

Team Update 08

General

N/A

Competition Manual

10.6 Violations

10.6.4 Violation Details

Table 10-6 Violation examples

Example Violation	Expanded Interpretation
<p>MAJOR FOUL plus YELLOW CARD if REPEATED.</p>	<p>Upon violation, a MAJOR FOUL is assessed against the violating team. If the condition "if REPEATED" (e.g., a subsequent violation by the same team in the same MATCH) is met, then the violating team is issued another MAJOR FOUL. If these are the only violations during the MATCH: after the MATCH, the Head REFEREE presents the violating team with a YELLOW CARD for the second violation of this rule. In total, 2 MAJOR FOULS and a YELLOW CARD were assessed during the MATCH.</p>

10.8 Other Logistics

SCORING ELEMENTS that leave the FIELD will be returned to the closest ARTIFACT tray or available DRIVER or HUMAN PLAYER at the earliest safe opportunity by FIELD STAFF. Reintroduction of SCORING ELEMENTS must follow rule [G433](#).

11.4 In-MATCH

11.4.4 ROBOT

G413 *Watch your ARENA interaction.

ROBOTS operating the GATE should make it clear that they do not violate this rule. ROBOTS are expected to push the GATE lever down to open, but no closing force (i.e., e.g., pulling) should be applied.

11.4.5 Opponent Interaction

G420 *This is not combat robotics.

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 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:

- B. disconnecting wires for operation of a component inside the ROBOT CHASSIS.
- C. disconnecting the opponent ROBOT'S battery (this example also clearly results in a RED CARD because the ROBOT is no longer able to drive).
- D. powering off an opponent's ROBOT using their reasonably well-protected power switch (this example also clearly results in a RED CARD because the ROBOT is no longer able to drive).

Teams should mount their main power switch so it is protected per R609. A team that mounts their ROBOT'S power switch in an exposed location puts themselves at high risk of incidental contact. Powering off an opponent's ROBOT by their exposed power switch during normal interactive gameplay will be considered incidental and not deliberate.

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.

11.4.6 Human

Wording in G432 and G433 have been updated to match changes in prior Team Updates.

G432 Humans, only 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, and
- B. only during TELEOP, and
- C. without causing any ARTIFACTS to leave the LOADING ZONE and enter the rest of the FIELD unless fully supported either directly or transitively by a ROBOT.

Violation: MINOR FOUL per ARTIFACT.

DECODE is a fast-paced game and teams should practice coordination and communication between the DRIVE TEAM members to avoid unintentional contact between the ROBOT and any humans in violation of [G431.A](#).

G433 **Humans may not yeet SCORING ELEMENTS.** DRIVE TEAM members may only enter ARTIFACTS onto the FIELD **and only** as follows:

- D. only during TELEOP,
- E. without LAUNCHING, bouncing, or rolling,
- F. without using a tool, and
- G. only via the LOADING ZONE by either:
 - i. directly placing the ARTIFACT into the LOADING ZONE such that it does not leave the LOADING ZONE before coming to rest, or
 - ii. into a ROBOT that is in the LOADING ZONE such that the ARTIFACT is fully supported either directly or transitively by the ROBOT.

Violation: MAJOR MINOR FOUL per ARTIFACT or non-ARTIFACT item entered onto the FIELD. MAJOR FOUL per ARTIFACT that enters the top of the GOAL.

DRIVE TEAM members may load SCORING ELEMENTS into a ROBOT. DECODE is a fast-paced game and teams should practice coordination and communication between the DRIVE TEAM members to avoid unintentional contact between the ROBOT and any humans, in violation of [G431.A](#).