

FIRST MID-ATLANTIC EVENT PACKET - 2021 OFF-SEASON

GENERAL

FIRST Mid-Atlantic (FMA) is looking forward to the 2021 off-season events and giving teams a chance to play Infinite Recharge. This document lists rules and expectations that are applicable to all FIRST Mid-Atlantic Off-Season Events, allowing us to hold events as safely as we can. Please be sure to read through this packet and pay close attention to the forms and documents you must bring with you when you arrive at your assigned off-season event. If you have any questions, please reach out to us at teamsupport@midatlanticrobotics.org.

WHAT TO BRING

Team Roster. A printed copy of the team roster from the FIRST Team Registration System is required to enter the event. The printed roster must identify the 12 individuals that are in attendance at the event (including any of the mentors).

Consent and Release Forms. If not completed electronically, hard copies of the FIRST Consent and Release form and FIRST Mid-Atlantic Consent and Release form must be turned in to the Team Check-In desk in order for the team to enter the event. Details on the Consent and Release form process are available [here](#).

We strongly encourage all students and mentors to submit their Consent and Release forms electronically, because it makes the check-in process easier and there's no excess paperwork to collect and keep track of. Additionally, electronic Consent and Release forms cover a team member for the entire season: from District Events through FIRST Championship. **Hard Copies of the form (i.e. printed and signed) must be provided at each event attended.**

- Mentors registered in the [Team Registration System](#) may complete the electronic Consent and Release form in that system.
- Student team members/Parents may complete their Consent and Release forms electronically via the [Youth Registration System portion of the Dashboard](#). More information can be found [here](#).

Team Health Attestation Form. Each team lead must turn in the team health attestation form when they check-in at the event. This form can be found at the end of this document.

Safety Glasses. Safety Glasses are required in the pits and around the competition field. FMA will not have safety glasses available for teams or volunteers. Teams and volunteers will need to bring their own safety glasses to the event.

Face Masks. Face masks must be worn at all times while in the competition area. FIRST Mid-Atlantic will have single-use masks for exceptional circumstances, but please bring your own.

No Team Flags. No Team Flags will be used to announce teams.

EVENT SAFETY SPECIFICS

The following list of safety precautions will be in effect for every off-season event:

Teams are limited to 12 people. Team size will be limited to 12 people per team and this **must** include 2 adults. Teams will be required to enter the event together and wristbands will be provided to each team at the time of entry. Wristbands must be worn at all times and cannot be shared with other individuals. If you are caught without a wristband, you will be asked to leave.

Masks required at all times for all individuals in attendance.

- FIRST Mid-Atlantic will have single-use masks for exceptional circumstances, but please bring your own.
- Must be worn properly over the mouth and nose at all times.
- Note: Face Shields, Bandanas, Single Layer Gaiters and masks with exhalation valves are NOT considered effective face masks for mitigating the spread of COVID-19. FIRST Mid-Atlantic will ask you to use an alternate or one of the masks provided by FMA instead.

Social Distancing. Maintain 6ft social distance where possible.

- Pits will be separated by 6' where possible. Teams shall not extend into the separation zones.
- 10' Neutral Zone around the playing field carpet for Volunteers & Competing Teams. Stay out of this area unless you are directed by Field Personnel or Queuing. There is no media pass or media area within this zone.

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- Technicians & Robot Carts: During matches, Technicians shall stand with their cart in the designated area within the 10' Neutral Zone.
- Field Reset Adjustment. The following is the field reset process in between matches to allow social distancing. *Teams should listen carefully to announcements from Field Staff for when to move on and off the field.*
 - *Head Referee Approval: Lights turn White*
 - **Reset Period 1:** Previous Match Teams stay at drivers station. Field Reset clear available balls and leave field.
 - *Field Supervisor Approval: Lights turn Green*
 - **Reset Period 2:** Previous Match Teams clear robot. 1 Field Reset Volunteer will remain at each of the generators.
 - *Queuers Signal Teams to enter the field with approval from Field Supervisor/FTA.*
 - **Reset Period 3:** Next Match Teams set up robots.
 - **Reset Period 4:** Field Reset re-enters field to set up power cells for match & MC announces teams.
 - *Note: FTA, Field Supervisor, & 2 Generator Switch Personnel will be the only Volunteers on the field while team members are on the field. Head Referee & CSA may enter the field if required.*
- Teams should sit with their respective team members and adequately space out between other teams in the stands. Leave at least 2 rows between teams in the stands.

Sanitation. Field cleaning will occur prior to the start of each event day and throughout the day as necessary. Sanitizing Wipes will be located in each driver's station for team use. Hand Sanitizer stands will be set up throughout the event.

Volunteers. Event specific volunteers & staff are limited to pre-assigned personnel only. Do not come to the venue and ask to volunteer. Volunteers are required to be fully vaccinated for COVID-19, follow all event safety protocols and have completed all of the Youth Protection and FMA Clearance procedures.

Bring a Jacket. In order to cycle air, some venues may be colder than normal. We suggest dressing in layers as the temperature within the venue may vary throughout the day.

No Spectators. Wristbands are required for entry into the venue. There will be a dedicated entrance for teams and volunteers to enter the venue through and receive the designated event wristband. Teams should ensure parents and individuals providing transportation to the venues will not be granted entry unless provided a wristband by the team.

The FMA video streaming system will be utilized at all off-season events to allow for non-attendees to view the competition. Events will be broadcast on the FMA YouTube channel, which can be found at www.youtube.com/c/midatlanticrobotics.

Attendees (students, mentors, volunteers) will be required to follow all safety precautions listed and discussed with them at the event. In the event that an attendee does not comply, actions will be taken to rectify the situation, including team or volunteer removal from the event. For teams, if a team member (or multiple team members) are caught not complying with the safety precautions, a warning will be provided to the team in the form of a yellow card. If a second incident with a team occurs, a red card and/or dismissal from the event will occur. For volunteers, an initial warning will be provided to the volunteer. If a second incident occurs, the volunteer will be dismissed from the event and may be prevented from volunteering at future FMA events.

VENUE POLICIES

No outside food is permitted in the competition venues. The sale of concession food is a fundraiser for the host teams. Please respect this by not bringing outside food to our venues; this includes tailgating, catered meals, meals prepared at home, etc. We understand that a small number of students have specific dietary requirements, therefore, please consult with the Local Event Coordinator on specific dietary requirements that would require those students to bring in outside food.

No food or open drinks in the competition and pit area (this includes coffee) as this will require removal of your mask.

Eating Areas Teams are encouraged to eat outside, weather permitting. If eating indoors, please socially distance between others and **only eat in designated areas** (outside of the competition area).

GENERAL RULES

The following safety practices must be observed throughout the event.

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1. All team members must wear safety glasses (only ANSI-approved, UL Listed, CE EN166 rated, AS/NZS certified, or CSA rated non-shaded) while in and around the playing field and in the pit area. Lightly tinted lenses are permitted provided eyes are clearly visible to others, but reflective lenses are prohibited.
2. All team members must wear a face mask.
3. All team members must wear closed toed/heeled shoes.
4. All team members must tie back long hair while working on or around a ROBOT or ROBOT related materials.
5. All team members must wear appropriate clothing.
6. All team members must walk in the venue.

Teams are responsible for providing safety glasses for team members and mentors. No Safety Glasses are provided by the venue or FMA.

Teams must check in. An adult team member must check in at the Team Check-in station upon arrival to the venue.

Upon receipt of your team's consent and release forms, team roster, and team health attestation form, each team will receive the following:

- Drive Team Buttons
- Event Wristbands
- Practice Match Schedule

Event staff cannot generate Qualification Match Schedules until the status of all registered teams is confirmed. Local *FIRST* Mid-Atlantic event management will make every effort to contact teams that have not checked in. To aid in this process, please be proactive and contact teamsupport@midatlanticrobotics.org if your plans will not allow you to arrive on time or for the event.

Flags and banners: Leave at Home. Please do not bring team signs, banners, or decorations.

Load-in. Teams can only load into the events at the designated Pit Open time on the event schedule. Teams must enter through the designated entrance.

Load-In can be stressful for teams and volunteers, which can be mitigated by preparation and planning. Unanticipated factors, like traffic or weather, can change a team's scheduled arrival time, making the process difficult. The most important things a team should remember are to be safe, gracious, and professional. Teams who experience smooth and easy Load Ins are encouraged to avoid the check-in area so that all teams can check-in as quickly and safely as possible.

No Early Pit Set-up. Teams may not be in the Pit Area outside of pit hours.

Field Access is Limited. Access to the competition field is limited to individuals with driver buttons and volunteer badges.

PITS

A team pit is the designated space, usually 10 ft. by 10 ft. by 10 ft. (~3 m x 3 m x 3 m), where a team may work on their ROBOT. Each team is assigned a pit space marked with their team number and power outlet. In addition, each team pit has a table unless specifically noted by the event host that pit tables will not be provided. If tables are not provided, teams should bring a table or the necessary equipment required.

If you do not need a pit table coordinate with event staff for removal of the pit table. **Do not remove the table yourself without approval from the Local Event Coordinator or FMA Staff.**

Stay in your pit. Do not extend into the 6' gap between pits. Teams may neither allow their materials to expand beyond their team pit (including running power or internet lines from their team pit to any other area), swap team pits with other teams, nor move themselves to empty team pits.

Keep aisles clear. Aisles must be kept clear.

No sparks. Tools that throw sparks or produce open flames are prohibited.

Nothing too big. Floor standing power tools are prohibited; only bring what you need.

WIRELESS RULES

No wireless communication. Teams may not set up their own 802.11a/b/g/n/ac (2.4GHz or 5GHz) wireless communication (e.g. access points or ad-hoc networks) in the venue.

A wireless hot spot created by a cellular device, camera, smart TV, etc. is considered an access point.

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Don't interfere with wireless networks. Participants may not interfere, attempt to interfere, or attempt to connect with any other team or FIRST wireless communication except as expressly allowed for purposes of communicating with their team's ROBOT on the FIELD.

Tethered operation outside FIELDS. ROBOTS may only be operated by tether when outside the FIELD.

CEREMONIES

At every event, there will be brief Opening and Awards Ceremonies.

At the Awards Ceremony, two representatives from each team will come down to the field to collect their team's medallions and trophy. Due to the COVID-19 pandemic, the usual high-five line or procession of all team members down to the field will not occur. All team members are encouraged to attend the ceremonies, be punctual, and show appreciation to volunteers that staffed the event.

If in the pits during Ceremonies, shhhhhh. During Ceremonies, team members may not:

1. use power tools
2. use loud hand tools (hammers, saws, etc.)
3. shout, yell, or use loud voices, unless as a demonstration of approval during a ceremonial activity.

Be respectful during anthems. Team members, including any remaining in the pits, should exhibit peaceful behavior during the presentation of all national anthems. Traditionally, team members stand to face the flag, remove hats, and either sing along or maintain a respectful silence during the anthems of all nations present at the event. If team members wish to abstain, they have a right to do so, as long as they remain silent and non-disruptive.

TOURNAMENT RULES & PLAYOFFS

Qualification Matches. Teams will have about five (5) qualification matches. The exact number of matches will be determined based on the number of teams present at each event.

Ranking. Team Ranking will follow the rules in the 2021 Infinite Recharge game manual.

Alliances. The number of alliances (n) will be the number of teams divided by three (3) and rounded down. The selection process is 1-n, n-1. If a team does not wish to compete in the playoffs tournament (or the robot is not functioning), please let the Event Staff know as early as possible.

Alliance Selection Process. The top ranked teams will be spread out across the playing field. The MC will ask the alliance captain to select a team to join their alliance. The MC will announce the selected team. Students will not announce teams into the microphone. Teams may decline per the 2021 game manual, but shall signal with a thumbs up or thumbs down.

After all alliances have three teams, the remaining teams will have the option to be a backup robot per the standard game rules or join another alliance that will be randomly selected. Fourth selected teams do not have to play in matches. To maintain social distancing, the fourth team may not have a drive coach within the driver area during the match.

Round Robin Tournament. Alliances play in a round-robin style tournament to determine the top two alliances. In this format, each alliance will play about four (4) matches against other alliances. The specific number of matches will be determined by the number of teams present at each event.

Round Robin Ranking. In the Playoffs, Alliances do not earn ranking points; they earn Championship Points per section 11.10.3 of the game manual. Championship Points are units credited to an alliance based on their performance in each match and are awarded at the completion of each round robin match.

- The winning alliance receives two (2) Championship Points
- The losing alliance receives zero (0) Championship Points
- In the event of a tied score, each alliance receives one (1) Championship Point
- A disqualified team, as determined by the Head Referee, causes their alliance to received zero (0) Championship Points

The tiebreaker is per Table 11-12 of the game manual.

Finals. The two highest ranked alliances at the conclusion of the round robin tournament advance to the Finals. In the Finals, alliances do not earn points, they earn a win, loss, or tie. The first alliance to win two (2) matches is the Winner. If the match score of each alliance is equal, the match is replayed.

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EVENT FEATURES

Field Calibration & Connection. In the opening hours of the morning, teams may measure field elements and calibrate their robot cameras to the competition field under the direction of the FTA and Field Personnel. Game pieces are not available for teams to interact with during calibration. For safety, robots must be tethered to their driver station if powered, and are not permitted to move or interact with field elements. If there are questions or concerns about the competition field, please address them with the event FTA or field staff who will be present throughout this time period. All teams will test their field connection during this period. Please report to the field as directed by the event FTA as it is important to ensure all teams successfully connect their robot to the field and are competition ready.

No First Aid / EMT Station. There will **not** be an EMT Station at events and teams are encouraged to bring their own first aid kits. If there is a severe medical incident, contact Event Staff or the Local Event Coordinator.

Queuing. Teams should designate a team member to know the team's match schedule, carefully watch the clock and field, alert the team when a match is coming up, and review the Pit map to find the pre-set traffic pattern.

Queue Volunteers do not make announcements or alert individual teams when drive teams and robot shall report for matches. It is up to the team to report to matches on time.

If a team is in the first match of any day of competition, the team's robot and drive team must queue prior to the Opening Ceremony. If a team is in the first match after lunch, the team's robot and drive team must queue 15 minutes before the posted start of Qualification Matches.

Practice Field. There is no practice field.

Traffic Flow. At each event, there is a predetermined traffic flow pattern to maximize safety and efficiency of the team/robot entrance to and exit from the competition area. Refer to the Pit map and/or direction signage for the flow. Queuing volunteers maintain this pattern at each competition event. Please obey the traffic rules to ensure an efficient lineup for matches.

EVENT SUPPORT

Ask for Help. At events, event staff and volunteers wear badges with their role. Should team members or mentors have questions or a problem, staff and volunteers will help find the answer. If there are medical or non-medical incidents, contact event staff to report the incident or email teamsupport@midatlanticrobotics.org after the event.

FMA event support staff will be wearing blue FMA polos instead of the regular volunteer shirts. Please find any of these individuals for any medical or non-medical incidents, questions or problems. If you cannot locate someone, please ask a field volunteer who will help direct you to the correct person.

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OFF-SEASON EVENT SCHEDULE

7:00 AM	Venue & Pits Open to Teams
7:30 AM to 8:45 AM	Field Calibration & Connection
9:00 AM	Driver's Meeting & Opening Ceremonies (Teams report to stands)
9:30 AM to 12:00 PM	Qualification Matches
12:00 PM to 1:00 PM	Field Break
1:00 PM to 2:00 PM	Qualification Matches
2:00 PM to 2:30 PM	Alliance Selection
2:30 PM to 4:30 PM	Round Robin Matches
4:30 PM	Finals
5:00 PM	Awards Ceremony
5:30 PM	Pits & Arena Seating Closed to Teams 30 minutes after Awards Ceremony or as scheduled

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KEY GAME RULES

For the 2021 off-season events, we will be playing the 2021 Infinite Recharge Game. As it has been awhile since this game was played in 2020 and because there are some changes in the rules and gameplay between the 2020 version and the 2021 version, FMA's Senior Head Referee has put together the following helpful reminders for teams.

Summary of Changes from 2020 to 2021

RENDEZVOUS POINT: The Black BOUNDARIES that bisected an ALLIANCE's RENDEVOUS POINT have been removed. The Red and Blue BOUNDARIES nearest to the TRENCH RUNS have been removed and replaced with tape lines (note the tape lines are aligned to the far edge of the Truss Bases, resulting in the RENDEVOUS POINT becoming slightly larger).

RENDEVOUS POINT - POWER CELLS: POWER CELLS that were staged on BOUNDARIES will now be staged on the Floor Protection inside the RENDEVOUS POINT.

SHIELD GENERATOR Scoring: Stage 2 and 3 CAPACITIES and POWER CELL ACTIVATION requirements have decreased from twenty (20) POWER CELLS scored to fifteen (15).

CONTROL PANEL Scoring: The value of ROTATIONAL CONTROL has increased from ten (10) to fifteen (15) points.

DRIVE TEAM: An adult mentor may be a COACH or TECHNICIAN. There may not be more than one (1) adult on DRIVE TEAM.

POWER CELLS in ALLIANCE STATION: The number of POWER CELLS allowed to be held in an ALLIANCE STATION has decreased from fifteen (15) to fourteen (14). See H9 and H10 for details.

BUMPERS: Bumpers are permitted to have non-alliance specific colors on their corners for the 2021 season.

Major Rules - see Game Manual for full rules and blue box examples

S6. Stay out of the Chutes. DRIVE TEAMS may not extend any body part into the LOADING BAY Chute. Momentary encroachment into the Chute is an exception to this rule. **Violation: FOUL**

C8. Don't expect to gain by doing others harm. Strategies clearly aimed at forcing the opponent ALLIANCE to violate a rule are not in the spirit of FIRST Robotics Competition and not allowed. Rule violations forced in this manner will not result in an assignment of a penalty to the targeted ALLIANCE. **Violation: FOUL. If repeated during the MATCH, TECH FOUL.**

G1. Know your ROBOT setup. When placed on the FIELD for a MATCH, each ROBOT must be:

- a. in compliance with all ROBOT rules, i.e. has passed Inspection,
- b. the only team-provided item left on the FIELD by the DRIVE TEAM,
- c. confined to its STARTING CONFIGURATION,
- d. positioned such that its BUMPERS are intersecting the infinite vertical volume created by the corresponding ALLIANCE'S INITIATION LINE, and
- e. fully and solely supporting not more than three (3) POWER CELLS

Violation: If fix is a quick remedy, the MATCH won't start until all requirements are met. If it is not a quick remedy the offending ROBOT will be DISABLED and, at the discretion of the Head REFEREE, must be re-inspected.

G3. During AUTO, no defense. During AUTO, a ROBOT'S BUMPERS may not break the plane of their ALLIANCE'S SECTOR. **Violation: FOUL. If contact with an opponent ROBOT, either directly or transitively through another ROBOT or POWER CELL, TECH FOUL per instance.**

G6. No more than five (5) POWER CELLS at a time. ROBOTS may not have greater-than-momentary CONTROL of more than five (5) POWER CELLS at a time, either directly or transitively through other objects. A ROBOT is in CONTROL of a POWER CELL if:

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- a. the POWER CELL is fully supported by the ROBOT,
- b. the POWER CELL travels across the FIELD such that when the ROBOT changes direction, the POWER CELL travels with the ROBOT, or
- c. the ROBOT is holding a POWER CELL against a FIELD element in attempt to guard or shield it.

Violation: FOUL per additional POWER CELL. If egregious, YELLOW CARD. Egregious examples include, but are not limited to: CONTROLLING ten (10) POWER CELLS Repeatedly moving more than five (5) POWER CELLS across one half of the FIELD to the other.

G9. No full court shots. A ROBOT whose BUMPERS are fully contained by their SECTOR may not cause POWER CELLS to travel into or through their opponent's SECTOR. **Violation: TECH FOUL per POWER CELL.**

G10. Right of way. A ROBOT whose BUMPERS are intersecting the opponent's TARGET ZONE, TRENCH RUN, or LOADING ZONE may not contact opponent ROBOTS, regardless of who initiates contact. **Violation: TECH FOUL per instance. The initiator of the contact is not a factor when determining violations of this rule. Teams should take note that they are putting themselves at great risk for TECH FOULS if they choose to enter their opponent's TARGET ZONE, TRENCH RUN or LOADING ZONE.**

G11. Give opponents some space. An opponent ROBOT may not contact a ROBOT whose BUMPERS are intersecting its TARGET ZONE or LOADING ZONE, regardless of who initiates contact. ROBOTS in violation of G10 are exempt from this rule. **Violation: TECH FOUL per instance. The initiator of the contact is not a factor when determining violations of this rule. Teams should take note that they are putting themselves at great risk for TECH FOULS if they choose to approach an opponent ROBOT intersecting its TARGET ZONE or LOADING ZONE.**

G12. Leave the opponent's CONTROL PANEL alone. During TELEOP, a ROBOT may not contact the opponent's CONTROL PANEL, either directly, or transitively through a POWER CELL, if

- a. the opponent ROBOT is contacting that CONTROL PANEL, and
- b. the opponent's POWER PORT has reached CAPACITY

Violation: In Qualifications MATCHES, opponents are awarded one (1) SHIELD GENERATOR ENERGIZED Ranking Point if not completed at the conclusion of the MATCH. In Playoff MATCHES, TECH FOUL

G14. During the ENDGAME, don't touch ROBOTS in their RENDEZVOUS POINT. During the ENDGAME, a ROBOT may not contact, either directly or transitively through a POWER CELL, an opponent ROBOT whose BUMPERS are completely contained in its RENDEZVOUS POINT and not in contact with its GENERATOR SWITCH. **Violation: TECH FOUL. The initiator of the contact is not a factor when determining violations of this rule. Teams are encouraged to consider rule C8 when developing their strategies, such as attempting to draw violations of this rule.**

G15. During the ENDGAME, don't mess with HANGING opponents. During the ENDGAME, a ROBOT may not contact, either directly or transitively through a POWER CELL, an opponent's ROBOT that is contacting its GENERATOR SWITCH and not in their opponent's RENDEZVOUS POINT. **Violation: The contacted opponent ROBOT, and any partners its supporting, will be considered HANGING, and the opponent's GENERATOR SWITCH will be considered LEVEL.**

G15-A. During the ENDGAME, don't mess with the opponent's GENERATOR SWITCH. During the ENDGAME, a ROBOT may not contact, either directly or transitively through a POWER CELL, the opponent's GENERATOR SWITCH. **Violation: Any opponent ROBOTS contacting their GENERATOR SWITCH when the violation occurred, and any partners its supporting, will be considered HANGING, and the opponent's GENERATOR SWITCH will be considered LEVEL.**

G17. Tall ROBOTS not allowed. ROBOT height, as measured when it's resting normally on a flat floor, may not exceed 45 in. above the carpet during the MATCH, with the exception of ROBOTS intersecting their ALLIANCE'S RENDEZVOUS POINT during the

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ENDGAME. **Violation: TECH FOUL.** If the extension blocks a goal, blocks an opponent's shot, or scores a goal, additional **TECH FOUL per instance.**

G20. Keep your BUMPERS together. BUMPERS may not fail such that a segment completely detaches, any side of a ROBOT'S FRAME PERIMETER is exposed, or the team number or ALLIANCE color are indeterminate. **Violation: DISABLED.**

G21. There's a 5-count on pins. ROBOTS may not PIN an opponent's ROBOT for more than five (5) seconds. A ROBOT is PINNING if it is preventing the movement of an opponent ROBOT by contact, either direct or transitive (such as against a FIELD element). A ROBOT is considered PINNED until the ROBOTS have separated by at least six feet from each other or either ROBOT has moved six feet from where the PIN initiated, whichever comes first. The PINNING ROBOT(S) must then wait for at least three (3) seconds before attempting to PIN the same ROBOT again. **Violation: FOUL, plus an additional TECH FOUL for every five (5) seconds in which the situation is not corrected. A team's desired direction of travel is not a consideration when determining if a ROBOT is PINNED.**

G23. Don't tear others down to lift yourself up. ROBOT actions that appear to be deliberate to a REFEREE and that cause damage or inhibition via attaching, tipping, or entangling to an opponent ROBOT are not allowed. **Violation: TECH FOUL and YELLOW CARD. If harm or incapacitation occurs as a result of the strategy, RED CARD.**

G24. Stay out of other ROBOTS. A ROBOT with a COMPONENT(S) outside its FRAME PERIMETER, other than BUMPERS, may not initiate direct contact with an opponent ROBOT inside the vertical projection of its FRAME PERIMETER using that COMPONENT. **Violation: FOUL per contact. For the purposes of G24 "initiate direct contact" requires movement towards an opponent ROBOT. In a collision, it's possible for both ROBOTS to initiate direct contact.**

G25. Damaging other ROBOTS, not allowed. Regardless of intent, a ROBOT may not initiate direct contact inside the vertical projection of an opponent ROBOT'S FRAME PERIMETER that damages or functionally impairs the opponent ROBOT. ROBOTS with BUMPER gaps are at their own risk regarding damaging contact in these areas by ROBOTS that remain completely inside their own FRAME PERIMETER, other than BUMPERS, as they are not in violation of this rule. **Violation: TECH FOUL and YELLOW CARD**

H6. POWER CELLS through LOADING BAYS only. POWER CELLS may only be introduced to the FIELD A. during TELEOP, B. by a DRIVER or HUMAN PLAYER, and C. through the LOADING BAY. **Violation: FOUL per POWER CELL.**

H9. POWER CELLS, recycle. During TELEOP, an ALLIANCE may not have more than fourteen (14) POWER CELLS in their ALLIANCE STATION. **Violation: FOUL per POWER CELL. If the POWER CELL count exceeds fourteen (14), excess POWER CELLS must be introduced into the FIELD immediately.**

H10. POWER CELLS go on the rack. POWER CELLS must be stored on the LOADING BAY racks. An ALLIANCE making a concerted, good-will effort to transport POWER CELLS from the CORRAL to a rack or Chute is not in violation of this rule. **VIOLATION: FOUL. If repeated, TECH FOUL.**



2021 Off-Season Team Health Attestation

FIRST Mid-Atlantic (FMA) takes the safety of our teams, volunteers and staff as a top priority and are working hard to ensure the safest possible in-person FRC events for all attendees. To aid in this process, FMA is requiring coach/mentors of teams to complete a health attestation of their team prior to arrival at the 2021 FMA Off-Season Events.

Any of the symptoms below could indicate a COVID-19 infection and may put attendees at the event at risk for spreading illness. Please note that this list does not include all possible symptoms and those with COVID-19 may experience any, all, or none of these symptoms. These questions are specific to symptoms related to COVID-19. Please screen your team for these symptoms before you leave for the event and turn in your completed form at team check-in when you arrive.

Coach/Mentor Name:	
Team Number:	
Event:	
Date:	

Initial	
	I attest that no member of my team in attendance has experienced TWO (2) or more of the following symptoms within the last 24 hours: chills, shivers, muscle aches, headache, sore throat, fatigue, congestion or runny nose, or diarrhea. If the symptoms are present due to known illness or medical history NOT related to COVID-19, you may attest.
	I attest that no member of my team in attendance has experienced any ONE (1) of the following symptoms within the last 24 hours: fever, nausea or vomiting, cough, shortness of breath, new loss of smell or taste. If the symptoms are present due to known illness or medical history NOT related to COVID-19, you may attest.
	I attest that within the past 14 days, no member of my team in attendance has been in close physical contact (6 Feet or CLOSER for AT LEAST 10 minutes) with a person who is known to have laboratory-confirmed COVID-19.

This form will be retained by *FIRST* Mid-Atlantic for three years from the date of the event.