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Section : Challenge General Game Rules

<G1> All teams must adhere to all basic and specific Robotics Competition Rules as they are written, and must abide by the stated intent of the rules. Every team has the opportunity to ask for official rules interpretations PRIOR TO THE START OF THE COMPETITION ROUNDS. There may also be periodic "Rule Updates" given to the class as rules are questioned and interpreted. These updates are also "official" parts of the rules.

<G2> All teams are expected to conduct themselves in a respectful and professional manner while competing in Robotics Competitions. If a team or any of its members are disrespectful or uncivil to the teacher, class visitors, or fellow competitors, they will be disqualified from a current or upcoming Match. It is important to remember that we are all judged based on how we deal with adversity. Every team will have its successes and failures. It is important that we all exhibit maturity and class when dealing with any difficult situations that may present themselves in both Robotics Competition and our lives in general.

<G3> Teams are responsible for the construction and stability of their robot, including the cortex, VEX keys, wires, joystick, and batteries. When a team places their robot into the starting point of a match, they are ensuring that all nuts and screws are tightened, and everything is secured.

<G4> Teams are also responsible for the communication of their keys and charge of all of their batteries. Teams are responsible to check the condition of all of these and make sure they are up to date/ charged prior to the start of a match. If a robot comes apart, VEX keys stop communicating, or the batteries in the joystick or on the battery die, the match will continue on.

<G5> When reading and applying the various rules in this document, please remember that *common sense always applies* in the robotics competition. The teacher has final discretion over all rule interpretations and enforcement.

<G6> At the beginning of a Match, each Robot must be smaller than a volume of **18 inches wide by 18 inches long by 18 inches tall** for all in class competitions, qualifiers, and activities. An offending Robot will be penalized or removed from the competition at the teacher's discretion.

<G7> Each team shall include a certain number of Drive Team Members. No Drive Team Member may fulfill this role for more than one team at any given event.

<G8> Only Student Drive Team Members may touch the team's controls at any time during a Match, and are the only Drive Team Members allowed to interact with the Robot. Minor violations of this rule that do not affect the match will result in a warning. Teams that receive multiple warnings may also receive a Disqualification at the teacher's discretion. Egregious (match affecting) offenses will result in a Disqualification.

<G9> During a Match, the Drive Team Members must remain in their designated Alliance Station.

<G10> Robots must be placed on the field promptly. The red alliance has the right to place its Robots on the field last. During the elimination rounds, the higher seeded Alliance has the right to place its Robots on the field last. Once a team has placed its Robot on the field,

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its position cannot be re-adjusted prior to the match. A Team that violates this rule will have its robots randomly repositioned by the teacher.

<G11> Drive Team Members are prohibited from making *intentional contact* with any Scoring Object, Field Element or Robot during a Match, with the exception of the contact specified in game play and when protecting themselves. Disqualification at the teacher's discretion. Drive Team Members are not permitted to break the plane of field perimeter at any time during the match.

<G12> During a Match, Robots may be operated by all the Student Drive Team Members. The controller should be handed off each minute to another controller. In the event that a team does not have enough members to switch each minute for the entire duration, certain members may go more than once. However, members CANNOT take consecutive turns.

<G13> It is understood that Scoring Objects may unintentionally leave the field during match play. Objects that leave the playing field will be promptly returned to the playing field in approximately the same location from which they exited the field. Teams may not intentionally remove Scoring Objects from the field, while not in the process of Scoring/Building or removing Scored/Built Objects. Scoring Objects are expected to leave the field accidentally during Scoring/Building, however doing so intentionally or repeatedly would be a violation of this rule. Disqualification at the teacher's discretion. Note: Scoring Objects will never be returned to the playing field in a Scored/Built position.

<G14> Scores will be calculated for all Matches immediately after the Match after all objects on the field come to rest. No student may enter the field or touch any Scoring Objects until the teacher has indicated that it is alright to do so.

<G15> Robots may not intentionally detach parts during any Match, or leave mechanisms on the field. Disqualification at the teacher's discretion. Multiple intentional infractions may result in Disqualification for the entire competition.

<G16> Strategies aimed solely at the destruction, damage, tipping over or entanglement of robots are not part of the spirit of Robotics Class or Competitions and are not allowed. However, some incidental tipping, entanglement, and damage may occur as a part of normal game play. If the tipping, entanglement, or damage is ruled to be intentional or egregious, the offending team may be disqualified from that Match. Repeated offenses could result in a team being disqualified from the remainder of the competition.

<G17> Robots must be designed to permit easy removal of Scoring Objects from any grasping mechanism without requiring the Robot to have power after a Match.

<G18> Field tolerances may vary by as much as $\pm 1"$, except where otherwise noted, so teams must design Robots accordingly. Please make sure to check the assembled field during Practice Time for exact layout and measurements.

<G19> No team members may enter the field at any time except when the player does so to take the robot out of the field upon the teacher's announcement of a reset or stopping the match. To enter into the ring means:

- a. A part of the player's body is in the ring, or
- b. A player puts any mechanical kits into the ring to support his/her body.

<G20> A robot/ team is considered Unable to Continue the Match when the game cannot continue due to player's injury or robot's accident, the player who is the cause of such

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injury or accident loses the match. When it is not clear which team is such a cause, the player who cannot continue the game shall be declared as the loser.

<G21> The time required to handle injury/accident and whether the game should continue in case of injury or accident shall be decided by the teacher. The decision process shall take no longer than five minutes.

<G21> Participating teams are always responsible for the safety of their robots and are liable for any accidents caused by their team members or their robots.

<G22> Replays are at the discretion of the teacher, and will *only* be issued in the most extreme circumstances.

<G23> As long as the concept and fundamentals of the rules are observed, these rules shall be flexible enough to encompass the changes in the number of players and of the contents of matches.