3 The Game

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ALLIANCES playing AERIAL ASSIST score BALLS in GOALS, over a TRUSS, and are rewarded bonus points for employing teamwork to achieve the objective. This chapter contains two sections: the first section describes the Game, and the second section covers the detailed rules by which competitors must abide.

3.1 Game Details

Details such as the FIELD set up, MATCH execution, point values, etc. are defined in this section.

3.1.1 MATCH Timing

A MATCH is two (2) minutes and thirty (30) seconds long. The Autonomous (AUTO) Period is the first ten (10) seconds of the MATCH. The Teleoperated Period (TELEOP) is the remaining two (2) minutes and twenty (20) seconds. Each Period ends when the ARENA timer displays zero (0) seconds.

3.1.2 MATCH Logistics

Although an ALLIANCE may start a MATCH with up to three (3) BALLS, the PEDESTAL will only be illuminated when the last BALL that started the MATCH is SCORED, effectively reducing the number of BALLS in play per ALLIANCE to one (1).

BALLS that are ejected from gameplay during a MATCH will be delivered to the closest HUMAN PLAYER of that BALL'S ALLIANCE by event staff at the next safe opportunity. This includes BALLS that go in GOALS but don't meet the criteria to be considered SCORED.

If the Head Ref determines that a BALL is damaged or completely deflated, a new replacement BALL of the same color will be delivered to one of the ALLIANCE'S HUMAN PLAYERS at the next safe opportunity. Once the new BALL enters the FIELD, the damaged BALL is invalidated, considered debris, and can no longer be used in MATCH play.

If an ALLIANCE'S BALL becomes stuck in or permanently trapped by an ALLIANCE'S ROBOT, the ALLIANCE may signal to the Head Referee that the BALL is "dead" by holding the yellow "DEAD BALL" placard against the DRIVER STATION acrylic. At this point, the Head Referee will suspend the CYCLE (TRUSS and CATCH points are maintained, ASSIST accruals are voided) and re-illuminate the PEDESTAL, beginning another CYCLE for that ALLIANCE. If the

ALLIANCE has not yet begun a CYCLE, the Head Ref will illuminate the PEDESTAL to begin the first CYCLE for that ALLIANCE once the dead BALL is the ALLIANCE'S only BALL on the FIELD that has not been SCORED. If the dead BALL is freed, that BALL must be removed from the FIELD through one of the ALLIANCE'S GOALS or by passing to an ALLIANCE HUMAN PLAYER. The ALLIANCE may continue to earn POSSESSIONS, ASSISTS, TRUSS and CATCH points with the live BALL but will not be credited for a SCORED GOAL with the live BALL (though if the BALL otherwise meets the definition of SCORED it will be handled as SCORED by FIELD crew) until the dead BALL is removed from the FIELD. Consequently, the ALLIANCE will not begin a new CYCLE until the freed dead BALL is removed from the FIELD. Each ALLIANCE is allowed to indicate one (1) BALL as "dead" per MATCH.

If an ALLIANCE'S BALL becomes stuck in or permanently trapped by an opposing ALLIANCE'S ROBOT, the Head Referee will signal an extended infraction of G12 (the assumption is that the ALLIANCE has already been penalized for the initial G12 infraction). At this point, the Head Referee will suspend the current CYCLE and re-illuminate the PEDESTAL, beginning another CYCLE for that ALLIANCE. If the stuck BALL is freed, that ball will be considered FIELD debris.

If a BALL becomes stuck on the TRUSS, the Head Referee will shake the TRUSS to free the BALL. In this situation, the ALLIANCE will not earn TRUSS points. While shaking the TRUSS, the Head Referee will take care not to impact gameplay of the other ALLIANCE.

3.1.3 Penalty Assignment

Upon a rule violation, FOUL or TECHNICAL FOUL points will immediately be credited to the opposing ALLIANCE. Values are defined in Table 3-1: Penalty Point Values.

Table 3-1: Penalty Point Values

FOUL	20
TECHNICAL FOUL	50

3.1.4 Scoring

For BALLS with which the ALLIANCE started the MATCH, points are awarded when they are SCORED in GOALS.

For BALLS retrieved from an ALLIANCE'S PEDASTAL, points are awarded to ALLIANCES per the details below. Final scores will be assessed five (5) seconds after the ARENA timer displays zero (0) or when all elements come to rest, whichever event happens first.

Points are awarded once per CYCLE for BALLS SCORED by ROBOTS in the GOALS, BALLS SCORED by ROBOTS over the TRUSS, and for each ROBOT CATCH and as each objective is achieved. Additional points are credited to an ALLIANCE upon each GOAL based on the number of ASSISTS earned by the ALLIANCE for that CYCLE.

A BALL is considered SCORED in an ALLIANCE'S GOAL if

   A. a ROBOT causes one (1) of their ALLIANCE'S BALLS to cross completely and remain completely through the opening(s) of one (1) of their ALLIANCE'S GOALS without intervening TEAM member contact,
   B. the ALLIANCE ROBOT last in contact with the BALL was entirely between the TRUSS and their ALLIANCE'S HIGH GOALS, and
   C. the BALL is not in contact with any ROBOT from that ALLIANCE.

A CYCLE is the series of events that recur regularly in TELEOP, and each CYCLE begins with an ALLIANCE member retrieving their BALL from their lit PEDESTAL and ends when the BALL is SCORED in a GOAL. Major events in a CYCLE are depicted in Figure 3-1.
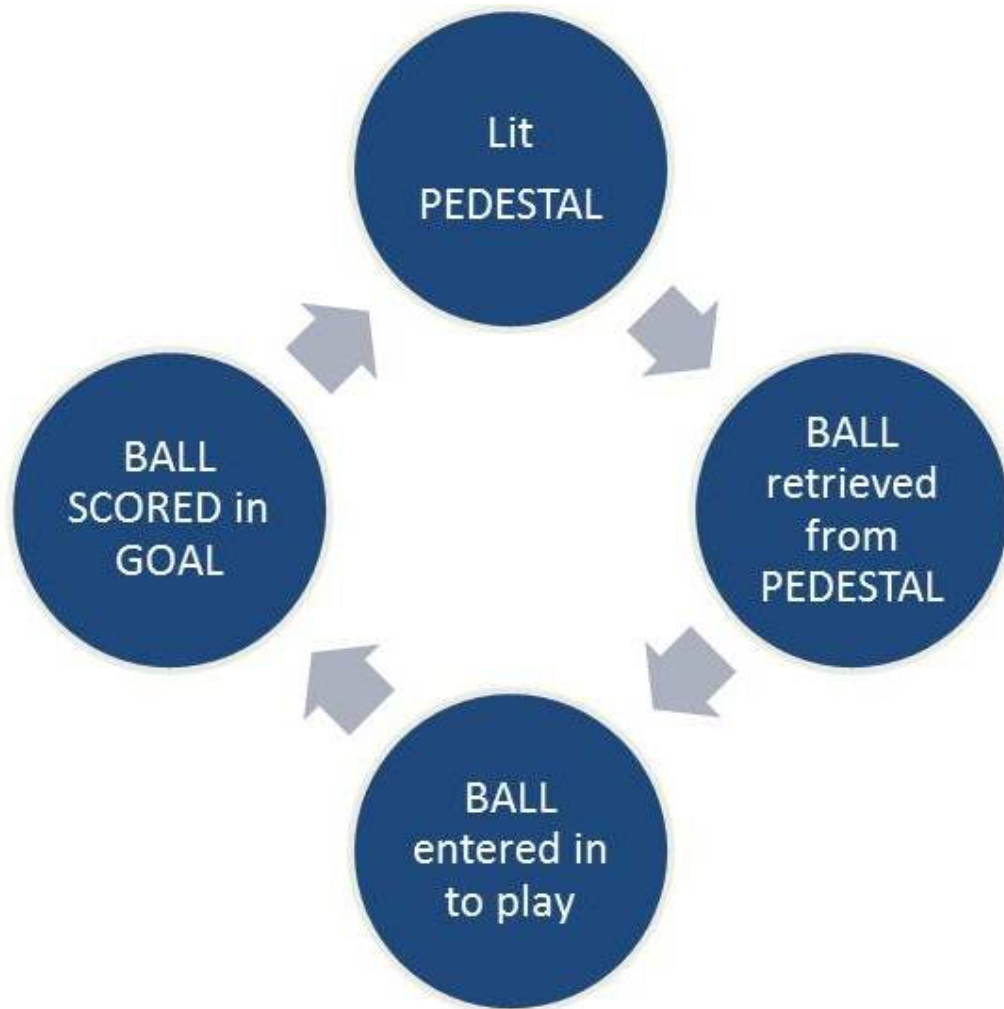

Figure 3-1: CYCLE

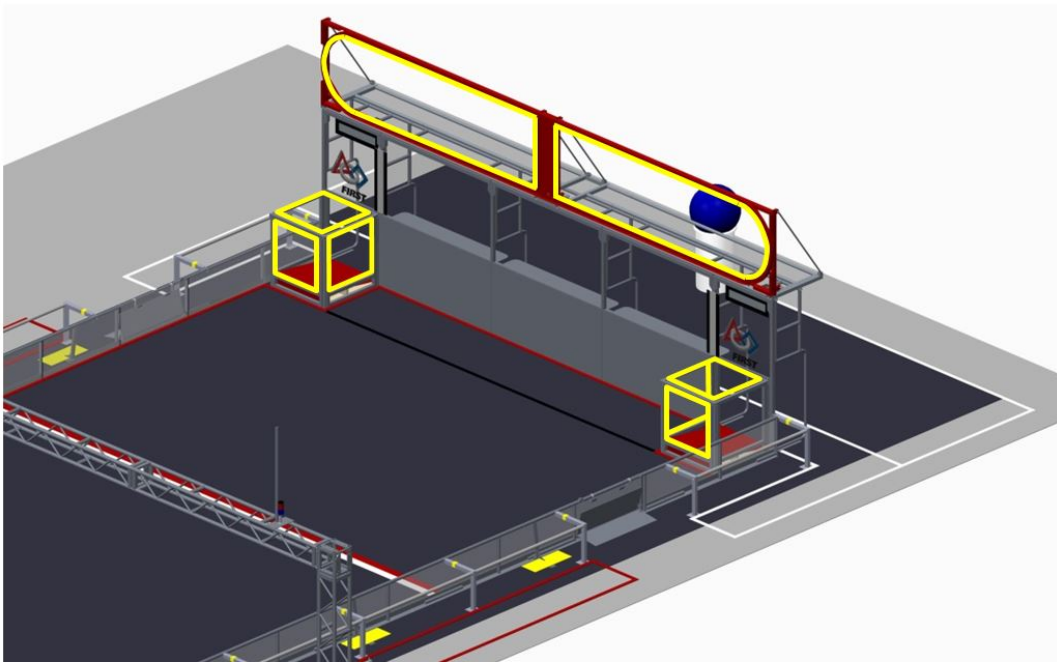The Red ALLIANCE'S eight (8) GOAL openings are outlined in yellow in Figure 3-2.

Figure 3-2: Red ALLIANCE'S six (6) LOW and two (2) HIGH GOAL Openings

A BALL is considered SCORED over the TRUSS if a ROBOT causes a BALL to pass though the infinitely tall plane that is bounded by the top of the TRUSS and the TRUSS POLES toward the ALLIANCE'S GOALS (e.g. a red BALL towards the red GOALS). This plane is depicted in yellow in Figure 3-3.
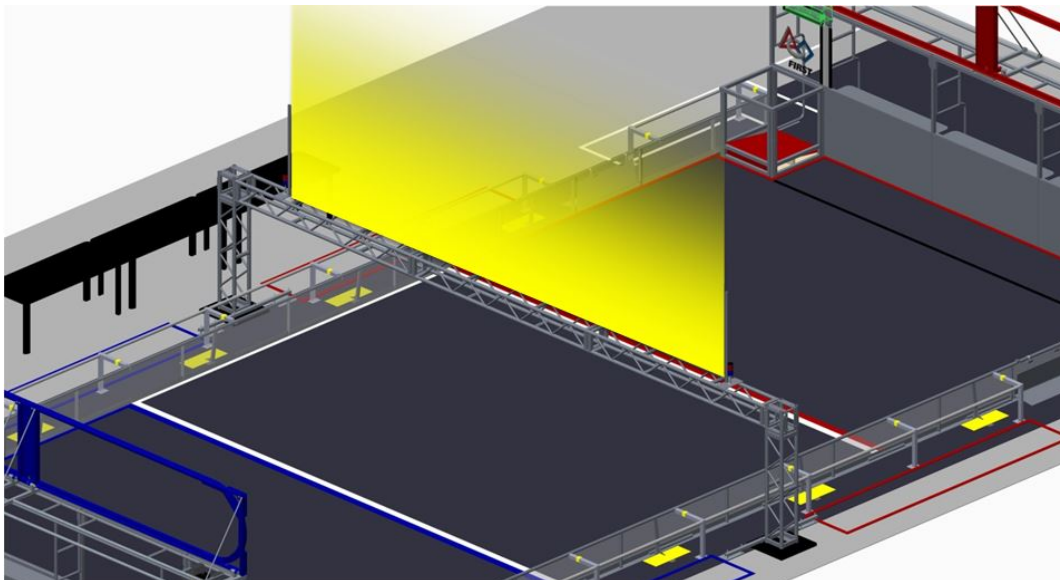
Figure 3-3: TRUSS Scoring Plane

An opponent ROBOT that contacts, but fails to stop a BALL from going over the TRUSS or in a GOAL has not caused either of these actions and does not invalidate the SCORE.

A CATCH occurs when a BALL SCORED over the TRUSS by a ROBOT'S ALLIANCE partner is POSSESSED by that ROBOT before contacting the carpet, the ROBOT which SCORED the TRUSS, or HUMAN PLAYER.

An ALLIANCE receives CATCH points only if the CATCH is directly preceded by a

Base point values are as follows:

LOW GOAL	1
HIGH GOAL	10
CATCH	10
TRUSS	10

ASSISTS are earned when a unique ALLIANCE ROBOT POSSESSES the ALLIANCE'S BALL in a unique ZONE (i.e. red, white, or blue ZONE) during a CYCLE. A ROBOT is considered in a ZONE if it is in contact with the carpet in a ZONE or the tape marking the ZONE, but not in contact with carpet or tape for another ZONE. Because there are up to three (3) ALLIANCE ROBOTS and three (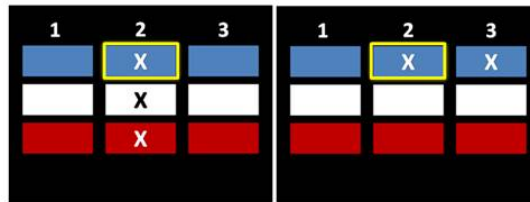3) ZONES, the maximum number of ASSISTS in a single CYCLE is three (3). Examples of the number of ASSISTS credited to an ALLIANCE are shown in Figure 3-4 (X = POSSESSION, yellow highlight = credited ASSIST, ROBOT IDs are across the top, ZONES are depicted by color).
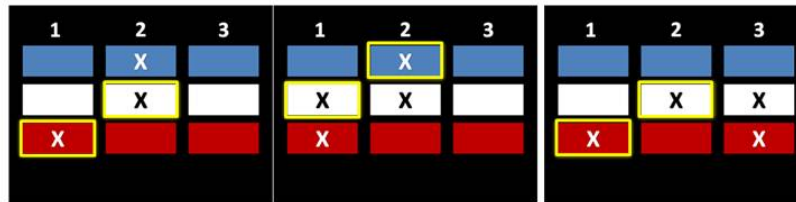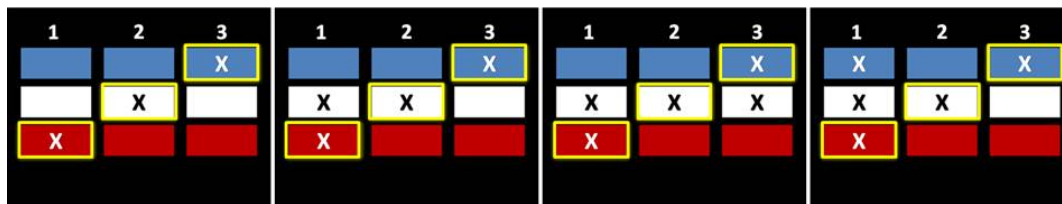
Figure 3-4: ASSIST Examples

ALLIANCEs earn one bonus for each BALL SCORED in a GOAL based on the number of ASSISTS in that CYCLE. The corresponding points for accrued ASSISTS are as follows:

1 ASSIST	+0
2 ASSISTS	+10
3 ASSISTS	+30

All GOALS SCORED during AUTO will earn a five (5)-point bonus. If the BALL is SCORED in a HOT GOAL, the

ALLIANCE earns an additional five (5)-point bonus. Each pair of an ALLIANCE'S LOW and HIGH GOALS are sequentially HOT for five (5) seconds during AUTO; the first pair to be HOT is determined randomly by the FMS. The pairs are the same for each ALLIANCE, relative to their ROBOTS' perspective. For details regarding HOT GOAL indication, please reference *The ARENA Section 2.2.3: The GOALS*.

ALLIANCES earn an additional five (5)-point Mobility bonus for each ROBOT that fully crosses in to their ZONE (e.g. a red ROBOT fully crosses in to the red ZONE) during AUTO (such that the entire ROBOT is contained in their ZONE at some point during AUTO).

Cumulative point values are included in Table 3-2.

Table 3-2: Cummulative Point Values

Action	Base	AUTO (=Base+5)	AUTO & HOT (=Base+AUTO+5)	1 ASSIST (=Base+0)	2 ASSIST (=Base+10)	3 ASSIST (=Base+30)
LOW GOAL	1	6	11	1	11	31
HIGH GOAL	10	15	20	10	20	40
TRUSS	10					
Mobility		5				
CATCH	10					

As competition at the *FIRST* Championship is typically different from that during the competition season, *FIRST* may alter each scoring value at the *FIRST* Championship by up to ten (10) points.

3.2 Game Rules

The rules in this section legislate game play and define the consequences for rule violations.

3.2.1 Safety

3.2.1.1 G1

Teams may only enter the FIELD if the PLAYER STATION LED strings are green.

Violation: YELLOW CARD

3.2.1.2 G2

Teams may not climb on any FIELD element.

Violation: YELLOW CARD

3.2.1.3 G3

ROBOTS whose operation or design is unsafe are not permitted.

Violation: FOUL & DISABLED. If the issue is due to design: Re-Inspection.

> An example of unsafe operation would be uncontrolled motion that cannot be stopped by the DRIVERS.

3.2.2 Pre-MATCH

3.2.2.1 G4

When placed on the FIELD, each ROBOT must be:

   A. in compliance with all ROBOT rules (i.e. have passed Inspection),
   B. confined to its STARTING CONFIGURATION,
   C. positioned such that the only contact between the ROBOT and the carpet is in their GOALIE ZONE,
      or
      positioned such that the only contact between the ROBOT and the carpet is in the white ZONE with the ROBOT between the TRUSS and their GOALS, and
   D. fully supported by the floor.

TEAMS positioning ROBOTS in the white ZONE have precedence over opponents placing ROBOTS in the GOALIE ZONE.

Violation: If fix is a quick remedy: the MATCH won't start until all requirements are met. If it is not a quick remedy: the ROBOT will be DISABLED and must be re-Inspected.

3.2.2.2 G5

For ROBOTS starting in the white ZONE, the TEAM may preload one (1) of their ALLIANCE's BALLS such that the BALL is touching their ROBOT.

For ROBOTS starting in their GOALIE ZONE the TEAM may decide if the BALL is: staged between the TRUSS and the ZONE LINE and not contacting an ALLIANCE partner, or removed from the FIELD for the MATCH.

If a ROBOT does not report to a MATCH, its ALLIANCE may decide if the BALL is: staged between the TRUSS and

the ZONE LINE and not contacting an ALLIANCE partner, or removed from the FIELD for the MATCH.

Violation: If the situation is not corrected before the start of the MATCH, TECHNICAL FOUL per BALL improperly staged.

3.2.2.3 G6

TEAMS may not cause significant or repeated delays to the start of a MATCH.

Violation: ROBOT will be DISABLED.

TEAMS are expected to stage their ROBOTS for a MATCH safely and swiftly. TEAM efforts that, either intentionally or unintentionally, delay the start of a MATCH will not be tolerated. Examples of such delays include, but are not limited to:

A. use of alignment devices such as templates, tape measures, laser pointers, etc. to precisely place and/or align the ROBOT

B. late arrival to the FIELD

C. being indecisive about where/how to position a ROBOT

D. installing BUMPERS, charging pneumatic systems, or any other ROBOT maintenance or assembly, once on the FIELD

3.2.2.4 G7

TEAMS may not leave items other than ROBOTS on the FIELD prior to or during the MATCH.

Violation: The MATCH will not start until the situation is corrected.

3.2.2.5 G8

Each TEAM member must be in designated areas:

    A. COACHES and DRIVERS must be in the ALLIANCE STATION and behind the STARTING LINE.
    B. HUMAN PLAYERS must be either in one of their HUMAN PLAYER AREAS or in the ALLIANCE STATION and
        behind the STARTING LINE.

Violation: MATCH will not start until the situation is corrected.

3.2.3 General Rules

3.2.3.1 G9

Only TEAM members and their ROBOT may report to the ARENA for a MATCH. TEAM members are limited to:

    A. 1 COACH,
    B. 2 DRIVERS, and
    C. 1 HUMAN PLAYER

Violation: MATCH will not start until the situation is corrected.

3.2.3.2 G10

The following actions are prohibited with regards to interaction with FIELD elements (items A-D exclude BALLS):

    A. grabbing,
    B. grasping
    C. grappling
    D. attaching to,
    E. damaging,
    F. becoming entangled

Violation: FOUL. If the Head Referee determines that further damage is likely to occur, DISABLED. Corrective action (such as eliminating sharp edges, removing the damaging mechanism, and/or re-Inspection) may be required before the ROBOT will be allowed to compete in subsequent MATCHES.

> ROBOTS may push or react against any element of the FIELD.
>
> BALLS are expected to undergo a reasonable amount of wear and tear as they are handled by ROBOTS, such as scratches and occasional marks. ROBOTS that pop, rip, or routinely mark BALLS will be considered in violation of G10.

3.2.3.3 G11

BALLS may not be intentionally or repeatedly ejected from gameplay.

Violation: FOUL per instance.

> Passing a BALL to a HUMAN PLAYER is within gameplay and not considered a violation of G11.

3.2.3.4 G12

An ALLIANCE may not POSSESS their opponent's BALLS. The following criteria define POSSESSION :

A. "carrying" (moving while supporting BALLS in or on the ROBOT or holding the BALL in or on the ROBOT),
B. "herding" (repeated pushing or bumping),
C. "launching" (impelling BALLS to a desired location or direction via a MECHANISM in motion relative to the ROBOT), or
D. "trapping" (overt isolation or holding one or more BALLS against a FIELD element or ROBOT in an attempt to shield them).

Violation: FOUL, if unintentional and inconsequential (i.e. does not significantly impact MATCH play). TECHNICAL FOUL per consequential instance. TECHNICAL FOUL per extended instance. If strategic, RED CARD for the ALLIANCE.

Examples of BALL interaction that are not POSSESSION are

A. "bulldozing" (inadvertently coming in contact with BALLS that happen to be in the path of the ROBOT as it moves about the FIELD) and

B. "deflecting" (a single hit to or being hit by a BALL that bounces or rolls off the ROBOT or a BALL slips through the grips of a ROBOT without arresting the BALL'S momentum).

A BALL that becomes unintentionally lodged on a ROBOT will be considered POSSESSED by the ROBOT. It is important to design your ROBOT so that it is impossible to inadvertently or intentionally POSSESS an opponent's BALL.

The intent of G12 is to prevent an ALLIANCE from inhibiting an opponent's ability to interact with their BALL, but accommodate accidental *and* inconsequential actions by way of fewer FOUL points. Actions which are perceived as consequential and extended are distinct violations, as there are scenarios where POSSESSION of an opponent's BALL could be consequential or extended but not necessarily both.

3.2.3.5 G13

All Teams must be civil towards other Teams, competition personnel, and event attendees.

Violation: Potential RED CARD for violations in the ARENA.

Teams will not receive RED/YELLOW CARDS for off-ARENA actions; however, designated competition personnel will hold them accountable for their off-ARENA actions.

3.2.3.6 G14

Strategies aimed solely at forcing the opposing ALLIANCE to violate a rule are not in the spirit of FRC and are not

allowed. Rule violations forced in this manner will not result in assessment of a penalty on the target ALLIANCE.

Violation: TECHNICAL FOUL

3.2.4 AUTO Rules

3.2.4.1 G15

During AUTO,

  A. a ROBOT starting in the white ZONE may not cross fully beyond the TRUSS
  B. a ROBOT starting in its GOALIE ZONE must remain in contact with the carpet in its GOALIE ZONE.

Violation: FOUL. If contact with an opponent ROBOT, TECHNICAL FOUL.

3.2.4.2 G16

During AUTO, TEAM members in the ALLIANCE STATION must remain behind the STARTING LINE and may not contact the OPERATOR CONSOLE.

Violation: FOUL. If contact with the OPERATOR CONSOLE, TECHNICAL FOUL.

Exceptions will be made for person or equipment safety situations (e.g. catching a falling OPERATOR CONSOLE).

3.2.4.3 G17

During AUTO, any control devices worn or held by the DRIVERS must be disconnected from the OPERATOR CONSOLE.

Violation: FOUL

3.2.5 ROBOT Actions

3.2.5.1 G18

ROBOTS may be neither fully nor partially supported by other ROBOTS.

Violation: If extended, strategic, or repeated, TECHNICAL FOUL.

3.2.5.2 G19

ROBOTS may not intentionally detach or leave parts on the FIELD.

Violation: TECHNICAL FOUL

3.2.5.3 G20

ROBOTS must be in compliance with *Section 4.6: BUMPER Rules* throughout the MATCH.

Violation: DISABLED

3.2.5.4 G21

ROBOTS may not extend outside the FIELD.

Violation: If intentional or if ROBOT extends into the SAFETY ZONE, FOUL. If continuous or repeated violations, TECHNICAL FOUL. If contact with anything outside the SAFETY ZONE, RED CARD and the ROBOT will be DISABLED.

3.2.5.5 G22

If a ROBOT is not in contact with the carpet in its GOALIE ZONE, its height (as defined in relation to the FIELD) must not exceed 5 ft.

Violation: FOUL. If continuous or repeated violations, TECHNICAL FOUL.

3.2.5.6 G23

If a ROBOT is in contact with carpet in its GOALIE ZONE, and for only one ROBOT per ALLIANCE at a time, there is no height restriction; however, any extension or combination of extensions above 5 ft. may not extend beyond a vertical cylinder with a 6 in. diameter (see examples in Figure 3-5).

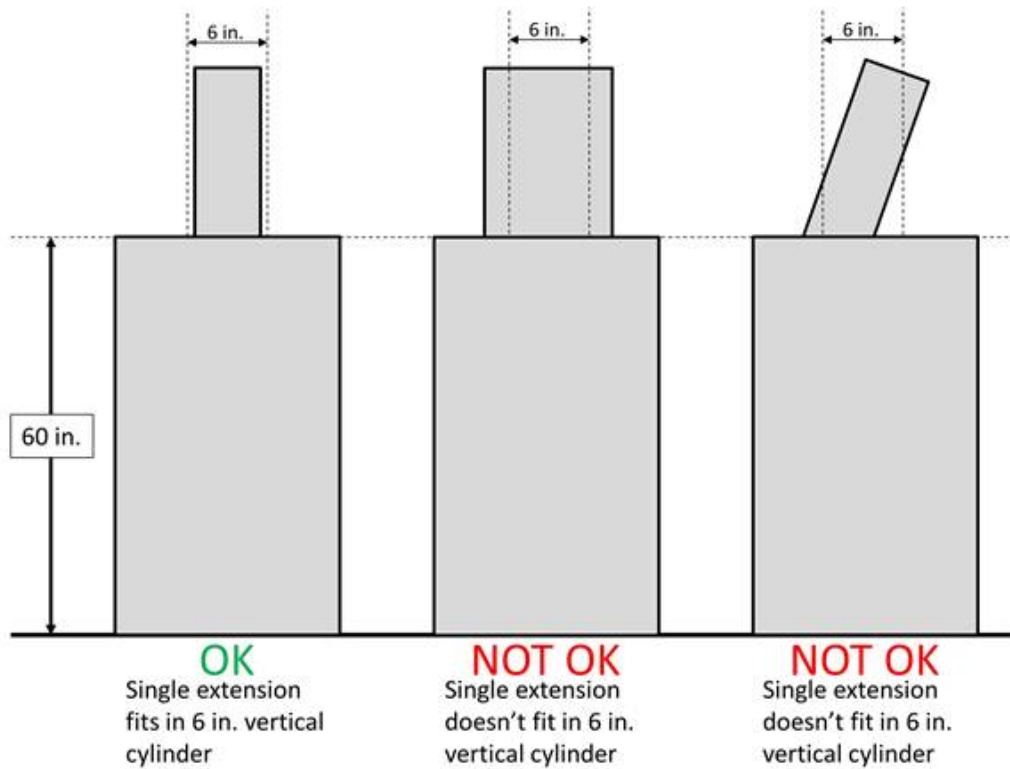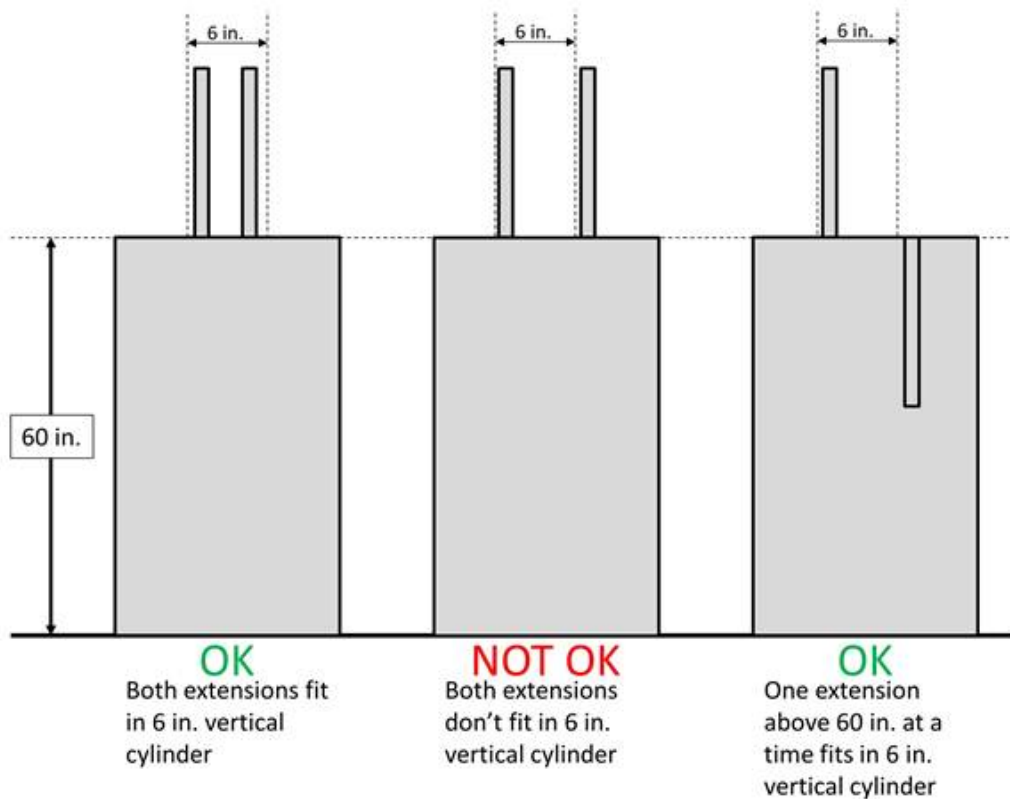*Violation: FOUL. If continuous or repeated violations, TECHNICAL FOUL.*

Figure 3-5: Height Extension Examples

3.2.5.7 G24

A ROBOT'S horizontal dimensions may never exceed 20 in. beyond its FRAME PERIMETER (see illustration in Figure 3-6).

Violation: FOUL. If continuous or repeated violations, TECHNICAL FOUL.
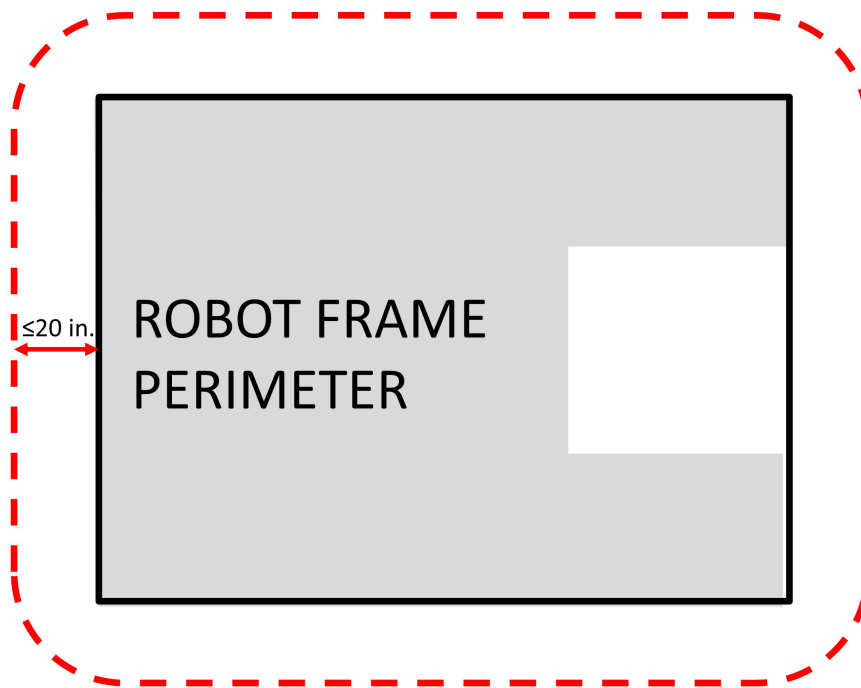
Figure 3-6: FRAME PERIMETER Extension

3.2.5.8 G25

ROBOTS on the same ALLIANCE may not blockade the FIELD in an attempt to stop the flow of the MATCH. This rule has no effect on individual ROBOT-ROBOT interaction.

Violation: TECHNICAL FOUL

3.2.5.9 G26

ROBOTS may not intentionally fall down or tip over to block the FIELD.

Violation: TECHNICAL FOUL

3.2.5.10 G26-1

ROBOTS may not break the planes of the openings of the opponent's LOW GOAL in an attempt to impede opponent

SCORING in that GOAL.

Violation: TECHNICAL FOUL.

Situations violating this rule include, but are not limited to, having part of the ROBOT inside the opponent's LOW GOAL for an extended period of time (regardless of intent) and having part of the ROBOT inside the LOW GOAL while an opponent ROBOT is attempting to SCORE a BALL in that GOAL. Minor incursions of the ROBOT into the opponent's LOW GOAL while attempting to POSSESS its own ALLIANCE'S BALL are generally not violations of this rule, unless that incursion also impedes the opponent's opportunity to SCORE.

3.2.6 ROBOT-ROBOT Interaction

3.2.6.1 G27

Strategies aimed at and/or game play resulting in the damage, destruction or inhibition of opponent ROBOTS via actions such as high-speed or repeated, aggressive ramming, attachment, tipping, or entanglement of ROBOTS are not allowed.

Violation: FOUL. If strategic, TECHNICAL FOUL. Potential YELLOW CARD.

For example, use of a wedge-like MECHANISM to flip ROBOTS would be considered a violation of G27.

MECHANISMS outside the FRAME PERIMETER are particularly susceptible to causing such damage and drawing this penalty and/or penalties associated with violations of G28. Teams are encouraged to be cautious in their use of such appendages when engaging in ROBOT to ROBOT MATCH play.

3.2.6.2 G28

Initiating deliberate or damaging contact with an opponent ROBOT on or inside the vertical extension of its FRAME PERIMETER is not allowed.

Violation: TECHNICAL FOUL

High speed accidental collisions may occur during the MATCH and are expected. Generally, ROBOTS extend elements outside of the FRAME PERIMETER at their own risk.

A ROBOT with an element outside its FRAME PERIMETER may be penalized under this rule if it appears they are using that element to purposefully contact another ROBOT

inside its FRAME PERIMETER. Regardless of intent, a ROBOT with an element outside its FRAME PERIMETER that causes damage to another ROBOT inside of its FRAME PERIMETER will be penalized, unless the actions of the damaged ROBOT are the catalyst for the damage.

3.2.6.3 G29

An ALLIANCE may not pin an opponent ROBOT for more than five (5) seconds. A ROBOT will be considered pinned until the ROBOTS have separated by at least six (6) ft. The pinning ROBOT(S) must then wait for at least three (3) seconds before attempting to pin the same ROBOT again. Pinning is transitive through other objects.

Violation: TECHNICAL FOUL

If the pinned ROBOT chases the pinning ROBOT upon retreat, the pinning ROBOT will not be penalized per G29, and the pin will be considered complete.

3.2.6.4 G30

Fallen (i.e. tipped over) ROBOTS attempting to right themselves (either by themselves or with assistance from an ALLIANCE partner) have one (1) ten (10)-second grace period per fallen ROBOT in which the fallen ROBOT may not be contacted by an opposing ROBOT.

This protection lasts for either ten (10) seconds or until the protected ROBOT has completed the righting operation, whichever comes first.

Violation: If inadvertent, FOUL. If intentional, TECHNICAL FOUL.

Once the 10-second grace period for righting a fallen ROBOT has expired, opposing ROBOTS may interact with a fallen ROBOT with no FOUL assessed as long as G27 is not violated (as applied to the fallen over ROBOT).

3.2.7 Human Actions

3.2.7.1 G31

Strategies employing TEAM member actions to inhibit ROBOTS are not allowed.

Violation: TECHNICAL FOUL.

3.2.7.2 G32

Strategies employing TEAM member actions to deflect opponents' BALLS are not allowed.

Violation: TECHNICAL FOUL

3.2.7.3 G33

The COACH must wear the designated "COACH" button while in the ARENA.

Violation: MATCH will not start until the situation is corrected.

3.2.7.4 G34

COACHES may not touch BALLS. Inadvertent or inconsequential contact will not be penalized.

Violation: FOUL

3.2.7.5 G35

BALLS may only be retrieved from the PEDESTAL and only if the PEDESTAL is lit in the ALLIANCE's color.

Violation: TECHNICAL FOUL. If the BALL is entered into the FIELD, a second TECHNICAL FOUL and the BALL is considered FIELD debris.

3.2.7.6 G36

A BALL inbounded after retrieval from the PEDESTAL must first contact a ROBOT or the carpet on its DRIVERS' end of the FIELD before crossing beyond the TRUSS.

Violation: TECHNICAL FOUL

3.2.7.7 G37

A BALL inbounded after retrieval from the PEDESTAL must be entered on to the FIELD from the side of the FIELD (i.e. over the GUARDRAIL).

Violation: TECHNICAL FOUL

3.2.7.8 G38

TEAM members may not pass the BALL to a HUMAN PLAYER in another HUMAN PLAYER AREA (passing the BALL

within an ALLIANCE STATION or HUMAN PLAYER AREA is permitted).

Violation: FOUL

3.2.7.9 G39

During the MATCH, TEAMS must remain in contact with the area of the FIELD (ALLIANCE STATION or HUMAN PLAYER AREA) in which they started the MATCH. Exceptions will be granted for inadvertent, momentary, and inconsequential infractions and in cases concerning safety.
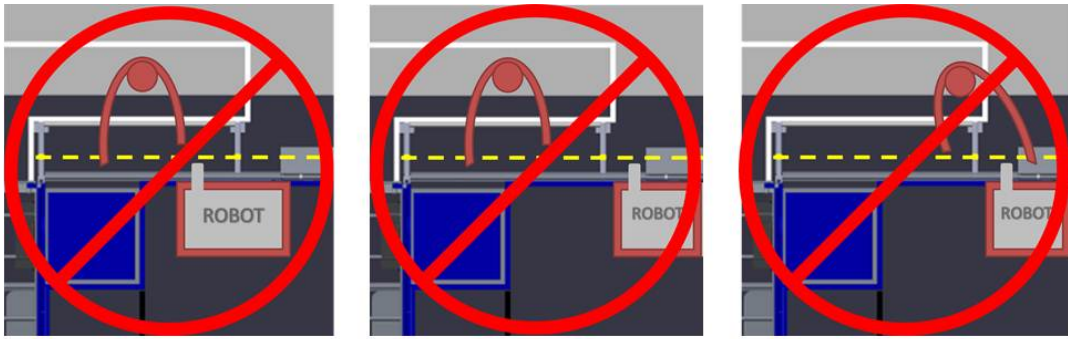
Violation: FOUL

3.2.7.10 G40

During the MATCH, TEAMS may not extend any body part

1. into a space defined by the Human Player Barrier Brackets, the SAFETY ZONE, and the GUARDRAIL that is either occupied by a ROBOT or adjacent to such a space occupied by a ROBOT, or
2. beyond the GUARDRAIL at any time.

Violation: TECHNICAL FOUL.

> If not actively engaged with receiving or releasing a BALL, we strongly recommend that TEAMS stay fully behind the HUMAN PLAYER BARRIER during the MATCH.

Not OK
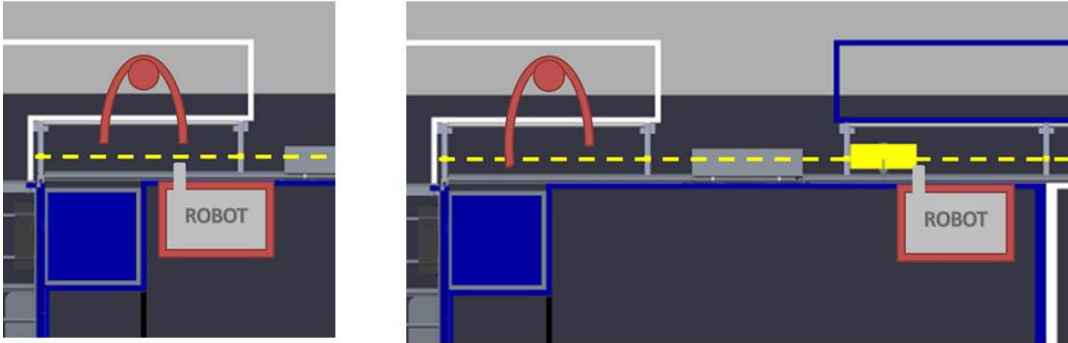
Okay

Figure 3-7

3.2.7.11 G41

TEAMS may not contact any ROBOT or any BALL in contact with a ROBOT at any time during the MATCH.

Violation: TECHNICAL FOUL

3.2.7.12 G42

During a MATCH, the ROBOT shall be operated solely by the DRIVERS of that TEAM.

Violation: TECHNICAL FOUL

Exceptions may be made before a MATCH for major conflicts, e.g. religious holidays, major testing, transportation issues, etc.

3.3 Revision History

Date	Section	Change
1/7/2014	3.1.4	Added detail on SCORING opportunities for BALLS with which the ALLIANCE begins the MATCH.
1/7/2014	G4	Added "TEAMS positioning ROBOTS in the white ZONE have precedence over opponents placing ROBOTS in the GOALIE ZONE."
1/7/2014	G26-1	Added rule.
1/10/2014	3.1.2	Added detail on process by which an ALLIANCE can request a new BALL if their BALL becomes stuck in a ROBOT.
1/10/2014	G12	Added "If extended, another TECHNICAL FOUL. If strategic, RED CARD for the ALLIANCE." to violation of rule.
1/10/2014	G14	Corrected rule number from G16 to G14.
1/14/2014	3.1.4	Corrected detail on when a BALL is considered SCORED
1/14/2014	G10	Added detail on how a ROBOT may interact with a BALL
1/17/2014	G12	Added detail to definition of "launching".
1/21/2014	G4	Corrected detail on where a TEAM may place their ROBOT prior to the MATCH.
1/21/2014	G12	Changed "and" to "or" in list of actions classified as POSSESSION
1/24/2014	G4	Corrected G4 to clarify only contact between ROBOT and carpet must be in specified ZONES
1/31/2014	3	Updated images to match production HIGH GOALS
2/7/2014	3.1.2	Added detail on what happens if a stuck BALL occurs during AUTO.
2/7/2014	G12	Added detail on "holding" a BALL counting as POSSESSION

2/7/2014	G29	Changed "transitory" to "transitive"
2/11/2014	3.1.4	Clarified that a CYCLE occurs during TELEOP
2/14/2014	3.1.2	Added detail on how to signal "Dead BALL"
2/14/2014	3.1.2	Clarified detail on when the first CYCLE would begin in the case of a "Dead BALL"
2/18/2014	3.1.4	Updated images to include SAFETY ZONE
2/18/2014	G21	Updated to reference SAFETY ZONE instead of FIELD
2/18/2014	G40	Updated to reference SAFETY ZONE instead of FIELD
2/21/2014	3.1.2	Added clarity on how points are earned while a BALL is "dead"
2/21/2014	3.1.4	Changed "human contact" to "TEAM member contact"
3/4/2014	3.1.2	Clarified that Head Referee will determine when a BALL is too damaged to remain in play
3/4/2014	G28	Clarified that ROBOT must initiate contact to incur penalty.
3/4/2014	G31	Changed from "HUMAN PLAYER" to "TEAM member"
3/4/2014	G32	Changed from "HUMAN PLAYER" to "TEAM member"
3/4/2014	G38	Changed from "HUMAN PLAYER" to "TEAM member"
3/4/2014	G40	Changed detail regarding TEAM member interaction with the SAFETY ZONE
3/11/2014	G26-1	Clarified intent of rule to not penalize minor incursions
3/18/2014	3.1.2	Added criteria for "dead" BALLS
3/18/2014	G12	Added lesser FOUL penalty for unintentional and inconsequential (i.e. does not significantly impact MATCH play) infractions. Revised TECHNICAL FOUL language. Added language to

		Blue Box to add explanation and clarity
3/20/2014	G27	Modified language to deter ROBOT damage including addition of variations of ramming as a prohibited actions. Added language to the Blue Box to elaborate on probable implementations of the change.
3/20/2014	G28	Modified language to be consistent with change to G27.