



# FLL Competition Rules



Emergency	In case of emergency, contact a tournament official immediately!
Always follow the <i>FIRST</i> core values!	<p>We express the <i>FIRST</i> philosophies of <b>Gracious Professionalism</b><sup>®</sup> and <b>Coopertition</b><sup>®</sup> through our <b>Core Values</b>:</p> <ul style="list-style-type: none"> <li>• <b>Discovery</b>: We explore new skills and ideas.</li> <li>• <b>Innovation</b>: We use creativity and persistence to solve problems.</li> <li>• <b>Impact</b>: We apply what we learn to improve our world.</li> <li>• <b>Inclusion</b>: We respect each other and embrace our differences.</li> <li>• <b>Teamwork</b>: We are stronger when we work together.</li> <li>• <b>Fun</b>: We enjoy and celebrate what we do!</li> </ul>
Safety	<ul style="list-style-type: none"> <li>• Buddy system – Team members should always be accompanied by an adult or another team member.</li> <li>• No running, rough housing, etc.</li> </ul>
Locations	<ul style="list-style-type: none"> <li>• Officials need to be able to find a team at various times throughout the day.</li> <li>• The Pit Managers and coaches share the responsibility of knowing where a team is.</li> </ul>
Be on time	<ul style="list-style-type: none"> <li>• Team schedules are very tightly planned. Plan to arrive for team appointments at least 5 minutes in advance. If your team misses an appointment, rescheduling <b>MAY NOT</b> be possible. Being late may influence your team being considered for a core values award.</li> <li>• Teams are expected to attend opening and closing ceremonies.</li> </ul>
Charging stations and Practice tables	<ul style="list-style-type: none"> <li>• Please be considerate of other teams who also need to use these shared resources.</li> <li>• Volunteers will manage time at the practice tables.</li> <li>• Charging stations are for charging batteries and computers, not for use as a workstation.</li> </ul>
Team pit space	<ul style="list-style-type: none"> <li>• Each team will be provided one table and two chairs.</li> <li>• Pit space is limited. Please be considerate.</li> <li>• If you wish to tape anything, bring and use <b>ONLY</b> blue painter’s tape.</li> </ul>
Clothing	<ul style="list-style-type: none"> <li>• Wear comfortable clothing.</li> <li>• Team spirit may be shown through t-shirts, hats, bandanas, buttons, etc.</li> </ul>
Food and beverage	<ul style="list-style-type: none"> <li>• Please encourage team members to clean up after themselves.</li> <li>• Please honor food and beverage rules.</li> </ul>
Spectators are welcome and encouraged.	<ul style="list-style-type: none"> <li>• For the robot game area – Bleacher seating is available for spectators to view the robot game rounds, opening and closing ceremonies.</li> <li>• For the pit area – Visitors are encouraged to tour the Pit areas and browse the team tables, but no seating is provided for visitors.</li> <li>• For the judging rooms – <ul style="list-style-type: none"> <li>○ Only team members should interact with the judges. Any others interacting with the judges will be asked to leave the room.</li> <li>○ Observers are allowed <b>ONLY</b> for Robot Design judging and Project presentations.</li> <li>○ Core Values judging is open <b>ONLY</b> for team members and coaches. No photographers or other observers are allowed in the rooms.</li> </ul> </li> </ul>
Photography	<ul style="list-style-type: none"> <li>• Cameras are allowed. Photographers must stay in the spectator areas and not interfere with the judging or robot rounds.</li> </ul>