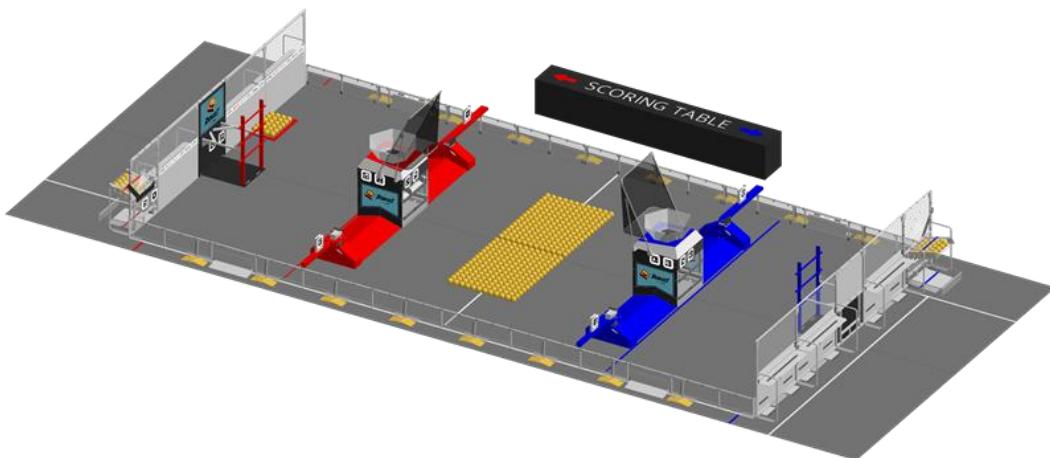


6 Game Details

Figure 6-1 REBUILT



In REBUILT, 2 ALLIANCES (an ALLIANCE is a cooperative of up to 4 FIRST Robotics Competition teams) play MATCHES, set up and implemented per the details described below.

6.1 MATCH Overview

MATCHES run on 7–10-minute cycles, which consist of pre-MATCH setup, the 2-minute and 40-second MATCH, and the post-MATCH reset.

During the MATCH, ROBOTS collect FUEL and score in their HUB. HUMAN PLAYERS can deliver FUEL to ROBOTS or score them in their HUB.

ROBOTS conclude the MATCH climbing on their TOWER.

6.2 DRIVE TEAM

A DRIVE TEAM is a set of up to 5 people from the same FIRST Robotics Competition team responsible for team performance for a specific MATCH. There are 4 specific roles on a DRIVE TEAM which ALLIANCES can use to assist ROBOTS, and no more than 1 member of the DRIVE TEAM may be a non-STUDENT.

The intent of the definition of DRIVE TEAM and DRIVE TEAM related rules is that, barring extenuating circumstances, the DRIVE TEAM consists of people who arrived at the event affiliated with that team and are responsible for their team's and ROBOT'S performance at the event (this means a person may be affiliated with more than 1 team).

The intent is not to allow teams to "adopt" members of other teams for strategic advantage for the loaning team, borrowing team, and/or their ALLIANCE (e.g. an ALLIANCE CAPTAIN believes 1 of their DRIVERS has more experience than a DRIVER on their first pick, and the teams agree the first pick team will "adopt" that DRIVER and make them a member of their DRIVE TEAM for Playoffs).

The definition isn't stricter for 2 main reasons. First, to avoid additional bureaucratic burden on teams and event volunteers (e.g. requiring that teams submit official rosters that Queuing must check before allowing a DRIVE TEAM into the ARENA). Second, to provide space for exceptional circumstances that give teams the opportunity to display *Gracious Professionalism* (e.g. a bus is delayed, a DRIVE COACH has no DRIVERS, and their pit neighbors agree to help by loaning DRIVERS as temporary members of the team until their bus arrives).

Table 6-1 DRIVE TEAM roles

Role	Description	Max./ Criteria
DRIVE TEAM		
DRIVE COACH	a guide or advisor	1 any team member, must wear "DRIVE COACH" button
TECHNICIAN	a resource for ROBOT troubleshooting, setup, and removal from the FIELD	1 any team member, must wear "TECHNICIAN" button
DRIVER	an operator and controller of the ROBOT	3 STUDENT, must wear a "DRIVE TEAM" button
HUMAN PLAYER	a SCORING ELEMENT manager	

A STUDENT is a person who has not completed high-school, secondary school, or the comparable level as of September 1 prior to Kickoff.

The TECHNICIAN provides teams with a technical resource for pre-MATCH setup, ROBOT connectivity, OPERATOR CONSOLE troubleshooting, and post-MATCH removal of the ROBOT. Some pre-MATCH responsibilities for the TECHNICIAN may include, but are not limited to:

- location of the ROBOT radio, its power connection, and understanding of its indicator lights
- location of the roboRIO and understanding of its indicator lights
- username and password for the OPERATOR CONSOLE
- restarting the Driver Station and Dashboard software on the OPERATOR CONSOLE
- changing the bandwidth utilization (e.g. camera resolution, frame rate, etc.)
- changing a battery
- charging pneumatics

While the TECHNICIAN may be the primary technical member of the DRIVE TEAM, all members of the DRIVE TEAM are encouraged to have knowledge of the basic functionality of the ROBOT, such as the location and operation of the main circuit breaker, connecting and resetting joysticks or gamepads from the OPERATOR CONSOLE, and removing the ROBOT from the FIELD.

Per [Table 6-1](#), each team is allotted up to 3 STUDENTS who may be assigned as DRIVERS or HUMAN PLAYERS. If multiple teams on an ALLIANCE do not have 3 STUDENTS at the event to act in these roles, 1 of

the ALLIANCE'S teams may substitute a STUDENT TECHNICIAN as a HUMAN PLAYER for that MATCH only. In this case,

- the Head REFEREE must be notified,
- all HUMAN PLAYER rules now apply to this DRIVE TEAM member, and
- this DRIVE TEAM member is no longer considered a TECHNICIAN for that MATCH.

6.3 Setup

Before each MATCH begins, FIELD STAFF stage SCORING ELEMENTS as described in section [6.3.4 SCORING ELEMENTS](#). DRIVE TEAMS stage their ROBOTS (as described in section [6.3.3 ROBOTS](#)) and OPERATOR CONSOLES (as described in section [6.3.2 OPERATOR CONSOLES](#)). Then, DRIVE TEAMS take their places as described in section [6.3.1 DRIVE TEAMS](#).

6.3.1 DRIVE TEAMS

DRIVE TEAMS prepare for a MATCH by staging in the appropriate areas, according to their role on the DRIVE TEAM, and by identifying themselves accordingly. DRIVE TEAM starting conditions are listed below, and a DRIVE TEAM obstructing or delaying any of the conditions is at risk of violating [G301](#).

- A. only DRIVE TEAM members assigned to the upcoming MATCH are present,
- B. for Qualification MATCHES only DRIVE TEAM members whose ROBOTS have passed initial, complete Inspection are present,
- C. any number of HUMAN PLAYERS are staged in their OUTPOST AREAS,
- D. HUMAN PLAYERS not included in C, DRIVERS, and DRIVE COACHES are in their ALLIANCE AREA and behind the HUMAN STARTING LINE,
- E. TECHNICIANS are in the event-designated area near the FIELD,
- F. DRIVE TEAM members clearly display their designated buttons above their waists (DRIVE COACH - "Drive Coach", DRIVERS and HUMAN PLAYERS - "Drive Team", and TECHNICIAN - "Technician"), and
- G. if a Playoff MATCH, the ALLIANCE CAPTAIN clearly displays their designated ALLIANCE CAPTAIN identifier (e.g. hat or armband).

6.3.2 OPERATOR CONSOLES

DRIVE TEAMS set up their OPERATOR CONSOLE as soon as the DRIVE TEAM from the previous MATCH has cleared the area. OPERATOR CONSOLES must be compliant with all relevant rules, specifically those in section [8.9 OPERATOR CONSOLE](#). The OPERATOR CONSOLE is plugged into the team's assigned DRIVER STATION, as indicated on the team sign. Any control devices worn or held by their HUMAN PLAYERS and/or DRIVERS during the MATCH must be disconnected from or set on or beside the OPERATOR CONSOLE before the MATCH can begin. A DRIVE TEAM obstructing or delaying OPERATOR CONSOLE setup is at risk of violating [G301](#).

For the purposes of FIRST Robotics Competition, any device connected to the OPERATOR CONSOLE is considered a control device because REFEREES are not expected to differentiate between devices that can or cannot control the ROBOT.

6.3.3 ROBOTS

DRIVE TEAMS stage their ROBOT in accordance with [G303](#). A DRIVE TEAM obstructing or delaying ROBOT setup requirements is at risk of violating [G301](#).

If order of placement matters to either or both ALLIANCES, the ALLIANCE notifies the Head REFEREE during setup for that MATCH, and the Head REFEREE instructs ALLIANCES to alternate placement of ROBOTS. In a Qualification MATCH, REFEREE instructions are that ROBOTS are placed in the following order:

1. red DRIVER STATION 1 ROBOT
2. blue DRIVER STATION 1 ROBOT
3. red DRIVER STATION 2 ROBOT
4. blue DRIVER STATION 2 ROBOT
5. red DRIVER STATION 3 ROBOT
6. blue DRIVER STATION 3 ROBOT

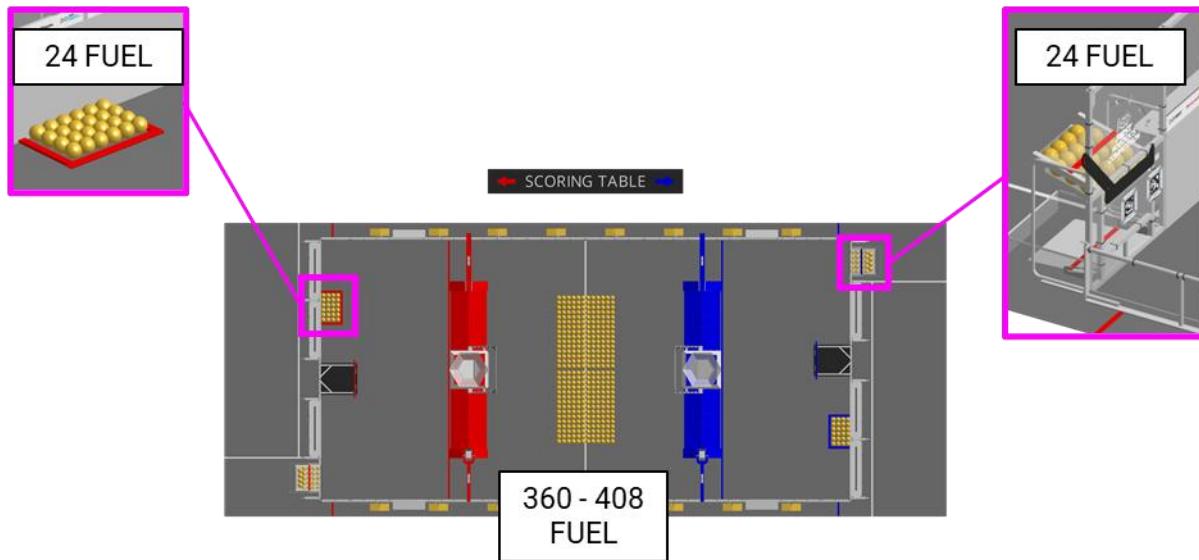
In an intra-Division Playoff MATCH, the same pattern is applied, but instead of blue ALLIANCE placing last, the higher seeded ALLIANCE (regardless of color) places last. For inter-Division Playoff MATCHES, the ALLIANCE that places last is determined by a (real or virtual) coin flip facilitated by the Head REFEREE where a “heads” result invites the red ALLIANCE to place last.

FIELD STAFF may ask teams to indicate their intended location and are not required to wait for a team to stage their ROBOT in its exact location before moving to the next team.

6.3.4 SCORING ELEMENTS

Before each MATCH begins, FIELD STAFF stage SCORING ELEMENTS.

Figure 6-2 SCORING ELEMENT staging positions



504 FUEL are staged for each MATCH as follows (reference [Figure 6-2](#)):

- A. 24 FUEL are staged in each DEPOT (FUEL may not be in a uniform layout),
- B. 24 FUEL are staged in each OUTPOST CHUTE,
- C. 8 FUEL may be preloaded in each ROBOT by the ROBOT'S DRIVE TEAM, such that each FUEL is fully supported by the ROBOT (up to 48 total; a FUEL not pre-loaded in a ROBOT is staged in the NEUTRAL ZONE), and
- D. remaining FUEL are arranged in the NEUTRAL ZONE through a process listed in Section 6.3.4.1 (360 to 408, depending on how many are preloaded in ROBOTS).

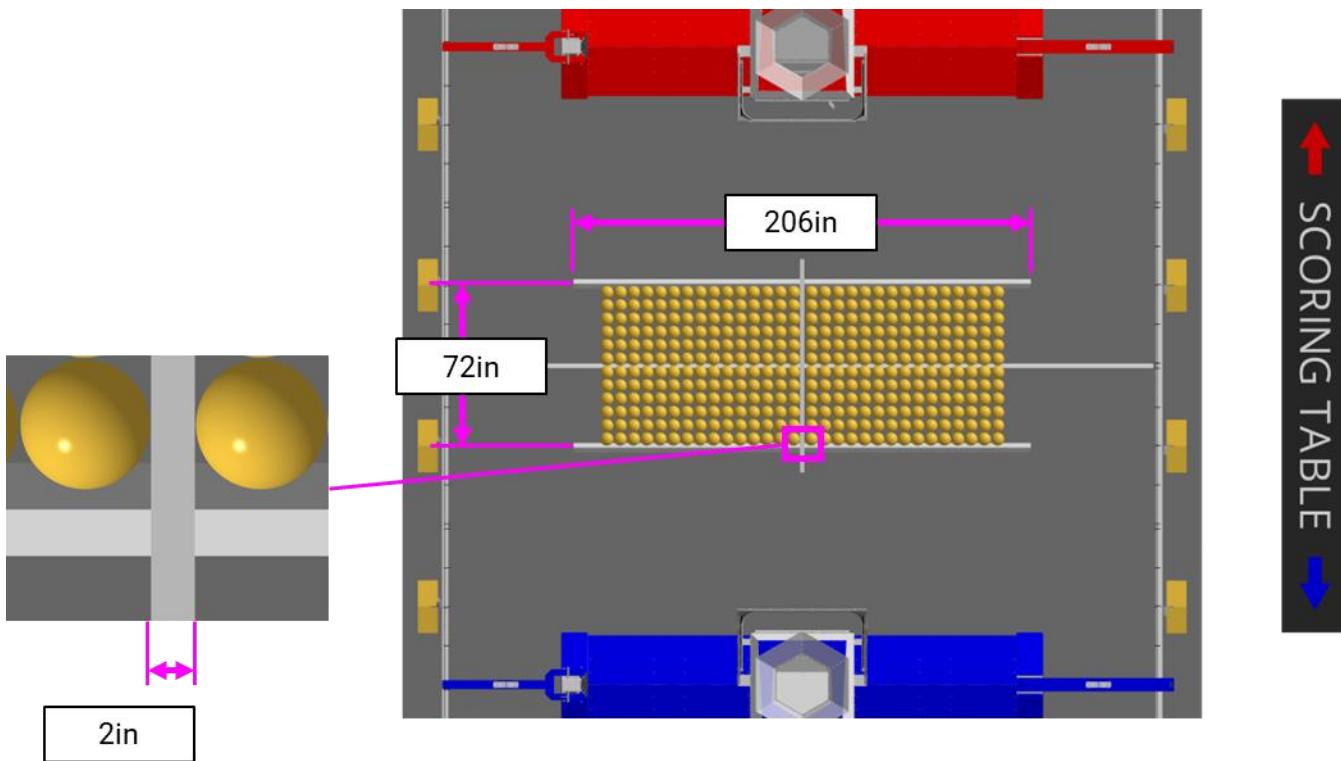
Due to the high number of SCORING ELEMENTS in REBUILT, FIELD STAFF may not be able to perfectly count all FUEL put into the NEUTRAL ZONE. The number of FUEL staged in the NEUTRAL ZONE for any given match may fluctuate around +/- 24 FUEL.

For District Championship and/or FIRST Championship events, the quantity of FUEL staged in a MATCH may increase up to 600. If this happens, the additional FUEL will be included as part of an updated FUEL arrangement in the NEUTRAL ZONE.

6.3.4.1 NEUTRAL ZONE FUEL ARRANGEMENT

The NEUTRAL ZONE is staged by the FIELD crew by corralling all FUEL within a bounding box that is approximately 206.0in (5.23m) wide and 72.0in (1.83m) deep. The bounding box has a solid divider in the middle that is 2.0in (5.08cm) wide that will result in a small gap in FUEL. The dividers will be removed prior to the start of the MATCH.

Figure 6-3 NEUTRAL ZONE FUEL setup



The expected result of the dispersal is a roughly equal split of FUEL on both sides of the CENTER LINE. The dispersal between the scoring table side and non-scoring table side of the field is expected to vary match to match.

The placement of FUEL in the NEUTRAL ZONE is not intended to be in a perfect grid. Teams should expect variances in the placement of FUEL in the NEUTRAL ZONE at the start of the MATCH.

6.4 MATCH Periods

The first period of each MATCH is 20 seconds long and called the Autonomous Period (AUTO). During AUTO, ROBOTS operate without any DRIVE TEAM control or input. ROBOTS score SCORING ELEMENTS, may leave their ROBOT STARTING LINE and retrieve additional SCORING ELEMENTS, and may climb their TOWER. There is a 3-second delay between AUTO and TELEOP for scoring purposes as described in section [6.5 Scoring](#).

The second period of each MATCH is the remaining 2 minutes and 20 seconds (2:20) and called the Teleoperated Period (TELEOP). During TELEOP, DRIVERS remotely operate ROBOTS to retrieve and score SCORING ELEMENTS and climb their TOWER. TELEOP is split into further segments: the TRANSITION SHIFT, the ALLIANCE SHIFTS, and END GAME. There are four ALLIANCE SHIFTS named SHIFT 1, SHIFT 2, SHIFT 3, and SHIFT 4. The duration of each timeframe is shown in [Table 6-2](#).

Table 6-2: MATCH SHIFTS

MATCH Period	MATCH Timeframe	Duration	Timer Values
AUTO	AUTO	20 Seconds	0:20 – 0:00
TELEOP	TRANSITION SHIFT	10 Seconds	2:20 – 2:10
	SHIFT 1	25 Seconds	2:10 – 1:45
	SHIFT 2	25 Seconds	1:45 – 1:20
	SHIFT 3	25 Seconds	1:20 – 0:55
	SHIFT 4	25 Seconds	0:55 – 0:30
	END GAME	30 Seconds	0:30 – 0:00

6.4.1 HUB Status

During the MATCH, the status of a HUB can be either active or inactive. FUEL scored in an active HUB is worth MATCH points but FUEL scored in an inactive HUB will not earn any points as shown in [Table 6-3](#). Both ALLIANCE HUBS are active during AUTO, the TRANSITION SHIFT, and END GAME. During the ALLIANCE SHIFTS, only one ALLIANCE HUB will be active while the other ALLIANCE'S HUB becomes inactive.

The status of both HUBS during the ALLIANCE SHIFTS is based on the results of AUTO. The ALLIANCE that scores the most FUEL during AUTO will have their HUB set to inactive for SHIFT 1 while their opponent's HUB will be active, as shown in [Table 6-3](#). HUB statuses will then alternate at the start of each following ALLIANCE SHIFT, until the start of END GAME where both HUBS return to active. If both ALLIANCES score the same number of FUEL during AUTO, the FMS will randomly select an ALLIANCE and use its HUB status order for the ALLIANCE SHIFTS during the MATCH.

FMS relays the ALLIANCE who scored more FUEL during AUTO, or the ALLIANCE selected by FMS, to all OPERATOR CONSOLES simultaneously at the start of TELEOP.

Specific details on the format of the data can be found on the [2026 FRC Control System website](#).

Table 6-3: Hub Status during MATCH Timeframes

AUTO Result:	RED ALLIANCE scores more FUEL during AUTO or is selected by the FMS	BLUE ALLIANCE scores more FUEL during AUTO or is selected by the FMS		
MATCH Timeframe (timer values)	RED ALLIANCE HUB status	BLUE ALLIANCE HUB status	RED ALLIANCE HUB status	BLUE ALLIANCE HUB status
AUTO (0:20 – 0:00)	Active	Active	Active	Active
TRANSITION SHIFT (2:20 – 2:10)	Active	Active	Active	Active
SHIFT 1 (2:10 – 1:45)	Inactive	Active	Active	Inactive
SHIFT 2 (1:45 – 1:20)	Active	Inactive	Inactive	Active
SHIFT 3 (1:20 – 0:55)	Inactive	Active	Active	Inactive
SHIFT 4 (0:55 – 0:30)	Active	Inactive	Inactive	Active
END GAME (0:30 – 0:00)	Active	Active	Active	Active

6.5 Scoring

ALLIANCES are rewarded for accomplishing various actions throughout a MATCH, including scoring FUEL, climbing their TOWER, and winning or tying MATCHES.

Rewards are granted either via MATCH points or Ranking Points (often abbreviated to RP, which increase the measure used to rank teams in the Qualification Tournament).

All scores are assessed and updated throughout the MATCH, except as follows:

- assessment of FUEL scored in the HUB continues for up to 3 seconds after the ARENA timer displays 0:00 following AUTO.
- assessment of FUEL scored in the HUB continues for up to 3 seconds after the ARENA timer displays 0:00 following TELEOP.
- assessment of AUTO TOWER points is made after the ARENA timer displays 0:00 following AUTO.
- assessment of TELEOP TOWER points is made 3 seconds after the ARENA timer displays 0:00 following TELEOP, or when all ROBOTS have come to rest following the conclusion of the MATCH, whichever happens first.

Assessment of FUEL scored in the HUB continues for 3 seconds after the HUB deactivates to account for FUEL processing time.

TOWER points are evaluated and scored by human volunteers. Teams are encouraged to make sure that it is obvious and unambiguous that the criteria are met.

6.5.1 SCORING ELEMENT Scoring Criteria

A FUEL is scored in the HUB once it passes through the top opening of the HUB and through the sensor array.

6.5.2 ROBOT Scoring Criteria

To qualify for TOWER points for a given LEVEL, a ROBOT must meet the following conditions:

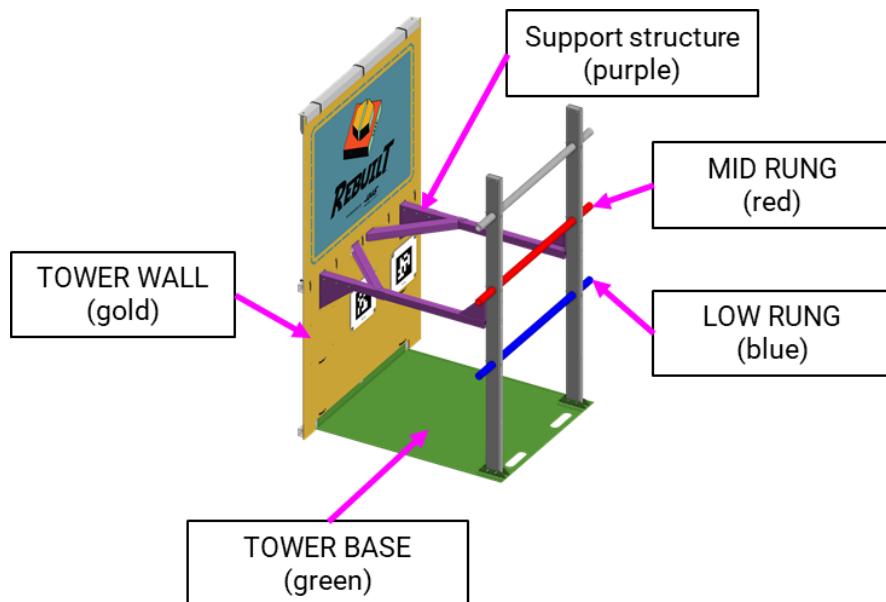
- For LEVEL 1 – a ROBOT must no longer touching the CARPET or the TOWER BASE, or
- For LEVEL 2 – a ROBOT must be positioned such that its BUMPERS are completely above the LOW RUNG, or
- For LEVEL 3 – a ROBOT must be positioned such that its BUMPERS are completely above the MID RUNG.

Additionally, a ROBOT **must be** contacting the RUNGS or UPRIGHTS and may additionally only contact the following elements:

- A. the TOWER WALL,
- B. support structure,
- C. FUEL, and/or.
- D. another ROBOT.

A ROBOT may only earn TOWER points for LEVEL 1 during AUTO. A ROBOT may only earn TOWER points for a single LEVEL during TELEOP.

Figure 6-4: TOWER contact limitation for ROBOT Scoring Criteria



6.5.3 Point Values

Point values for tasks in REBUILT are detailed in [Table 6-4](#).

Table 6-4 REBUILT point values

		MATCH points	Ranking Points	
		AUTO	TELEOP	
FUEL	FUEL scored in an active HUB	1	1	
	FUEL scored in an inactive HUB	-	-	
TOWER	Each ROBOT at LEVEL 1 (2 ROBOTS max in AUTO)	15	10	
	Each ROBOT at LEVEL 2	-	20	
	Each ROBOT at LEVEL 3		30	
*ENERGIZED RP – The amount of FUEL scored in the HUB is at or above threshold.			1	
*SUPERCHARGED RP – The amount of FUEL scored in the HUB is at or above threshold.			1	
*TRAVERSAL RP – The amount of TOWER points scored during the MATCH is at or above threshold.			1	
Win	completing a MATCH with more MATCH points than your opponent	3		
Tie	completing a MATCH with the same number of MATCH points as your opponent	1		
*See Table 6-5 for threshold values. For District Championship and/or FIRST Championship events, the BONUS RP (ENERGIZED RP, SUPERCHARGED RP, and TRAVERSAL RP) requirement thresholds may increase.				

Table 6-5: REBUILT BONUS RP thresholds

BONUS RP Type	Regional/ District Events	District Championships	FIRST Championship
ENERGIZED RP	100	TBA	TBA
SUPERCHARGED RP	360	TBA	TBA
TRAVERSAL RP	50	TBA	TBA

BONUS RP thresholds for District Championships and FIRST Championship will be announced in Team Updates.

6.6 Violations

Unless otherwise noted, all violations are assigned for each instance of a rule violation. A description of the penalties is listed in [Table 6-6](#). All rules throughout the Game Rules section are called as perceived by a REFEREE.

Table 6-6 Rule violations

Penalty	Description
MINOR FOUL	a credit of 5 points towards the opponent's MATCH point total
MAJOR FOUL	a credit of 15 points towards the opponent's MATCH point total
YELLOW CARD	issued by the Head REFEREE for egregious ROBOT or team member behavior or rule violations. A subsequent YELLOW CARD within the same tournament phase results in a RED CARD.
RED CARD	issued by the Head REFEREE for egregious ROBOT or team member behavior or rule violations which results in a team being DISQUALIFIED for the MATCH.
DISABLED	the state in which a ROBOT is commanded to deactivate all outputs, rendering the ROBOT inoperable for the remainder of the MATCH.
DISQUALIFIED	the state of a team in which they receive 0 MATCH points and 0 Ranking Points in a Qualification MATCH or causes their ALLIANCE to receive 0 MATCH points in a Playoff MATCH
VERBAL WARNING	a warning issued by event staff or the Head REFEREE.
ALLIANCE is ineligible for RP	An ALLIANCE is ineligible for the specified RP for that MATCH. This overrides any RP awarded through normal MATCH play or other rule violations.

6.6.1 YELLOW and RED CARDS

In addition to rule violations explicitly listed throughout this document, YELLOW CARDS and RED CARDS are used in *FIRST* Robotics Competition to address team and ROBOT behavior that does not align with the mission, values, and culture of *FIRST*.

The Head REFEREE may assign a YELLOW CARD as a warning, or a RED CARD for egregious behavior inappropriate at a *FIRST* Robotics Competition event.

If an action resulting in the assignment of a YELLOW or RED CARD is determined to be the result of an ARENA FAULT, per section 10.2, the CARD will be rescinded.

A YELLOW or RED CARD is indicated on the audience display MATCH results screen. During Qualification MATCHES, A YELLOW or RED CARD is indicated next to the team who received the CARD and the Game Announcer describes the violation. During Playoff MATCHES, the card is applied to the whole ALLIANCE and as such "RED CARD" or "YELLOW CARD" appears above the ALLIANCE number.

YELLOW CARDS are additive, meaning that a second YELLOW CARD is automatically converted to a RED CARD. A team is issued a RED CARD for any subsequent incident in which they receive an additional YELLOW CARD, including earning a second YELLOW CARD during a single MATCH. A second YELLOW CARD is indicated by the Head REFEREE holding a YELLOW CARD and RED CARD in the air simultaneously after the completion of the MATCH. A team that has received either a YELLOW CARD or a RED CARD carries a YELLOW CARD into subsequent MATCHES, except as noted below.

Once a team receives a YELLOW or RED CARD, a yellow rectangle will show next to the team number on the audience display during subsequent MATCHES, including any replays.

Figure 6-5 Example audience screen graphic showing YELLOW CARD indicators



All YELLOW CARDS are cleared in FMS at the conclusion of Practice, Qualification, and division Playoff MATCHES. VERBAL WARNINGS issued by the head REFEREE are cleared after Practice MATCHES and persist from Qualification MATCHES through subsequent tournament phases.

6.6.2 YELLOW and RED CARD application

YELLOW and RED CARDS are applied based on the following:

Table 6-7: YELLOW and RED CARD application

Time YELLOW or RED CARDS earned:	MATCH to which CARD is applied:
Prior to Qualification MATCHES	REFEREES may or may not be present during Practice MATCHES. With input from event staff, the Head REFEREE may opt to perpetuate a VERBAL WARNING or YELLOW CARD earned prior to Qualification MATCHES to the first Qualification MATCH for particularly egregious behavior.
during the Qualification MATCHES	team's current (or just-completed) MATCH. In the case where the team participated as a SURROGATE in the current (or just completed) MATCH, the card is applied to the team's previous MATCH (i.e. the team's second Qualification MATCH)
between the end of Qualification MATCHES and the start of Playoff MATCHES	ALLIANCE'S first Playoff MATCH
during the Playoff MATCHES	ALLIANCE'S current (or just-completed) MATCH

A MATCH is no longer the current MATCH once the results of the MATCH have been posted or the Head REFEREE or their designee has indicated that teams can collect their ROBOTS, whichever is later.

Please see examples of the application of YELLOW and RED CARDS as shown in section [6.6.4 Violation Details](#).

6.6.3 YELLOW and RED CARDS during Playoff MATCHES

During Playoff MATCHES, YELLOW and RED CARDS are assigned to the violating team's entire ALLIANCE instead of to only the violating team. If an ALLIANCE receives 2 YELLOW CARDS, the entire ALLIANCE is issued a RED CARD which results in DISQUALIFICATION for the associated MATCH. If both ALLIANCES receive a RED CARD, the ALLIANCE assessed the first RED CARD, chronologically, is DISQUALIFIED and loses the MATCH.

6.6.4 Violation Details

There are several styles of violation wording used in this manual. Below are some example violations and a clarification of the way the violation would be assessed. The examples shown do not represent all possible violations, but rather a representative set of combinations.

Table 6-8 Violation examples

Example Violation	Expanded Interpretation
MINOR FOUL	Upon violation, a MINOR FOUL is assessed against the violating ALLIANCE.
MAJOR FOUL and YELLOW CARD	Upon violation, a MAJOR FOUL is assessed against the violating ALLIANCE. After the MATCH, the Head REFEREE presents the violating team with a YELLOW CARD.
MINOR FOUL per additional SCORING ELEMENT. If egregious, YELLOW CARD	Upon violation, a number of MINOR FOULS are assessed against the violating ALLIANCE equal to the number of additional SCORING ELEMENTS beyond the permitted quantity. Additionally, if the REFEREES determine that the action was egregious, the Head REFEREE presents the violating team with a YELLOW CARD after the MATCH.
MINOR FOUL. MAJOR FOUL IF REPEATED	Upon initial violation in a MATCH, a MINOR FOUL is assessed against the violating ALLIANCE. If the ALLIANCE ROBOT repeats the infraction in the MATCH, a MAJOR FOUL is assessed against the violating ALLIANCE. Assuming no additional infractions of that rule by that ROBOT in that MATCH, the ROBOT has "earned" a MINOR FOUL and a MAJOR FOUL for their ALLIANCE.
MAJOR FOUL, and for every 3 seconds in which the situation is not corrected, a MAJOR FOUL is assessed	Upon violation, a MAJOR FOUL is assessed against the violating ALLIANCE and the REFEREE begins to count. Their count continues until the criteria to discontinue the count are met, and for each 3 seconds within that time,

Example Violation	Expanded Interpretation
	an additional MAJOR FOUL is assessed against the violating ALLIANCE. A ROBOT in violation of this type of rule for 15 seconds receives a total of 6 MAJOR FOULS (assuming no other rules were being simultaneously violated).
RED CARD for the ALLIANCE	<p>After the MATCH, the Head REFEREE presents the violating ALLIANCE with a RED CARD in the following fashion:</p> <ul style="list-style-type: none"> • In a PLAYOFF MATCH, a single RED CARD is assessed to the ALLIANCE. • In all other scenarios, each team on the ALLIANCE is issued a RED CARD.

6.7 Head REFEREE and FTA Interaction

The Head REFEREE has the ultimate authority in the ARENA during the event, but may receive input from additional sources, e.g. Game Designers, FIRST personnel, FTA, and other event staff. The Head REFEREE rulings are final. No event staff, including the Head REFEREE, will review video, photos, artistic renderings, etc. of any MATCH, from any source, under any circumstances.

6.7.1 Question Box (Q)

Each ALLIANCE has a designated Question Box near the scoring table. If a DRIVE TEAM has a question about a MATCH, the FIELD, etc., they may send up to 2 DRIVE TEAM members to their corresponding Question Box. Depending on timing, the Head REFEREE or FTA may postpone any requested discussion until the end of the subsequent MATCH.

Technical questions regarding FIELD or ROBOT operation are addressed by the FTA, and additional team members are invited to participate in these conversations if necessary. If a DRIVE TEAM needs clarification on a ruling or score, per [Q101](#), up to 2 DRIVE TEAM members should address the Head REFEREE after the ARENA Reset Signal (e.g. FIELD lights turn green).

While FMS tracks quantities of MINOR and MAJOR FOULS, FIRST instructs REFEREES to not self-track details about MINOR FOULS and MAJOR FOULS; as a result, REFEREES are not expected to recall details about what MINOR FOULS and MAJOR FOULS were made, when they occurred, and against whom.

Any reasonable question is fair game in the Question Box, and Head REFEREES will make good faith efforts to provide helpful feedback (e.g. how/why certain MINOR FOULS are being called, why a particular ROBOT may be susceptible to certain MINOR FOULS based on its design or game play, how specific rules are being called or interpreted), but please know that they may not be able to supply specific details.

Q101 *Head REFEREE Interactions. A team may only address the Head REFEREE with maximum of 2 people, 1 of which must be a STUDENT.

Violation: The Head REFEREE will not address non-compliant team members or peripheral conversations.

Some events may restrict ARENA access to members of the DRIVE TEAM. Team members are permitted to swap buttons within their team as needed to access the Question Box.

As much as possible, the STUDENT should be an active participant in the conversation.

Teams should not record interactions without consent (see [E117](#)).

Q102 Conversations must be civil. Any team interaction with the Head REFEREE must be appropriate.

Violation: The Head REFEREE may terminate the conversation to allow time for parties to cool down. A person with subsequent violations will not be allowed to interact with the Head REFEREE.

Examples of inappropriate behavior are outlined in [G201](#).

6.8 Other Logistics

SCORING ELEMENTS that leave the FIELD (other than through the OUTPOST) are placed back into the FIELD approximately at the point of exit by FIELD STAFF (REFEREES, FTAs, or other staff working around the FIELD) at the earliest safe opportunity.

Note that ROBOTS and HUMAN PLAYERS may not deliberately cause SCORING ELEMENTS to leave the FIELD (see [G405](#)).

An ARENA FAULT (an error in ARENA operation described in section [10.2 MATCH Replays](#)) is not called for MATCHES that accidentally begin with damaged SCORING ELEMENTS. Damaged SCORING ELEMENTS are not replaced until the next ARENA reset period. DRIVE TEAMS should alert the FIELD STAFF to any missing or damaged SCORING ELEMENTS prior to the start of the MATCH but as noted in [6.3.4](#), the exact number of FUEL in the NEUTRAL ZONE may vary.

Once the MATCH is over and the Head REFEREE determines that the FIELD is safe for FIELD STAFF and DRIVE TEAMS, they or their designee change the FIELD lights to green and DRIVE TEAMS may retrieve their ROBOT. Some MATCHES may include a short period afterward to allow FIELD staff to begin to clean the field to make it easier and safer for teams to collect their robot. This period is indicated with purple lights on the team signs and the word "clean" displayed. TEAMS are not allowed on the field during this time.

During ARENA reset, the ARENA is cleared of ROBOTS and OPERATOR CONSOLES from the MATCH that just ended, ROBOTS and OPERATOR CONSOLES for the subsequent MATCH are loaded into the ARENA by DRIVE TEAMS, and FIELD STAFF reset ARENA elements.

FIRST Robotics Competition uses 3 words in the context of how durations and actions are assessed with regards to evaluation of rules and assignment of violations. These words provide general guidance to describe benchmarks to be used across the program. It is not the intent for REFEREES to provide a count during the time periods.

- MOMENTARY describes durations that are fewer than approximately 3 seconds.
- CONTINUOUS describes durations that are more than approximately 10 seconds.
- REPEATED describes actions that happen more than once within a MATCH.

