

Team Update 13

General

N/A

Competition Manual

11.4 In-MATCH

11.4.3 SCORING ELEMENT

G408 No more than 3 at a time.

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 in a MATCH), greater-than-MOMENTARY CONTROL of 4 or more ARTIFACTS.

REPEATED excessive violations of this rule do not result in additional YELLOW CARDS unless the violation reaches the level of egregious to trigger a [G211](#) violation.

11.4.4 ROBOT

G419 ROBOTS LAUNCH into their own GOAL. ROBOTS may not:

- A. intentionally place or LAUNCH ARTIFACTS directly onto their own RAMP, or
- B. place or LAUNCH ARTIFACTS into the opponent's GOAL or onto the opponent's RAMP.

Violation: MAJOR FOUL per ARTIFACT and the opposing ALLIANCE is awarded the PATTERN RP if [G419.B](#).

11.4.6 Human

G431 *DRIVE TEAMS, watch your reach. Once a MATCH starts, a DRIVE TEAM member inside the FIELD may not:

- A. directly contact a ROBOT,
- B. contact a SCORING ELEMENT in contact with a ROBOT,
- C. disrupt SCORING ELEMENT scoring, or
- D. contact a FIELD element.

Violation: MAJOR FOUL plus YELLOW CARD if [G431.A](#). RED CARD and the opposing ALLIANCE is awarded the PATTERN RP if [G431.C](#).

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

For [G431.A](#) and [G431.B](#), the penalty is applied to the DRIVE TEAM member regardless of whether the DRIVE TEAM member or ROBOT initiates contact.

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

12.4 ROBOT SIGN Rules

Additional example images added to Figure 12-7

R403 *Team number on ROBOT SIGNS.

Figure 12-7: Team number orientation examples for team 1355 playing on the blue ALLIANCE

