

2016 IRI – OFFICIAL RULE CHANGES

8 JULY 2016

1. 3.1.4 Tower Strength = 12 for all matches.
2. 5.5.10 - In QUALIFICATIONS - Defenses will be randomly selected / placed per the details below. The placement will be defined in advance and will change every 10-12 matches to match the robot cycles. There will be no Audience Selection of Defenses.
 - A. Cheval de Frise
 - B. Ramparts or Moat
 - C. Sally Port
 - D. Rough Terrain or Rock Wall
 - E. Low Bar (Always in play and in position 1.)
3. 5.5.10 - In ELIMINATIONS - Defenses will be selected by the opposing alliance (Category and Placement, except Low Bar) per the categories below. There will be no Audience Selection of Defenses.
 - A. Cheval de Frise
 - B. Ramparts or Moat
 - C. Sally Port
 - D. Rough Terrain or Rock Wall
4. G21 Revision - A ROBOT contacting carpet in the opponent's SECRET PASSAGE may not contact opposing ROBOTS who are in contact with the carpet in the SECRET PASSAGE, regardless of who initiates the contact.
5. G38 Clarification - Driving over or getting stuck on a boulder while holding another bolder will not be a violation of G38.
6. 3.1.3 No change to defense crossings for RP.
7. R5 A +5 pound weight allowance is provided. There is no formal inspection, however if a referee questions a robot weight it will be verified.
8. 5.4.1 - Draft Order 1-8, 1-8, 8-1. Alliances select their own backup. No requirement for any robot on an alliance to play.
9. G13 Exception – G13 Applies, however, AFTER a robot has fully crossed a defense and returned to the midline, a robot may cross the midline with no foul and contact with an opposing alliance robot will not be an additional foul.
10. 5.4.4 - In Eliminations, up to THREE tied MATCH SCORES between two alliances will be re-played. If the 4th re-play results in an additional tied MATCH SCORE, the published FIRST tie-breakers will be used, unless only one alliance has 1 win, then that alliance will be declared the winner. No more than 6 matches will be played. (R & B Interchangeable in below examples).
 1. R, T, T, T, T = RED WIN.
 2. R, B, T, T, T, T = FIRST Tie-Breaker Rules Applied to the last match played.
 3. R, T, B, T, T, T = FIRST Tie-Breaker Rules Applied to the last match played.
 4. R, T, T, B, T, T = FIRST Tie-Breaker Rules Applied to the last match played.
 5. R, T, T, T, B, T = FIRST Tie-Breaker Rules Applied to the last match played.