

## SCRRF Fall Classic Rules Changes

- 1) Inspection: Only safety inspection will be performed on previously inspected robots, so come prepared to point out any major modifications, potential safety hazards, and new robots. A five-pound allowance is provided for the robots to accommodate repairs and minor upgrades. A scale will be available, but we will not require all robots to be weighed. We expect teams to exhibit Gracious Professionalism<sup>®</sup> regarding modifications to their robots.
- 2) Sandstorm: Due to using a non-FIRST-provided field, we have changed the logistics of Field Setup and Sandstorm points as follows:
  - a. For team-designated Cargo Ship Bays, teams may stage Cargo or Null Hatch Panels. If a team does not make a decision, the default will be a Null Hatch Panel.
  - b. If a team chooses to stage Cargo, and for Nose Bays, the Bay will be left empty. Applying a Hatch Panel during Sandstorm will cause both a Hatch Panel and a Cargo to be counted, and no further Cargo may be scored. Failure to apply a Hatch Panel will result in the Cargo for that Bay being entered from the side of the field.
  - c. If a Null Panel is knocked off by alliance Robot action, the alliance will keep any Cargo points from that Bay that they already had. If it is knocked off by an opposing Robot, standard descoring rules will apply to any Cargo in the Bay or considered to be in the Bay.
  - d. Teams are advised that the Sandstorm screens are on the Driver's Station side of the Alliance Station Wall. We will have Field Crew raise them, but there is no penalty for ducking under or around a slow-to-raise screen AFTER Sandstorm ends.
- 3) Rocket Ranking Points: The criteria to receive the Rocket Ranking Point is changed to ANY combination of 6 scored Hatches and 6 scored Cargo in your alliance's rockets will net you a Ranking Point.
- 4) In general, minor violations of game rules that, in the best judgement of the REFEREES, meet ALL of the below conditions, will not be penalized:
  - a. Are accidental
  - b. Do not pose a safety hazard
  - c. Do not change the difficulty of the game for either alliance
- 5) E-Stop Error and Replays: If your robot at any point experiences the dreaded "E-Stop bug", you will be required to run in Practice Mode for the rest of the event. You'll have 5 seconds of grace for your robot to stop moving at the end of the match before we force you to disable. We will put out a list of "best practices to avoid this bug" if possible, and we encourage submittal of bug reports to FIRST HQ. There will be NO replays due to the E-Stop Bug—unfortunately, we do not expect to have the time to pull those off. If time ends up not being an issue, this policy may be changed at the event.
- 6) Teams with multiple robots ONLY: Please be prepared to have both of your robots showing Red or Blue Bumpers at the same time. This may include strategic application of red or blue tape to blue or red bumpers respectively. Also be prepared to have one of your robots designated as 9XXX (where XXX is the last three digits of your team number).

7) Playoffs:

- a. 24+ teams: 6 alliances of 4 teams, or 8 alliances of 3 teams. Possibly as many as 8 alliances of 4 teams. If 6 alliances play, #1 and #2 will have byes to semifinals.
- b. 18-23 teams: 6 alliances of 3 teams each. #1 and #2 have byes to semifinals.
- c. 16-17 teams: 4 alliances of 4 teams each.
- d. 12-15 teams: 4 alliances of 3 teams each.
- e. <12 teams: Expect a Round Robin, 3 alliances of 3 teams each, but may use alternate methods as appropriate.
- f. If a robot is unable to compete in playoffs, please inform the Head Referee or the Scorekeeper as soon as possible.