

# 2016 First Stronghold

<u>G</u>	<u>Rule</u>	<u>Foul</u>	<u>Tech</u>	<u>Yellow</u>	<u>Red</u>	<u>Disabled</u>
1	R Dangerous or Unsafe. Battery; Repeatedly outside field					x
3	R contact something outside of field					x
4	DT extend into the field	x		Q	Q	
10	R may not be re-enabled after match			x		
11	Strategy to force opposing alliance to violate rule	x		E R		
12	R Cannot grab/grasp/etc arena elements	x				Damage
12-1	R use field elements to ease/amplify defenses	x5				
13	R Autonomus cross Midline	x				
	+ Contact opponent	x	+ crossing of closest defense			
14	DT Autonomus interact with R	x		x		
15	DT Autonomus Contact anything in front of Start Line	x				
16	DT Autonomus may not be connected to Operator Console	x				
17	R Max height 54" except during final 20 seconds	x				St
18	R max 15" beyond Frame Perimeter	x				R
19	R intentionally detach or leave parts on field				x	
19-1	R in compliance with Bumper Rules at all times					x
20	R fully in Oponent's SP only to/from Courtyard	x	R			
21	R in Opponents's SP contacts an Opponent R		x			
22	R Pin more than 5 seconds. Must separate by 6' for 3 seconds	x5			E R	
23	R may not contact Fallen O R for 10 seconds or until righted	x		Intent		
24	R strategy to damage or intentionally put boulder in O R	x		x	H	
25	R stop or impede match flow			A		
26	Only 1 R in Alliance's Courtyard/Batter. TF after 5 seconds	x	x5			
27	R transfer Boulder from NZ to Opponents SP		x			
28	R final 20 sec contact O R in Alliance's Courtyard (G11)		Award Scale of Open Side			
32	DT Interfere with automated scoring hardware				A	
33	DT Boulders Only -> Human Player Station during Teleop	x				
34	DT Max 6 Boulders in Castle during Teleop. Foul per Boulder	x				
35	R only operated by DT in Castle or HP in Spy box					x
36	Coach may not touch Boulders	x				
37	DT may not contact anything outside Castle/Spy Box	x			St	
38	R control only 1 Boulder. Foul per Boulder	x				
39	R only launch Boulder from Courtyard, and not contact w/SP		x			
40	R cause Boulder to move from NZ to O Courtyard unless ...		x			
40-1	R may not hold Low Bar flap for Boulder		x			
41	R 1 Boulder at a time to move from NZ to O Courtyard		x			
42	R intentionally ejects Boulder from Field	x				
43	R may not interfere with O R crossing Outerworks either way	x5				
44	R may not use Shields to circumvent Defense	x		x		
45	R may not pass completely over Low Bar	x		x		
T10	DT may not touch Team Standard during match	x				

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2	DT may only enter field when Green lights are on			x		
5	DT may not go over Defenses or Platforms			x		
6	DT may only enter field through gates			x		
7	R must start in Starting Position, fix or disabled					x
8	DT cause significant/repeated delays			After		Before
9	DT must start behind Starting Line			Correct situation or G15		
29	DT no electroinc communication from outside castle			x		
30	Only DT allowed in respective Castle			Correct. Leave Arena		
31	DT must wear proper ID. Above Waist, Clearly Visible			Correct. Leave Arena		
T6	Uncivil Behaviour			Q	Q	
T7	DT may not encourage O Alliance to play beneath ability			Q	Q	
T8	DT, encouraged by O Alliance, may not play beneath ability			E R	E R	
3.3.2	Two Yellow Cards in same Tournament Phase					x
	Red card: Team Disqualified for the Match					
5.5.4	Head Ref may assign Yellow or Red for ER					

### Rule Abbreviations:

R: Robot, DT: Drive Team, O: Opponent, SP: Secret Passage, NZ: Neutral Zone

### Penalty Abbreviations:

x5: Foul or Tech Foul every 5 seconds, R: Repeated, E: Eggregious, Q: Quickly escalates to R E

H: harm or incapacitation. A: Alliance, St: Strategic

Foul: + 5 to opponent

Tech Foul: Foul + Tower Strength increased by 1