

Team Update 08

General

Section 13.6.2 – 13.6.6

Typical timing brackets are examples of how interweaving awards and finals matches may be timed but will depend on the number of teams competing, the number of awards given, and the number of fields being used at the event. The scoring system will adjust to the number of fields configured at the event and will provide minimum timing guidance for field staff based on applicable Competition Manual rules. Events running on a single field will typically run slower than those running on multiple fields so actual cycle time will vary from the typical timing provided.

Section 11 – Rule Violation Updates

Throughout Section 11, many rule violations have had minor formatting changes, such as adding or removing punctuation. Other rule violations within section 11 have been edited for further clarity to assist teams and referees with a better understanding of the escalation of the violation. Violation changes that would impact team and referee understanding are outlined in a table in [Section 11 – Game Rules](#)

Competition Manual

Section 5.3 Wireless Communication

E302 *Don't interfere with wireless networks. Participants may not interfere, attempt to interfere, or attempt to connect with any other team or FIRST wireless network without expressed permission.

Teams are encouraged to report suspected wireless security vulnerabilities to the FIRST Technical Advisor (FTA) or Event Director if at the event or to FIRST via ftctech@firstinspires.org to report a suspected issue after the event.

Violation: **Verbal warning, plus** subsequent **and/or egregious** violations may lead to dismissal from the event and/or legal action based on applicable laws.

Section 10.2 DRIVE TEAM

Table 10-1: DRIVE TEAM roles

| Role | Description | Max./ DRIVE TEAM | Criteria |
|--------------------|---|---------------------|--|
| DRIVE COACH | a guide or advisor | 1 | any team member and may be an adult, must wear "DRIVE COACH" badge |
| DRIVER | an operator and controller of the ROBOT | 2 | STUDENT, must wear a "DRIVER" badge |

| Role | Description | Max./ DRIVE TEAM | Criteria |
|---------------------|---------------------------|---------------------|---|
| HUMAN PLAYER | a SCORING ELEMENT manager | 1* | STUDENT, must wear a "HUMAN PLAYER" badge |

*Only one HUMAN PLAYER will represent an ALLIANCE in a MATCH. If an ALLIANCE cannot agree on which team's HUMAN PLAYER will participate in a MATCH, The HUMAN PLAYER from the team listed as "Red 1" or "Blue 1" in the MATCH schedule will be used

Section 11 – Game Rules

The following rule violations have been updated for further clarity.

| Rule Number | Violation Changes |
|-------------|---|
| G101 | Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event. |
| G102 | Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event. |
| G201 | Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event. Further violations of this rule are addressed in rule G211 . |
| G202 | Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event. |
| G203 | Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event. |
| G204 | Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event. |
| G205 | Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event. |
| G206 | Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event. |
| G208 | Violation: Verbal warning, plus RED CARD if not corrected. |
| G301 | Violation: Verbal warning, or plus a MAJOR FOUL if a subsequent violations occur within the tournament phase (e.g., qualifications or playoffs), MAJOR FOUL and is applied to their upcoming MATCH. If the DRIVE TEAM is not MATCH ready within 2 minutes of the verbal |

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|-------------|---|
| | <i>warning/MAJOR FOUL and the Head REFEREE perceives no good faith effort by the DRIVE TEAM to quickly become MATCH ready, DISABLED.</i> |
| G402 | <i>Violation: MAJOR FOUL, plus YELLOW CARD if subsequent violations occur during the event.</i> |
| G403 | <i>Violation: MINOR FOUL, or MAJOR FOUL if actions result in a scoring achievement by the offending ROBOT.</i> |
| G405 | <i>Violation: MAJOR FOUL, plus YELLOW CARD if subsequent violations occur during the event.</i> |
| G406 | <i>Violation: MINOR FOUL, or MAJOR FOUL if actions result in a scoring achievement by the offending ROBOT.</i> |
| G415 | <i>Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur during the event.</i> |
| G419 | <i>Violation: MINOR FOUL per occurrence plus YELLOW CARD if the ROBOT contacts the HUMAN PLAYER.</i> |
| G426 | <i>Violation: MINOR FOUL, plus MINOR FOUL for every 5 seconds the violation continues. Additional MINOR FOUL for every SCORING ELEMENT contacted inside the OBSERVATION ZONE.</i> |
| G428 | <i>Violation: Verbal warning, plus a MINOR FOUL if subsequent violations receive a MINOR FOUL per occurrence occur at any point during the event.</i> |
| G430 | <i>Violation: MAJOR FOUL per occurrence, plus YELLOW CARD if the DRIVE TEAM member contacts the ROBOT.</i> |
| G431 | <i>Violation: MINOR FOUL per occurrence, plus YELLOW CARD if the HUMAN PLAYER contacts the ROBOT.</i> |
| G432 | <i>Violation: MINOR FOUL per occurrence, plus YELLOW CARD if the HUMAN PLAYER contacts the ROBOT</i> |
| G501 | <i>Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur at any point during the event.</i> |
| G502 | <i>Violation: Verbal warning, plus YELLOW CARD if subsequent violations occur at any point during the event.</i> |