4 In-MATCH

### 7.4.1 AUTO

**G403 Limited AUTO opponent interaction.** In AUTO, a ROBOT whose BUMPERS are completely across **may not completely cross** the CENTER LINE (i.e. to the opposite side of the CENTER LINE from its ROBOT STARTING LINE) ~~may not contact an opponent ROBOT.~~

Violation: MAJOR FOUL. **Additional MAJOR FOUL per instance of contact with an opponent ROBOT.**

A ROBOT is considered completely across when their BUMPERS are completely across the CENTER LINE.

## 11.5 FIRST Championship Eligibility

*Editorial: There was an error in transcribing the number of slots for Ontario. The [original blog](#) listed the correct number. We apologize for any confusion!*

Table 11-8 District FIRST Championship and awards allocations

District	Allocated FIRST Championship Slots	FIRST Impact Award Winners	FIRST Leadership Award Finalists	Engineering Inspiration Award Winners	Rookie All- Star Award Winners	Woodie Flowers Award Finalists
Ontario	21 <b>19</b>	2	3	1	1	2