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2019-2020 *FIRST®* Tech Challenge

Referee and Head Referee Manual



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Volunteer Thank You

Thank you for taking the time to volunteer for a *FIRST*® Tech Challenge event. *FIRST*® and *FIRST*® Tech Challenge rely heavily on volunteers to ensure events run smoothly and are a fun experience for teams and their families, which could not happen without people like you. With over 5,500 teams competing yearly, your dedication and commitment are essential to the success of each event and the *FIRST* Tech Challenge program. Thank you for your time and effort in supporting the mission of *FIRST*!

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Introduction

What is FIRST® Tech Challenge?

FIRST® Tech Challenge is a student-centered program that focuses on giving students a unique and stimulating experience. Each year, teams engage in a new game where they design, build, test, and program autonomous and driver operated robots that must perform a series of tasks. To learn more about FIRST® Tech Challenge and other FIRST® Programs, visit www.firstinspires.org.

Gracious Professionalism®

FIRST® uses this term to describe our programs' intent.

Gracious Professionalism® is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community.

Watch Dr. Woodie Flowers explain *Gracious Professionalism* in this [short video](#).

Learn more about the roles of volunteers on our [Volunteer Resources page](#), "Volunteer Role Description".

Job Description

Introduction

Refereeing is one of the most challenging and rewarding FIRST volunteer opportunities. Not to mention that it comes with the fringe benefit of having the best seats in the house! This manual contains information that is vital to your success as a Referee. Please make sure to take the time to get familiar with the current seasons game as well as the role of Referee as soon as possible. The full Game Manuals Part 1 and 2 are available on the FIRST Tech Challenge game [website](#).

FIRST Tech Challenge tournaments squeeze a lot of activity into one day. One of the keys to running a smooth and successful event is for teams and volunteers to show up prepared. Teams spend countless hours preparing for competition day and we ask our volunteers to also prepare for tournament day.

- **Physical/Technical Requirements:**
 - Technical – Medium
 - Physical – High
 - Referees spend most the tournament on their feet.
 - Administrative – Medium
 - Communication – High
- **Time Commitment:**
 - Training – Approximately 3 – 4 hours
 - Event Day – Approximately 8 hours
- **Proper Attire:**
 - Wear comfortable close-toed and closed-back shoes. Most of the day will be spent standing/walking in the competition fields.
 - ANSI Z87.1 certified safety glasses are required in the competition area.

Volunteer Training and Certification

If you have applied for a role but have not received access to the training, please email FTCTrainingSupport@firstinspires.org.

FIRST Tech Challenge requires Referees to be trained before volunteering in the role. Training, including review of the current year's manual, supplemental manual review (for example, Game Manual Part 1), training video, and the Referee certification test will take approximately three hours.

Volunteer Minimum Age Requirement

FIRST requires that FIRST Event volunteers be at least 13 years old, however, the Regional Planning Committee can increase the age requirement as needed. Adult volunteers cannot have children with them while volunteering nor be responsible for supervising children at the event. Children under the minimum age are welcome at FIRST Competitions with suitable supervision by someone other than a volunteer.

Head Referee and Referee Minimum Age Requirement

The minimum age allowed for volunteers filling a role as a Head Referee or Referee is 21. Students who have been a part of a team must be at least 3 years removed from the team before they can serve as a Head Referee or Referee at an Official FIRST Tech Challenge tournament.

Key Volunteer Role Minimum Age Requirement

Volunteers MUST be at least 21 years old before they can serve in a Key Volunteer Role for the FIRST Tech Challenge. Key Volunteer positions include: Volunteer Coordinator, Head Referee, Judge Advisor, Field Manager, Field Technical Advisor, Lead Robot Inspector, Lead Field Inspector, and Lead Scorekeeper. Local Affiliate Partners can make case by case exceptions to these guidelines by contacting FIRST for approval.

Bring a Friend!

Volunteers are a huge part of the FIRST Tech Challenge Program and continuing to inspire students to seek out careers in science, technology, engineering, and math (STEM). FIRST Tech Challenge needs your help in recruiting new volunteers to keep our programs thriving for future generations! If you have a friend or co-worker you think would be interested in volunteering at an event, there are just a few easy steps to help get them involved!

1. Check out our full list of [volunteer opportunities](#) online!
2. Have them apply for the Event in the [Volunteer Registration System](#). Volunteers must be screened before volunteering.
3. Have them contact Firsttechchallenge@firstinspires.org with any questions they may have.

If they are concerned about jumping in head first, no worries! Job shadowing at a FIRST Tech Challenge Event is a great way to get a taste of what a full day's worth of competition looks like. New volunteers can discover ways they can fit their personal skills into a volunteer position!

Overview of Responsibilities

Refereeing at FIRST competitions is different from a traditional sporting event in that the Referees at FIRST events help the competitors to avoid breaking the rules of the game. We like to remind team members if they are getting close to an infraction and warn them rather than watching passively. Continued violations of the game rules outlined in this manual and the Game Manuals should fall into fair and consistent enforcement. Penalties will be applied for these violations and could lead to disqualification of a team. A Referee must understand what constitutes a penalty and allow a team the opportunity to remedy the situation.

Experience and skills needed

- Ability to “take charge” and be assertive but be friendly and tactful.
- Thorough knowledge of the competition, game, and rules of play.
- Strong assessment skills.
- Outgoing personality; high energy.
- Strong communication and diplomacy skills.
- Ability to collaborate with others; work as a member of a team.
- Attention to detail.
- Ability to move about the field.
- Ability to stand for long periods of time.

Referee Role Descriptions

Referees have two main role distinctions; observing matches to call penalties and tracking the status of the match score. Four Referees will be assigned to each field. There will be two Referees responsible for tracking and calling penalties as they occur during the match. The other two Referees track the score for either the red or the blue alliance. After completion of the match, the Referees will work together to finalize the score and account for any penalties assessed during the match. Every 5 matches, the Referees will trade responsibilities and continue to rotate responsibilities throughout the remainder of the matches.

Penalties

Observes matches, identifies rule violations, and "calls" them. Referees help the competitors to avoid breaking the rules of the game. Referees participate in deliberations regarding contested calls, working directly through the Head Referee.

Scoring

Scoring Referees monitor the status of the game and scoring elements during match play. There will be one Referee assigned to the blue alliance side of the field, and the other to the red alliance side of the field. Some tournaments will track the status of the field on paper, using score sheets. Other tournaments may use live scoring, and the Referee will use an app installed on either a phone or tablet to track the status of the field.

Personal Demeanor

As a Referee, it is important to recognize the very public nature of your volunteer role as well as the close level of interaction with the students. Your actions are seen and heard by many participants and spectators at your tournament. The manner that you display in your actions frequently carries more weight with the students than what you say in your interactions with them.

As you are carrying out your responsibilities, keep in mind a few key thoughts:

- I am participating as a volunteer to help inspire students.
- I have many opportunities to serve as a mentor/teacher to those students during the event.
- My job is not to punish teams that commit rule violations. My job is to keep gameplay fair and equitable.
- I inspire better when it is obvious I am having fun with the people around me while doing my job.

Keeping these thoughts in mind and focusing on having fun with the students will make for a great experience for all involved!

Referee Best Practice

It is the intent of FIRST Tech Challenge and the Game Design Committee to create rules to foster fair gameplay and encourage a level playing field. Overall, you and the entire referee crew are here as mentors to

the students. Your wish should be to see every team success. Although your job is to enforce the rules, you should do so in a nurturing, non-authoritarian fashion.

If a Referee finds themselves on the fence about a decision and unsure which way to make a call, they should consult with the rules and use the most appropriate rule to help guide their decision. If a Referee is unsure of a team in fact violating a rule and has difficulty making a determination, they should not penalize the team. If a quick determination cannot be made about a rule violation, it is best not to penalize a team.

Referees should feel empowered to apply the rule that best fits the situation, even if the situation falls into a gray area. If a situation arises where multiple rules can be applied, the Referee should use the rule that most closely fits the scenario.

Pre-Event Day Responsibilities

Prior to the Event

It is important prior to the event that the Referee reviews the [Game Manual Part 1 and 2](#), and watches the pre-recorded Referee training videos. Referees are required to pass a certification test to fill this role at an event.

The training will walk through the Referee's responsibilities throughout the event and discuss the game rules in greater detail. The scheduled Q&A calls will provide an opportunity to ask questions, and even provide feedback to other Referees. The Referee must be confident and comfortable with the game rules to be able to reliably make calls during the hectic pace of a FIRST Tech Challenge event. Learning ahead of time will go a long way towards keeping the event running smoothly and on time.

Required Reading

All Referees must read and be familiar with the entire Game Manual Part 1 and 2. Specifically, it is critical to read and completely comprehend the following portions:

Game Manual Part 1, Section 4 – The Tournament

Pay attention to the tournament definitions and the tournament rules.

Game Manual Part 1, Section 7 – The Robot

Ideally, this section of the Game Manual is managed primarily by the inspection process. Referees must be familiar with and aware of the general rules for robot construction. Referees can, as appropriate, require a robot to go back for inspection if there is a concern about a violation of the robot construction rules.

Game Manual Part 2

It is key to familiarize yourself with the game overview, game definitions, and game rules. Referees must understand the set of rules that can trigger penalties for an alliance. Penalties come in several weights, minor penalties, major penalties, disablement, and yellow or red cards.

A table summarizing rules and their associated penalties can be found in Game Manual Part 2, Section 4.8. The table is a summary; the body of the Game Manual will always supersede the summary.

It is also essential for Referees to be up-to-date with the state of the game rulings that have taken place. Game rulings can be found in the [FIRST Tech Challenge Game Forum](#). They are updated throughout the season. They should be read and understood immediately prior to the tournament. Updates stop for the week on Thursdays at approximately 12:00PM Eastern time during tournament season. The FIRST Tech Challenge Game Forum is also converted to PDF, EPUB, and MOBI formats every Thursday afternoon.

Event Day Responsibilities

Before Matches Begin

The Referee should arrive early to the event. Their first step should be to check in with the Head Referee. The Head Referee will hold a meeting the morning of the event with the Referees to talk about the flow of the day. This is a good opportunity for the Referee to know which field they will be working on (if there are multiple fields) and which Referees they are working with. The Head Referee should work with the Referees to come up with a communication plan to make sure penalties and scores are recorded correctly. It is important that they communicate well during the matches to ensure the matches run smoothly and on time.

Match Play

Queuing and Entering the Field Prior to the Match

- Check for badges – the two drivers, coach, and the human player must have a badge. Coaches will have a dot or other designation on their badge. At some events, badges are not provided. If this is the case, ask the Tournament Director or the Affiliate Partner about methods to identify coaches and Drivers.
- Remind the coach not to touch the controls during the match.
- Check for safety glasses; be sure that everyone has them on.
- Remind the drive team to remain in the alliance station.
- Ensure that the field has been reset properly.



During the Autonomous Period

Teams may not touch the controllers after robots are placed and until the autonomous period is complete.

Watch the drivers in the alliance station to be sure they do not touch the controls or any part of the playing field during the autonomous period. Keep watch for any potential penalties during the autonomous period and warn teams as appropriate if they are violating a rule.

Referee

- Note any penalties incurred during this period of the match.

Scoring Referee

- Keep track of the status of the field by noting either via score sheet or the live scoring software the status of scoring elements and other scoring tasks completed successfully by a team during a match.

Transition from Autonomous to Driver Controlled Period

Once the autonomous portion of the match ends, the scoring system will tell the teams to pick up their driver station. As a visual cue, the scoring system will display to teams that they must pick up their driver station. Teams will only have 5 seconds to pick up their driver station, so they should make sure to pay close attention! After the 5 seconds, there will be a 3-2-1 countdown (both visual and audio through the scoring system) and the driver-controlled period of the match will begin right away. In total teams will have 8 seconds from the end of the autonomous period to pick up their controllers before the driver-controlled period of the match begins.

During the Driver-Controlled Period

- Watch that coaches do not touch the controls in any way during the match.

- Watch for team members touching their robot, game element, scoring elements, or any part of the playing field.
- Watch for robot pinning, trapping, or blocking.
- Watch for rule violations or intentional damage to the field or other robots.
- Communicate any penalties incurred to the scoring Referee.

After the Match, the Referees Shall

- Consult with the scoring Referee to ensure the status of the field has been recorded correctly, and that all penalties have been recorded properly.
- Signal to teams that they can remove their robots from the playing field.
- The Head Referee will communicate with the teams as necessary.

Referee Question Box

The Referee question box is a place where teams can ask questions of the Referee's after a match. Per Rule <T3>b:

*All questions about a match or scores must be brought forward to the Referees by using the Referee question box located in the competition area. Only one **student** from an alliance is permitted to enter the question box and must do so within the time period of three (3) matches following the disputed match.*

Referees should refer questions from teams to the Head Referee. Head Referees must be diligent to ensure they are addressing questions from teams in a timely manner, but not so that it affects the match schedule. Only students are allowed to ask questions in the question box; if a coach or parent approaches the question box, graciously remind them that it is the responsibility of the student to be present to ask a question.



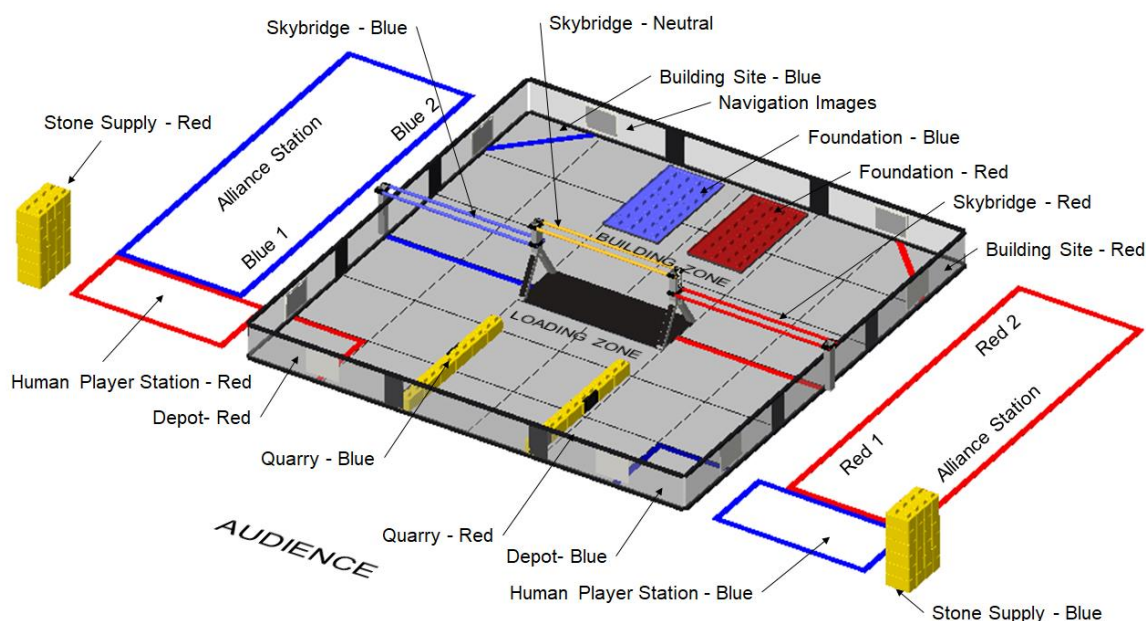
Game Overview

Matches are played on a *Playing Field* initially set up as illustrated in the figure below. Two *Alliances* – one “Red” and one “Blue”, composed of two *Teams* each – compete in each *Match*. The object of the game is to attain a higher score than the opposing *Alliance* by locating and delivering *Stones* and *Skystones* from the *Loading Zone* to the *Building Zone*, building the highest *Skyscraper*, and placing the *Capstone* on the *Skyscraper*. The game is played in two distinct periods: *Autonomous* and *Driver-Controlled*.

The *Match* starts with a 30-second *Autonomous Period* in which *Robots* operate using only pre-programmed instructions and sensor inputs. During the *Autonomous Period*, *Alliances* earn points by: Repositioning their *Foundation* in their *Building Site*; *Delivering Stones* from the *Loading Zone* to the *Building Zone*; Placing *Stones* on their *Foundation*; and *Navigating* their *Robots* under their segment of the *Skybridge*.

The two-minute *Driver-Controlled Period* follows the *Autonomous Period*. During the *Driver-Controlled Period*, *Alliances* earn points by *Delivering* and *Placing Stones* from the *Loading Zone* to the *Building Stone*. *Robots* will also build *Skyscrapers* to go as high as possible without toppling over.

The final 30 seconds of the *Driver Controlled Period* is called the *End Game*. In addition to the previously listed *Driver-Controlled Period Scoring* activities, *Alliances* earn points by *Capping* their *Skyscrapers* with a *Team-supplied Capstone*, moving their *Foundations* out of the *Building Site*, and *Parking* their *Robot* in their *Building Site*.



Penalties

There are several rule infractions that can result in a team being assessed for a penalty. A summary of the penalties that can be incurred are listed in the official Game Manual Part 2

<https://www.firstinspires.org/resource-library/ftc/game-and-season-info>. There are two types of penalties, minor and major. Minor penalties give the non-offending alliance 5 points per occurrence. Major penalties give the non-offending alliance 20 points per occurrence. In addition, there are a few offenses that carry double minor penalty points. Penalties are designed to allow teams to continue to play, despite having committed a significant infraction of the rules.

When a penalty is called, the Referee making the call should signal the penalty by waving the appropriate flag (either Red or Blue), pointing at the offending robot, and verbally indicating the rule violation that has resulted in the penalty. This communication is needed to help ensure that teams are aware that their actions are drawing penalties.

It is important to keep track of the penalties given to each team/alliance during the match, as they may become part of discussions between the teams and the Head Referee post-match. The Referee should communicate these penalties to the scoring Referee to track during the match.

Yellow/Red Cards

In addition to rule violations explicitly listed in the [Game Manual Part 2](#), yellow cards and red cards are used in the FIRST Tech Challenge to manage team and robot behavior that does not align with the mission of FIRST.

Egregious or repeated (3 or more) robot or team member behavior at the tournament can result in a yellow and/or red card. 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, for example, earning a second yellow card during a single match.

Yellow and Red Cards at the Competition Field

The Head Referee may assign a yellow card as a warning, or a red card for *disqualification* in a match. A yellow card or red card is signaled by the Head Referee standing in front of the team's alliance station and holding a yellow card and/or red card in the air.

To issue the second yellow card, the Head Referee will stand in front of the team's alliance station and hold a yellow card and red card. The Head Referee will signal the second yellow card after the match has ended.

A team that has received either a yellow card or a red card carries a yellow card into following matches, except as noted below. A red card results in match disqualification. Multiple red cards may lead to tournament disqualification. Once a team receives a yellow card or red card, the team number is presented with a yellow background on the audience screen at the beginning of all following matches. This is a reminder to the team, referees, and audience the team carries a yellow card.

Yellow cards do not carry over from the qualification matches to the elimination matches. During the elimination matches, yellow and red cards count against the entire alliance, not to a specific team. If a team receives a yellow card or red card, it results in the entire alliance receiving the yellow card or red card for that match. If two different teams on the same alliance are issued yellow cards, the entire alliance is issued a red card. A red card results in zero (0) points for that match, and the alliance loses the match. If both alliances receive red cards, the alliance which committed the action earning the red card first chronologically loses the match.

Yellow and Red Cards off the Competition Field

Teams can incur yellow and red cards for their actions off the competition field. Egregious behavior off the competition field should be reported to the Tournament Director. The Tournament Director will first consult with the coach of the team about the behavior of the team or its members, explain the ways in which the behavior is considered egregious, and give a warning to discontinue this behavior. If the behavior persists, the Tournament Director will work with *FIRST* Headquarters to assess whether or not the behavior exhibited by the team is considered egregious and if a yellow and/or red card should be issued. If it is determined that the team should receive a yellow and/or red card, the Tournament Director will report to the Head Referee. The yellow and/or red card will be recorded into the scoring software based on the next match played by the team during qualification matches. If a team is competing in elimination matches receives a yellow or red card between the qualification matches and elimination matches, the card will be applied to the first elimination match. If a team receives a yellow or red card during the elimination matches for off field behavior, the yellow or red card applies to the current or just completed elimination match.

Obtaining Yellow and Red Cards

Every Head Referee should carry with them a yellow card and a red card throughout the event. This will act as a visual aid not only to the teams but to the audience when the alliance or team has received a yellow or red card. Yellow and red cards can be purchased such as the following:

<http://soccer.epicsports.com/prod/3133/champion-soccer-ref-red-yellow-cards-pack-of-2.html?cid=11425>

Yellow and red cards can also be simply cut out of construction paper. If needed an app can be downloaded to serve as the visual aid, however the Head Referee must clearly display the screen to the team as well as to the audience. Although the yellow cards will be displayed on a screen to the audience, this is only displayed after the completion of the match, only after the Scorekeeper has entered the information to be displayed.

Issuing & Tracking Cards

If you observe a rule violation that merits a team receiving a yellow or red card, you should notify your Head Referee of the infraction, explain your observations to allow your Head Referee to be able display the appropriate card to the team(s) involved and can discuss the situation with the team(s) as needed.

Gracious Professionalism® - "Doing your best work while treating others with respect and kindness - It's what makes *FIRST*, first."

Yellow and red cards will be tracked within the scoring system and by the Head Referee.

Repeated Rule Violations

There are several rules in the Game Manual Part 2 that make references to repeated actions leading to more significant penalties being applied. An action that is repeated 3 or more times should be considered for additional penalties. These should be acknowledged with verbal warnings given to the offending teams at each of the 1st and 2nd offenses.

Safety Rule Interpretation

<S1> Unsafe Robot and Playing Field Damage

Safety is everyone's job at a FIRST event, including safety on the playing field. If a robot is unable to be controlled in a manner that does not risk potential injury to students or field personnel or if it has caused damage to the playing field, it should be disabled for the remainder of the match.

In extreme or more dangerous cases, a yellow card may be appropriate.

If the damage is significant enough to require match delaying repair, it may be appropriate to escalate to a red card.

The goal is to protect the people around the playing field and the ability to continue the event.

<S2> Robot Extension Outside the Playing Field Perimeter

Robots that extend outside the playing field perimeter are potentially unsafe. Contact with anything outside the perimeter should result in a yellow card and if there is danger in allowing the robot to continue operation, it should be disabled.

Inadvertent, safe extension outside the field perimeter should not be penalized.

<S3> Safety Gear

All members of each drive team are required to be appropriately attired at the playing field (and in the pits). closed-toed/closed-back shoes as well as required by <T16> should be worn at the playing field.

If a student arrives at the playing field without appropriate safety gear, they should be reminded of the rules and given the opportunity to remedy the situation. If they are unable to remedy (including being replaced by a teammate) within a reasonable timeframe (30 seconds or when the match is prepared to start), the student must leave the competition area and may not return while the match proceeds.

General Game Rule Interpretation

<G1> Drive Team - Electronic Communication Devices in the Alliance Station

Rule <G1> prohibits teams from bringing electronic communication devices to the alliance station. This includes, but is not limited to; cell phones, walkie-talkies, Bluetooth headsets, tablets with internet connections, etc. Any device that would be reasonably assumed to be a communication device should not be brought to the alliance station. This of course does not apply to the driver station (for example, the cellphone that is a part of the driver station).

<G2> Playing Field Access

This rule specifies that team members cannot enter the playing field for any reason other than to place/retrieve their robots. Teams may not measure, test, or adjust field or game elements. Inspection of the playing field elements by team members to determine scoring is not allowed. Penalties vary depending on the timing of the

violation; minor penalty during match setup or match reset, major penalty if the violation delays the start of a match, violations at times outside of scheduled match play result in a yellow card (i.e. during lunch, etc.)

Referees should expect that teams may ask about the proper placement of field and game elements. Effort (in conjunction with the FTA and/or Field Manager) should be made to fix any team identified setup issues.

Contact with game elements that is Incidental and Inconsequential should be ignored.

<G3> Pre-Match Robot Placement

This rule specifies the order that the robot should be placed onto the field. During qualification matches, blue alliance robots should be placed first. If the blue alliance arrives to the match late, and the red alliance has already placed their robots, the red alliance will be given the opportunity to reposition their robots. During elimination matches, the lower seeded robots should be placed first (i.e. 3rd place seed places before 2nd place seed). During any match, an alliance may waive its right to place last (i.e. they are not required to wait until the opposing alliance has placed but are merely given the right to place last if they choose. During elimination matches, 3 team alliances may only place robots that are intended to compete in that match. Once two robots are placed for the two teams competing in a match, the alliance cannot swap in the 3rd alliance's robot for a robot already placed.

Note that in 3 team alliance matches, each alliance is required to notify the referees which two robots are participating in each match 2 minutes prior to the start of the match (see Game Manual Part 1, section 4.10).

Make sure to watch for teams that may be 'gaming' this rule, looking to take advantage and possibly delay match start. Remind them of the goals of *Gracious Professionalism*®.

<G4> Robot Starting Volume

Robots are required to start in a legal configuration. Robots that are unable to establish and maintain an appropriate starting configuration should be removed from the playing field. The robot and the drive team must remain at the field for the duration of the match if they are removed from the field.

<G5> Alignment Devices

Robots are allowed to use alignment devices. The alignment devices must be made from legal parts/materials and must be a permanently attached part of the robot. New this year, the alignment devices are allowed to extend outside the robot starting size but must be fully retracted prior to Match start. Using body parts, team members standing inside/outside the field perimeter, are examples of dis-allowed alignment devices.

<G6> Alliance and Human Player Stations

Rule <G6> prohibits a player from leaving the alliance or human player stations during a match, except in the case of safety. This includes leaning and/or reaching into the field from the alliance station. Leaning/reaching out of the Alliance Station that does not result in a competitive advantage should not be penalized. Teams that reach/lean into the field should be warned to keep inside their alliance station. Repeated violation should result in penalties being assessed.

Similar arguments apply to team members stepping out of the alliance station. Some latitude can be allowed for minor crossings of the alliance station perimeter, coupled with gentle reminders. Repeated or more blatant violation should be assessed with penalties.

With the addition of a Human Player (from the opposing Alliance) stationed near the Alliance Station, there is the potential for one alliance to present a distraction to the other. It is recommended to observe/listen to the interactions and understand their nature before assuming that Human Players interacting with Drivers (and vice versa) is distraction.

Note also that the Human Player has an explicit exemption for reaching into the Field under specific conditions. See <GS1> guidance for details.

Gracious Professionalism® - "Doing your best work while treating others with respect and kindness - It's what makes FIRST, first."

<G7>, <G8>, <G9> <G10> Starting Gameplay Early, Starting Gameplay Late, Robot Control During Autonomous, Parking

Robots that start or end gameplay either late or early will receive a minor penalty. A major penalty may be assessed instead, if the referees determine competitive advantage was gained. Scoring that occurs as a result of late gameplay by robots will not be counted as scored. Note that robot scoring is based on state at T=0 (i.e. when the buzzer sounds, signifying the end of the Match). Changes in scoring state that occurs after T=0, either driver caused or due to robots relaxing when control is removed should not be counted. Game elements that are “in the air” at T=0 should be counted when they come to rest.

Note that a <G8> violation does not automatically include a <G9> violation. <G9> violations are intended to cover only actions after the robot has been started for the Autonomous Period.

<G10> requires robots to park at the end of both the Autonomous and Driver Controlled periods. Allowances should be made for human response times. Examples of competitive advantages other than scoring that could come from Late Game Play at the end of the Autonomous Period include moving to an advantageous defensive/offensive position and deploying/retracting a mechanism (and potentially many others).

<G11> Drive Team Contact with Game Elements

Members of a drive team should not make contact with the playing field, any robot, or game elements, including those that leave the field of play. Teams should not be penalized for unintentional and incidental contact with game elements that leave the field into the driver stations. Teams should leave the game elements alone and allow designated field personnel to return the game elements to the field when it is safe to do so.

<G12> Autonomous to Driver-Controlled Period Transition

At the conclusion of the autonomous period, robots will remain in a hands-off state. Field personnel will not enter the field and will not touch robots on the field from the autonomous to driver-controlled transition.

If the scoring system software is not being used to manage the match timings, a consistent method of notifying teams that they need to prepare for the driver controlled period should be utilized. The wording and timing should be consistent across all matches within an event.

<G13> Coach Controlling Robot

The member of the drive team that is designated as the coach is not allowed to control the robot. Coaches are allowed to hold the driver station Android device, including interacting with it to select op modes, start/stop/initialize/reset the robot (as appropriate for the current period of the match)

<G14> Certifying the Score at Match End

Effort should be made to conclude the final assessment of the scoring as quickly as is reasonable. Some discussion amongst the referee crew to make sure that penalties are being appropriately recorded is possible. Active communication throughout the match between Referees and Scoring Referees will help with minimizing the time required to finalize match scores.

<G15> Deliberately Detaching Parts

Robots that deliberately detach parts during a match should be issued a minor penalty. Additionally, if the detached part affects gameplay of any robot, the penalty should escalate to a major penalty and a yellow card. Parts of robots that are attached only with a tether will count as detached for the purposes of <G15> penalties.

Tethered components that move independent of the main robot are considered a detached component and are illegal.

<G16> Grasping Game Elements

In general, this rule prohibits team robots from grabbing onto game or field elements. The game specific rules will provide exception where necessary for a given year's game.

<G17> Destruction, Damage, Tipping, etc.

Entanglement occurs when parts of two or more robots are locked together. Not all occurrences of entanglement require a penalty. It is up to the Referee to determine if a robot has an arm or other device that greatly increases the chance of entanglement. A Referee may also assign a penalty for a strategy resulting in entanglement, such as intentionally spearing a robot with an arm.

Teams/alliances that play very aggressively should be warned about the possible penalties associated with <S1> and <G17> (i.e. intentional damage and/or strategies aimed at damage).

Scenario 1:

Two robots collide and their wheels' interlock, preventing either from moving freely. No penalty should be awarded since wheeled robots are a conventional design and neither has a design that increases the chance of entanglement.

Scenario 2:

Blue 1 has wires running loosely from an arm to the robot body. Red 2 drives by and is caught on Blue 1's wires. Blue 1 should receive a penalty for entanglement since the wires clearly extend beyond the main part of the robot and were not properly tied down to prevent catching on a robot or field element.

The intent of this rule is to prevent one robot from tipping over and disabling an opponent. This rule is similar to the entanglement rule in that it is very situation and robot dependent. SKYSTONE is a highly interactive game and robots are expected to push and otherwise make physical contact with each other. Robots should be designed with that in mind. The fact that a robot is top heavy and easily falls over when bumped by another robot should be considered before a penalty is awarded. A robot with a feature that enhances the ability to tip over other robots, regardless of the feature's intended purpose (such as a ramped plow to herd game elements) should be warned that contact with other robots using this plow can be interpreted as tipping. Teams should be warned not to take advantage of a situation when an opposing robot is off balance.

Scenario 1:

Red 2 is driving up the edge of a field element and is off balance. Blue 1 drives up and begins to push Red 2, causing Red 2 to tip over. Blue 1 should be penalized for tipping.

Scenario 2:

Red 1 and Blue 2 are pushing each other with their arms. Blue 2 is off balance so Red 1 backs off. Blue 2 cannot recover and falls. This action should not be a tipping penalty.

Scenario 3:

Blue 2 has a ramp in front that is used to scoop up Scoring Elements. When Blue 2 is pushing Red 2, the ramp goes under the wheel of Red 2, tipping Red 2 over. Blue 2 should be penalized for tipping.

<G18> Pinning, Trapping, or Blocking Robots

Pinning is a rule that generates a great number of complaints/comments from teams. The intent of this rule is to stop one robot from preventing the motion of an opposing robot. Many times, this is confused with blocking. Blocking, or preventing a robot from moving in a specific direction is legal but holding a robot against a field element or another robot and preventing it from moving in any direction is illegal. The pinning rule is applied differently in the autonomous mode and the driver-controlled mode. Trapping applies in cases where a robot can move, but it prevented from being able to leave or access an area of the field.

The 5 second count is not permission to violate the rule for just under 5 seconds. Teams are expected to back their robots away from Pinning/Trapping/Blocking situations as soon as the initial count begins. The 5 second count is a grace period to allow the back out to take place.

Autonomous Mode

In general, pinning, trapping or blocking in autonomous mode is quite rare. The difficulty with calling this penalty is that since the robots are not being driven, the Referee cannot ask the offending robot to back up. The Referee must determine whether the pinning, trapping, or blocking is intentional or accidental. Unless the offending team has specifically targeted their opponent and has demonstrated in past matches a strategy aimed at pinning a robot, the Referee is usually better off issuing a warning. If pinning, trapping, or blocking does occur, the Referee must notify the team with the pinning, trapping, or blocking robot that as soon as the driver-controlled mode starts, their robot must back up 36in (91.44cm) immediately (approximately 1.5 full field tiles). There will be no 5 second count.

Driver-Controlled Mode

For pinning to occur, the pinned robot must not be able to move in any possible direction. Blocking a robot from traveling in its preferred direction is not pinning. Open field contact between robots is not pinning. If pinning does occur, the Referee must notify the offending team and begin counting. The count should be visible, pointing fingers is recommended, and the count should be loud enough for the teams to hear. Referees should start the count at 2, since by the time the count is started at least one second has gone by. The pinning robot must back off a minimum of 36in (91.44cm) (approx. 1.5 full field tiles). If the offending robot does not back up, the Referee should assign a penalty. Repeated pinning for less than 5 seconds is allowed, provided the offending robot backs up a minimum of 36in (91.44cm) each time. If the robot continues to violate the rules, the Referee should disable the robot, but only after making the team move the robot away from the pinned robot.

A key phrase in the definition of pinning is “preventing the movement in all directions of an opposing robot”. If the robot is not attempting to move, there is no pinning. A robot must be actively attempting to move for it to be considered pinned. Contact with a robot parked against a field border or field element in a way that would prevent a robot from moving is not sufficient to be considered pinning. The pinned robot must be attempting to move away from the object that it is being pinned against.

Scenario 1:

Red 1 is 3” from the wall. Blue 2 is preventing red 1 from moving toward a scoring area. The red team is calling for a pinning penalty, but since red 1 has room to turn and move parallel to the wall, the Referee should not begin the count. It is not pinning/trapping if the robot can move in another direction.

Scenario 2:

A Referee starts a pinning count on red 1 for pinning blue 2. red 1 backs up 12in (30.48cm) and then drives back to blue 2. The Referee continues counting (12in (30.48cm) is not sufficient to end the pin), and at 5 seconds assigns penalty to red 1 and warn them to back off at least 36in (91.44cm). If red 1 continues to pin the blue robot, the Referee should ask the red alliance to move at least 36in (91.44cm) away, and the robot will be disabled.

<G19> Forcing a Penalty

Referees should keep an eye out for instances where a robot is forced into a penalty by an opposing robot. This may be accidental or intentional. If intentional, the offending team should be warned and if the conduct continues can result in a disable or disqualification.

Scenario:

A blue robot is parked by the one of the red alliance’s protected scoring areas. A red robot pushes the blue robot, causing the blue robot to enter the red protected scoring area, which could potentially be a

rule violation. No penalty will be assessed on the blue robot providing the blue robot moves out of blocking position as soon as possible.

<G20> Removing Game Elements from Field

Team should not intentionally remove game elements from the field. They should expect to be penalized for each game element placed out of bounds. Actions that repeatedly and routinely cause game elements to leave the field will be determined to be intentional.

Game elements that leave the field of play should be returned to the field at the earliest possible SAFE opportunity, at approximately the position where they left the game field. Due to the proximity of the driver station to the field edge, it may be difficult to return game elements that leave the field in front of the driver station in a timely way. It is important to make sure not to interfere with any of the members of the drive team while returning game elements to the field. Game elements returned to the field should be placed in non-scoring locations.

It is possible that some game elements that leave the field of play may not make it back into play for the remainder of the match, particularly for those that leave the field near the alliance station.

All game elements that leave the field during the autonomous period should be returned to the field of play during the pause between the autonomous period and the driver-controlled period, while the robots are all inactive, if possible.

<G21> Scoring Elements in Contact with Robots

In general, game elements that are in contact with a robot of the same alliance do not score for that alliance.

<G22> Post-Match Removal of Game Elements from Robots

Robots need to be designed to allow quick removal of game elements from the robot. The goal of the rule is to efficiently get robots off the field at the end of a match and the field prepped and ready for the next match.

<G23> Controlled Game Elements Part of Robot

Game elements that are controlled by a robot are considered a part of that robot except when determining the location of the robot. This applies to interactions between robots, game elements, or field elements.

<G24> Robot or Scoring Elements In Two or More Scoring

Game elements that straddle multiple scoring areas should be scored as if they were in the higher valued scoring area, unless there are game specific rules that provide exceptions.

<G25> Disabled Robot Eligibility

A robot that is disabled by the referees due to rule violations is deemed ineligible to score for the remainder of the match. Before the team puts down their controllers, the robot should be moved into a neutral, non-scoring position. The ineligibility includes any actions by their alliance partner that would cause the disabled robot to be moved into a scoring position. Game-specific rule(s) listed in section 4.6.3 take precedence over this general game rule.

Robots that are disabled due to failure of the robot or its subsystems are still eligible to score.

<G26> Playing Field Tolerances

The dimensions of the playing field are specified as +/- 1.0 inches. While we try to be more accurate when we setup and manage our fields, teams should be prepared to play in an environment with variances.

<G27> Match Replay

This rule dictates the conditions that the Head Referee and the Field Technical Advisor will use to determine the possibility of a match replay. The key here is that a discussion between the Field Technical Advisor and the

Head Referee will be the determination of possible replay. Verifiable faults are required. Head Referee decisions are final. Note that the justification for match replay requires situations that are deemed “likely to have impacted which alliance won the match” in order to justify match replay.

<G28> Egregious Behavior

Teams should expect to behave appropriately in all situations at the playing field. This includes respectful interactions with all field personnel, as well as with all competitors in the match. This same respect extends to the game rules and to general safety around the playing field.

For repeated rule violations to escalate to Egregious Behavior, there need to be at least 3 instances of the violation and there needs to have been a discussion between the Head Referee and the team about the escalating consequences. One of the goals of the conversation is help the team avoid the violation. See the discussion of tracking rule violations in the Head Referee portion of this manual.

All discussions regarding possible <G28> violations must involve the Head Referee.

<G29> Illegal Usage of Game Elements

Deliberate use of game elements to aid or amplify the difficulty of robot gameplay should be penalized.

Some examples include; stacking game elements in front of the opposing alliance’s scoring areas, using game elements to block/lock a dynamic field element, placing game elements into opposing alliance robots in an effort to hinder robot motion.

<G30> Inadvertent and Inconsequential

Rule violations that are rule at a referee’s discretion to be BOTH inadvertent AND inconsequential may be waived and not penalized.

Game Specific Rule Interpretation

<GS1> Human Player

SKYSTONESM includes a Human Player to introduce Stones and Capstones into the playing field. There are several safety constraints that apply.

Stones/Capstones may only be delivered by hand; no tools are allowed. In the case of disabilities, appropriate accommodations should be allowed.

Stones/Capstones may not be delivered when there is a scoring element or Robot in the Depot. This includes Stones, Capstones, Foundations and Robots (of either Alliance)

When there is a Robot present in the Depot, the Human Player is not allowed to reach into the field (i.e. break the vertical plane of the playing field perimeter). A disabled Robot (from either Alliance) does not trigger this limitation. A disabled robot from the opposing alliance is still eligible to earn penalties for blocking access to the Depot (see <GS6>)

When legally placing a Stone/Capstone, the Human Player is allowed to reach into the field, including reaching below the horizontal plane created by the top edges of the Playing Field Perimeter.

Human Players are NOT allowed to move game elements that are already in play (<G11>), they are NOT allowed to Launch the Stones/Capstones (<GS4>), and they are NOT allowed to make contact (direct or indirect) with Robots on the Playing Field (<G11>). This implies that once a Stone/Capstone is released by the Human Player, it may not be contacted, adjusted, or moved by the Human Player.

Once the Human Player has released the Stone/Capstone they are placing, they should make sure arms/hands are outside of the field perimeter as soon as possible and may not reach into the field until allowed by <GS1>.

There is only one human player per alliance. This means that an alliance will have a maximum of 7 members at the field. Make sure to be aware that the Human Player is stationed on the opposite side of the field from the remainder of their Alliance. See the Head Referee section of this manual for managing disputes about Human Player selection within an Alliance.

<GS2> Autonomous Period Interference

During the Autonomous Period, Robots are not allowed to interfere with the Opposing Alliance's Scoring attempts. This includes disturbing (moving) any of the Stones or Skystones that are contained in the Opposing Alliance's Quarry. Note that <GS2> also excludes any scoring benefit for Game Elements taken from the Opposing Alliance's Quarry.

<GS3> Capstone Control Limits

A robot is not allowed to control more than 1 Stone or 1 Capstone (however, one of each can be controlled simultaneously). Note the exemption for Stones/Capstones that are In the Foundation.

<GS4> Launching of Game Elements

No game elements are allowed to be launched in SKYSTONE. Note that Launching does not require the Game Element to move through the air. Any movement of a Game Element that is not due to direct contact with a Robot (i.e. the Game Element moves after contact is lost, including sliding) is considered a Launch.

<GS5> Foundation Scoring Interference

Robots are not allowed to be In the opposing Alliance's Foundation at any time. They are also not allowed to interfere with a robot that is In its Alliance's Foundation. Inadvertent and Inconsequential intrusions should not be penalized.

<GS6> Blocking Access to the Depot

Robots may not be In or Block Access to the Opposing Alliance's Depot. The 1st instance results in a warning, with subsequent violations resulting in an immediate Major Penalty and additional Minor Penalty for each 5 seconds the violation persists.

Note that a robot that becomes disabled while blocking access to the opposing alliance's Depot will continue to accrue the consequences of <GS6> through the Yellow Card final consequence.

<GS7> Skybridge Specific Penalties

There are several Skybridge specific potential rule violations. Robots that Grab, Grasp, or Hang from any part of the Skybridge should receive a Major Penalty.

Robots that travel between Zones via the opposing Alliance Skybridge should receive an immediate Major Penalty (per occurrence).

Robots are also not allowed to prevent Opposing Alliance Robots from traveling under the Neutral Skybridge. Penalties should be assessed per <G18> for Blocking the Neutral Skybridge.

<GS8> Controlling Opposing Alliance's Foundation

Robots are not allowed to Control the Opposing Alliance Foundation during End Game or any time the Opposing Alliance Foundation is in the Opposing Alliance's Building Site. Note that Grab/Grasp of Opposing Alliance Foundation would be violations of BOTH <GS5> and <GS8> and both penalties should be assessed.

<GS9> Descoring

No removal/repositioning of Stones/Capstones In Opposing Alliance's Foundation during End Game or any time the Foundation is in the Building Site. Note that contact with the Stones/Capstones is not required. Jostling of the Foundation that causes descoring of Stones/Capstones should be penalized as a violation of <GS9>

<GS10> Foundation Movement

Foundations must remain Completely in the Building Zone for the entire Match. Minor Penalty for each 5 seconds the Foundation is not Completely in the Building Zone.

<GS11> Stepping Over Game Elements

Due to safety concerns and worries over potential damage to the Skybridges, we are not allowing teams to step over the Skybridges.

The consequences escalate through a gentler than normal process, starting with a warning then escalating through minor penalty and on to major penalty. Each violation should involve a discussion with the students violating <GS11>. Violations beyond the final escalation should be treated as <G28> egregious behavior violation and result in Yellow Cards. The hope is that a gentle escalation will keep everyone safe and avoid unnecessary cards.

Note that as Referees/Head Referees, we should make a strong effort to abide by this rule as well. Modeling the behavior we expect of the students will help reinforce the importance of safety. If stepping over the Skybridge is necessary, it should never occur over the Neutral Skybridge and it should involve a very slow, deliberate sideways step over to help avoid tripping.

Robot Rules

There are guidelines and specifications teams must follow when constructing their robot (refer to the [Game Manual Part 1](#) for the full list of specifications). Although all robots must pass an inspection prior to competing, the Referee has the discretion to send a robot back to inspection if the Referee believes the robot violates the stated rules. There are a few of the robot construction rules that are of particular importance to Referees:

<RG02> Robot Size

This rule limits the physical size of a robot in its starting configuration to be able to fit within an 18in (45.72cm) cube. This includes all attachments, extensions, etc. If there is any doubt about the size of a robot, the Head Referee should be notified, the Inspectors summoned, and a possible re-inspection of the robot may be required.

<RG04> Maximum Robot Weight

Robots must not weigh more than 42 pounds (19.05 kg) including battery. To account for variances between scales, there will be a .5 pound (.23kg) overage allowance on top of the 42 pound weight limit. This weight constraint does not include the alliance flag or team marker. If a team is using multiple mechanisms that will be swapped out from one match to the next, all components and the robot must be weighed together during weight inspection and must not weigh more than 42 pounds.

<RG05> Team Number

This rule requires all robots to clearly display their team number. There are requirements for size and contrast of the numbers, as well as their positioning. The primary requirement is for the Referee to be able to clearly identify the robot at all times (both by number and by alliance).

<RG06> Alliance Marker

This rule requires all robots to clearly display their alliance marker that identifies to the Referee's which alliance the robot is on. There are size and shape requirements for the alliance marker that are outlined in the Game Manual Part 1 - <RG06> The Alliance Marker should be within 3" of the Team Number and on the same sides of the Robot as the Team Numbers. This normally should be managed during Robot inspection.

<RG09> Launching Game Scoring Elements

This rule limits the energy that FIRST Tech Challenge robots can impart onto any projectiles that they launch. It is an operational definition and its intent is completely about safety for the alliances, the field personnel, and the audience that may be seated near the field. If at any time the Referee and Inspector disagree on a ruling, the final decision on whether to allow a robot to compete is up to the Head Referee.

If there is a determination of excessive velocity, based on observation during gameplay, the robot in question should be sent back to inspection for a formal assessment of the velocity of its shots.

Tournament Rules

There are a few tournament rules in the Game Manual that have an impact on the role of the Referee. This section is important to understand since it lays out the flow of the tournament, including the descriptions of the different types of matches.

<T3> Referee Rulings Are Final

Rule T3 from the [Game Manual Part 1](#) introduces that Referee rulings are final. Additionally, it sets a process and a time limit for the possible questioning of disputed rulings. Most tournaments will have a designated area where a student-member of the Drive Team waits for the opportunity to discuss a ruling with a Head Referee.

When a question is brought forward it should be directed to the Head Referee only, and in the designated Referee question box located in the competition. All questions and discussions with the team are addressed by the Head Referee only.

If a non-student team member attempts to bring forward a question, politely remind them that all questions and discussion occur only with student team members. Ask them to leave the immediate area of the discussion and continue the discussion with student members.

At no point, should you ever allow teams to show you pictures or videos of matches. Rule <T3> expressly prohibits review of recordings or pictures. Teams are encouraged to bring supporting documentation such as a specific game rule from the Game Manual Part 2, or a forum post when asking questions about a call.

Be aware that teams often may not agree with the decisions of the Referees. They may attempt to engage in repeated attempts to reopen the discussion about the decision. Remind them that the Head Referees' decisions are final and that repeated discussions will not change the outcome. If they persist, gently remind them about the ideals behind *Gracious Professionalism*®. It would also be good at this point to highlight the team's behavior to the Judge Advisor.

<T4> Non-allowed Wi-Fi Communication

<T4> No team, Team Member, or event attendee is allowed to set up their own Wi-Fi 802.11a/b/g/n/ac (2.4GHz or 5GHz) wireless communication in the venue. Non-allowed wireless communications include, but are not limited to:

- Cellular Hotspots (e.g. cell phones, tablets, MiFi).
- Ad-hoc networks.
- Nintendo DS peer-to-peer.

- d. Bluetooth communication with robots in the *competition area*.

No team, Team Member, or event attendee shall interfere with a team's Wi-Fi Direct® communication with their own robot.

The penalty for violating rule <T4> is disqualification of the entire team from the event and their removal from the venue property. Teams may not appeal the penalty and no refunds will be given for registration fees, pre-paid meals, etc. *FIRST* may conduct a post-event review and determine if any additional penalties are to be imposed upon the offending team.

<T8> Team Badges

Teams are issued badges as part of the check-in process for the tournament. All members of the drive team must wear the provided badges. If they are not readily visible, encourage the members to place the badges more visibly (i.e. above the waist). Badges may NOT be swapped during a match (i.e. the coach at the start of the match remains the coach for the entire match).

Note that with the addition of Human Players in SKYSTONESM, there are now 3 distinct types of badges, Driver, Coach and Human Player.

<T12> & <T15> Timeouts and Match Timing

There are no timeouts during qualification matches. During elimination matches, each alliance has exactly one timeout. Alliances asking to use their timeout during the elimination matches should be referred to the Head Referee.

<T16> Safety Glasses

Safety is everyone's responsibility. All Drive Team members MUST wear safety glasses (or shatterproof prescription glasses with side shields).

Head Referee Manual Supplement

Please make sure to read ALL the Referee Manual. The duplicate Head Referee Manual information has been removed and the following section is meant to serve as a Head Referee supplement with information that applies only to the Head Referee role.

Head Referee Role Responsibilities

Refereeing at *FIRST* competitions is different from a traditional sporting event in that the Referees help the competitors to avoid breaking the rules of the game. We like to remind team members if they are getting close to an infraction and warn them rather than watching passively. Continued violations of the game rules outlined in this manual should fall into fair and consistent enforcement. Penalties will be applied for these violations and could lead to disqualification of a competitor. It is important for a Head Referee to understand what constitutes a penalty, and to allow a competitor the opportunity to remedy the situation. It is the responsibility of the Head Referee to have a complete understanding of the rules and penalties of the game and can convey and communicate these rules and penalties clearly and effectively.

Experience and skills needed

- Ability to “take charge” and be assertive, but friendly and tactful.
- Thorough knowledge of the competition, game, and rules of play.
- Outgoing personality; high energy.
- Strong communication and diplomacy skills.
- Ability to collaborate with others; work as a member of a team.
- Attention to detail.
- Ability to move about the field.
- Ability to stand for long periods of time.
- Strong assessment skills.

The Referees work under the direction of the Head Referee and may be required to participate in deliberations regarding Referee calls contested by teams. Head Referees play a critical role in ensuring smooth flow of match play and maintaining the pace of the event.

Personal Demeanor

As a Head Referee, it is important to recognize the very public nature of your volunteer role as well as the close level of interaction with the students. Your actions are seen and heard by many participants and spectators at your tournament. The manner that you display in your actions frequently carries more weight with the students than what you say in your interactions with them.

As you are carrying out your responsibilities, keep in mind a few key thoughts:

- I am participating as a volunteer to help inspire students.
- I have many opportunities to serve as a mentor/teacher to those students during the event.
- My job is not to punish teams that commit rule violations. My job is to keep gameplay fair and equitable.
- I inspire better when it is obvious I am having fun with the people around me while doing my job.



Keeping these thoughts in mind and focusing on having fun with the students will make for a great experience for all involved!

Volunteer Training and Certification

If you have applied for a role but have not received access to the training, please email FTCTrainingSupport@firstinspires.org.

FIRST Tech Challenge requires Head Referees to be trained before volunteering in the role. Training, including review of the current year's manual, supplemental manual review (for example, Game Manual Part 1), training video, and the Head Referee certification test will take approximately three hours.

Pre-Tournament Responsibilities

Prior to the Event

It is important prior to the event that the Head Referee reviews the [Game Manual Part 1 and 2](#), and watches the pre-recorded Head Referee training video. Head Referees are required to pass a certification test to fill this role at an event.

The training will walk through the Head Referee's responsibilities throughout the event and discuss the game rules in greater detail. The scheduled Monthly Key Role Discussion calls will provide an opportunity to ask questions, and even provide feedback to other Head Referees. The Head Referee must be confident and comfortable with the game rules to be able to reliably make calls during the fast pace of a FIRST Tech Challenge event. Learning ahead of time will go a long way towards keeping the event running smoothly and on time.

Required Reading

All Head Referees must read and be familiar with the entire Game Manual. The Head Referee should read all of the resources outlined above in the Referee portion of this manual.

Head Referee - Additional Roles and Responsibilities

In addition to the responsibilities of a Referee, the Head Referee also has additional roles and responsibilities. These include: serving as a knowledge reference and training resource for the Referee crew, communication with the teams, helping manage tournament schedule, and serving as a role model for *Gracious Professionalism*®.

Knowledge and Training Resource for Referees

The Head Referee serves as a role model and a knowledgeable resource for the Referee crew and the tournament staff. The entire Referee crew looks to the Head Referee to be a reference for all rulings on the field and for the interactions with the teams and coaches.

Take the time to study the Game Manual Part 1 and 2, and online Q&A Forum. Understanding the intent of the rules is critical to be able to explain as needed to the Referees.

Depending upon the Affiliate Partner or Tournament Director, the Head Referee may be asked to help with the training for the Referee crew at the event.

Tournament Flow Management

The Head Referee plays a critical role in keeping the match schedule flowing smoothly and on time. Effective management of the field reset, pre-match robot setup, and the scoring of the matches will keep the day running smoothly. Keeping an eye out for bottlenecks and any possible inefficiency during the day and working with your Tournament Director or Field Manager will also help.

Gracious Professionalism® - "Doing your best work while treating others with respect and kindness - It's what makes FIRST, first."

Keep in mind that part of your role as a Head Referee is to be a collaborative partner in managing the field and the match schedule. You should strive to work with the other Key Volunteers around the field and in the competition area in running a smooth event.

The FTA/Head Referee Match Workflow described below is an example of the types of collaborations we should be supporting.

There are times, particularly at smaller events, that you might be called on to take on more than one event responsibility. It should always be a goal to train others around you, sharing knowledge and skills and helping to build a larger, more involved volunteer pool.

FTA and Head Referee Match Workflow

The key volunteer that owns the playing field is responsible for everything that occurs on the playing field. Specifying which key volunteer is in charge of the playing field and how field ownership transitions between these volunteers improves workflow efficiency. The recommended playing field ownership timeline is as follows:

- 1) The Head Referee owns the playing field starting when the Field Technical Advisor (FTA) signals to the Head Referee that the drive teams and their robots are ready to start the match and ending when the referee crew signals to drive teams that they may remove their robots from the playing field. For example, the Head Referee owns the playing field during the following activities:
 - a) Randomization of the playing field elements.
 - b) Autonomous period.
 - c) Transition between the Autonomous and Driver-Controlled periods.
 - d) Driver-controlled period.
 - e) Post-match score certification.
 - f) Signaling drive teams to remove their robots from the playing field.
- 2) The FTA owns the playing field at all other times. For example, the FTA owns the playing field during the following activities:
 - a) Playing field reset.
 - b) Robot setup on the playing field by the drive teams.

Prior to the start of qualification matches, the FTA should meet with the Head Referee to confirm how they will work together across the match workflow timeline. The Head Referee should be familiar with the field ownership concept because it is described in the Referee manual.

Referee Roles

The Referees report directly to the Head Referee. Referees have two main role distinctions; observing matches to call penalties and tracking the status of the match score. It is necessary for the Head Referee to understand the different Referee role distinctions to act as a resource for these volunteers. Four Referees will be assigned to each field. There will be two Referees responsible for tracking and calling penalties as they occur during the match. The other two Referees track the score for either the red or the blue alliance. After completion of the match, the Referees will work together to finalize the score and account for any penalties assessed during the match. Every 5 matches, the Referees will trade responsibilities and continue to rotate responsibilities throughout the remainder of the matches.

Penalties

Observes team matches, identifies rule violations, and "calls" them. Referees help the competitors to avoid breaking the rules of the game. Referees participate in deliberations regarding contested calls, working directly through the Head Referee.

Scoring

Referees monitor the status of the game and scoring elements during match play. There will be one Referee assigned to the blue alliance side of the field, and the other to the red alliance side of the field. They may track the status of the field on paper, using score sheets. Some tournaments may live scoring, and the Referee will use an app installed on either a phone or tablet to track the status of the field.

Referee Crew Rotation

The Head Referee should monitor to ensure that the Referee crew rotates roles every 5 matches. The intent of this rotation is to consistently have a new perspective on either penalties or tracking the status of the match to avoid fatigue throughout a full day of matches.

Referee Meeting

The Head Referee should plan to arrive at the event early to meet with the Referee crew. The Referees work very closely when assessing penalties and finalizing the score of each match. Having introductions in the morning as well as reviewing their assignments will make for a great start to the day. This is an opportunity to come up with a communication plan with all the Referees. It's also an opportunity to discuss how the Referees will rotate after every fifth match has been played.

Drivers Meeting

One of the Head Referee's responsibilities is leading the driver's meeting that takes place the morning of the tournament, prior to the start of any matches.

The driver's meeting should emphasize key rules and interpretations and reiterate any recent changes or clarifications to the rules as published in the online Q&A Forum. It should serve to clarify any misunderstandings the teams may have of game or robot rules or of the scoring for the game.

The meeting is an opportunity to make sure that all the teams understand the match flow such as when and where they should queue, the order the robots should be placed onto the field, the sequence of the match, and the cue for the reset of the field and the removal of their robots. The Field Manager may handle this part of the meeting. Also, the Field Technical Advisor may wish to communicate with teams during this meeting.

During the drivers meeting the Head Referee should describe the process for teams to ask questions. Make sure to emphasize the timing for questions. It is also critical at the driver's meeting to point out the location of the question box where the team member should wait to ask his or her question.

Make sure to allow time for questions from the teams. Depending on the size of the tournament and the noise level where the driver's meeting takes place, you will possibly need to repeat questions so that all attending the meeting can hear the questions as well as the answers. See [Appendix D](#) for drivers meeting talking points.

Managing Disputes Within an Alliance

There are occasions where there may be a dispute within an Alliance. In particular, the Alliance may not agree on which robot will be placed in which starting position, which team will stand in which position, or which team will provide the Human Player for the Match.

When no agreement can be reached, the team designated as #1 shall have right of decision during Qualification Matches and the Alliance Captain shall have right of decision during Elimination Matches.

Answering Team Questions

One of the key responsibilities for a Head Referee is to address questions from teams and to provide fair, consistent, rule-based answers to their concerns.

It is important to make sure to patiently listen to the questions from the students. Make sure to consider their points and to hear them out completely. They are often very passionate about their concerns and that passion typically becomes more heated if they are not allowed to clearly and completely express their concerns.

Teams are encouraged to support their question by bringing either the Game Manual or the Q&A forum when asking a question or disputing a call.

Do not allow a team to bring more than one person to the question box. If they do come with multiple members, politely remind them of the “one student limit” and wait to begin the discussion until they comply. Similarly, if an adult mentor or coach comes to the question box, politely remind them of the “students only” rule and ask them to send a student team member to ask any questions or to raise any concerns.

At the end of the discussion, it is a good idea to reinforce any positive behaviors displayed by the students. Thanking them for having a calm, intelligent discussion and wishing them good luck with the remainder of the tournament will help with keeping a positive environment around the playing field.

Don't be afraid to correct errors. The Referee crew are human. If, in consulting with your crew, you determine that the team has a valid concern, appropriate corrections should be made.

Remember that while working with the students in the question box, the goal is to have a reasoned discussion, not an argument. The question box is not a courtroom. The discussion is not a trial.

Model for Gracious Professionalism®

As Head Referee, you serve in a very visible role in a tournament. You are frequently front and center and in the thick of the activity. As such, your actions are very noticeable. You should make sure to keep a professional demeanor in working with the entire Referee crew as well as all the field personnel around the playing field. A light-hearted, friendly personal style around the field should help to keep the interactions with everyone, including the teams, friendly and cordial.

At times, there will be photographers and video crews at the playing field are who will seem to be, or will be, in the way. Please be tolerant, but make sure they do not interfere with the match or obstruct the audience view.

Yellow and Red Cards

Issuing Cards

The act of displaying a yellow or red card to a team needs to be timely and non-confrontational.

If a yellow or red card is to be issued as a result of rule violations in a match, the process below should be followed:

- The Referee that observed the infraction should have an immediate discussion with the Head Referee
- The Head Referee should, while inside the playing field, walk calmly toward the affected team and hold in the air the appropriate colored card. Care should be taken to verify the correct team before showing the card.

- If the team is receiving a red card as a result of a 2nd yellow card, the yellow card should be displayed first, immediately followed by the team being shown the red card
- The Head Referee should encourage the team to send a representative to the question box after the match to discuss the rule violation
- The Referee crew should finalize the scoring for the match and allow the field to be immediately reset.

Tracking Repeated Rule Violations

Yellow Card escalations for repeated rule violations should involve discussion between the Head Referee and the team. This implies that repeated violations cannot escalate within a match, but only across matches. In the case of flagrant rule violations, yellow card escalations within a match may still be appropriate.

A verbal warning to the team about an impending escalation should be made after the 2nd violation. I.e., something to the effect of “Hey team 1234, I wanted to let you know that we have observed violations of rule <Gxxx> in two matches. Violations in any of the remaining matches will result in a Yellow Card”.

In all cases, we want to keep in mind the mentoring aspect of being a Referee or Head Referee and help the team(s) understand the violations and potentially avoid them for future game play.

Tracking Cards

It is important to keep track of the yellow and red cards that have been issued during the tournament. The scorekeeping software will provide a means to review the cards, but the Head Referee should keep notes for each team that receives cards during the tournament.

Cards During Elimination Matches

All teams enter the elimination matches with a clean slate; that is, any record of prior cards (from qualification matches) is cleared for all teams.

Cards received by teams during the elimination matches apply to the entire alliance. Any two yellow cards earned during an elimination match results in the alliance receiving a red card for the match.

Red cards during the elimination matches are a disqualification for the entire alliance and causes the alliance to lose the match.

Cards Away from the Playing Field

The process for management of Yellow/Red Cards for behavior away from the playing field is described in Game Manual Part 1, section 3.3.

Note that the process for determining cards away from the playing field involves the Tournament Director and FIRST Headquarters. The Head Referee is not directly involved in the initial phases. In all cases, the goal is to mentor the team members and correct the behavior. Be prepared for being the final link in the chain of events in the case that the behavior persists.

During qualification matches, any cards earned away from the field apply to the next match played. If earned prior to the start of elimination matches, the card should apply to the initial elimination match. During elimination matches, the card should be applied to the current or just completed elimination match.

Alliance Selection Meeting

During the short meeting for captains that takes place as part of the alliance selection, you should emphasize a few key differences between the qualification matches and the elimination matches.

Clearly explain the consequences of a team disqualification during the playoff matches (if a team is disqualified, the alliance in turn is disqualified which equates to the loss of the match).

You should also take the time to explain the process for using alliance time outs during the elimination matches. Although teams are not allowed time outs during qualification matches, each alliance is allowed one time out during elimination matches. A time out must be called at least two minutes prior to their next match's starting time. The time-out begins at the time their match was going to start and lasts for no more than three minutes.

Referee Conferences

Occasionally, during scoring or in answering a team's questions, it is useful to hold an impromptu conference with the Referees. This also encourages consistent application of the rules throughout the course of the day. Gather the crew and discuss the situation as needed. Make sure to allow the entire crew the opportunity to speak if they wish.

Sometimes a brief conference is a valuable tool for defusing dispute. As you listen to a team's questions it may be useful to step away, confer with your crew, and then provide the answer; even if the conference doesn't impact the decision you would have made anyway. Taking the time to discuss the question with the crew helps the team feel that their concerns were heard, understood, and valued, even if the final decision doesn't go the way they are arguing for. Make sure that the short conference happens away from earshot of the teams that are asking (also away from others that may eavesdrop). Also keep in mind that the matches must keep moving forward; this meeting should be short in order to keep the match schedule moving on time.



Appendix A – Resources

Game Forum Q&A

<http://ftcforum.usfirst.org/forum.php>

Anyone may view questions and answers within the FIRST® Tech Challenge Game Q&A forum without a password. To submit a new question, you must have a unique Q&A System User Name and Password for your team.

Volunteers that apply for a specific volunteer role will receive an email from FTCTrainingSupport@firstinspires.org with their username and password to the forum. You will receive access to the forum thread specific to your role.

FIRST Tech Challenge Game Manuals

Part 1 and 2 - <https://www.firstinspires.org/resource-library/ftc/game-and-season-info>

FIRST Headquarters Pre-Event Support

Phone: 603-666-3906

Mon – Fri

8:30am – 5:00pm

Email: Firsttechchallenge@firstinspires.org

FIRST Tech Challenge Event On-Call Support

*These numbers are available for event personnel only. Please **do not** call these numbers if you are a team looking for a ruling, a decision, or assistance. We trust that you will not misuse this resource.*

Day of Event Robot Control System Support: 603-206-2450

All other Day of Event support: 603-206-2412

FIRST Websites

FIRST homepage – www.firstinspires.org

[FIRST Tech Challenge Page](#) – For everything FIRST Tech Challenge.

[FIRST Tech Challenge Volunteer Resources](#) – To access public Volunteer Manuals.

[FIRST Tech Challenge Event Schedule](#) – Find FIRST Tech Challenge events in your area.

FIRST Tech Challenge Social Media

[FIRST Tech Challenge Twitter Feed](#) - If you are on Twitter, follow the FIRST Tech Challenge Twitter feed for news updates.

[FIRST Tech Challenge Facebook page](#) - If you are on Facebook, follow the FIRST Tech Challenge page for news updates.

[FIRST Tech Challenge YouTube Channel](#) – Contains training videos, Game animations, news clips, and more.

[FIRST Tech Challenge Blog](#) – Weekly articles for the FIRST Tech Challenge community, including Outstanding Volunteer Recognition!

[FIRST Tech Challenge Team Email Blasts](#) – contain the most recent FIRST Tech Challenge news for Teams.

Feedback

We strive to create support materials that are the best they can be. If you have feedback about this manual, please email firsttechchallenge@firstinspires.org. Thank you!

Appendix B: Referee Tip Sheet

A good Referee will:

- Warn a team if they are getting close to being penalized.
- Make the necessary calls, even if something happens unintentionally.
- Be fair and consistent to all teams.
- Be friendly and encouraging – make sure this is a fun and positive experience for all teams.
- Be sure of a call and stick to it, Referee decisions are final.
- Direct all match questions to the Head Referee. Do not discuss or argue rulings with team members (or others affiliated with the team such as coaches, parents, siblings, etc.).
- Attend the practice rounds in the morning to get an idea of the intensity of the gameplay. During practice matches the rules are not enforced, but this is an opportunity to instruct the drivers and pre-empt violations during the competitions.
- Not view any video replays or photographs of a match to make the call.
- Set an example by adhering to and enforcing *FIRST* safety rules.

Primary Referee focal points are:

- Field Perimeters
- Driver's and coach's actions
- Robot actions and interactions
- Scoring

Appendix C: Drivers Meeting Talking Points

Setup:
<ul style="list-style-type: none"> During qualification - blue alliance first, red can waive and setup first if they wish (<T10> & <G3>) Must be in 18" cube configuration before match start (<RG02> & <G4>) Alliance Markers (<RG06>) Make sure that drive team badges are visible! (<T8>)
Autonomous to Driver-Controlled Period Transition (<G12>):
<ul style="list-style-type: none"> Automatic transition from autonomous to driver-controlled period – teams should stay alert to pick up driver stations before driver-controlled period begins.
Pinning/Trapping/Blocking (<G18>):
<ul style="list-style-type: none"> Watch for referee counting (be smart!) Must back off by at least 36" to stop pinning count If pinning during autonomous, must back off immediately at start of driver control, otherwise an immediate penalty is assessed Strategic pinning during autonomous = penalty
Forced Penalties (<G19>):
<ul style="list-style-type: none"> If forced, not counted as a penalty When no longer forced, must immediately remove self from penalty condition (example of contact w/ opposing alliance home zone during end game)
"Rough Play" (<G17>) – Destruction/Damage/Tipping:
<ul style="list-style-type: none"> Interactive game – some contact is expected Intentional damage = possible yellow card – includes intentional field damage
Play Smart, Be careful
<ul style="list-style-type: none"> Foundation Scoring Interference (<GS5>) – be careful about being "In" the opposing Alliance's Foundation Blocking Access to the Depot (GS6>) – be careful about being blocking the Opposing Alliance Depot – note that being disabled will NOT protect a robot from GS6 consequences Descoring (<GS9>) – be careful when driving near Opposing Alliance Foundations!
Robot rules always apply:
<ul style="list-style-type: none"> Changes may need re-inspection! (<I1>.a) Referees can request re-inspection at any time (<I1>.b)
Challenges/Questions after matches (<T3>)
No Timeouts in Qualifying Matches (<T12>)
Minimum of 5 minutes between matches (<T14>)
<ul style="list-style-type: none"> No photos/videos (<T3>.a) Questions must be asked within 3 matches during qualification matches Challenges can ONLY be made in designated spot – question box (describe where, remind teams they should bring rule or forum post to back up their question) ONLY 1 student team member per team in the question box ONLY with <u>Head</u> Referee Be gracious <u>Head Referee ruling is FINAL!</u>
Questions???

Appendix D: Alliance Captains Meeting Talking Points

All the talking points from the driver's meeting still hold. Here are additional talking points that teams competing in the elimination and final matches should be aware of.

Match Setup (<T10>b&c)

- Elimination matches - Lower seeded alliance robots are set up on the playing field first, unless the higher seeded alliance waives their right to set up on the playing field second.
- 3 Team Alliances Only – Once two robots are placed, a third cannot be swapped out for either of the two robots already placed and ready for the match.

Timeouts (<T15>):

- 1 timeout per alliance – for the entire set of elimination matches
- Timeout is max of 3 min
- Must be called 2 min prior to match start time
- Timeout starts at match start time

Team Questions (<T3>)

- Questions must be asked before the match that involves either alliance during Elimination

Yellow & Red Cards (<T2>)

- Apply to entire alliance
- Yellow Card for 1 robot = yellow card for every robot in alliance
- Red Card for 1 robot = Disqualified robot = disqualified alliance = loss of match

Appendix E – Scoresheets



Red Alliance



Match: _____ Field: _____

Autonomous Period

Type	1 st	2 nd	3 rd	4 th	5 th	6 th	Returned	_____
Skystone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	First Returned Skystone	<input type="checkbox"/>
Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Placed	_____
None	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Foundation Repositioned	<input type="checkbox"/>

 Robot #1 Navigated ☐

 Robot #2 Navigated ☐

Driver-Controlled Period

End Game Period

Delivered	_____	Tallest Skyscraper	_____
Returned	_____	Placed	_____

Foundation Moved	<input type="checkbox"/>
Robot #1	Robot #2
Capstone	<input type="checkbox"/> <input type="checkbox"/>
Level	_____
Parked	<input type="checkbox"/> <input type="checkbox"/>

Penalties

Minor _____

Major _____

Team #	No Show	Yellow Card	Red Card
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Blue Alliance



Match: _____ Field: _____

Autonomous Period

Type	1 st	2 nd	3 rd	4 th	5 th	6 th	Returned	_____
Skystone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	First Returned Skystone	<input type="checkbox"/>
Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Placed	_____
None	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Foundation Repositioned	<input type="checkbox"/>

Robot #1 Navigated ☐

Robot #2 Navigated ☐

Driver-Controlled Period

End Game Period

Delivered	_____	Tallest Skyscraper	_____	Foundation Moved	<input type="checkbox"/>
Returned	_____	Placed	_____	Robot #1	Robot #2
				Capstone	<input type="checkbox"/>
				Level	_____
				Parked	<input type="checkbox"/>

Penalties

Minor _____

Major _____

Team #	No Show	Yellow Card	Red Card
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Appendix F – Scoresheet Instructions

Step by Step Instructions

1. Fill out the match number.
2. Indicate which field the match is taking place (if there are multiple fields being played).



Red Alliance



Match: _____ Field: _____

3. Autonomous Period

Autonomous Period

a

Type	1 st	2 nd	3 rd	4 th	5 th	6 th
Skystone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
None	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Returned	_____
First Returned Skystone	<input type="checkbox"/>
Placed	_____
Foundation Repositioned	<input type="checkbox"/>

- a. Track each Stone or Skystone as it is Delivered through the Alliance specific Skybridge. The Stones/Skystones should be checked in the order they are Delivered. If no Stones or Skystones are Delivered in Autonomous, check "None".

****If a Stone or Skystone is delivered through the Alliance Neutral Bridge, it does not count at all, therefore do not check a box. Example:**

First Stone Delivered under the Alliance Bridge is a Skystone, check "Skystone". The second Delivered is a Stone under the Alliance Neutral Bridge, do not check a box. The next Stone Delivered is a Skystone and will count as the second Stone Delivered, therefore check "Skystone" as the second Stone Delivered.

Autonomous Period

- If any Stones or Skystones were Returned in Autonomous, write the number of Stones Returned.
- If the first Stone returned is a Skystone, check this box. If not leave blank.
- Write number of Stones Placed In the Foundation.
- Check the box if the Foundation was repositioned

Returned	_____	c.
First Returned Skystone	<input type="checkbox"/>	d.
Placed	_____	e.
Foundation Repositioned	<input type="checkbox"/>	f.

f. **Robot #1 Navigated** ☐ **Robot #2 Navigated** ☐

- f. Check the box for each Robot that Navigates over the tape line separating the Loading Zone and Building Zone. If a Robot does not Navigate, leave blank.

4. Driver Controlled Period

Driver-Controlled Period

Delivered	<u>g.</u>	Tallest	<u>i.</u>
Returned	<u>h.</u>	Skyscraper	
		Placed	<u>j.</u>

- g. Write in the number of Stones Delivered through the Alliance specific Skybridge.
- h. Write in the number of Stones Returned from the Building Zone to the Loading Zone.
- i. Write the level of the Tallest Skyscraper (e.g. if the tallest Skyscraper is 7 levels, write in the number 7).
- j. Write in the number of Stones Placed on the Foundation.

5. End Game

End Game Period

k.	Foundation Moved	<input type="checkbox"/>
	Robot #1	Robot #2
l.	Capstone	<input type="checkbox"/>
m.	Level	<u> </u>
n.	Parked	<input type="checkbox"/>

- k. Check the box if the Foundation was moved out of the Building Site.
- l. Check the box for each Robot that places their Capstone on the Foundation. If a Robot does not place a Capstone, leave blank.
- m. If a Capstone has been placed, write the level of Stones that supports the Capstone.
- n. Check the box for each Robot that parks in the Building Site. If none, leave blank.

6. No Show/Yellow or Red Cards

Penalties			
	# Minor <u> </u>	# Major <u> </u>	
Team #	No Show	Yellow Card	Red Card
<u> </u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<u> </u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

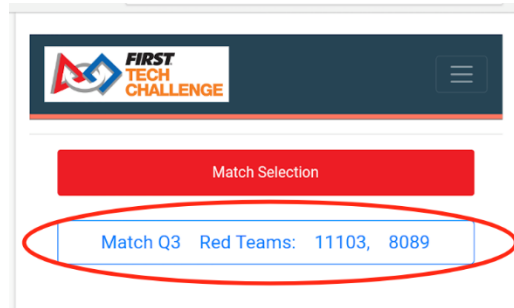
Write in the number of minor and/or major penalties. If none, write zero (0).

If a Yellow or Red Card was given to a team, write in the team number, and check the appropriate Yellow or Red card box. Similarly, if a team did not show up, write the team number and check the box.

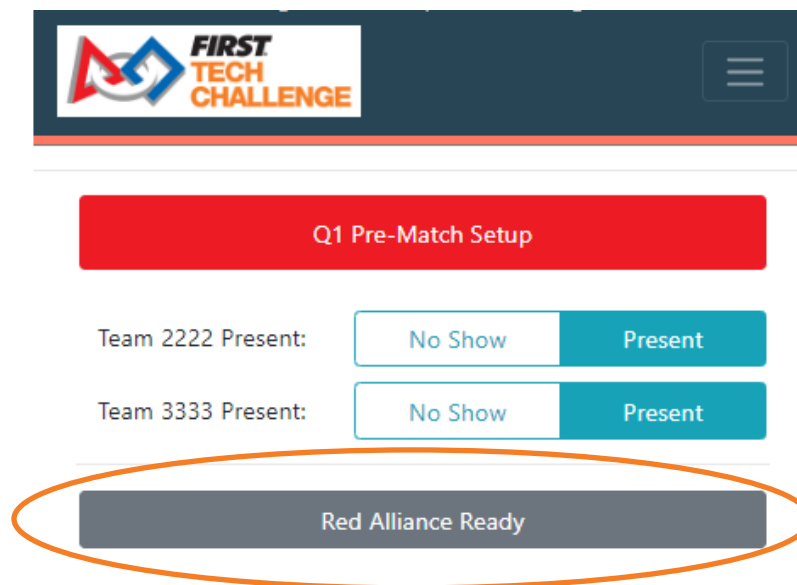
Appendix G – Live Scoring Instructions

In this section, we will go step-by-step through the process of scoring an event using wireless tablets for real-time score tracking.

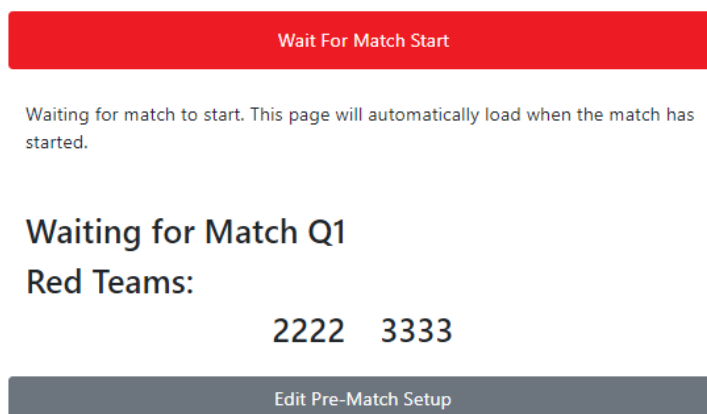
1. The Referee tablets should display the match (or matches) that are available for scoring. Both referees (Red Alliance and Blue Alliance score referees) should click on match that they will be scoring.



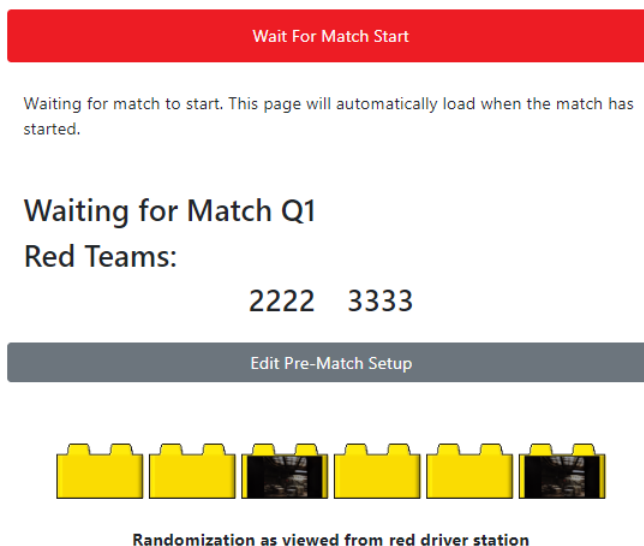
2. Once the match is selected, the Scorekeeper will show the audience the current match. In doing so, the score referees should see a screen that displays the pre-match setup state for their alliance. Each referee (red and blue) should use their tablet to update the pre-match setup state to match the state on the field.
 - a. The system needs to know if each team is present.
 - b. The system also needs to know if a robot for each present team is latched on the lander or not.
 - c. The referees should press the respective “Alliance Ready” buttons at the bottom of their screen after they have entered in the current state of their Pre-Match field.
 - d. In the screenshot below, team 2222 and 3333 are both marked present.



3. Once the Pre-Match information has been entered, the referee tablets will display a message that indicates that the system is waiting for the match to start.



4. The scorekeeper will then press the “Randomize Field” button to “roll” the virtual die to determine how to configure the Quarry for the autonomous portion of the match.
 - a. After the field has been randomized, the score tracking tablets will display the randomization results.
 - b. The Referees should randomize the Quarry in the orientation shown on their scoring tablet/device.



When everyone is ready to begin, the scorekeeper pushes the “Start Match” button to start the match.

5. During the Autonomous period, the referees should enter the score tracking data using their respective tablets. Once the Autonomous period is complete, the referees should verify their autonomous scores and push the “Submit Autonomous” button to submit the autonomous scores to the system.

Track each Stone or Skystone as it is Delivered through the Alliance specific Skybridge. The Stones/Skystones should be checked in the order they are Delivered. If no Stones or Skystones are Delivered in Autonomous, check “None”.

****If a Stone or Skystone is delivered through the Alliance Neutral Bridge, it does not count at all, therefore do not check a box. Example:**

First Stone Delivered under the Alliance Bridge is a Skystone, check “Skystone”. The second Delivered is a Stone under the Alliance Neutral Bridge, do not check a box. The next Stone Delivered is a Skystone and will count as the second Stone Delivered, therefore check “Skystone” as the second Stone Delivered.

Edit Pre-Match Setup

Q1 Autonomous

1 st Stone:	None	Stone	Skystone
2 nd Stone:	None	Stone	Skystone
3 rd Stone:	None	Stone	Skystone
4 th Stone:	None	Stone	Skystone
5 th Stone:	None	Stone	Skystone
6 th Stone:	None	Stone	Skystone

Stones Returned:	Undo	0	Returned
1 st Stone Returned:	Stone	Skystone	
Stones Placed:	-	0	+
Foundation Repositioned	No	Yes	
Robot 1 Navigated (2222):	No	Yes	
Robot 2 Navigated (3333):	No	Yes	
Minor Penalties:	-	0	+
Major Penalties:	-	0	+

Submit Autonomous

Edit Pre-Match Setup

Q1 Autonomous

1 st Stone:	None	Stone	Skystone
2 nd Stone:	None	Stone	Skystone
3 rd Stone:	None	Stone	Skystone
4 th Stone:	None	Stone	Skystone
5 th Stone:	None	Stone	Skystone
6 th Stone:	None	Stone	Skystone

If Stones or Skystones were Returned, record the number.

Record if the first Stone returned (if any) was a Stone or Skystone.

Record the number of Stones Placed on the Foundation.

Click either “Yes” or “No” if the Foundation was repositioned.

Click either “Yes” or “No” if a Robot navigated.

Note any Minor or Major Penalties incurred.

Stones Returned:

1st Stone Returned:

Stones Placed:

Foundation Repositioned:

Robot 1 Navigated (2222):

Robot 2 Navigated (3333):

Minor Penalties:

Major Penalties: Submit Autonomous

6. During the Driver-Controlled period, referees should enter the scoring data using their tablets. Once the Driver-Controlled period is complete, referees should verify their scoring data and then push the “Submit Driver-Controlled” button to submit the scoring data.

Q1 Driver-Controlled				
Record the # of Stones Delivered.	Stones Delivered:	Undo	0	Delivered
Record the # of Stones Returned.	Stones Returned:	Undo	0	Returned
Record the # of Stones Placed.	Stones Placed:	-	0	+
Record Tallest Tower Level	Tallest Tower:	-	0	+
Click either “Yes” if the Capstone was placed and note the number of Levels that support the Capstone for each team.	Capstone 1 Placed (2222)	No Yes		
	Capstone Height:	-	0	+
Click either “Yes” if the Foundation was moved out of the Building Site.	Capstone 2 Placed (3333)	No Yes		
	Capstone Height:	-	0	+
Click “Yes” for each Robot that parks in the Building Site.	Foundation Moved	No Yes		
Note any Minor or Major Penalties incurred.	Robot 1 Parked (2222):	No Yes		
	Robot 2 Parked (3333):	No Yes		
	Minor Penalties:	-	0	+
	Major Penalties:	-	0	+
Submit Driver-Controlled				

7. After both referees submitted the Driver-Controlled data, they have an opportunity to review and edit all the scoring data for the match that was just played. The referees can adjust their scores if needed.

Q1 Referee Review

Submit Final Scores

Autonomous Scores

1 st Stone:	None	Stone	Skystone
2 nd Stone:	None	Stone	Skystone
3 rd Stone:	None	Stone	Skystone
4 th Stone:	None	Stone	Skystone
5 th Stone:	None	Stone	Skystone
6 th Stone:	None	Stone	Skystone
Stones Returned:	Undo	0	Returned
1 st Stone Returned:	Stone	Skystone	
Stones Placed:	-	0	+
Foundation Repositioned	No Yes		
Robot 1 Navigated (2222):	No Yes		
Robot 2 Navigated (3333):	No Yes		

Driver-Controlled Scores

Stones Delivered:	Undo	0	Delivered
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8. The referees should each press the “Submit Final Scores” when they are ready to submit their final scores for a match.

Minor Penalties:	-	0	+
Major Penalties:	-	0	+

Submit Final Scores

9. After the referees have submitted their final scores, the scorekeeper has the option to edit the scores even further, or he/she can commit the scores by pushing the “Commit” button listed next to the match. Once the scores have been committed, the Scorekeeper can push the “Post” button to post the results to the Audience Displays.

