

Team Update 07

General

N/A

Competition Manual

11.3 Pre-MATCH

G303 ***ROBOTS on the FIELD must come ready to play a MATCH.** A ROBOT must meet all following MATCH-start requirements:

- A. does not pose a hazard to humans, FIELD elements, or other ROBOTS.
- B. has passed inspection, i.e., it is compliant with all ROBOT rules.
- C. if modified after initial Inspection, it is compliant with [I305](#).
- D. is the only team-provided item left on in the FIELD.
- E. ROBOT SIGNS must indicate the correct ALLIANCE color (see [R101](#)).
- F. ROBOT must be motionless following completion of OpMode initialization.

11.4 In-MATCH

G402 **No AUTO opponent interference.**

Navigating into the opposing ALLIANCE'S side of the FIELD during AUTO is a risky gameplay strategy.

LAUNCHED ARTIFACTS which happen to enter the other side of the FIELD after being deflected by another object in the FIELD (e.g., FIELD element, ROBOT) will not be penalized.

Example 1: A red ROBOT LAUNCHES 1 ARTIFACT onto the opponent side of the FIELD. The LAUNCHED ARTIFACT disrupts 2 pre-staged ARTIFACTS on the blue side of the FIELD. Red is assessed 2 MAJOR FOULS under [G402](#).

Example 2: A red ROBOT LAUNCHES 1 ARTIFACT at their GOAL in an attempt to score, but the ARTIFACT misses the open top of the GOAL, deflects off the GOAL structure and rolls into the blue side of the FIELD, disrupting 2 pre-staged ARTIFACTS. No [G402](#) penalties are assessed.

G408 **No more than 3 at a time.**

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Excessive violations of CONTROL limits include, but are not limited to:

- A. simultaneous CONTROL of 5 or more ARTIFACTS, or
- B. frequent (i.e., 3 or more separate violations times in a MATCH), greater-than-MOMENTARY CONTROL of 4 or more ARTIFACTS.

11.4.4 ROBOT

G416 **LAUNCHING** in the **LAUNCH ZONE** only.

Violation: *MINOR FOUL* per *LAUNCHED SCORING ELEMENT*. *MAJOR FOUL* per *LAUNCHED SCORING ELEMENT* if the *SCORING ELEMENT* enters the open top of the *GOAL*.

G420 ***This is not combat robotics.** A ROBOT may not **deliberately** 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, inside the opposing ROBOT'S CHASSIS.~~

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

Violation: *MAJOR FOUL* and *YELLOW CARD*. *MAJOR FOUL* and *RED CARD* if opponent ROBOT is unable to drive.

FIRST Tech Challenge can be a high-contact competition and may include rigorous gameplay. While this rule aims to limit severe damage to ROBOTS, teams should design their ROBOTS to be robust. Teams are expected to act responsibly.

An example of a violation of this rule includes, but is not limited to:

- ~~A. A ROBOT leaves an arm extended, spins around to change course, and unintentionally hits and damages a COMPONENT inside the CHASSIS of a nearby opponent ROBOT.~~
- ~~B. A ROBOT, in the process of trying to quickly reverse direction, tips up on a single pair of wheels, lands atop an opponent ROBOT, and damages a COMPONENT inside that opponent's CHASSIS.~~
- C. A ROBOT high-speed rams and/or REPEATEDLY smashes an opponent ROBOT and causes damage. The REFEREE infers that the ROBOT was deliberately trying to damage the opponent's ROBOT.

Examples of functionally impairing another ROBOT include, but are not limited to:

- D. disconnecting wires for operation of a component inside the ROBOT CHASSIS.
- E. disconnecting the opponent ROBOT'S battery (this example also clearly results in a RED CARD because the ROBOT is no longer able to drive).
- F. powering off an opponent's ROBOT (this example also clearly results in a RED CARD because the ROBOT is no longer able to drive).

At the conclusion of the MATCH, the Head REFEREE may elect to visually inspect a ROBOT to confirm violations of this rule made during a MATCH and remove the violation if the damage cannot be verified.

"Unable to drive" means that because of the incident, the DRIVER can no longer drive to a desired location in a reasonable time (generally). For example, if a ROBOT can only move in circles, or can only move extremely slowly, the ROBOT is considered unable to drive.

For the purposes of this rule, "initiate contact" requires movement towards an opponent ROBOT. In a collision, it's possible for both ROBOTS to initiate contact.