

Team Meeting Notes

Overview

This document covers the major topics that should be brought up during your event's morning meeting with the teams. Typically this meeting is run by some combination of the Head Referee and Field Manager.

Topics

1. **Safety glasses are required at all times for coaches and drivers while in their driver's station. <T05>**
2. Referees rulings are final. Referees will not review video replays. Questions for the referees must be asked by a student member within two matches, after the match in question, during qualification rounds or immediately during elimination rounds. <T01>
3. Be on time for your matches.
4. Only three drive team members are allowed in the driver's station during the match. Teams and alliances must remain within their drivers' stations unless interacting with their robot as per <SG4>. <G3>, <G4>
5. Teams must bring your robots to the field ready to play.
 - a. There will be no extension of starting time for the match for dead batteries, missing parts, or robot repairs. The matches must proceed on schedule. <T04>
 - b. Ensure your robot is in the correct starting position and that it is within 18"x18"x18". Robots must be placed such that they are touching only their colored alliance starting tile. <G2>, <SG1>, <SG2>
 - c. Do not turn on your robots or controllers until your controllers are tethered to the field. Make sure your cables are plugged in, power is on and that your robot is ready on the field.
 - d. During Qualification rounds, RED alliance has the right to place their robot last on the field. During Elimination matches, the higher-ranked alliance has the right to place their robots last. <G5>
6. Teams must send a representative to the field if your robot cannot perform <T04>
7. Prior to the start of each Match, each Robot must use their one (1) Cube available as a Preload.
A Cube is considered to be legally preloaded if it is touching the Robot, not touching any other grey foam tiles or the Skyrise Base, and is fully within the field perimeter. <SG2>
8. If a team is a "no show" their Preload Cube must still be placed on an Alliance Starting Tile.
9. No match replays unless a determination has been made that the field controls are at fault.
10. Significant rules to emphasize for this year's game include:
 - a. Teams are allowed to touch their robot during **driver control** as long as their robot is in contact with their colored starting tile, has never left the tile, and was unable to move at the start of the match. This means that if you forgot to turn it on, or plug in a battery, VEXnet Key, you may during driver control. <SG4>
 - b. This allows teams to do all of the above anytime during the match. <SG4>
 - c. Robots are not permitted to break the plane of their opponents Alliance Starting Tile during the Autonomous Period <SG6>
 - d. There can only ever be one *Skyrise Section* in an Autoloader at any one given time. <SG5>
 - e. Robots are not permitted to remove any Cubes that are Scored on a Post unless the Cubes are either:
 - a. Partially above the top of the Post
 - b. Above the defined normal capacity of the Post. <SG6>
 - f. *Scoring Objects* that become split into multiple pieces can no longer be *Scored* or *Built*. <SG7>
 - g. Robots may not *Carry* more than one (1) *Skyrise Section* at once. <SG8>
 - h. Robots may not interfere with an opposing Alliance's *Building of Skyrise Sections* in any way. <SG9>
11. Match scoring will occur when all objects have come to rest. <G9>
12. Scoring objects that leave the field will be returned to the field. <G8>
13. Drivers may break the plane of the field perimeter, only when permitted specifically by a rule.
14. Teams may use pneumatic tubing identical to that of VEX Pneumatic Tubing, in lengths longer than 5'.
15. Skyrise Sections must be loaded into the Autoloader and cannot be placed upside down, however they do not need to be 100% vertical.
16. "Fully within the field perimeter" refers to being within the infinite vertical projection of the inner side of the field perimeter.
17. In the process of legally placing a Skyrise section in an Autoloader, your Skyrise Section happens to contact a Cube, this contact would not be considered a violation of <G7>
18. Adjusting the position of a Skyrise Section that's partially *Built* while *Carrying* another *Skyrise Section* is legal

Some key rules and penalties (this is not exhaustive, please refer to the official rules):

Rule	Infraction	Qualifications Penalty	Eliminations Penalty
SG3	A robot cannot <i>pin</i> or <i>trap</i> an opposing robot for more than 5 seconds. After a referee call, the offender must back off for 5 seconds.	Team DQ	Alliance DQ
SG4	Teams are restricted on how they can handle their robot during Driver Control. You cannot do anything that isn't listed in <SG4>	Minor: warning Major/repeated: Team DQ	Minor: warning Major/repeated: Alliance DQ
SG4	In Driver Control Period, handling your robot is not legal if it has left your starting tile	Minor: warning Major/repeated: Team DQ	Minor: warning Major/repeated: Alliance DQ
G3	Each team shall include up to three Drive Team Members. No Drive Team Member may fulfill this role for more than one team at any given event.	Minor: warning Major/repeated: Team DQ	Minor: warning Major/repeated: Alliance DQ
SG9	Robots may not interfere with an opposing Alliance's <i>Building of Skyrise Sections</i> in any way.	Minor: warning Major/repeated: Team DQ	Minor: warning Major/repeated: Team DQ
SG11	Robots may not grasp, grapple, or attach to any <i>Field Elements</i> .	Team DQ	Alliance DQ
G6	During Qualifications, the RED alliance has the option to place last. During Eliminations the higher-ranked alliance will place last.	Referee randomly repositions offender	Referee randomly repositions offender
G7	Drivers and coaches may not intentionally touch scoring objects, the field, or robots except as listed in SG4, SG5, and SG6.	Team DQ	Alliance DQ
G4	An adult may not touch the driver controls, scoring objects, or robot, during the match	Minor: warning Major/repeated: Team DQ	Minor: warning Major/repeated: Alliance DQ
G9	Intentionally removing scoring objects from the field during play is not legal.	Minor: warning Major/repeated: Team DQ	Minor: warning Major/repeated: Alliance DQ
G11	Robots may not intentionally detach parts during or leave any mechanisms on the field during any match. (Multiple infractions may result in team being DQ'd for tournament.)	If part affects game play – team DQ, ref discretion	If part affects game play – alliance DQ, ref discretion
G12	Intentional tipping, entanglement or damage is not permitted. (Multiple infractions may result in team being DQ'd for tournament.)	Team DQ, ref discretion	Alliance DQ, ref discretion
G16	If team members, or anybody associated with a team, are disrespectful to event staff, volunteers or fellow competitors, they may be DQ'd for the current or upcoming match.	Team DQ	Alliance DQ

As always please see the manual for the official and exact wording for each of the mentioned or referenced rules in this document. Please check for updates to all rules. Use of the current Game Manual and the Q & A VEX Forums is suggested as they are the Official Game documents that will contain any changes and updates.