

Overview

The Drivers Meeting is typically run by some combination of the Head Referee and Field Manager.

Topics

This document covers the major topics that should be brought up during your event's morning meeting with the teams.

- **Safety glasses are required at all times for drive team members while in pit or their driver's station. <T05>**
- Referees rulings are final. Referees will not review video replays. Questions for the referees must be asked by a student member within two matches after the match in question during qualification rounds or immediately after the score is announced during elimination rounds. <T01>
- Be on time for your matches.
- Only three Drive Team Members per team are allowed in the Alliance Station during match play. No Drive Team Member may fulfill this role for more than one team. Teams and alliances must remain within their Alliance Station or their Alliance Robot Interaction Spot during the match. <G3>, <G5>
- Adult Drive Team Members are not permitted to touch the controls or interact with the robot during the Match. <G4>
- Teams must bring your robots to the field ready to play.
 - There will be no extension of starting time for the match for dead batteries, missing parts, or robot repairs. The matches must proceed on schedule. <T04>
 - Ensure your robot is in the correct starting position and that it is within 18"x18"x18". Robots must be placed such that they are touching only their colored alliance starting tile. <G2>, <SG1>
 - Do not turn on your robots or controllers until your controllers are tethered to the field. Make sure your cables are plugged in, power is on and that your robot is ready on the field.
 - During Qualification rounds, RED alliance has the right to place their robot last on the field. During Elimination matches, the higher-ranked alliance has the right to place their robots last. <G6>
- Teams must send a representative to the field if your robot cannot perform <T04>
- Prior to the start of each Match, each Robot may use their one (1) Star available as a Preload. A Star is considered to be legally preloaded if it is touching the Robot, not touching any other grey foam tiles, and is fully within the field perimeter. <SG2>
- A robot cannot intentionally tip, hook, grasp, or damage an opposing robot. <G12>
- No match replays unless the most extreme circumstances occur such as a field control failure. <G15>
- During the Autonomous Period, no use of driver controls is permitted. <G8>
- Scoring Objects that leave the field will be returned to the Zone from which they exited. <G9>
- Match scoring will occur when all objects have come to rest. <G10>
- Significant rules to emphasize for this year's game include:
 - Teams are NOT allowed to touch their robot during the autonomous period. <G8>
 - Only during the Driver Control Period, and as long as the robot has never moved. Student Drive Team Members may handle their own robot in the following ways:
 - Turn the robot on or off
 - Plug in a battery
 - Plug in a VEXnet Key
 - Turn the power expander on or off <SG3>
 - Robots may not intentionally grasp, grapple or attach to any Field Elements. <SG8>
 - Any fouls committed during the Autonomous Period that only affect the outcome of the Autonomous Bonus will result in the Autonomous Bonus being automatically awarded to the opposing Alliance. <SG9>