

~~Chezy Champs~~ Tidal Tumble 2023 Rule Changes

September 3, 2023

Tidal Tumble will be played using the rules in the FRC Game manual ([link](#)) with the following modifications:

- [1] Event organizers may issue YELLOW and RED CARDS or remove teams from the event without refund for team member (student, mentor, parent, chaperone, teacher, coach, etc) egregious conduct violations (including refusal to comply with public health protocols), at the discretion of event organizers.
- [2] No ROBOT INSPECTIONS. Teams are allowed an extra 5 pounds weight for repairs and modifications. Event organizers may conduct ad-hoc INSPECTIONS at any time; violations identified must be corrected before the ROBOT can participate in subsequent MATCHES, and teams may be retroactively DISQUALIFIED from past MATCHES for egregious violations that resulted in a competitive advantage.
- [3] In general, minor violations of game rules that, in the best judgment of the REFEREES, meet ALL of the below conditions, will not be penalized:
 - Are accidental
 - Do not pose a safety hazard
 - Do not change the difficulty of the game for either ALLIANCE
- [4] Tidal Tumble will use four-team playoff ALLIANCES. All rules governing their selection and operation will be identical to those for Championship playoff ALLIANCES in Section 11.9.2 of the 2023 FRC manual.
- [5] The COOPERTITION BONUS is eliminated. The SUSTAINABILITY BONUS threshold is **5 LINKS** regardless of any scoring in the CO-OP GRID.

Rationale: The COOPERTITION BONUS adds complexity to the game without value.

- [6] No cable protectors on top of the carpet. Flat cables covered by a sheet of polycarbonate, all under the carpet, will power the CHARGE STATION. Approximate max bump dimensions (under carpet): $\frac{1}{8}$ " thick at edge, $\frac{3}{8}$ " thick in middle (over cables), 36" wide.

Rationale: Remove an unnecessarily prominent obstacle and make GRID access symmetrical.

- [7] The widths of the red & blue tape lines defining the GRID boundaries are increased from 2" to 4" in the direction towards the field midline.

Rationale: Increase the error margin for GAME PIECES to be considered scored in HYBRID NODES.

- [8] For a CONE or CUBE to be considered scored in a HYBRID NODE, all of the following criteria must be met:
 - Fully contained in the GRID
 - Touching at least one of the following:
 - FIELD carpet
 - BARRIER
 - A scored GAME PIECE
 - The divider between HYBRID NODES
 - Not fully supported by a single divider between HYBRID NODES

Rationale: Allow "cube bridges" that do not touch the carpet to be counted as scored, but not GAME PIECES sitting atop a divider.

- [9] The penalty for popping a CUBE is changed to a FOUL per instance. A pattern of such behavior on the part of a particular ROBOT may still result in a YELLOW CARD at the Head REFEREE'S discretion, in the interest of preserving the supply of CUBES.

Rationale: The CUBES are fragile and the TECH FOUL penalty too consequential for rare offenses.

Questions? Email anshul@team4414.com