2022-2023 FIRST® Tech Challenge

Game Manual Part 2 – Traditional Events
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Revision History

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<tr>
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| 1.1      | 8/31/2022  | • Program Delivery Partner Release  
- Figure 4.2.1 – New image with navigation images included on field perimeter walls  
- Section 4.4.6 – Penalty points are added to the non-offending alliances score  
- Appendix C  
  o Updated image C-6; Junction locations  
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- Section 4.2  
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  o Driver-Controlled description 1. Added “In Terminals”  
- Section 4.3 – Definition of Capping c) changed defined term “completely” to non-defined term  
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- Section 4.3 – Definition of Capping c) changed defined term “completely” to non-defined term  
- Section 4.5.3  
  o <GS8> a & c – replaced “Block” with “impede or obstruct”  
  o <GS10> rule does not apply to an upside-down cone on low, medium, and high junction  
- Section 4.7 – Updated scoring summary to reflect <GS8> changes |

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Gracious Professionalism® - “Doing your best work while treating others with respect and kindness - It’s what makes FIRST, first.”
1.0 Introduction

**What is FIRST® Tech Challenge?**
FIRST® Tech Challenge is a student-centered program that focuses on giving students a unique and stimulating experience. Each year, teams engage in a new game where they design, build, test, and program autonomous and driver operated robots that must perform a series of tasks. Participants and alumni of FIRST programs gain access to education and career discovery opportunities, connections to exclusive scholarships and employers, and a place in the FIRST community for life. To learn more about FIRST® Tech Challenge and other FIRST® Programs, visit [www.firstinspires.org](http://www.firstinspires.org).

2.0 Gracious Professionalism®

FIRST® uses this term to describe our programs’ intent.

**Gracious Professionalism®** is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community.

Watch Dr. Woodie Flowers explain *Gracious Professionalism* in this [short video](http://www.firstinspires.org).

3.0 How to Use This Document

The Game Manual Part 2 – Traditional Events is a resource for all FIRST® Tech Challenge Teams for information specific to the 2022-2023 season’s game.

The intent of this manual is that the text means exactly, and only, what it says. Please avoid interpreting the text based on assumptions about intent, implementation of past rules, or how a situation might be in “real life”. There are no hidden requirements or restrictions. If you have read everything, you know everything.

Key words that have a specific meaning within this document are defined in the Game Definitions section and are indicated with the first letter capitalized, and the entire word in *Italics*.
4.0 The Game

4.1 Introduction
This document describes POWERPLAY\textsuperscript{SM} presented by Raytheon Technologies, the FIRST\textsuperscript{®} Tech Challenge game for the 2022-2023 season. We recommend viewing the game animation prior to reading this manual to gain a general understanding of the game. The animation is not intended as a replacement for official game rules. The animation can be accessed on our website under “Videos and Promotional Materials”: https://www.firstinspires.org/resource-library/ftc/game-and-season-info.

Teams must comply with all the rules and requirements stated in this document and in the Game Manual Part 1 - Traditional Events. Clarifications to the game rules are issued on the question & answer section of the forum at https://ftc-qa.firstinspires.org. Forum rulings take precedence over information in the game manuals.

Teams should refer to the Game Manual Part 1 – Traditional Events for information about the competition such as how rankings work (Ranking and TieBreaker Points), advancement, judged awards, Robot rules, and general competition rules.

4.2 Game Description

4.2.1 Field Illustration
The following illustrations identify the Game Elements and give a general visual understanding of the game. Teams should refer to andymark.com/FTC for the exact Game Element dimensions. The official Playing Field documents, including the official Field Setup and Assembly Guide, are available at https://www.firstinspires.org/resource-library/ftc/game-and-season-info. Please note: Playing Field Wall heights are different depending on the manufacturer. Playing Field Wall height measurements for each manufacturer are in the official Field Setup and Assembly Guide. During the season, Teams may attend events that use Playing Field Walls from different manufacturers, please incorporate that into the design of your Robot.

![Figure 4.2-1 – Isometric view of the Playing Field](image-url)
4.2.2 Gameplay Overview
Welcome to POWERPLAY<sup>SM</sup> presented by Raytheon Technologies. Matches are played on a Playing Field initially set up as illustrated in Figure 4.2-1. Two Alliances – one “red” and one “blue”, made up of two Teams each – compete in each Match. The object of the game is to earn as many points as possible by performing the achievements outlined below.

The Match starts with a 30-second Autonomous Period in which Robots operate using only pre-programmed instructions and sensor inputs. The following Robot actions earn points during the Autonomous Period:

1. Each Cone placed In a Terminal or on a Junction earns points.
2. Navigating to their Alliance Terminal or Alliance Substation.
3. Alliances can also earn points by Parking in the Signal Zone that corresponds with the randomly selected indicator image, and Teams that use the Team-supplied Signal Sleeve earn more points for this task.

The two-minute Driver-Controlled Period follows the Autonomous Period. Alliances earn points by:

1. Placing Cones In Terminals or on Junctions.
2. Owning a Junction.
3. Creating a continuous Circuit of Junctions from one Alliance Terminal to the other matching Alliance Terminal.

The final 30 seconds of the Driver-Controlled Period is called the End Game. In addition to the previously listed Driver-Controlled Period Scoring activities, Alliances earn points by:

1. Capping a Junction.
2. Parking in their Alliance Terminal.
4.2.3 Gameplay Technology
Each game comes with its own unique set of challenges. In POWERPLAYSM there are multiple ways Teams can utilize technology to assist them in solving these challenges. Teams may use the built-in technology, or they can come up with their own solutions to solve the challenges.

This season, the challenges include:

1. Object Identification
   a) The Robot can use its on-board control system to identify an object.
   b) Teams can use the built-in TensorFlow technology to identify the images on the Signal.

2. Field Navigation
   a) Robots can use the Navigation Images along with the built-in vision processing software, Vuforia, and an on-board camera to help identify their location on the field. This is especially useful during the Autonomous Period.
   b) Tape on the Playing Field Floor helps Robots with color and/or vision sensors locate the Cone stacks, Terminals, and Substations.

3. Sensor Use
   a) Teams can add sensors to their Robot to help it identify the Cones and Junctions.

For resources on how to use the available technologies, please visit https://github.com/FIRST-Tech-Challenge.

4.3 Game Definitions
The following definitions and terms are used for POWERPLAYSM. Game definitions are Capitalized and italicized throughout the manual.

Alliance – Each FIRST Tech Challenge Match consists of two, two-Team Alliances. The two Teams in one Alliance compete against the two Teams in the other Alliance to complete the game challenges and to earn the highest Score. For qualifying and championship tournaments with 21 or more Teams, the semi-final and final Match Alliances consist of three Teams each. However, only two of those Teams compete during any one Match.

Alliance Neutral – Available to a Robot from any Alliance.

Alliance Specific – Associated with a specific Alliance (i.e., red or blue Alliance).

Alliance Station – The designated red or blue Alliance Area adjacent to the Playing Field where the Drive Team stand during a Match.

Area – The space defined by the vertical projection of the outside edge of a region’s boundary (for example, gaffer tape, goal, Playing Field Wall). The boundary element (tape, wall, markings, etc.) is part of the Area for the purposes of determining Inside and Outside.

Autonomous Period – The initial thirty-second Match period in which the Robots operate and react only to sensor inputs and to commands pre-programmed by the Team onto the onboard Robot control system. Human control of the Robot is not permitted during this time.
**Beacon** – The *Team Scoring Element* for this season. A *Team* designed and manufactured part that may be used in the *Match*. A detailed definition of *Team Scoring Element* is in section 7.4 of the Game Manual Part 1. Compliance with construction rules will be verified during *Robot Inspection*. Robots use the *Beacon* to permanently *Own a Junction by Capping the Junction* during the *End Game*.

**Block / Blocking** – Preventing an opposing *Alliance Robot* from accessing an *Area* or *Game Element* for an extended period by obstructing ALL paths of travel to the object or *Area*. Active defense played by a *Robot* shadowing an opposing *Alliance Robot* that eliminates all paths of travel between the opposing *Alliance Robot* and an *Area* or *Alliance Specific Game Element* or all remaining *Alliance Neutral Game Elements* is considered *Blocking*, even though at a given moment there is an open path. See also the definition of *Trap / Trapping*.

**Brace** - Stabilizing (without grasping) a *Cone* or stack of *Cones* to maintain their position while a *Robot* is attempting to *Score*.

**Cap/Capping** - Placing a *Beacon* on a *Junction* to indicate permanent *Ownership* and to prevent *Scoring* additional *Cones* or *Beacons* on that *Junction*. Note: *Capping* may change *Ownership* of a *Junction*. A *Junction* is successfully *Capped* when one of the following conditions is satisfied:

a) *Beacon* is *Completely On* a *Junction*.

b) *Beacon* is *Completely On* a *Scored Cone* on a *Junction*.

c) *Beacon* is completely around the circumference of a *Junction* pole.

**Circuit** – A continuous path of *Connected Alliance Owned Junctions* that links the two (2) matched *Alliance Owned Terminals*. See Appendix F for examples.

**Coach** – A *Student Team* member or adult mentor designated as the *Drive Team* advisor during the *Match* and identified by wearing a coach badge or identifying marker.

**Competition Area** – The *Area* where all the *Playing Fields*, *Alliance Stations*, scoring tables, on-deck queuing tables, event officials, and other competition items relating to *Match* play are located. The *Team* Pit area and practice *Playing Fields* are not part of the *Competition Area*.

**Cone** – A *Game Element* that is 4 inches (10.16 cm) in diameter at the base and 5 inches (15.2 cm) tall. It weighs 2.55 oz. (72.4 grams). The game is played with sixty (60) *Cones*, thirty (30) red and thirty (30) blue.

**Connect/Connection** – A *Connection* is formed when two (2) adjacent *Junctions* or a *Terminal-Junction* pair are *Owned* by the same *Alliance*. See Appendix F-1.

**Control / Controlling** – An object is *Controlled* by a *Robot* if the object is following the movement of the *Robot*. Objects that are *Controlled* by a *Robot* are considered to be a part of the *Robot*. See also the definition of *Possess / Possessing*. Examples of interaction with *Game Elements* that are *Controlled* include, but are not limited to:

a) Carrying one or more *Game Elements*.

b) *Propelling Game Elements* are considered *Controlled* until they make contact with something other than the *Playing Field Floor* or *come to rest*. See also the definition of *Propelled* in this section.

c) *Herding of Game Elements* is considered *Control*. See also the definition of *Herding* in this section.

d) *Trapping* one or more *Scoring Elements* against a *Game Element*, *Playing Field Wall*, or *Robot* to shield or guard them. See also the definition of *Trapping* in this section.
Examples of interaction with *Game Elements* that are not *Controlled* include, but are not limited to:

- **e)** *Plowing* of *Game Elements* is not considered *Control*. See also the definition of *Plowing* in this section.

- **f)** *Inadvertent* contact with a *Propelled Game Element* as it bounces off the *Playing Field* or a *Robot*. See also the definition of *Inadvertent* in this section.

**Disable** / **Disabled** – A *Robot* that is no longer active for the remainder of the *Match* due to a *Robot* failure or by the request of a referee. Only a *Referee* can declare a *Robot* *Disabled*. If a referee *Disables* a *Robot* during a *Match*, they may ask the *Team* to drive their *Robot* to a neutral position on the *Playing Field*, issue a stop command with the *Driver Station*, and place their *Driver Station* in a hands-off location on a competition provided structure or the *Alliance Station* floor.

**Disqualified** / **Disqualification** / **Disqualify** – A *Team* that is ineligible to compete in a *Match*. A *Team* that is *Disqualified* from a *Match* will not receive credit for the *Match* (that is, no *Score*, no Ranking and no TieBreaker points).

**Drive Team** – Up to four (4) representatives; two (2) *Drivers*, one (1) *Human Player* and one (1) *Coach* from the same *Team*. Only one (1) *Human Player* represents an entire *Alliance* in a *Match*.

**Driver** – A *Student Team* member responsible for operating and controlling the *Robot* and identified by wearing a competition supplied *Driver* badge or identifying marker.

**Driver-Controlled Period** – The two-minute *Match* time period in which the *Drivers* operate the *Robots*.

**Driver Station** – Hardware and *FIRST* supplied software used by a *Drive Team* to control their *Robot* during a *Match*. A detailed description of the *Driver Station* rules is listed in *Game Manual Part 1 – Traditional Events*.

**End Game** – The last thirty (30) seconds of the two-minute *Driver-Controlled Period*.

**End of the Period/Match** - The moment when the *Match* timer reaches 2:00 for the *Autonomous Period* or 0:00 for the *Driver-Controlled Period* and which coincides with the start of the sound that designates the *End of the Period*.

**Game Element** – Any item *Robots* interact with to play the game. *Game Elements* for this year’s game include *Junctions, Cones, Signals, Signal Sleeves, Navigation Images*, and *Beacons*.

**Herding** – Pushing or moving one or more *Scoring Elements* to a desired location or direction that gains a strategic advantage beyond moving the *Robot* around the *Playing Field*. See also the related definition of *Plowing* in this section.

**Human Player**– A *Student Team* member responsible for handling *Scoring Elements* and identified by wearing a competition supplied human player badge or identifying marker.

**In (Inside) / Completely In (Completely Inside)** – An object that has crossed into the upwards vertical extension (i.e., at a right angle to the *Playing Field Floor*) of a defined *Area’s* boundary is *Inside* the *Area*. An object that is entirely within the upwards vertical extension of a defined *Area’s* boundary is *Completely Inside* the *Area*. The boundary element (tape, wall, markings, etc.) is part of the *Area* for the purposes of determining *Inside* and *Outside*, unless otherwise specified.

**Inadvertent** – An unintended side effect of a *Robot* action. Unforced or unexpected *Robot* actions based on software commands are not considered to be *Inadvertent*.
Inconsequential – An outcome that does not influence Scoring or gameplay.

Interference - Interaction between opposing Alliance Robots that amplifies the difficulty of a Scoring activity. Actions that constitute Interference should not be considered illegal except as specified by a game rule.

Junction – There are twenty-five (25) Alliance Neutral Junctions. There are four types of Junctions:

a) Ground Junction: A 6 inch (152 mm) diameter disc with a 4.25 inch (108 mm) diameter x 0.47 inch (12.7 mm) recess. There are nine (9) Ground Junctions on the Playing Field.

b) Low Junction: A spring-mounted 1 inch (25.4 mm) diameter pole that is 13.5 inches (343 mm) tall. There are eight (8) Low Junctions on the Playing Field.

c) Medium Junction: A spring-mounted 1 inch (25.4 mm) diameter pole that is 23.5 inches (597 mm) tall. There are four (4) Medium Junctions on the Playing Field.

d) High Junction: A spring-mounted 1 inch (25.4 mm) diameter pole that is 33.5 inches (851 mm) tall. There are four (4) High Junctions on the Playing Field.

Note: The at rest vertical angle of the pole may vary from Match to Match and during gameplay.

Launching – Propelling Game Elements through the air or water above the Playing Field Floor.

Match - A head-to-head competition between two Alliances. Matches are made up of several periods totaling two minutes and thirty seconds (2:30). There is a thirty (30) second Autonomous Period, followed by a two (2) minute Driver-Controlled Period. The last thirty (30) seconds of the Driver-Controlled Period is called the End Game. There is an eight-second transition between the Autonomous Period and the Driver-Controlled Period for Teams to pick up the controllers and switch programs.

Navigating – A Scoring task where a Robot is Parked In or Completely In a specified Area.

Navigation Image - Four (4) unique images mounted on the Playing Field Walls that Robots can use to navigate around the Playing Field. Images are printed on standard letter size paper, 8 1/2 inches x 11 inches (216 mm x 279 mm) or A4 (210 mm x 297 mm) paper. Images are mounted on the outside of the Playing Field as described in Appendix G.

Off / Completely Off – Not physically in contact with or Supported by an object, surface, etc. Objects that are Off are also considered Completely Off.

On / Completely On – An object that is physically in contact with and at least partially Supported by an object, surface, etc. is considered On. An object that is entirely Supported by an object, surface, etc. is Completely On.

Out / Outside – An object that does not extend into any part of a defined Area is Outside the Area.

Own / Owned – An Alliance Owns a Junction when that Alliance has the top Scored Cone or a Scored Beacon on that Junction. A Terminal is Owned when it has at least one (1) Scored Cone.

Park / Parked – The condition where a Robot is motionless.

Penalty – The consequence imposed for a rule or procedure violation that is identified by a referee. When a Penalty occurs, points will be added to the non-offending Alliance’s Score. Penalties are further defined as Minor Penalties and Major Penalties.

Penalties may also escalate to the issuing of a Yellow Card or Red Card as a result of a continued occurrence of a rule violation and upon discretion of the Referee.
Yellow Cards and Red Cards – In addition to rule violations explicitly listed in section 4.6, Yellow Cards and Red Cards are used in the FIRST Tech Challenge to manage Team and Robot behavior that does not align with the mission of FIRST. Yellow and Red Cards are not limited to just the Competition Area. Teams that display egregious behavior in the pit area, judging rooms, stands, or any other location of the competition can be issued a Yellow or Red Card for egregious behavior.

Illegal behaviors that are repeated (3 or more times), or egregious behaviors by a Robot or Team member at the competition can result in a Yellow and/or Red Card. Yellow Cards are additive, meaning that a second Yellow Card is automatically converted to a Red Card. A Team is issued a Red Card for any subsequent incident in which they receive an additional Yellow Card, for example, earning a second Yellow Card during a single Match.

Yellow and Red Cards may be issued on or off the competition field. For details, please make sure to read the Competition Rules outlined in section 3.5 of the Game Manual Part 1 – Traditional Events.

Pin / Pinning – Preventing the movement around the Playing Field in all directions of an opposing Alliance Robot while it is in contact with the Playing Field Wall, one or more Game Elements, or another Robot.

Playing Field – The part of the Competition Area that includes the 12 ft. x 12 ft. (3.66 m x 3.66 m) field and all the Game Elements described in the official field documents. From the audience viewpoint, the Red Alliance Station is on the right side of the Playing Field.

Playing Field Damage – A physical change to a Game Element or Playing Field that affects gameplay.

Playing Field Floor – The top surface of the Tiles that make up the base of the Playing Field.

Playing Field Perimeter – The boundary defined by the outside edge of the extrusion that holds the Playing Field Wall panels.

Playing Field Wall – An approximate 12 inches (30.5 cm) tall, 12 ft. (3.66 m) long by 12 ft. (3.66 m) wide wall surrounding the Playing Field Floor. The height of the Playing Field Wall will vary depending on which Playing Field Wall is being used at the event. Robots should be built to interact with all legal Playing Field Walls.

Plowing – Inadvertent contact with Game Elements while in the path of the Robot moving about the Playing Field that provides no additional advantages beyond field mobility. See also the definition of Herding in this section.

Possess / Possessing – An object is Possessed by a Robot if, as the Robot moves or changes orientation (for example, moves forward, turns, backs up, spins in place), the object remains in approximately the same position relative to the Robot. Objects Possessed by a Robot are considered to be Controlled, and they are part of the Robot. See also Control/Controlling.

Pre-Load - A Game Element that a Drive Team positions during pre-Match setup so that it touches a Robot or is Possessed by a Robot at the start of the Autonomous Period.

Propel / Propelling – Giving Game Elements enough force such that they move independent of contact with the Robot or Human Player. Movement solely due to gravity is not Propelling.

Queuing Area – The location in the Competition Area where Drive Teams, Robots, and optional Robot carts are staged until directed by competition personnel to set up their Robots on a competition Playing Field.
**Robot** – Any mechanism that has passed Robot inspection and a Drive Team places on the Playing Field prior to the start of a Match. A detailed definition of Robot is in the Robot rules section in the Game Manual Part 1 – Traditional Events.

**Rolling** – Propelling Game Elements along the Playing Field Floor.

**Score / Scoring** – Robots earn points for their Alliance by interacting with Scoring Elements and Navigating to specific Areas of the Playing Field.

The specific method for each Scoring achievement is stated in the achievement’s description in Section 4.4. Individual Scoring achievements are determined by one of three methods:

a) **Scored as Completed**: The achievement is considered Scored the moment it is successfully completed, i.e., all criteria are met.

b) **Scored at End of the Period**: The achievement’s Scoring status is determined based on the Robot or Scoring Element’s position at the End of the Period (Autonomous or Driver-Controlled).

c) **Scored at Rest**: The achievement is considered Scored based on the position of the Robot or Scoring Element when the entire field has come to rest after the Period (Autonomous or Driver-Controlled) ends.

Use of the real-time scoring system display is intended to help the audience and Teams keep up with the action on the Playing Field and give a general sense of the Match Score. Those watching should keep in mind that the Scoring for the Match is not official until the referees finalize the Score after the End of the Match.

**Scoring Elements** – Objects that Robots manipulate to earn points for their Alliance. The Scoring Elements for the POWERPLAYSM are Cones and Beacons. A Signal is not a Scoring Element.

**Secured** – A Cone is Secured in a Ground Junction when the 4-inch diameter base of the Cone is Completely In the recess of the Junction or Completely On a Secured Cone. A Cone is Secured in a Low, Medium, or High Junction when the pole passes through the 1.25” diameter hole of the Cone or it is Completely On a Secured Cone. A Cone is Secured only if the large opening is facing toward the Playing Field Floor.

**Signal** – A Game Element that is constructed from a standard Cone. The Signal is 4 inches (10.16 cm) in diameter (base) and 5 inches (15.2 cm) tall. It weighs approximately 2.55 oz. (72.4 grams). There are four (4) Signals, two (2) red and two (2) blue. Each Signal, regardless of color, has the same set of three specific images, 120 degrees apart. The Signal is used only during the Autonomous Period to indicate the randomization state and may not be Scored. A Signal is not a Scoring Element.

**Signal Sleeve** – A Team designed and manufactured Game Element that Teams may choose to use in the Match. A detailed definition of the Signal Sleeve is in section 7.4 of the Game Manual Part 1 – Traditional Events. Compliance with construction rules will be verified during Robot Inspection. The Signal Sleeve is used to cover the Tournament supplied Signal images with Team-provided images that are different from the Tournament-supplied images for use during the Autonomous Period.

**Signal Zone** – A location on the Playing Field that Robots Navigate to during the Autonomous Period. There are three (3) distinct Signal Zones per Robot, each one corresponding to an image on the Signal or Signal Sleeve. See Appendix E, Figure E-3 for details.

**Slide / Sliding** – Propelling Game Elements along the Playing Field Floor.

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**Gracious Professionalism®** - “Doing your best work while treating others with respect and kindness - It’s what makes FIRST, first.”
**Student** - A person who has not completed high-school, secondary school, or the comparable level as of September 1st prior to the season Kickoff.

**Substation** - Taped off locations on the *Playing Field* where the *Human Player* places *Cones* or *Beacons*. There are two (2) *Substations*, one (1) red and one (1) blue.

**Substation Storage** – The designated area outside of the *Playing Field* directly adjacent to the *Substation* (see Figure 4.2-2) where the *Teams’ Beacons* and additional *Cones* are stored to be introduced by the *Human Player*. There are two (2) *Substation Storage* areas, one (1) red and one (1) blue.

**Support / Supported / Completely Supported** – An object (i.e., *Robot*, *Scoring Element*, *Game Element*, etc.) is *Supported* by another object if the second object is bearing at least some of the weight of the first object. If the second object is bearing all the weight of the first object, it is *Completely Supported* by the second object.

**Team** – Mentors, supporters, and *Students* affiliated with an entity registered with *FIRST* and for the competition.

**Terminals** – Taped off *Scoring Areas* on the *Playing Field*. There are four (4) *Alliance Specific Terminals*, two (2) red and two (2) blue.

**Tile** – An approximate 24-inch x 24-inch (610 mm x 610 mm) foam rubber mat. The *Playing Field Floor* has thirty-six (36) *Tiles*.

**Trap / Trapping** – Preventing an opposing *Alliance Robot* from escaping a constrained *Area* of the *Playing Field* for an extended period of time by obstructing all paths of travel from the object or *Area*. See also the definition of *Block / Blocking* in this section.

**Warning** - *Warnings* apply to the entire *Team*. *Warnings* have no effect on an *Alliance’s Score*. Individual actions of a single *Team* member will count as a *Warning* for the entire *Team*.

### 4.4 Gameplay

Prior to the start of the *Match*, *Drive Teams* perform some basic *Robot* setup steps that are described in section 4.4.1. *Matches* are made up of several periods totaling two minutes and thirty seconds (2:30). There is a thirty (30) second *Autonomous Period*, followed by a two (2) minute *Driver-Controlled Period*. The last thirty (30) seconds of the *Driver-Controlled Period* is called the *End Game*. There is an eight-second transition between the *Autonomous Period* and the *Driver-Controlled Period* for *Teams* to pick up the controllers and switch programs. When the *Match* is over and referees signal, *Drive Teams* collect their *Robots*, return *Possessed Game Elements* to the *Playing Field*, and exit the *Competition Area*.

#### 4.4.1 Pre-Match

1) Field personnel set up the *Playing Field* as depicted in Figure 4.2-1.

   a) One (1) *Signal* is placed at each *Signal* location with image 1 facing the closest *Alliance Station*.
   b) Ten (10) red *Cones* are placed in two (2) stacks of five (5) *Cones* each *Inside* the *Playing Field*.
   c) Ten (10) blue *Cones* are placed in two (2) stacks of five (5) *Cones* each *Inside* the *Playing Field*.
   d) Twenty (20) red *Cones* are placed in four (4) stacks of five (5) *Cones* each in the red *Substation Storage Area*.
   e) Twenty (20) blue *Cones* are placed in four (4) stacks of five (5) *Cones* each in the blue *Substation Storage Area*. 
2) Drive Teams set up their Robots on the Playing Field with the following constraints:

a) Starting Location
   i. Drive Teams, with the agreement of their Alliance partners, select their Robots’ starting locations.
   ii. Blue Robots must start Completely In Tile A2 or A5, red Robots must start Completely In Tile F2 or F5. See Appendix B for Tile nomenclature.
   iii. Drive Teams must place their Robot, in any orientation, touching the Playing Field Wall adjacent to their Alliance Station.

b) Pre-Loaded Cones – The Drive Team may Pre-Load exactly one (1) Cone. If used, a Pre-Loaded Cone is taken from Substation Storage.

c) Beacon – The Team’s Beacon corresponding to its Alliance color is placed in Substation Storage.

d) Signal Sleeve – Drive Teams intending to use their Signal Sleeve must place it on top of the Signal closest to their Robot with “Team Image 1” (see Appendix E, Figure E-7, for Signal Sleeve nomenclature) facing the associated Alliance Station.

e) Op Mode – Drive Teams use their Driver Station Android device to:
   i. Select an Autonomous Op Mode. If the Team does not have an Autonomous Op mode, steps ii and iii can be skipped.
   ii. The thirty-second timer must remain enabled.
   iii. Press the Driver Station “Init” button.
   iv. Robot must be motionless prior to the start of the Match.
   v. Drive Teams may not touch their Driver Stations or controllers until the Autonomous Period has ended, except to start their Autonomous program with a single touch to the Driver Station Android device screen.

3) Once the referees signal that set-up is complete:

a) Drive Teams may no longer touch their Robots until the conclusion of the Match.

b) Drive Teams may not touch their Driver Stations or controllers until the Autonomous Period has ended. Exceptions to this include using the Driver Station to start their Autonomous program or to Disable their Robot as instructed by a referee.

c) Field personnel will rotate the Signal into one of three (3) orientations that is randomly chosen by the scoring system or by a die throw as specified in Appendix E. All Signals will have the same orientation as seen from their associated Alliance Station. Each Robot will see the same image.

4.4.2 Autonomous Period
The Match starts with a thirty (30) second Autonomous Period where Robots are operated only via pre-programmed instructions. Teams are not allowed to control Robot behavior with the Driver Station or any other actions during the Autonomous Period. The Driver Station is placed in a hands-off location during the Autonomous Period so that it is evident that there is no human control of Robots. The only exception is to allow Drive Teams to start their Robot with the “start” command issued on the Driver Station touch screen. Teams must use the built-in thirty-second timer.

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Following a countdown by field personnel, the *Autonomous Period* begins. *Drive Teams* may issue *Robot* start commands with their *Driver Station* Android device to run the *Autonomous* Op Mode that was selected during *Pre-Match* setup. Failure to adhere to this procedure may subject the *Team* to a *Penalty* as specified in the game rules in section 4.5.2. *Drive Teams* are not required to start executing an Op Mode during the *Autonomous Period*.

**Autonomous** points are **Scored at Rest** for the following achievements:

1) **Navigating** –
   a) A *Robot Parked In* their Alliance’s Substation earns two (2) points.
   b) A *Robot Parked In* their Alliance’s Terminal closest to the Alliance Station earns two (2) points.

2) **Cone** – *Robots* placing *Cones* earn points as follows:
   a) Each *Cone* placed *In* its matching color Terminal closest to the Alliance Station earns one (1) point.
   b) Each *Cone Secured* (see Appendix F) on a *Junction* earns points as follows:
      i. *Ground Junction*: two (2) points.
      ii. *Low Junction*: three (3) points.
      iii. *Medium Junction*: four (4) points.
      iv. *High Junction*: five (5) points.

3) **Signal Bonus** – *Robots* earn points for *Parking Completely In* their Alliance’s Signal Zone that corresponds to the randomly selected *Signal* image (see Appendix E). An Alliance’s Signal Zones are on the half of the field closest to/in front of their Alliance Station.
   a) If using the *Playing Field*-supplied *Signal*, a *Robot* will earn ten (10) points.
   b) If using the *Team*-supplied *Signal Sleeve*, a *Robot* will earn twenty (20) points.

*Cones* that are *Scored* in the *Autonomous Period* will earn additional points at the end of the *Driver-Controlled Period* if they remain in place.

### 4.4.3 Driver-Controlled Period

Directly following the end of the *Autonomous Period*, *Drive Teams* have five (5) seconds plus a "3-2-1-go" countdown to prepare their *Driver Stations* for the start of the 120 second *Driver-Controlled Period*. On the countdown word "go," the *Driver-Controlled Period* starts, and *Drive Teams* press their *Driver Station* start button to resume playing the *Match*.

**Driver-Controlled** tasks are **Scored at Rest** for the following achievements:

1) **Cone** – *Robots* placing *Cones* earn points as follows:
   a) Each *Cone* that is placed *In* its matching color Terminal earns one (1) point.
   b) Each *Cone Secured* (see Appendix F) on a *Junction* earns the following points for the Alliance designated by the *Cone* color.
      i. *Ground Junction*: two (2) points.
      ii. *Low Junction*: three (3) points.
      iii. *Medium Junction*: four (4) points.
      iv. *High Junction*: five (5) points.
4.4.4 End Game
The last thirty seconds of the Driver-Controlled Period is called the End Game. Driver-Controlled Period Scoring can still take place during the End Game. A Beacon introduced into the Playing Field prior to the start of the End Game is not eligible for Scoring. All other achievements can be started at any time.

End Game tasks are Scored at Rest.

1) Junction Ownership – Alliances earn points for Owning a Junction. There are two mutually exclusive ways to Own a Junction:
   a) Ownership conveyed by the top Scored Cone is worth three (3) points; or
   b) Ownership conveyed by a Beacon successfully Capping a Junction earns ten (10) points.
If both (a) and (b) are met, a Beacon (condition b) takes precedence over the top Scored Cone (condition a).
Subsequent Beacons or Cones placed on the Junction after it is Capped have zero (0) Score value and do not change Ownership.

2) Circuit – A completed Circuit earns the Alliance twenty (20) points. Only one (1) Circuit bonus per Alliance can be earned per Match.

3) Navigating – A Robot Parked In either of their Alliance’s Terminals earns two (2) points.

4.4.5 Post Match
After the Match, Field Personnel will finalize the Score. Referees will signal for the Drive Teams to enter the Playing Field and retrieve their Robots, Team Signal Sleeves and Beacons. Drive Teams should return any Game Elements that are Possessed by the Robot to the Playing Field. The Playing Field reset crew will set up the Playing Field for the next Match.

4.4.6 Penalties
Penalty points are added to the non-offending Alliance’s Score at the End of the Match. Minor Penalties give the non-offending Alliance ten (10) points per occurrence. Major Penalties give the non-offending Alliance thirty (30) points per occurrence. Warnings have no effect on an Alliance’s Score.
4.4.7 Flowchart of Match Play
The following figure shows the typical flow of the Match and the actions taken on the Driver’s Station Android device.

4.5 Rules of Gameplay
Gameplay is restricted by the Safety rules (<S#>), the General rules (<G#>), and the Game-Specific rules (<GS#>). Violation of rules may lead to Penalties, Yellow Cards, Red Cards, a Disabled Robot, or Disqualification of the offending Team or Alliance from either a Match or the competition. Rules apply to all periods of play unless otherwise specified. If rules are in conflict, Safety rules take precedence over all rules and Game-Specific rules take precedence over General rules. The official FIRST Tech Challenge Question & Answer Forum rulings take precedence over all information in the game manuals.

4.5.1 Safety Rules
<S1> Unsafe Robot or Playing Field Damage – If at any time the Robot operation is deemed unsafe or has damaged the Playing Field or another Robot, by the determination of the referees, the offending Robot may be Disabled, and the Team may be issued a Yellow Card. Re-inspection of the Robot is required before it may play another Match. Damage that requires significant repair and/or delays subsequent Match play is likely to escalate to a Red Card.

<S2> Robot Extension Outside the Playing Field Perimeter – If any portion of the Robot contacts anything Outside the Playing Field Perimeter, the Team will be issued a Yellow Card and the Robot may be Disabled immediately for the remainder of the Match, unless allowed by Game-Specific rule(s) listed in section 4.6.3. See the game definitions in section 4.4 for a complete description of the Playing Field Perimeter.

The intent of this rule is not to Penalize an Alliance for Inadvertent, safe Robot extension Outside the Playing Field Perimeter. Intentional Robot extension Outside the Playing Field is not permitted.
<S3> Safety Gear – All members of the Drive Team are required to wear approved eye protection and shoes with closed toes and a closed back. If any member of the Drive Team is not wearing these safety items, the referee will issue a Warning to the Team member(s) and if the situation is not remedied within thirty (30) seconds, the offending member(s) of the Drive Team must leave the Competition Area for the remainder of the Match and may not be replaced by another Team member. Failure to comply with a request to leave the Competition Area violates rule <G30>. Repeated Team member violations during the competition will escalate to a Team Warning. Following the Team Warning, subsequent violations by any member of the Team will result in a Minor Penalty for the Alliance.

4.5.2 General Game Rules

<G1> Autonomous to Driver-Controlled Period Transition – At the conclusion of the Autonomous Period, Robots will remain in a hands-off state. Field personnel will not enter the field and will not touch Robots on the field during the Autonomous to Driver-Controlled transition. The scoring system display will provide visual and audio cues for Drive Teams to pick up their Driver Stations. Drive Teams will have five (5) seconds to pick up and prepare their Driver Station. After five (5) seconds, there will be a “3-2-1 go” countdown and the Driver-Controlled Period of the Match will begin.

<G2> Score Certification at the End of the Match – Scores will be tracked by field personnel throughout the Autonomous and Driver-Controlled Periods of the Match. At the End of the Match, the final Score will be certified as quickly as possible. A change in state of a Game Element or Robot at the End of the Match after its final Score is recorded will not change an already-recorded Score. Scoring Elements will not be recounted after the End of the Match unless otherwise specified by a Game-Specific rule.

<G3> Forcing an Opponent to Break a Rule – The actions of an Alliance or their Robots shall not cause an opposing Alliance or Robot to break a rule and thus incur Penalties. Any forced rule violations committed by the affected Alliance shall be excused, and no Penalties will be assigned to the affected Alliance.

<G4> Robot Manipulation of Scoring Elements – Scoring Elements that are Controlled or Possessed by a Robot are part of the Robot except when determining the location of the Robot or otherwise specified by a Game-Specific rule.

For Example: If a Robot Possesses a Scoring Element, and only that Scoring Element breaks the plane of a Scoring Area, the Robot does not receive points for being In that Area.

<G5> Robot or Scoring Elements In Two or More Scoring Areas – Robots or Scoring Elements that are In two or more Scoring Areas earn points only for the highest value achievement. If the achievement values are equal, only one achievement counts as Scored.

<G6> Scoring Elements in Contact with Robots – Scoring Elements in a Scoring Area that are in contact with or Controlled by a Robot on the corresponding Alliance for the Scoring Area have zero Score value.

<G7> Disabled Robot Eligibility - If a referee Disables a Robot, it will not be eligible to Score or earn points for the remainder of the Match. A Disabled Robot (whether referee induced or Robot failure) does not earn Penalties after being declared Disabled.
<G8> **Playing Field Tolerances** – Competition provided *Playing Field* and *Game Elements* will start each *Match* with tolerances that may vary by +/-1.0 inch (25.4 mm). *Teams* must design their *Robots* accordingly.

*Playing Field* and *Game Elements* are expected to be manufactured, assembled, and set up using a high standard for dimensional and location accuracy. The intent of the generous +/- 1.0 inch tolerance is to accommodate unintentional size and location variations that may occur. The tolerance is not an excuse for intentional or imprecise accuracy in construction or setup.

<G9> **Match Replay** – *Matches* are replayed at the discretion of the head referee only for a failure of a non-*Team* supplied *Game* or *Field Element* or verified Wi-Fi interference that was likely to have impacted *Match Scores* for Qualification *Matches* or which *Alliance* won the *Match* for Elimination *Matches*.

Unexpected *Robot* behavior will not result in a *Match* replay. *Team*-induced failures, such as low battery conditions, processor sleep time-outs, *Robot* mechanical, electrical, software, or communication failures, etc. are NOT valid justifications for a replaying of a *Match*.

<G10> **Inadvertent and Inconsequential** - *Robot* actions that violate a rule may be ruled at the referee’s discretion to be *Inconsequential* and *Inadvertent* and will not be * Penalized*.

<G11> **Illegal Communication** – Electronic communication (cell phone, two-way radio, Wi-Fi, Bluetooth, etc.) by *Drive Team* members after an *Alliance* has been called from the queue to the *Playing Field* for its *Match* is not allowed. The first instance of violating this rule will result in a *Warning*, with any following instances during the competition resulting in a *Minor Penalty*. Items that may be mistaken by a casual observer as being in violation of this rule should not be brought to the *Playing Field*. The *Driver Station* is exempt from this rule but must be used only for operating the *Robot*.

<G12> **Playing Field Access** - *Team* members must not enter the *Playing Field* for any reason other than to place/retrieve their *Robots*. While placing *Robots*, *Teams* may not measure, test, or adjust *Game Elements* *Inside* or *Outside* of the *Playing Field* unless allowed by Section 4.4.1. When retrieving *Robots*, *Teams* may not verify the *Scoring* of *Game Elements*.

The consequences for violating this rule are:

a) *Minor Penalty* for violations during *Match* setup or following the *End of the Match*.

b) *Major Penalty* for violations that delay the start of the *Match*.

c) Violations of this rule outside of normal *Match* play will result in a *Yellow Card*.

If a *Team* feels the *Playing Field* is not set up correctly, *Teams* should notify a referee or field technical advisor prior to the start of the *Match*.

<G13> **Pre-Match Robot Placement** – At the beginning of a *Match*, each *Alliance Robot* must be set up on the *Playing Field* according to section 4.4.1 *Pre-Match*. After *Robots* are set up on the *Playing Field*, *Drive Teams* must stand *Inside* their respective *Alliance Station*.

a) During the *Qualification Matches*, the blue *Alliance Robots* are set up on the *Playing Field* first, unless the red *Alliance* waives their right to set up on the *Playing Field* second.
b) During the Elimination Matches, the 3rd and 4th seeded Alliance Robots are set up on the Playing Field first, unless the higher seeded Alliance waives their right to set up on the Playing Field second. Alliance color doesn’t change the seeding of a Team during the Elimination Matches. If the 4th seed defeats the 1st seed in the Semi-Finals, they will still have to place their Robot on the field first in the finals because their seeding will be lower than the 2nd or 3rd seed.

c) During Elimination Matches, three Team Alliances may only place two Robots that are intended to compete in that Match. After the Robots are placed, the Alliance cannot swap in the 3rd Alliance’s Robot for a Robot already placed.

d) Teams may implicitly waive their right to place their Robots on the Playing Field last by placing their Robots on the Playing Field before or with the opposing Alliance. There is no need to tell the referees; Teams waive their right by the act of placing their Robots on the Playing Field.

e) Teams that unnecessarily delay the beginning of a Match and/or field reset will incur a Minor Penalty for each offense. Significant delays may escalate to a Major Penalty at the discretion of the head referee.

Drive Teams are expected to stage their Robots for a Match, and remove it from the Playing Field afterwards, safely and swiftly. Drive Team efforts that either intentionally or unintentionally delay the start of a Match or the Playing Field reset are not allowed. Examples include, but are not limited to:

- Late arrival to the Playing Field.
- Robot maintenance once on the Playing Field.

If the field is waiting for the Team, they would be subject to this Penalty.

<G14> Robot Starting Volume – Before the start of a Match, each Robot in its starting location must not exceed a volume of 18 inches (457.2 mm) by 18 inches (457.2 mm) by 18 inches (457.2 mm). A Pre-Loaded Scoring Element may extend Outside the 18-inch (457.2 mm) cube volume constraint. Once a violation has been identified, if the Team cannot fix the violation within thirty (30) seconds, the offending Robot will be removed from the Playing Field. Robots removed from the field are not subject to a delay of game (<G13>e) Penalty. The Team remains eligible to earn Ranking and TieBreaker Points if a member of the Drive Team is in their Alliance Station during the Match.

After the start of a Match, the Robot may extend in any direction unless otherwise specified by the Game-Specific rules detailed in section 4.6.3.

<G15> Robot Setup Alignment – Teams may align their Robots during Pre-Match setup if they do so with legal components that are part of the Robot and can be reset to be within the 18-inch (457.2 mm) cube starting volume constraint. Robot setup alignment devices that extend outside the 18-inch starting volume constraint cannot be powered. A single member of the Drive Team may also align the Robot by sight if they are next to the Robot and their action does not delay the start of a Match. A Minor Penalty will be assessed to the Alliance for violation of this rule.

<G16> Alliance Stations – During a Match, the Drive Team must remain In their Alliance Station.

a) Drive Teams may be anywhere in their respective Alliance Station.

b) The first instance of leaving the Alliance Station will result in a Warning, with any following instances during the Match resulting in a Minor Penalty. Leaving the Alliance Station for safety reasons will not result in a Warning or Penalty.

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c) Opposing Alliance’s Drive Team members cannot distract/interfere with each other or the off field Scoring Elements (if present in the current season’s challenge). Violations of this rule will result in an immediate Major Penalty and a possible Yellow Card.

The intent of this rule is to prevent Drive Team members from leaving their assigned Station during a Match to gain a competitive advantage. For example, moving to another part of the Field for better viewing, reaching into the Field, etc. Simply breaking the plane of the Station during normal Match play is not a Penalty.

**<G17> Post-Match Removal of Robots** – Robots must be designed to permit easy removal of Game Elements from the Robot after the Match. Robots should also be able to be removed from the Playing Field without unnecessary delay or damaging the Playing Field. A Minor Penalty will be assessed for violations of this rule.

The intent of this rule is to have timely removal of Robots from the Playing Field following a Match. Drive Teams are expected to stage their Robots for a Match, and remove them from the Playing Field afterwards, safely, and swiftly. Drive Team efforts that either intentionally or unintentionally delay the start of a Match or the Playing Field reset are not allowed. Examples include, but are not limited to:

1) Failing to exit the Playing Field once instructed by a referee.
2) Failing to remove Driver Stations in a timely manner.

**<G18> Starting Gameplay Early** – Robots that start playing the game (Autonomous or Driver-Controlled Period) prior to the start of a Match Period receive a Minor Penalty. Referees have the option of issuing a Major Penalty in place of the Minor Penalty if the early start results in a competitive advantage for the offending Alliance.

**<G19> Late Start of the Autonomous Period** – A Drive Team that starts their Robot’s Autonomous Op Mode late will receive a Minor Penalty. Any delay in Robot movement must be done by its programming. Referees have the option of issuing a Major Penalty in place of the Minor Penalty if the late start results in a competitive advantage for the offending Alliance.

**<G20> Robot Actions at End of the Period** –

a) Robots must Park at the end of the Autonomous and Driver-Controlled Periods. Robots that are not Parked at the conclusion of the “game sound” receive a Minor Penalty and the following actions of the Robot do not count towards their Alliance’s Score. Drive Teams should make their best effort to stop gameplay immediately when the End of the Period game sound begins. Referees have the option of issuing a Major Penalty in place of the Minor Penalty if the late stop results in a competitive advantage (other than Scoring) for the offending Alliance.

b) Scoring achievements that were started (unless disallowed by Game-Specific rules) before the End of the Period are eligible to be counted as Scored.

c) Robot Scoring achievements that occur after the announced End of the Autonomous Period and before the start of the Driver-Controlled Period do not count towards the Score for the Autonomous or Driver-Controlled Periods.
**Robot Control During Autonomous Period** - During the Autonomous Period, Drive Teams may not directly or indirectly control or interact with Robots or Driver Stations. Early stopping of the Robot while running its Autonomous code is not allowed, except in cases of personal or equipment safety, and any achievements earned due to early stoppage will not Score points. A **Major Penalty** will be assessed for violating this rule. Teams that stop their Robots during the Autonomous Period are allowed to participate in the Driver-Controlled Period provided it can be done safely.

**Drive Team Contact with the Playing Field or Robot** – During a Match, the Drive Team is prohibited from making contact with the Playing Field, any Robot, or any Game Element unless allowed by Game-Specific rules. The first instance of contact will result in a **Warning**, with any following instances during the competition resulting in a **Minor Penalty**. Contact that affects Scoring and/or gameplay will result in issuance of a **Yellow Card** at the discretion of the referees. Contact with the Playing Field, a Game Element, or a Robot for safety reasons will not result in a **Warning** or **Penalty**.

For example, a Game Element is launched from a Robot on the Playing Field and it inadvertently hits a Team member in the Alliance Station and is deflected back onto the field. The Team would not receive a **Penalty** because the Team member was protecting themselves (safety). However, if that same Game Element is caught and/or directed to a specific location on the Playing Field, the Team may be issued a **Penalty**.

**Drive Team Coach Driver Station Control** – During the Driver-Controlled Period, Robots must be remotely operated only by the Drivers using the Gamepads connected to the Team’s Driver Station and/or by software running on the on-board Robot control system. The first instance of the Coach operating a Gamepad will result in a **Warning**, with any following instances during the competition resulting in a **Major Penalty**. During the Driver-Controlled Period, Drive Team Coaches and/or Drivers are allowed to hold the Team’s Driver Station Android device and interact with it to select an Op Mode, view information displayed on the screen, and initialize, start, stop, and reset the Robot.

**Robots Deliberately Detaching Parts** – Robots may not deliberately detach parts during a Match or leave mechanisms on the Playing Field unless permitted by a Game-Specific rule. Possessed or Controlled Scoring Elements are not considered to be a part of the Robot for the purpose of this rule. The consequence of deliberately detaching a part is a **Minor Penalty** if it does not Block an opposing Alliance Robot, Alliance Specific Scoring Element or Scoring Area. If a deliberately detached component or mechanism affects gameplay by any Robot, the offending Robot will receive a **Major Penalty** and will be issued a **Yellow Card**. Robot parts that are released but remain connected by a tether are considered detached for the purposes of this rule.

Tethered components that move independently of the main Robot are considered a detached component and are illegal.

**Robots Grasping Game Elements** – Robots may not grab, grasp and/or attach to any Game Element, Robot, or structure other than Scoring Elements, unless specifically allowed by Game-Specific rule(s) listed in section 4.5.3. The first instance will result in a **Warning** with any following violations during the competition resulting in a **Major Penalty**.

**Destruction, Damage, Tipping, etc.** – Robot actions aimed at the destruction, damage, tipping over, or entanglement of Robots or Game Elements are not in the spirit of the FIRST Tech Challenge and are not allowed unless permitted by Game-Specific rules. However, FIRST Tech Challenge games are highly interactive. Robot-to-Robot contact and defensive gameplay should be expected. Some tipping, entanglement,
and damage may occur as a part of normal gameplay. If the tipping, entanglement, or damage is ruled to be deliberate or chronic, the offending Team will receive a Major Penalty and a Yellow Card.

**<G27> Removing Game Elements from the Playing Field** – Robots may not deliberately remove Game Elements from the Playing Field during a Match. Game Elements that inadvertently fall outside the Playing Field will be returned to the Playing Field by field personnel at the earliest safe and convenient opportunity at a non-Scoring location approximately where it left the field. Game Elements removed from the Playing Field in an attempt to Score are also not subject to this Penalty. Teams deliberately removing Game Elements from the Playing Field will incur a Minor Penalty per Game Element removed from the Playing Field. Game-Specific rules listed in section 4.5.3 that address the removal of specified Scoring Elements from the Playing Field take precedence over this general game rule.

**<G28> Pinning, Trapping, or Blocking Robots** – A Robot may not cause an opposing Alliance Robot to become Pinned, Trapped, or Blocked. If a referee determines this rule is violated, the offending Alliance will receive a Minor Penalty for every five seconds that they are in violation. If a referee declares a Pinning, Trapping, or Blocking violation during the Match, the offending Robot must immediately move away at least 3 feet (0.9 m), approximately 1.5 Tiles, from the Pinned, Trapped, or Blocked Robot.

A Robot cannot incur this type of Penalty during the Autonomous Period unless it is determined by the Referee to be part of a deliberate strategy and will be penalized as described above. If the violation happens during the Autonomous Period, the first action done by the offending Robot during the Driver-Controlled Period must be to move away from the Pinned, Trapped, or Blocked Robot or a Minor Penalty will be assessed immediately and again for every five seconds that they are in violation. Game-Specific rule(s) listed in section 4.5.3 that further define Pinning, Trapping, or Blocking take precedence over this general game rule.

The intent of this rule is that Drive Teams begin to immediately move their Robots away and have a five second grace period to move the required distance. The grace period is not permission to intentionally Block/Pin/Trap for up to five seconds.

**<G29> Illegal Usage of Game Elements** - Robots may not deliberately use Game Elements to ease or amplify the difficulty of any Scoring or game activity. A Major Penalty will be assessed for violations of this rule. Continued violations of this rule will quickly escalate to a Yellow Card.

**<G30> Egregious Behavior** – Egregious Robot or Team member behavior at the Playing Field, as determined by the referees, will result in a Major Penalty and issuance of a Yellow Card and/or Red Card. Subsequent violations will result in Team disqualification from the competition. Egregious behavior includes, but is not limited to, repeated and/or flagrant violation of game rules, unsafe behavior or actions, and uncivil behavior towards Drive Team, competition personnel, or event attendees.

### 4.5.3 Game-Specific Rules

**<GS1> General Rule Exceptions** - The following instances of gameplay are Game-specific exceptions to General Game Rules in section 4.5.2:

- a) As a part of pre-Match Robot placement or post-Match Robot retrieval, Drive Teams may also place or retrieve their Team supplied Signal Sleeve as an exception to rule <G12>.

- b) In general, a Disabled Robot no longer earns Penalties per <G7>. However, if a Disabled Robot Blocks access to the Substation, Penalties will continue to apply to the Disabled Robot per rule <GS12>.

- c) Contact with a Cone in a Terminal is allowed as an exception to rule <G6> as long as the Cone is not Possessed by the Robot.
<GS2> **Drive Teams Touching Robots or Driver Stations after Randomization** – Drive Teams are not allowed to touch or interact with their Robots or Driver Station once field personnel have begun the randomization process. If this occurs, a Minor Penalty will be assessed to the Alliance. The offending Robot is not eligible to earn the Signal Bonus in the Autonomous Period. The non-offending Alliance partner Robot remains eligible for the Signal Bonus Scoring achievement.

<GS3> **Autonomous Interference** - Robots may not Interfere with the opposing Alliance’s Scoring attempts during the Autonomous Period. A Major Penalty will be assessed for each occurrence. Interactions at the centerline Junctions will not be considered Interference.

<GS4> **Launched Scoring Elements** - Scoring Elements may not be Launched. Each violation of this rule results in a Minor Penalty. Rolling or Sliding Scoring Elements or Signals is allowed.

<GS5> **Descoring** –

a) Robots may not descore opposing Alliance Scored Cones from Junctions. Each violation of this rule results in a Minor Penalty per Scored Cone.

b) Robots may not descore Cones from their opposing Alliance’s Terminals. Each violation of this rule results in a Major Penalty per Scored Cone.

c) During the End Game, Robots may not descore Scored Beacons from Junctions. Each violation of this rule results in a Major Penalty per Scored Beacon.

Descoring, whether intentional or not, may have a severe impact on an Alliance’s ability to complete a Circuit.

<GS6> **Robot Control/Possession Limits for Scoring Elements** –

a) Robots may Control or Possess a maximum of one (1) corresponding Alliance Cone and one (1) corresponding Alliance Beacon at a time. Controlling or Possessing more than the allowed quantity of Cones and/or Beacons is an immediate Minor Penalty for each Scoring Element above the limit plus an additional Minor Penalty per Scoring Element in excess of the limit for each 5-second interval that this situation continues.

b) Robots may not Control or Possess an opposing Alliance’s Cone. Each violation of this rule results in an immediate Minor Penalty plus an additional Minor Penalty per opposing Alliance Cone in excess of the limit for each 5-second interval that this situation continues. For example, knocking over the opposing Alliance’s unscored stack of five (5) Cones receives five (5) Minor Penalties.

c) Robots may not Control or Possess an opposing Alliance’s Beacon. Each violation of this rule results in a Major Penalty plus an additional Minor Penalty per opposing Alliance Beacon for each 5-second interval that this situation continues.

d) Scoring a Cone or Beacon while in Control or Possession of more than the allowed quantity of Scoring Elements will result in a Minor Penalty per Element Scored.

e) Control/Possession limit exceptions:

i. Robots may temporarily Brace Scored Cones belonging to either Alliance while placing a Scoring Element onto those Cones. Braced Cones are not subject to the Control/Possession limit.

ii. Knocking over your own Alliance stack of unscored Cones is allowed.

iii. Plowing through any quantity of either Alliance’s Scoring Elements is allowed. Pushing an unsecured Cone off of a Junction is considered Plowing.

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<GS7> **Junction and Terminal Constraints** -

a) A Cone must be placed on a Junction with the large opening toward the Tile Floor to Score. A Cone placed on a Junction in any other orientation is not Scored and may be removed by either Alliance.

b) A Cone may be placed in the Terminal in any orientation to Score.

c) An Alliance’s Cone in an opposing Alliance’s Terminal has zero (0) Score value and does not convey Ownership.

d) A Cone or Beacon may not be added to a Junction that has been Capped. These Cones or Beacons have zero (0) Score value and do not convey Ownership.

<GS8> **Junction and Terminal Defense** –

a) A Robot may not impede or obstruct an opposing Alliance Robot from Scoring a Cone on a Junction once the Cone is In the Junction Area. Each violation of this rule results in an immediate Minor Penalty and additional Blocking Penalties per rule <G28>.

b) A Robot may not Block the opposing Alliance Robot from Scoring in their Alliance’s Terminal. Each violation of this rule results in an immediate Major Penalty and additional Blocking Penalties per rule <G28>. Beacon Scoring protection starts once the Beacon In the Junction Area.

The intent of this rule is not to penalize opposing Alliance Robots from attempting to simultaneously Score Beacons on the same Junction.

<GS9> **Signal Constraints** - A Signal is not a Scoring Element.

a) Robots may Herd or Plow the Signal. Any other form of Control of the Signal is not allowed. An immediate Minor Penalty plus an additional Minor Penalty for each 5-second interval that this situation continues will be assessed to the offending Alliance. Signal damage is handled per rule <G26>. Signal Sleeve damage is discouraged, but will not be Penalized. Teams should take this into account and bring multiple Signal Sleeves to a Competition.

b) A Signal Scores zero (0) points if Secured on a Junction or In a Terminal. Cones and Beacons may continue to be Scored in those Areas as if the Signal was not there.

<GS10> **Cone Constraint** – Robots may not place their own Alliance’s Cone or Beacon on top of an unscored opposing Alliance’s Cone or Beacon. A Minor Penalty is assessed for each affected opposing Alliance Scoring Element. Cones placed in violation of this rule may be removed without penalty. This rule does not apply to an upside-down Cone on a Low, Medium, or High Junction.

<GS11> **Scoring while In a Substation** - A Robot must be Completely Outside of a Substation in order to Score a Cone or Beacon. Each violation of this rule results in a Minor Penalty.

<GS12> **Substation Constraints** – Robots may not be In or Block access to the opposing Alliance’s Substation. The first instance will result in a Warning with any following violations resulting in a Major Penalty and an additional Minor Penalty assessed for every five seconds that the rule violation persists. If the referee
declares a **Blocking access Warning**, the offending **Robot** must move away at least 3 feet (0.9 m), approximately 1.5 floor **Tiles** from the **Blocked Substation**. Failure to move the required 3 feet (0.9 m) within 5 seconds is considered an additional violation and will incur the **Penalties** described above. Additional occurrences of violations of this rule will escalate to **Yellow Cards** quickly.

Note: A **Disabled Robot In a Substation** is not considered a safety hazard, therefore **Scoring Elements** may continue to be placed. However, a **Disabled Robot In** the opposing **Alliance’s Substation** remains eligible for all **Penalties** associated with <GS12> and in the case of extended violations will receive a **Yellow Card** due to the severe disruption to the ability of the owner of the **Substation** to play the game. This is an explicit exception to rule <G7>.

The intent of this rule is to allow **Robot** or **Human Player** access to their **Alliance’s Substation**.

<GS13> **Human Player Constraints** – Each violation of this rule results in a **Minor Penalty**.

a) **Scoring Elements In** the **Substation Storage Area** may not be handled until after the **Match** has begun with the exception of the **Pre-Load Scoring Elements**.

b) **Scoring Elements** may only be introduced onto the **Playing Field** via the **Substation**.

c) **Scoring Elements** may only be placed into the **Substation** during the **Driver-Control Period**.

d) **Human Players** may only place **Scoring Elements In** the **Substation** that is adjacent to their corresponding **Alliance Station** and may not **Propel** them **Out of the Substation**.

e) **Drive Teams** may not use tools or devices to handle a **Scoring Element**. Accommodations and exceptions for **Human Players** with disabilities or extenuating circumstances will be made at the discretion of the Tournament Director.

f) **Human Players** may place only one (1) **Scoring Element In a Substation** at a time. There is no limit to the number of **Scoring Elements** that may be **In the Substation** at a time.

g) A **Human Player** cannot break the vertical plane of the **Playing Field Perimeter** or hand-deliver a **Scoring Element** to the **Playing Field** when there is a **Robot In the Alliance Substation**.

h) A **Robot** cannot enter the **Alliance Substation** while a **Human Player** is placing **Scoring Elements** in the **Substation**.

Note: A **Disabled Robot In an Alliance Substation** is not considered a safety hazard to the **Human Player**, therefore **Scoring Elements** may continue to be placed.

The intent of this rule is to prevent **Robot** to human contact and is meant to ensure **Human Player** safety.

<GS14> **Beacon Constraints** –

a) A **Beacon** introduced into the **Playing Field** prior to the start of the **End Game** is not eligible for **Scoring**.

b) A **Robot** may **Score** at most one **Beacon** per **Match**. Each violation of this rule results in a **Major Penalty**. The additional **Beacon** is not eligible for **Scoring**.

c) A **Beacon**’s color must correspond with the **Alliance** in order to be used by that **Alliance**. If the color does not correspond, it cannot be used.
### 4.6 Scoring Summary

The following table shows the possible Scoring achievements and their point values. The table is a quick reference guide and not a substitute for a thorough understanding of the game manual. All achievements are Scored at Rest.

<table>
<thead>
<tr>
<th>Scoring Achievement</th>
<th>Autonomous Points</th>
<th>Driver-Controlled Points</th>
<th>End Game Points</th>
<th>Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>Navigating: Robot Parked in Terminal or Substation</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Placement: Cone placed in a Terminal</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Placement: Cone Secured on Junction:</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ground Junction</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Low Junction</td>
<td>3</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Medium Junction</td>
<td>4</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>High Junction</td>
<td>5</td>
<td></td>
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<tr>
<td>Signal: Robot Parked only on the Signal Zone that</td>
<td>10</td>
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<tr>
<td>corresponds to the Signal image</td>
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<td></td>
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</tr>
<tr>
<td>Signal: Robot Parked only on the two Tiles that</td>
<td>20</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>corresponds to the team supplied Signal Sleeve image</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Placement: Cone Scored In Terminal</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Placement: Cone Secured on Junction:</td>
<td></td>
<td></td>
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<tr>
<td>Ground Junction</td>
<td>2</td>
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<tr>
<td>Low Junction</td>
<td>3</td>
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</tr>
<tr>
<td>Medium Junction</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>High Junction</td>
<td>5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Navigating: Robot Parked In Terminal</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ownership: Junction Owned by Cone</td>
<td>3</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Ownership: Junction Owned by Beacon</td>
<td>10</td>
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<tr>
<td>Circuit: Completed Circuit</td>
<td>20</td>
<td></td>
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</tr>
</tbody>
</table>
### 4.7 Rule Summary

The following table shows the possible rule violations and their consequences. The table is a quick reference guide and not a substitute for a thorough understanding of the complete rule descriptions in section 4.5.

<table>
<thead>
<tr>
<th>Rule #</th>
<th>Rule</th>
<th>Consequence</th>
<th>Warning</th>
<th>Minor Penalty</th>
<th>Major Penalty</th>
<th>Card Issued</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Safety Rules</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;S1&gt;</td>
<td>Unsafe Robot or Damage to the Playing Field.</td>
<td>Disable if unsafe operation is likely to persist. Optional Yellow Card. Significant damage and/or delays may escalate to Red Card.</td>
<td>D*</td>
<td></td>
<td></td>
<td>YC* RC*</td>
</tr>
<tr>
<td>&lt;S2&gt;</td>
<td>Contact Outside the Playing Field.</td>
<td>Immediate Yellow Card and Optional Disable unless allowed by rule.</td>
<td>D*</td>
<td></td>
<td></td>
<td>YC</td>
</tr>
<tr>
<td>&lt;S3&gt;</td>
<td>Drive Team missing safety gear.</td>
<td>Warning and if not resolved within 30 seconds, the offending member(s) of the Drive Team must leave the Competition Area and may not be replaced.</td>
<td>W+</td>
<td>1x+</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>General Rules – Further definitions, no Penalties earned</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;G1&gt;</td>
<td>Autonomous to Driver-Controlled Period transition</td>
<td></td>
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<tr>
<td>&lt;G2&gt;</td>
<td>Certifying the Score at End of the Match</td>
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<tr>
<td>&lt;G3&gt;</td>
<td>Forcing an opponent to break a rule</td>
<td></td>
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</tr>
<tr>
<td>&lt;G4&gt;</td>
<td>Scoring Elements Controlled or Possessed are part of the Robot for Robot location</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>&lt;G5&gt;</td>
<td>Robot or Scoring Element in two or more Scoring</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;G6&gt;</td>
<td>Scoring Elements in contact with Robots</td>
<td>Points are not earned for any Scoring Elements in a Scoring Area in contact with Robots of the corresponding Alliance.</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;G7&gt;</td>
<td>Disabled Robot eligibility</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;G8&gt;</td>
<td>Playing Field Tolerances</td>
<td></td>
<td></td>
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<tr>
<td>&lt;G9&gt;</td>
<td>Match Replay</td>
<td></td>
<td></td>
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<tr>
<td>&lt;G10&gt;</td>
<td>Inadvertent and Inconsequential</td>
<td></td>
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</tbody>
</table>

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<th>Rule #</th>
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<th>Major Penalty</th>
<th>Card Issued</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>General Rules – Pre-Match and Post-Match Penalties</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G11&gt;</td>
<td>Drive Team using disallowed electronic communication</td>
<td>Warning followed by a Minor Penalty.</td>
<td>W</td>
<td>1x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G12&gt;</td>
<td>Measure, test, or adjust Game Elements. Playing Field inspection to</td>
<td>Minor Penalty for pre-Match or post-Match violations. Major Penalty if delay</td>
<td>1x</td>
<td>1x</td>
<td></td>
<td>YC</td>
</tr>
<tr>
<td></td>
<td>determine Score</td>
<td>start of Match. Yellow Card if outside of normal Match play.</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;G13&gt;e</td>
<td>Pre-Match Robot placement.</td>
<td>Minor Penalty if Teams delay the start of a Match. Major Penalty for a</td>
<td>1x</td>
<td>1x*</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>significant delay.</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;G14&gt;</td>
<td>Robot starting volume.</td>
<td>Robot is removed from the Playing Field if not resolved within 30 seconds.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G15&gt;</td>
<td>Robot setup alignment devices/Match Delay.</td>
<td>Minor Penalty for each offense.</td>
<td>1x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G16&gt;b</td>
<td>Drive Team member(s) leaving the Alliance Station.</td>
<td>Warning for the first instance with any following instances resulting in a</td>
<td>W</td>
<td>1x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G16&gt;c</td>
<td>Drive Teams distracting and/or interfering with each other or the</td>
<td>Immediate Major Penalty and a possible Yellow Card.</td>
<td></td>
<td></td>
<td></td>
<td>YC*</td>
</tr>
<tr>
<td></td>
<td>off-Field Scoring Elements.</td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;G17&gt;</td>
<td>Delay caused by the removal of Robots or damage to the Playing Field</td>
<td>A Minor Penalty will be assessed.</td>
<td></td>
<td></td>
<td>1x</td>
<td></td>
</tr>
<tr>
<td></td>
<td>and Game Elements from Robots.</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td></td>
<td><strong>General Rules – Gameplay Penalties</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G18&gt;</td>
<td>Starting Gameplay Early.</td>
<td>Minor Penalty with the option of a Major Penalty if the early start results in a competitive advantage for the offending Alliance.</td>
<td></td>
<td>1x</td>
<td>1x*</td>
<td></td>
</tr>
<tr>
<td>Rule #</td>
<td>Rule</td>
<td>Consequence</td>
<td>Warning Disable</td>
<td>Minor Penalty</td>
<td>Major Penalty</td>
<td>Card Issued</td>
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<td>-------------------------------------------------------------------------------</td>
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</tr>
<tr>
<td>&lt;G19&gt;</td>
<td>Late Start of the Autonomous Period.</td>
<td>Minor Penalty with the option of a Major Penalty if the late start results in a competitive advantage for the offending Alliance.</td>
<td></td>
<td>1x</td>
<td>1x*</td>
<td></td>
</tr>
<tr>
<td>&lt;G20&gt;</td>
<td>Robot is not Parked at the end of period.</td>
<td>Minor Penalty and the actions of the Robot that occur after the end of gameplay do not count towards their Alliance’s Score. Major Penalty if the late stop results in a competitive advantage for the offending Alliance.</td>
<td></td>
<td>1x</td>
<td>1x*</td>
<td></td>
</tr>
<tr>
<td>&lt;G21&gt;</td>
<td>Robot control during Autonomous Period / Early stopping of the Autonomous code.</td>
<td>Major Penalty. Achievements earned during that time result in zero Score.</td>
<td></td>
<td></td>
<td></td>
<td>1x</td>
</tr>
<tr>
<td>&lt;G22&gt;</td>
<td>Drive Team contact with the Playing Field, Game Element, or Robot.</td>
<td>Warning for the first instance with any following instances resulting in a Minor Penalty. Optional Yellow Card if contact affects Scoring and/or gameplay.</td>
<td>W</td>
<td>1x</td>
<td></td>
<td>YC*</td>
</tr>
<tr>
<td>&lt;G23&gt;</td>
<td>Drive Team Coach Driver Station control.</td>
<td>Warning for the first instance with any following instances resulting in a Major Penalty.</td>
<td>W</td>
<td>1x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G24&gt;</td>
<td>Robots deliberately detaching parts.</td>
<td>Minor Penalty. Major Penalty and a Yellow Card if it affects gameplay.</td>
<td></td>
<td>1x</td>
<td>1x</td>
<td>YC</td>
</tr>
<tr>
<td>&lt;G25&gt;</td>
<td>Robots illegally grasping Game Elements.</td>
<td>Warning for the first instance with any following instances resulting in a Major Penalty.</td>
<td>W</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G26&gt;</td>
<td>Destruction, damage, tipping, etc.</td>
<td>Deliberate or chronic violations of this rule will receive a Major Penalty and a Yellow Card.</td>
<td></td>
<td></td>
<td></td>
<td>YC</td>
</tr>
<tr>
<td>&lt;G27&gt;</td>
<td>Deliberately removing Game Elements from the Playing Field.</td>
<td>Minor Penalty per Game Element deliberately removed from the Playing Field.</td>
<td></td>
<td>1x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;G28&gt;</td>
<td>Pinning, Trapping, or Blocking for more than 5-seconds in the Driver-Controlled Period.</td>
<td>Minor Penalty for every five seconds the Robot violates this rule.</td>
<td></td>
<td></td>
<td>1x+</td>
<td></td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>Rule #</th>
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<th>Consequence</th>
<th>Warning Disable</th>
<th>Minor Penalty</th>
<th>Major Penalty</th>
<th>Card Issued</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;G29&gt;</td>
<td>Illegal Use of Game Elements to ease or amplify Scoring.</td>
<td>Major Penalty will be assessed with any following instances resulting in a Yellow Card.</td>
<td></td>
<td></td>
<td></td>
<td>1x YC</td>
</tr>
<tr>
<td>&lt;G30&gt;</td>
<td>Egregious behavior.</td>
<td>Major Penalty plus a Yellow and/or Red Card. Possible Match Disqualification. Subsequent violations result in Team Disqualification for the competition.</td>
<td></td>
<td></td>
<td></td>
<td>1x YC RC DQ</td>
</tr>
</tbody>
</table>

**Game-Specific Rules – Gameplay Penalties**

<table>
<thead>
<tr>
<th>Rule #</th>
<th>Rule</th>
<th>Consequence</th>
<th>Warning Disable</th>
<th>Minor Penalty</th>
<th>Major Penalty</th>
<th>Card Issued</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;GS2&gt;</td>
<td>Touching controller after Randomization</td>
<td>Minor Penalty for each offense. Team does not earn Autonomous Bonus</td>
<td>1x+</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS3&gt;</td>
<td>Interfering with opposing Alliance’s Scoring during Autonomous Period</td>
<td>Major Penalty for each offense</td>
<td></td>
<td></td>
<td>1x</td>
<td></td>
</tr>
<tr>
<td>&lt;GS4&gt;</td>
<td>Launched Scoring Elements</td>
<td>Minor Penalty for each offense</td>
<td></td>
<td>1x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS5&gt;a</td>
<td>Descoring Opposing Cones from Junctions</td>
<td>Minor Penalty per Scoring Element</td>
<td>1x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS5&gt;b</td>
<td>Descoring Cones from opposing Alliance Terminal</td>
<td>Major Penalty per Scoring Element</td>
<td></td>
<td>1x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS5&gt;c</td>
<td>Descoring Beacons from Junctions</td>
<td>Major Penalty per Scoring Element</td>
<td></td>
<td>1x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS6&gt;a</td>
<td>Possession of more than the allowed quantity of elements</td>
<td>Immediate Minor Penalty for each offense plus additional Minor Penalty every 5 seconds</td>
<td>1x+</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS6&gt;b</td>
<td>Controlling opposing Alliance’s Cone</td>
<td>Immediate Minor Penalty for each offense plus additional Minor Penalty every 5 seconds</td>
<td>1x+</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS6&gt;c</td>
<td>Controlling opposing Alliance’s Beacon</td>
<td>Major Penalty per Element Scored plus additional Minor Penalty every 5 seconds</td>
<td>1x+</td>
<td>1x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rule #</td>
<td>Rule</td>
<td>Consequence</td>
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</tr>
<tr>
<td>&lt;GS6&gt;d</td>
<td>Scoring while in Possession of excess quantity</td>
<td>Immediate Minor Penalty per Element Scored</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;GS7&gt;a</td>
<td>Cone placed on a Junction in any orientation that is not Secured</td>
<td>Cone does not Score</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS7&gt;c</td>
<td>Cone in opposing Alliance Terminal</td>
<td>Cone does not Score</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS7&gt;d</td>
<td>Cone or Beacon added to Junction with Beacon placed</td>
<td>Does not Score and no change in Ownership</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS8&gt;a</td>
<td>Robot may not impede or obstruct a Robot from Scoring a Cone on a Junction</td>
<td>Minor Penalty for each offense plus other Blocking Penalties per &lt;G28&gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS8&gt;b</td>
<td>Robot may not Block a Robot from Scoring a Cone In Terminal</td>
<td>Major Penalty for each offense plus other Blocking Penalties per &lt;G28&gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS8&gt;c</td>
<td>Robot may not impede or obstruct a Robot from Scoring a Beacon on a Junction</td>
<td>Major Penalty for each offense plus other Blocking Penalties per &lt;G28&gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS9&gt;a</td>
<td>Robots Controlling a Signal</td>
<td>Immediate Minor Penalty plus additional Minor Penalty every 5 seconds</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS9&gt;b</td>
<td>Signal placed On Junction</td>
<td>Signal Cone does not Score</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS10&gt;</td>
<td>Placing Cone or Beacon on opposing Alliance unscored Cone or Beacon</td>
<td>Minor Penalty for each affected Scoring Element</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS11&gt;</td>
<td>Scoring from Inside Substation</td>
<td>Minor Penalty for each offense.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rule #</td>
<td>Rule</td>
<td>Consequence</td>
<td>Warning Disable</td>
<td>Minor Penalty</td>
<td>Major Penalty</td>
<td>Card Issued</td>
</tr>
<tr>
<td>----------</td>
<td>----------------------------------------------------------------------</td>
<td>----------------------------------------------------------------------------</td>
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</tr>
<tr>
<td>&lt;GS12&gt;</td>
<td><strong>Robots may not be In or Block opposing Substation</strong></td>
<td><strong>Warning for first instance, then Major and a Minor for every additional 5 seconds.</strong></td>
<td>W</td>
<td>1x+</td>
<td>1x</td>
<td></td>
</tr>
<tr>
<td>&lt;GS13&gt;a</td>
<td><strong>Scoring Elements in Substation Storage</strong> may not be handled until start of Match**</td>
<td><strong>Minor Penalty for each offense</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS13&gt;b</td>
<td><strong>Cones/Beacons may only be introduced into the Substation</strong></td>
<td><strong>Minor Penalty for each offense</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS13&gt;c</td>
<td><strong>Human Players placing Scoring Elements before start of Driver-Controlled Period</strong></td>
<td><strong>Minor Penalty for each offense</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS13&gt;d</td>
<td><strong>Human Players may only place Cones/Beacons in Substation and may not Propel them</strong></td>
<td><strong>Minor Penalty for each offense</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS13&gt;e</td>
<td><strong>Using tools to place Cone or Beacon</strong></td>
<td><strong>Minor Penalty for each offense</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS13&gt;f</td>
<td><strong>Placing more than one Cone/Beacon in Substation</strong></td>
<td><strong>Minor Penalty for each offense</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS13&gt;g</td>
<td><strong>Human Player cannot break the vertical plane of the Playing Field Perimeter while a Robot is in the Substation</strong></td>
<td><strong>Minor Penalty for each offense</strong></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>&lt;GS13&gt;h</td>
<td><strong>Robot enters Substation while Human Player is In the Substation</strong></td>
<td><strong>Minor Penalty for each offense</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rule #</td>
<td>Rule</td>
<td>Consequence</td>
<td>Warning Disable</td>
<td>Minor Penalty</td>
<td>Major Penalty</td>
<td>Card Issued</td>
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</tr>
<tr>
<td>&lt;GS14&gt;a</td>
<td><em>Beacon</em> introduced prior to <em>End Game</em></td>
<td>No <em>Capping points or Ownership</em></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>&lt;GS14&gt;b</td>
<td><em>Robot</em> scores more than one <em>Beacon</em></td>
<td><em>Major Penalty</em> and No <em>Capping points or Ownership</em> for second <em>Beacon</em></td>
<td></td>
<td></td>
<td></td>
<td>1x</td>
</tr>
<tr>
<td>&lt;GS14&gt;c</td>
<td><em>Beacon</em> must correspond with <em>Alliance color</em></td>
<td>No <em>Capping points or Ownership</em></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Table Key**

- W: *Warning* 1x: *Penalty* at single cost
- D: *Robot Disabled* 1x+: *Penalty* at single cost every 5 seconds
- YC: *Yellow Card issued* 2x: *Penalty* at double cost
- RC: *Red Card issued* * Indicates optional
- DQ: *Disqualification*
Appendix A – Resources

Game Forum Q&A

https://ftc-qa.firstinspires.org/

Anyone may view questions and answers within the FIRST® Tech Challenge game Q&A forum without a password. To submit a new question, you must have a unique Q&A system user name and password for your team.

Volunteer Forum

Volunteers can request access to role specific volunteer forums by emailing FTCTrainingSupport@firstinspires.org. You will receive access to the forum thread specific to your role.

FIRST Tech Challenge Game Manuals


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FIRST Websites

FIRST homepage – www.firstinspires.org
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FIRST Tech Challenge Volunteer Resources – To access public volunteer manuals.
FIRST Tech Challenge Event Schedule – Find FIRST Tech Challenge events in your area.

FIRST Tech Challenge Social Media

FIRST Tech Challenge Twitter Feed - If you are on Twitter, follow the FIRST Tech Challenge Twitter feed for news updates.
FIRST Tech Challenge Facebook page - If you are on Facebook, follow the FIRST Tech Challenge page for news updates.
FIRST Tech Challenge YouTube Channel – Contains training videos, game animations, news clips, and more.
FIRST Tech Challenge Blog – Weekly articles for the FIRST Tech Challenge community, including outstanding volunteer recognition!
FIRST Tech Challenge Team Email Blasts – contain the most recent FIRST Tech Challenge news for teams.

Feedback

We strive to create support materials that are the best they can be. If you have feedback about this manual, please email firsttechchallenge@firstinspires.org. Thank you!
Appendix B – *Playing Field* Locations

B-1 *Tile* Locations

Gracious Professionalism® - “Doing your best work while treating others with respect and kindness - It’s what makes FIRST, first.”
B-2 Junction Locations
Appendix C – *Playing Field Details*

C-1 *Terminal, Typical*

C-2 *Substation, Typical*
C-3 Junction Spacing, Typical

C-4 Ground Junction

6.0 inch outer diameter
4.25 inch inside diameter
0.56 inch tall
C-5 Low, Medium, High Junctions

Gracious Professionalism® - “Doing your best work while treating others with respect and kindness - It's what makes FIRST, first.”
Five (5) Cones per stack

Front Wall (Audience side)

Back Wall

10.5 inches

C-7 In-Field Cone Stacks

Junction Area for Ground Junction

Junction Area for Low, Medium, and High Junctions

C-8 Junction Area
Gracious Professionalism® - “Doing your best work while treating others with respect and kindness - It’s what makes FIRST, first.”
Appendix D – Scoring Element

D-1 Cone, Approximate Dimensions
Appendix E – Randomization

E-1 – Signal

Image 1

Image 2

Image 3

E-2 – Signal Patterns

Gracious Professionalism® - “Doing your best work while treating others with respect and kindness - It’s what makes FIRST, first.”
**E-3 – Signal Zone Locations**

Red **Robots** start in F2 and F5, Blue **Robots** start in A2 and A5

*Signal Zone for the Signal Bonus is the solid portion of the two Tiles and does not include the outer perimeter tabs.*

**E-4 – Typical Signal Zone Location**
E-5 – Team Supplied Signal Sleeve Template

E-6 – Team Supplied Signal Sleeve Template on a Signal

E-7 – Template for Team supplied Signal Sleeve

Appendix F – Scoring Examples

**F-1 Allowable Junction and Terminal Connections**

- Junctions can Connect to 8 adjacent Junctions
- Terminals can Connect to 3 Junctions

**F-2**
- Secured
  - Red scores one (1) Cone
  - Red owns the Junction

**F-3**
- Not Secured
  - No Score
  - No one owns the Junction
Gracious Professionalism® - “Doing your best work while treating others with respect and kindness - It's what makes FIRST, first.”
Secured
Red scores one (1) Cone
Red owns the Junction

Not Secured
No Score
No one owns the Junction

F-8
F-9

Not Secured
No Score
No one owns the Junction

F-10
F-11
Gracious Professionalism® - "Doing your best work while treating others with respect and kindness - It's what makes FIRST, first."
Team 365 is on the Red Alliance

Capped by 365
Red Owns the Junction

Capped by 365
Blue scores one (1) Cone
Red Owns the Junction

F-16

F-17

Team 365 is on the red Alliance

Capped by 365
Red Owns the Junction

Not Capped
No one Owns the Junction

F-18

F-19
Gracious Professionalism® - “Doing your best work while treating others with respect and kindness - It’s what makes FIRST, first.”
Blue Alliance
- 16 Cones
- 2 Terminals
- 14 Junctions
- 0 Circuit

Red Alliance
- 9 Cones
- 2 Terminals
- 7 Junctions
- 1 Circuit

F-24 Circuit Example
Appendix G – Navigation Images

Images are labeled corresponding to the centers of the tile nomenclature listed in Appendix B, figure B-1.

Image B1 – The center of the image is on the Playing Field Wall closest to the Audience and is aligned to the center of the second Tile in from the blue Alliance Station.

Image B6 – The center of the image is on the Playing Field Wall opposite of Image B1 and is aligned to the center of the second Tile in from the blue Alliance Station.

Image E1 – The center of the image is on the Playing Field Wall closest to the Audience and is aligned to the center of the second Tile in from the red Alliance Station.

Image E6 – The center of the image is on the Playing Field Wall opposite of Image E1 and is aligned to the center of the second Tile in from the red Alliance Station.

Do not print the images from this manual for practice purposes, as they are not to the same scale as Teams will see in actual competition. Please refer to the website for printable versions of these images.