

Section	#	Headline	Verbal Warning	FOUL	TECH FOUL	DISABLED	YELLOW CARD	RED CARD	Other
5. Safety	S01	Safety glasses: required.							Immediately remedy or leave the ARENA
5. Safety	S02	Closed-toed shoes: required.							Immediately remedy or leave the ARENA
5. Safety	S03	Dangerous ROBOTS: not allowed.				If during MATCH			If before the MATCH, ROBOT will not participate in MATCH.
5. Safety	S04	Wait for the green lights.					✓		
5. Safety	S05	ROBOTS. stay on the FIELD during the MATCH.				✓			
5. Safety	S06	Humans. stay off the FIELD during the MATCH.					✓		
5. Safety	S07	Keep your hands "inside" the vehicle at all times.					✓		
5. Safety	S08	Stay out of the chute.		✓					
5. Safety	S09	Never step/jump over the GUARDRAIL.					✓		
5. Safety	S10	Wireless operation: on FIELD and Practice Field only.	✓						Repeated violations will be addressed by the Head REF., LRI and/or Event Management.
5. Safety	S11	If wireless on Practice Field, use FIRST's radio.	✓						Repeated violations will be addressed by the Head REF., LRI and/or Event Management.
5. Safety	S12	Climb facing the ladder, but don't operate it.	✓				If jumped		Repeated violations will be addressed by the Head REF., LRI and/or Event Management.
6. Conduct	C01	Be a good person.							Behavior will be discussed. Violations likely to escalate to CARDS rapidly
6. Conduct	C02	Asking other Teams to throw a MATCH – not cool.							Behavior will be discussed. Violations likely to escalate rapidly to CARDS & may lead to dismissal
6. Conduct	C03	Letting someone coerce you in to throwing a MATCH							Behavior will be discussed. Violations likely to escalate rapidly to CARDS & may lead to dismissal
6. Conduct	C04	Compete with only one (1) ROBOT.	✓						Repeated violations will be addressed by Head REF., LRI and/or Event Management.
6. Conduct	C05	Don't set up wireless networks.	✓						Repeated violations will be addressed by Head REF., LRI and/or Event Management.
6. Conduct	C06	Don't try to hack networks.							Behavior will be discussed. Violations likely to escalate rapidly to CARDS & may lead to dismissal. Legal action may also be pursued.
6. Conduct	C07	Show up to your MATCHES.						If Inspected	If not Inspected, DISQUALIFIED
6. Conduct	C08	Don't expect to gain by doing others harm.		✓			If egregious/ repeated		
6. Conduct	C09	One student, one Head REFEREE.							Head REF. will not address additional, non-compliant Team members or peripheral conversations.
6. Conduct	C10	Even BANNERS have standards.							MATCH will not start until the situation is corrected or the Team BANNER is removed from the ARENA.
6. Conduct	C11	Keep your hands off your BANNER		✓					exception for if damaged and/or dangling in front of a DRIVE TEAM.
6. Conduct	C12	Plug in to be in your PLAYER STATION.					If during MATCH		MATCH will not start until the situation is corrected.
6. Conduct	C13	No work outside your pit.	✓						Repeated or egregious violations will be addressed by the Head REF., LRI, and/or Event Management.
7. Game (PreMATCH)	G01	Know your ROBOT setup.				If not quick fix (+)			If quick fix, MATCH won't start until requirements are met.
7. Game (PreMATCH)	G01-1	Know your ROPE setup.							If quick fix, MATCH won't start until requirements are met. If not quick fix, default FIELD ROPE installed.
7. Game (PreMATCH)	G02	Be prompt/safe when coming to and going from the FIELD.				If before MATCH	If after MATCH		
7. Game	G03	Know your DRIVE TEAM positions.							MATCH will not start until the situation is corrected.
7. Game (Robot Restrictions)	G04	Don't overextend yourself.	✓					If strategic	
7. Game	G05	Keep your BUMPERS together.		✓		If			
7. Game	G06	ROBOTS must be removed from the FIELD by hand					✓		
7. Game	G07	Opponent touching their ROPE: don't touch them.							opposing ROBOT is considered to have triggered an un-triggered TOUCHPAD at the end of the
7. Game (Robot to Robot)	G08	Don't tear others down to lift yourself up.	✓				✓	If harm/ incapacitation	
7. Game	G09	Stay out of other ROBOTS.		✓			✓		
7. Game	G10	Don't collude with your partners to shut down major					✓ for the		
7. Game (Robot to Robot)	G11	There's a 5-count on pins.		✓+ every 5s <sup>1</sup>	✓+ every 5s <sup>2</sup>			If extended/ egregious	1) If pinning ROBOT is not in the opponent's KEY 2) If pinning ROBOT is in the opponent's KEY
7. Game	G12	If an opponent's down, back off.					If intentional		
7. Game	G13	Don't mess with a ROBOT in their RETRIEVAL ZONE.			✓				
7. Game	G14	Don't climb on each other.							
7. Game (FIELD Interaction)	G15	Be careful about what you grab on to.		If during MATCH		If via ROBOT &	If during MATCH &		If prior to MATCH and quick fix, fix it. Corrective action may be required before ROBOT can compete again.
7. Game	G16	Keep it together.							
7. Game	G17	Opponent's KEY: a no parking zone.		✓+					
7. Game	G18	One ROBOT per ROPE.							
7. Game	G19	Only climb on deployed ROPES.							
7. Game (FIELD Interaction)	G20	Let 'em climb: don't touch their ROPES.		✓					If opposing ROBOT contacts offending ROBOT or the ROPE, opposing ROBOT is considered to have triggered an un-triggered TOUCHPAD at the end of the MATCH.
7. Game (GAME PIECE)	G21	GAME PIECES: use as directed.					✓		
7. Game (GAME PIECE)	G22	Keep GAME PIECES in bounds.		✓			If repeated/ extended	If repeated/ extended	
7. Game (GAME PIECE)	G23	Shoot FUEL from your own LAUNCHPAD.		✓			If repeated/ extended	If repeated/ extended	
7. Game	G24	Don't throw GEARS at all.					✓		
7. Game	G25	AIRSHIPS run on steam, not FUEL.					✓		
7. Game	G26	If you're going to deliver GEARS, you have to use a			✓		✓		
7. Game	G27	One-GEAR limit.		✓	If strategic		If strategic		
7. Game	G28	Don't use air to direct/redirect FUEL.							
7. Game (AUTO)	A01	Behind the lines.		✓					
7. Game (AUTO)	A02	During AUTO, let the ROBOT do its thing.		✓			✓		
7. Game (AUTO)	A03	Disconnect or set down controllers.		✓					
7. Game (AUTO)	A04	Stay out of your opponent's LAUNCHPAD.		✓	If contact w/ opp.				
7. Game (AUTO)	A05	PILOTS: don't take the "free" GEAR yet.			✓				
7. Game (Human)	H01	COACHES and other Teams: hands off the controls.				✓			
7. Game (Human)	H02	Wireless devices not allowed.					✓		
7. Game (Human)	H03	Leave FIELD scoring elements alone.						✓ for ALLIANCE	
7. Game (Human)	H04	By invitation only.							MATCH will not start until the situation is corrected.
7. Game (Human)	H05	Identify yourself.							MATCH will not start until the situation is corrected. Those not displaying identification must leave the ARENA.
7. Game (Human)	H06	COACHES, no GAME PIECES.		✓					
7. Game (Human)	H07	No wandering.		✓				If strategic	
7. Game (Human)	H08	GAME PIECES through LOADING STATIONS only.		✓/piece				If strategic	
7. Game (Human)	H09	PILOTS, keep the GEARS.						✓	
7. Game (Human)	H10	GEARS stay installed.						✓	
7. Game (Human)	H11	Don't release ROPES early.		✓	If deployed T>35sec				
7. Game (Human)	H12	You can't bring/use anything you want.			If disc. or innaprop. used				MATCH will not start until situation remedied.
7. Game (Human)	H13	FUEL overboard? Only out the PORT.		✓/FUEL					
7. Game (Human)	H14	You have to use the CRANK.					✓		
7. Game (Human)	H15	Seriously, GEARS stay installed.						✓	

\*\*This sheet was adapted from a document on the FIRST website, and is not guaranteed to exactly match the current version or wording of the rules.