

February 26, 2010

## TEAM UPDATE #14

### GENERAL NOTICES

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No changes.

#### Section 0 – Introduction through Section 6 – The Arena

No changes.

#### Section 7 – The Game

Somehow, **Section 7, Rev I** still doesn't have the changes issued in **Team Update 10** (and subsequently, **11**) incorporated. Third time's a charm.

**Section 7, The Game, Rev J**, has been updated to include the following edits:

**<G39>** Pinning - A ROBOT may not pin (inhibit the movement of another ROBOT that is in contact with a field element, border, or goal) for more than 5 seconds. ~~If a ROBOT has been pinned for 5 seconds, the team with the pinning ROBOT will be signaled by a referee to~~ **A ROBOT will be considered pinned until the ROBOTS have separated by at least the pinned ROBOT and back away approximately 6 feet. The pinning ROBOT(S) must then wait for at least 3 seconds before attempting to pin the same ROBOT again.** ~~Once the pinning ROBOT(S) has backed off by 6 feet for 3 seconds, it may again attempt to pin its opponent, and if successful, the 5 second count will start over.~~  
*Violation: One PENALTY for each violation.*

#### Section 8 – The Robot

No changes.

#### Section 9 – The Tournament

**Section 9, The Tournament, Rev C**, has been updated to include the following edits:

**<T02>** Radio control mode of ROBOT operation is not permitted in areas anywhere outside the ARENA **or practice field.** ROBOTS must only be operated by tether when not within the ARENA **or practice field.**

#### Section 10 – The Kit of Parts

No changes.