

CalGames 2023 Rule Changes

Rev 3 - July 5, 2023 **REVISED**

CalGames 2023 will be played with following rules modifications:

(CG1) The Event organizer (Western Region Robotics Forum) 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 organizer.

(CG2) 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

(CG3) The SUSTAINABILITY BONUS threshold will be 5 LINKS or 4 LINKS with the COOPERTITION BONUS: reversion of Team Update 21, Section 6.4.3 to the thresholds prior to Team Update 21/Champs

Rationale: Revert to the rule prior to championships.

(CG4) 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.

(CG5) 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.

(CG6) 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.

(CG7) 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 calgames@wrrf.org