

# Field Reset Procedure

## Overview

This document outlines the procedures that take place from the end of one match, to the beginning of the next. There are multiple steps that must be taken to ensure team safety, robot collection, field reset, and preparation for the next match to begin. The Field Supervisor (or *FIRST* Technical Advisor (FTA) if no Field Supervisor) and the Head Referee work together to ensure the steps outlined in this document are properly followed to start the next match.

## Certify the Scores

When a match ends, the Referee crew is responsible for entering any last minute scoring achievements into their tablets prior to the teams entering the field to collect their robots. The Head Referee should oversee the Referee crew to ensure this happens quickly and accurately, offer any assistance to Referees that may have questions, and confirm that all scores have been submitted.

## Removal of Robots

While scores are certified and submitted, the Head Referee will clearly notify all teams to press the stop button on the driver station. This is an important safety step as the teams will need to collect their robots off the field. Pressing the stop button ensures that ROBOT motors will be deenergized when removed from the FIELD.

Once the scores are certified and submitted, the Head Referee should verbally announce to the teams when they can enter the field to retrieve their robots. The Head Referee should also remind teams to check their robots for ARTIFACTS, remove them from their robot, and leave them on the field for the next match.

## Field Reset Procedure

Field reset is an important part of any competition. There should be at least two Field Reset volunteers per field. The Field Reset volunteers are responsible for quickly and correctly restoring the field back to the original pre-match setup so that the new match can begin. This guide walks field reset volunteers through the steps to break down the field after a match.

## In-Match

For the 2025-2026 DECODE season's game, Field Reset volunteers will need to assist Field Staff with the collection of artifacts that leave the field as part of normal gameplay. Artifacts that have left the field should be returned to the closest available driver or human player at the earliest and safest opportunity.

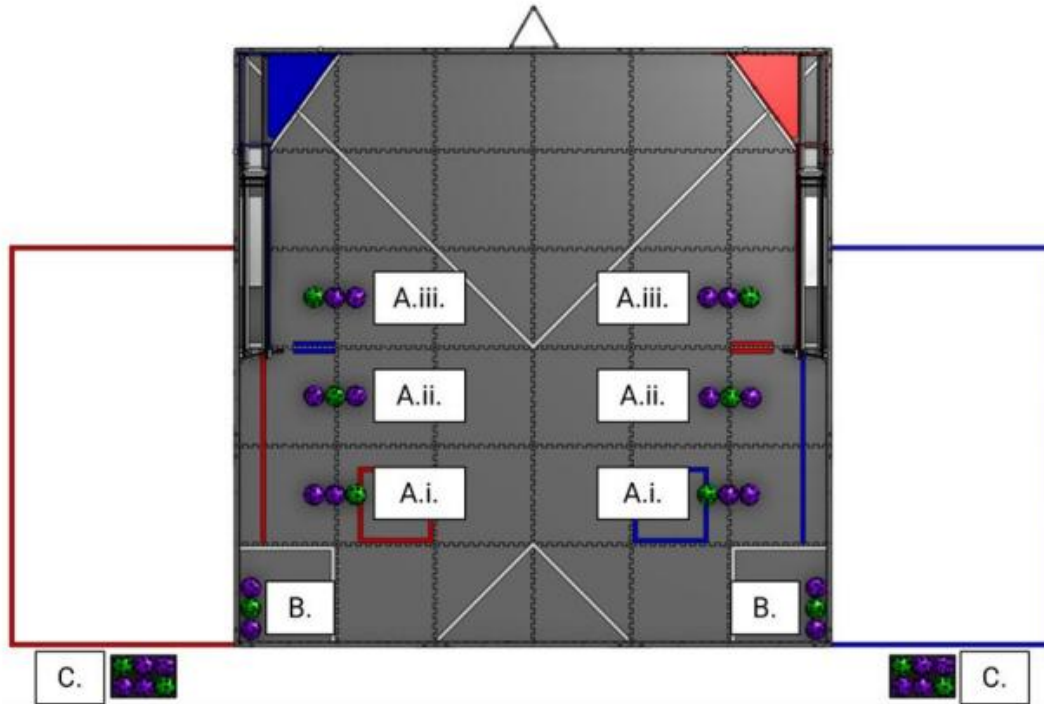
## Post-Match

The Field Reset volunteers should take the following steps post-match prior to setting the field for the next match.

1. Release any remaining artifacts from the classifier by releasing the gate.
2. Collect any artifacts that left the field from the previous match.
3. If necessary, collect artifacts from teams as they remove their robots from the field.

## Reset the Field

The diagram in this document provides a visual of what the pre-game setup looks like so that you can successfully reset the field for the next match.



24 purple (P) and 12 green (G) ARTIFACTS and are staged on the FIELD as follows, with the MOTIFS starting from the middle of the FIELD and continuing toward the FIELD perimeter:

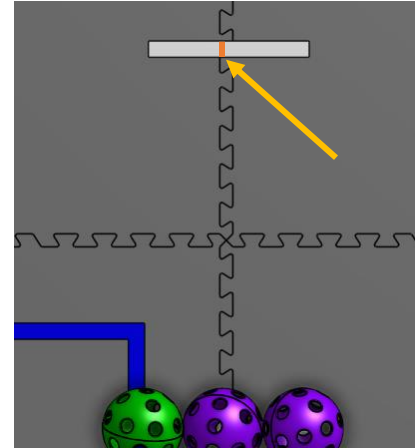
- A. 3 ARTIFACTS on each SPIKE MARK arranged as follows:
  - i. Near (audience side): GPP
  - ii. Middle: PGP
  - iii. Far (GOAL side): PPG
- B. 3 ARTIFACTS (2P, 1G) in each LOADING ZONE biased against the FIELD perimeter adjacent to the ALLIANCE AREA and closest to the corner arranged PGP.
- C. 6 ARTIFACTS (4P, 2G) in each ALLIANCE AREA (may be organized in provided ARTIFACT tray or similar container) with no set order

Each ROBOT may be pre-loaded with up to 3 ARTIFACTS from their own ALLIANCE AREA pre-staged ARTIFACTS in C such that each ARTIFACT is in direct contact with the ROBOT.

### Helpful Tips for Field Reset

When following the steps above to reset the field for the next match, here are some helpful tips to quickly get the field ready for the next match.

- A simple box or boxes may be helpful to collect all the artifacts from scored locations from the previous match.
- On each spike mark should be a line drawn in the center to line up the middle ball (pictured in yellow for visibility). Start by placing the middle ball on the line first, then place the two outer balls onto the spike mark.
- When placing artifacts onto the spike marks, place them with the hole down onto the tile in order to stop the artifact from rolling off the spike mark.
- Remember that the setup for the artifacts on the spike marks are mirrored across the centerline of the field. Ideally, Field Reset volunteers should stand in the alliance station when placing the artifacts, and follow the patterns outlined in the setup diagram.



### Scoring Element Counts

The Head Referee should instruct the Field Reset volunteers to periodically count scoring elements being used on each field. It is common that teams may not be aware that a scoring element is still in their robot and therefore might leave a match with it.

Scoring elements should be counted:

1. At the beginning of the event, prior to the start of matches
2. After the last match before teams break for lunch and before Playoff Matches start
3. At the end of the day when matches have concluded

Artifact Color	Count
Purple Artifacts	24
Green Artifacts	12

The above count times are only a recommendation. If Field Staff find that scoring elements are leaving the field consistently at the event, they may choose to increase the number of times the Field Reset volunteers count scoring elements (example, every 5 matches).

While all good faith efforts should be used by the Field Staff to ensure that matches are played with the correct number and location of scoring elements, Section 10.8 in the Competition Manual specifies that starting a match with the incorrect number of scoring elements is not an arena fault.