

Team Update 04

General

N/A

Competition Manual

3.3 MATCH Eligibility Rules

An [Inspection Checklist](#) (link coming soon) is available to help teams self-inspect their ROBOT before their event. Teams are strongly encouraged to self-inspect prior to their event.

6 Awards

Teams may also read the [Judge and Judge Advisor Manuals](#) to gain more insight into the complete judging process. Teams are also encouraged to review the [Outreach Terms and Definitions Document](#) to ensure all teams can clearly communicate with judges and our community the great things they do to grow FIRST.

6.1.4 Sustained Outreach and Demonstrating Impact by Numbers

Teams are encouraged to review the [Award-Outreach Terms and Definitions Document](#) to understand the requirements behind specific terms (starting a FIRST team, running an event, reaching x number of people). JUDGES may ask specific questions when a specific term listed in this document is mentioned in a team's PORTFOLIO or during an interview.

10.5.4 Point Values

Table10-2: DECODE point values

PATTERN	CLASSIFIED ARTIFACT matches MOTIF	MATCH points		RANKING POINTS
		AUTO	TELEOP	
		2	2	

11.4.6 Human

G431 *DRIVE TEAMS, watch your reach. ...

Exceptions are granted in cases concerning safety and for actions that are inadvertent, MOMENTARY, and inconsequential.

For [G431.A](#), the penalty is applied to the DRIVE TEAM member regardless of whether the DRIVE TEAM member or ROBOT initiates contact. ~~to the team which:~~
~~A. the ROBOT involved belongs, if the contact occurs in the LOADING ZONE, or~~
~~B. the human involved belongs, if the contact occurs outside the LOADING ZONE.~~

Impacting ARTIFACT scoring includes, but is not limited to:

A. Contacting an ARTIFACT LAUNCHED by the opponent within the FIELD

- B. Contacting an ARTIFACT in the opponent's GOAL
- C. Disrupting the scoring of an ARTIFACT on the opponent's RAMP or by operating the opponent's GATE
- D. A DRIVE TEAM member LAUNCHING an ARTIFACT into a GOAL

G432 Humans, only take from **meddle with ARTIFACTS in the LOADING ZONE**. DRIVE TEAM members may only retrieve **ARTIFACTS from the FIELD** or move ARTIFACTS **within** the FIELD as follows:

- A. only ARTIFACTS that are in the LOADING ZONE,
- B. only during TELEOP, **and**
- C. **without causing any ARTIFACTS to leave the LOADING ZONE and enter the rest of the FIELD.**

Violation: *MINOR FOUL per ARTIFACT.*

G434 **The ALLIANCE AREA has a storage limit.** During TELEOP, each ALLIANCE may not store more than 6 ARTIFACTS ~~off the FIELD~~ **out of play**. DRIVE TEAM members making a good-faith effort to immediately enter additional ARTIFACTS ~~into the FIELD~~ **back into play** is an exception to this rule.

Violation: *MINOR FOUL per ARTIFACT over the limit and an additional MINOR FOUL per ARTIFACT over the limit for every 3 seconds in which the situation is not corrected.*

The intent of this rule is to prevent an ALLIANCE from starving the FIELD of ARTIFACTS during TELEOP.

Examples of "out of play" include, but are not limited to:

- A. A DRIVE TEAM member holding an ARTIFACT **inside or outside of the FIELD**
- B. A DRIVE TEAM member storing an ARTIFACT outside the FIELD

During AUTO and transition, this rule is not enforced. Upon the start of TELEOP, DRIVE TEAM members must make a good-faith effort to immediately enter ARTIFACTS into the FIELD until compliant with [G434](#).

Teams will not be in violation of this rule if FIELD STAFF return ARTIFACTS to the DRIVE TEAM that have left the FIELD per section [10.8 Other Logistics](#) such that the ALLIANCE holds a number of ARTIFACTS over the limit. However, if the DRIVE TEAM does not then make a good-faith effort to immediately enter ARTIFACTS into the FIELD until compliant with [G434](#), they will be in violation of this rule.

DRIVE TEAM members must keep ARTIFACTS accessible. DRIVE TEAM members intentionally losing access to ARTIFACTS, e.g., by purposefully removing them from the FIELD and ALLIANCE AREA, will be considered egregious behavior and handled per [G211](#).