

Scrimmage Official Game Manual

For official FTC rules: ftc-resources.firstinspires.org/ftc/game/manual

Competition Structure

Section 1 – Best Presentation

Teams present robot design, engineering process, outreach activities, and innovations to judges at the venue.

Section 2 – Robot Run

Robots compete on the field completing game tasks and scoring points under official FTC gameplay rules.

Section 1 – Best Presentation Details

Allowed Materials

- Tri-fold display boards
- Laptop presentations
- Visual prototypes or design materials

Suggested Topics

- Robot prototypes and development stages
- Engineering design process & robot strategy
- Outreach and community engagement activities
- Team sustainability plans
- Technical innovations and improvements

Judges Evaluate On

- Creativity and innovation
- Engineering understanding
- Clarity of presentation
- Team collaboration and impact

Section 2 – Scoring System (DECODE)

Category	Action	Auto	TeleOp	Notes
Movement	Leave starting area	3	–	
Artifact	Artifact classified	3	3	Correct classification
	Overflow	1	1	Placed in overflow
	Depot	–	1	Placed in depot
Pattern Artifact	Matches motif	2	2	
Base Return	Partially returned	–	5	Partially inside base
	Fully returned	–	10	Completely inside base
Bonus	Two robots fully returned	–	+10	Alliance bonus

Match Phases & Rules

AUTO Period – 30 seconds

Robots operate using pre-programmed instructions only. Drivers may not manually control the robot.

Rule G401 – Autonomous Interaction Restriction

TELEOP Period

Drivers control the robot using controllers to complete objectives and score points.

Rule G403 – No Movement During Transition

Robots must remain motionless during AUTO → TELEOP transition. Powered movement is not allowed.

Drive team members may not interact with the robot or operator console from the start of randomization until the end of AUTO.

Exceptions:

- A. Pressing Start (▶) at match begin
- B. Pressing Stop (■) at discretion or when instructed
- C. Intervening for personal safety

Violation: MAJOR FOUL

Note: Movement from gravity, inertia, or actuator de-energizing is not a violation.

End of Match – Rule G404

Robots must stop all powered movement at the end of TELEOP until the Head Referee signals retrieval.

MINOR FOUL

Powered movement after match ends

MAJOR FOUL

Launches artifact into goal after match ends

MAJOR FOUL

Robot contacts the gate after match ends

Indicate control has stopped: press Stop (■) on Driver Station app and set controllers down.

Gracious Professionalism

Respect for other teams

Fair play & honesty

Collaboration & learning

Positive competition spirit