

RARC Rules and Regulations

- Coaches, adult team leaders, and students are responsible for reviewing the RARC guidelines and the RARC website, specifically the RARC Basics page and RARC Questions page, and for abiding by all rules and regulations published within.
- Coaches are responsible for verifying that all students have read and understand the rules of the competition.
- No outside food and drink may be brought into the event facility by any students, coaches, parents, or spectators.
- All participating schools are asked to sign-up one volunteer per competition on the RARC volunteer page.
- Robots must be autonomous and may not be controlled via wired/wireless/Bluetooth capabilities.
- Teams must be prepared to compete in round one when they arrive at the competition. The competition will begin as soon as the opening ceremony is complete. Teams will have time between rounds to work on their robots or programming in the team preparation area.
- Teams should ensure they know their team number prior to going to the mat. The judges will ask for the team name and number for the scoresheet. Providing the incorrect team name and/or number may result in another team receiving your score.
- Except to go to and from the competition mats, technology (robots, laptops, external drives, etc.) is not allowed to leave or enter the team preparation area after opening ceremonies.
- Teams are not allowed to program another team's robot or to maliciously modify another team's robot. Teams will be disqualified for these actions.
- Robots must be presented for a compliance check at the challenge area entrance before going to the competition mats.
- Only student team members are allowed in robotics challenge areas. Team members must ensure that they do not block the judges' views.
- Only student team captains may speak to the judges. The student team captain is the lead student representative for that team.
- In the event the robot breaks down during the challenge, the team will not be given any extra time to fix its robot.
- One team leader (an adult that is a teacher, coach, or other team volunteer) per every three teams from each elementary and middle school will also be allowed in the team preparation area. You will be asked to identify the adult team leaders when you register. Access to the team preparation area may be more limited at future competitions.
- Given the age and maturity of high school team members, team leaders for high school teams can observe the competition from the spectator area and will not have access to the team preparation area after opening ceremonies.
- The role of an adult is that of a facilitator and thus all work prior to and at the competitions should be the work of students and not adults.

- After the opening ceremony, adults are not allowed to use team computers or to touch robotics equipment, and adults are to relax in chairs positioned near their elementary and middle school teams in the team preparation area.
- Teams who receive adult assistance will be disqualified.
- The RARC committee makes every effort to provide a detailed set of rules for each competition. If you believe that a rule needs further clarification or that a detail might have been left out, please submit your questions or concerns prior to the competition on the Competition Questions page so the committee can meet to clarify and make a final decision on the rules. These clarifications/decisions will be posted on that same page below the question submission form.
- Judges and RARC Committee members understand the need for fairness across all challenges. No video or photographic record, made by judges, team coaches/parents, spectators, or students of an event will be used for judging purposes.
- To increase the accuracy of the scoring, only the end state of the field will be scored. If a scoring game piece is moved to a non-scoring location during gameplay, the piece is not scored.
- Neither participants nor judges can touch, modify, or interact with the end state of the field until the scoring is complete.
- Team captains are encouraged to review their score sheet with the judge after scoring is complete. A sample score sheet can be found in the guidelines.
- Trophies will be awarded to the top three teams in each division (elementary, middle, and high school).
- Lighting conditions from mat to mat and location of mat can affect the performance of the robot.
- There might be bumps or uneven sections under the mat.
- The mats may not lose their waviness even if rolled out ahead of time at the competition location.
- As with any printing process, slight differences can occur in the printing of the competition mats. All mats used in the competition area on event day have been checked for consistency.
- Mats will be taped using two-inch blue painter's tape around the perimeter of the mat to keep them in place. The inside edge of the painter's tape will be placed using the white line on the black border as a guide. The white line will not be visible. The outer edge of the blue tape will serve as the final border of the mat. Teams should avoid using the edge of the mat as a guide since the tape edge can affect the performance of the robot.