

Big Bang! 2018 Rule Changes

G05: Don't Overextend Yourself

ROBOTS may not extend more than 16 in. beyond their FRAME PERIMETER. This rule doesn't apply to a ROBOT fully within its PLATFORM ZONE during the ENDGAME.

Momentary, minimal excursions (approximately less than 3 seconds and less than 6 inches) outside of the PLATFORM ZONE will not result in violations of this rule.

Violation: FOUL. If strategic, RED CARD.

G09: Launching POWER CUBES is okay, but keep it short.

As written except for:

B. When any part of its BUMPERS are contacting a FENCE, either directly or transitively through a POWER CUBE, or any part of the ROBOT is intersecting the vertical planes defined by the SWITCH FENCE, and it is attempting to place a POWER CUBE on the nearest PLATE of that FENCE's SWITCH

Violation: TECH FOUL per POWER CUBE. Repeated violations of this rule are likely to escalate rapidly to YELLOW or RED CARDS

G22: One POWER CUBE per ROBOT.

As written except for:

B. "Herding" (Intentionally pushing a POWER CUBE to a desired location or direction) is in violation of this rule. This rule does not apply to a ROBOT fully contained within the rectangular zone created by their own SWITCH, the vertical planes on either end of their own SWITCH, and the ALLIANCE WALL.

Violation: FOUL per additional POWR CUBE. Repeated violations of this rule are likely to escalate rapidly to YELLOW or RED CARDS

G25: PLATES are moved by POWER CUBES, not ROBOTS.

Except via the weight of placed POWER CUBES, ROBOTS may not directly or transitively cause or prevent the movement of PLATES in a way that is beneficial to their own alliance (either through holding a PLATE at neutral or through holding a PLATE in a manner which earns their alliance points). Movement, or prevention of movement, of PLATES because of momentary ROBOT action resulting in minimal PLATE displacement is not a violation of this rule. A ROBOT forced to affect the position of a PLATE because of contact by an opponent ROBOT either directly or transitively through a POWER CUBE or other ROBOT (e.g. a ROBOT wedged underneath the SCALE by the opposing ALLIANCE either intentionally or accidentally) is not a violation of this rule.

Violation: FOUL per instance plus an additional TECH FOUL for every five seconds in which the situation is not corrected. Repeated or extended violations of this rule are likely to escalate rapidly to YELLO or RED CARDS.