

## TIDAL TUMBLE 2024 RULE CHANGES

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

[TT1] 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.

[TT2] No ROBOT INSPECTIONS. Teams are allowed an extra 4.5 pounds of weight (up to 130 lbs total) 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. Teams may be retroactively DISQUALIFIED from past MATCHES for egregious violations that resulted in a competitive advantage.

[TT3] 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

In particular, violations of G409 Part A will be assumed to be accidental by default. (G409 Part B remains in full effect.) *Rationale: eliminates a potential double penalty unless the violation is actually intentional.*

[TT4] 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 12.2 of the 2024 FRC manual, unless modified by [TT9].

[TT5] All robots at Tidal Tumble must be equipped with VH-109 robot radios. Attending teams are responsible for obtaining their own radios prior to the event. The event will not have spares available.

[TT6] R703 is revised to remove the option to have a network switch between the roboRIO and robot radio: The roboRIO Ethernet port must be directly connected to the "RIO" port on the VH-109 robot radio, except to allow for PoE injection. *Rationale: Eliminate a common point of failure for robot communications.*

[TT7] The *Coopertition* Bonus is eliminated and the MELODY BONUS threshold is fixed at 25 NOTES. Pressing the *Coopertition* button on the AMP will not deduct a NOTE from the AMP "bank" nor have any other effect. The qualification rankings will reflect a *Coopertition* Bonus score of zero for all teams. *Rationale: Remove the ability of ALLIANCES to arbitrarily impact their opponents' rankings when seeded low enough for there to be no downside to doing so.*

[TT8] The tape delineating the STAGE ZONE will be moved to the inside of the STAGE legs. *Rationale: Reduce potential for unintentional and inconsequential violations of G424.*

[TT9] Alliance Selection will be conducted in accordance with the [newly released changes for 2025](#) from the FIRST Alliance Selection Task Force, with the exception that there will be a break of at least 15 minutes between the end of qualification matches and the start of Alliance Selection. *Rationale: Align with the rules and procedures expected to be in force at official events in 2025.*

[TT10] Section 6.7 is revised to allow the Head Referee may review official competition video to verify red cards, field faults, ranking points, and match scoring, subject to technological availability and time constraints; reviews can confirm, uphold, change outcomes (including match results, ranking points, and card decisions), or trigger a replay.