

## Team Update 00

### General

Team Update 00 is provided as a quick reference of evergreen rule changes. The approach taken in this Team Update is to describe changes to content only. Editorial changes to verbiage, rule and section references, game specific examples that relate to evergreen content, and formatting changes are not described.

As always, it's important to read the whole manual at least once and become an expert on sections of the manual that directly relate to your role and responsibilities on your team. Teams are welcome to ask (thoughtful, informed) questions through the [official Q&A system](#), opening at noon (Eastern time) on January 14th, 2025.

### Game Manual

#### General Updates

- All dimensioning in the manual has been updated to a new format using rounded decimal values for most dimensions as described in Section 1.6.
- New this season, [Field Dimensional Drawings](#) package has critical dimensions for each field element in addition to the Full Drawing Package.
- The term "Coach" has been updated to "Drive Coach" throughout the manual.
- Changes to evergreen content (i.e. rules with green headlines) are described below. Sections are presented according to the 2026 manual presentation, and rule references present the 2025 rule number first followed by the 2026 rule number as a reference.

#### Section 6 Game Details

- Section 6.7.1 has been updated to allow up to 2 members to talk with the Head REFEREE as noted in [this blog](#).

#### Section 7 Game Rules

- **G101 → G101, Humans, remain outside the FIELD.**
  - Rule language has been updated to focus on prohibiting reaching into the FIELD.
- **G102 → G102, Never step over the guardrail.**
  - Rule language has been updated to include only entering the FIELD when lighting is green.
- **G208 → G208, Show up to your Qualification MATCHES.**
  - Rule language has been updated to specify this rule applies to Qualification MATCHES.
  - The violation text is updated from "DISQUALIFIED" to "DISQUALIFIED from the current MATCH".
- **G302 → G302, Limit what you use during a MATCH.**
  - Rule language has been changed to simplify intent of the rule and focus on which items can be used during a MATCH.
- **G414 → G410, Keep your BUMPERS low.**
  - Rule language has been updated to clarify intent of the rule.
- **G416 → G411, Don't Damage the FIELD.**
- **G417 → G412, Watch your FIELD interaction.**

- Both rules have been made evergreen for this season.

## Section 8 ROBOT Construction Rules

- **R203 → R203, General safety.**
  - Blue box has been modified to increase clarity on permitted lasers, prohibit lead even if encapsulated, and prohibit bright flashing lights.
- **R205 → R205, Don't contaminate the FIELD.**
  - Rule language adjusted to include additional contaminates.
- **R304 → N/A, During an event, only work during pit hours.**
  - This rule has been removed. Work outside the event venue during an event is still restricted by E401.
- **R401 → R401, BUMPERS almost all around.**
  - This rule has been adjusted to allow for a BUMPER gap for the REBUILT season.
- **R402 → R402, BUMPER Construction.**
  - Hollow pool noodles no longer allowed, crosslinked polyethylene foam is explicitly allowed.
- **R406 → R406, Fill BUMPER corners.**
  - This rule has been adjusted to allow for BUMPERS to be constructed with padding wrapped around a corner.
- **R409 → R409, BUMPERS should be passive.**
  - This rule has been adjusted to clarify BUMPERS must be fixed relative to the ROBOT PERIMETER and not contain any moving elements.
- **R412 → R412, Team number on BUMPERS.**
  - This rule has been adjusted to require BUMPER numbers on 3 locations.
- **R501 → R501, Allowable motors.**  
**R504 → R504, Power (most) actuators off of approved devices.**  
**R505 → R505, Don't overload controllers**
  - These 3 rules have been adjusted to reflect added and removed devices.
  - Removed:
    - Nidec Dynamo BLDC
    - DMC60 motor controllers
    - Jaguar motor controllers
    - SD540 motor controllers
    - Victor 884 and Victor 888 motor controllers
  - Added:
    - The Thrifty Bot Pulsar 775
- **R601 → R601, Battery limit – everyone has the same power.**
  - This rule has been updated to add that battery vents must not be obstructed.
- **R609 → R609, Connect main power safely.**
  - Added AndyMark Power Distribution.
- **R615 → R615, Power roboRIO as specified.**  
**R616 → R616, Power radio as specified – Part 1.**  
**R617 → R617, Power radio as specified – Part 2.**

- These 3 rules have been rewritten to accommodate a wider range of PD options.
- **R616 → R616, Power radio as specified – Part 1.**
  - Updated to remove VRM and RPM as legal ways of powering the VH-109 radio.
- **R619 → R619 Only use specified circuit breakers in a PD.**
  - Added CTR Electronics circuit breakers.
- **R701 → R701 Control the ROBOT with a roboRIO.**
  - Updated to the 2026 RoboRIO image version, 2026\_v1.2
- **R703 → R703 Use specific Ethernet port for roboRIO.**
  - Updated for VH-109 v1.5 radio and removal of VRM and RPM as legal VH-109 power options.
- **R901 → R901, Use the specified Driver Station Software**
  - Updated to the 2026 Driver Station version, 26.0
- **R904 → R904, OPERATOR CONSOLE physical requirements.**
  - Part D was updated to allow teams to clamp to the DRIVER STATION shelf (as long as shelf is not damaged).

## Section 9 Inspection & Eligibility

- The introduction text in this section has been updated to require all teams to be re-weighed prior to Playoff MATCHES to help identify any modifications that should be re-inspected per I104.

## Section 10 Tournaments

- **Section 10.2** Added “Once a MATCH replay is granted, a team may not withdraw the request for the replay.”

## Section 12 Regional Tournaments

- This section has been updated to reflect the 2026 process for teams qualifying for FIRST Championship.

## Section 14 Events

- **E117** is a new rule to clarify that nobody should record interactions with others without their permission while at FIRST events.
- **Section 14.4 Load In** – Section updated to help clarify which rules apply to Districts & Regionals.
- **E401 → E401, Load in during Load-In**
  - 3D printed parts was added as an exception.
- **E402 → E402, Load-In person limit is 6.**
  - Rule updated to increase limit from 5 to 6.
- **E510** is a new rule to clarify that running any automated tools overnight is not allowed in the pits.
- **E511** is a new rule to remind teams that pit power is often shared between multiple teams, and that teams who are causing breakers to trip may be asked to reduce the amount of power being used.
- **Section 14.6** has been updated to change wording from Practice Fields to TEST AREAS and PRACTICE AREAS throughout.