



FRC CYBERSPACE

Game Overview

SCORING TABLE

Action	Criteria	Match Points		Ranking Points
		AUTO	TELEOP	
AUTO-RUN	For each ROBOT that escapes the vertical plane of the HOME DOMAIN with its BUMPER at any point in the AUTO stage	10	-	-
FIREWALL TAKEDOWN	For each LINE OF CODE HOOKED by a SINGLE END to the FIREWALL	24	12	-
	For each LINE OF CODE HOOKED by BOTH ENDS to the FIREWALL	36	24	-
	All 6 LINES OF CODE added to the FIREWALL	-	20 (elims only)	1 RP (quals only)
CODE DECRYPTION	For each DECRYPTION CODE solved using 8 ENCRYPTION KEYS	-	15	-
SERVER RACK EXFILTRATION	For each FILE successfully EXFILTRATED from the OPPOSING ALLIANCE and placed in the ALLIANCE's SERVER RACK	-	13 (low) 19 (middle) 31 (high)	-
EXPERT HACKER	For the ALLIANCE with the MOST files exfiltrated OR if BOTH ALLIANCES exfiltrate ALL their FILES	-	20 (elims only)	1 RP (quals only)

Shown here is the official "FRC CyberSpace" logo, and accompanying color scheme. Team Neutrino utilized a binary code saying "FIRST CYBERSPACE, NOT A WATER GAME" as a background.

#ff00ff

#00ffff

#15b76b

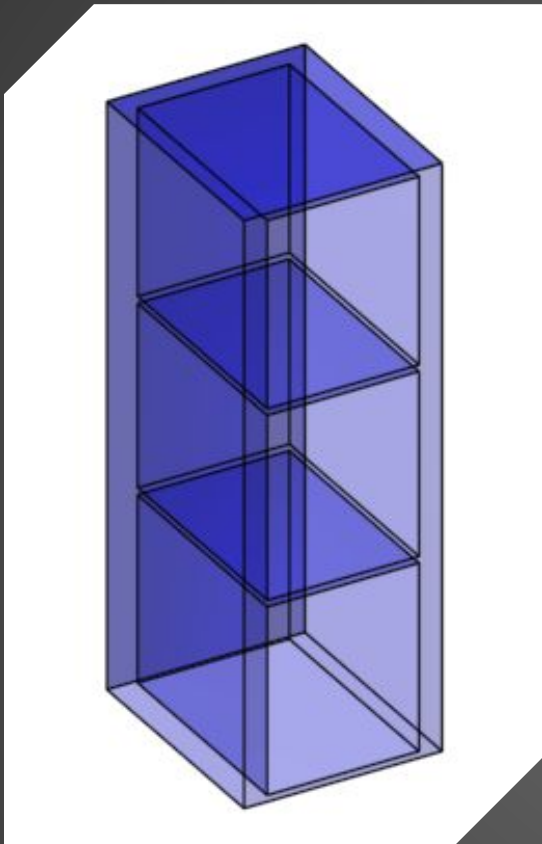
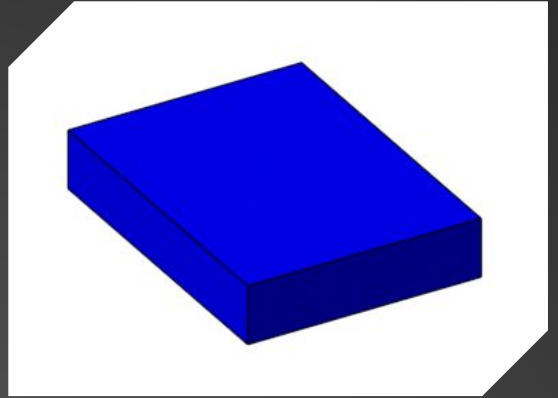
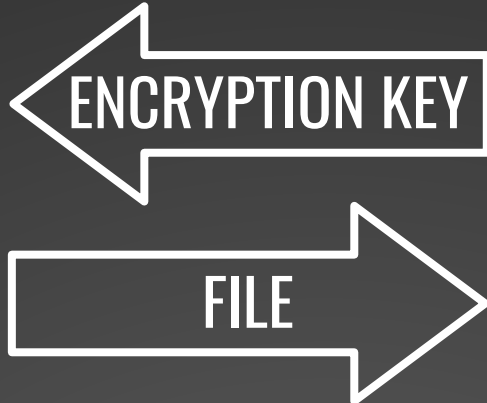
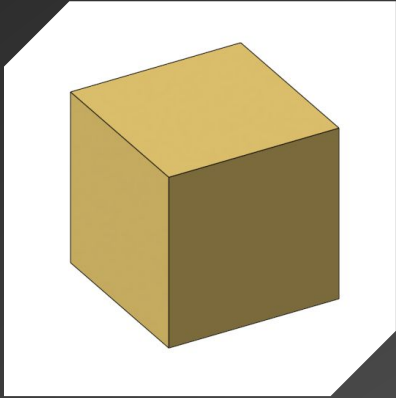
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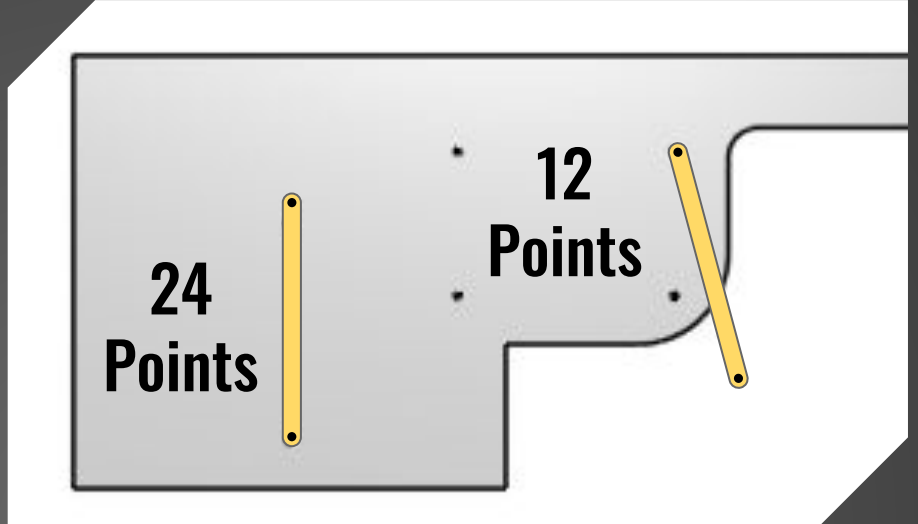


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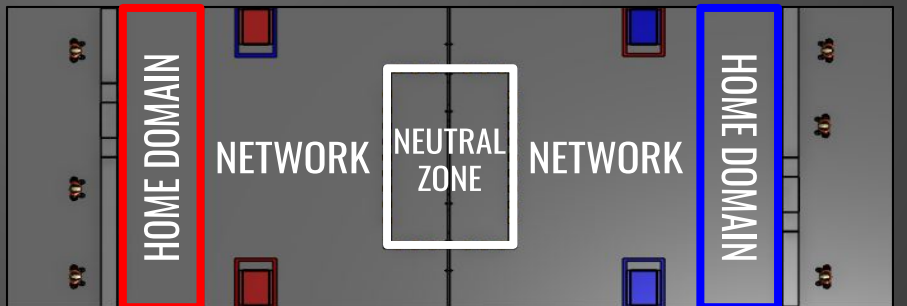
Game Pieces + Field Elements



SERVER RACK



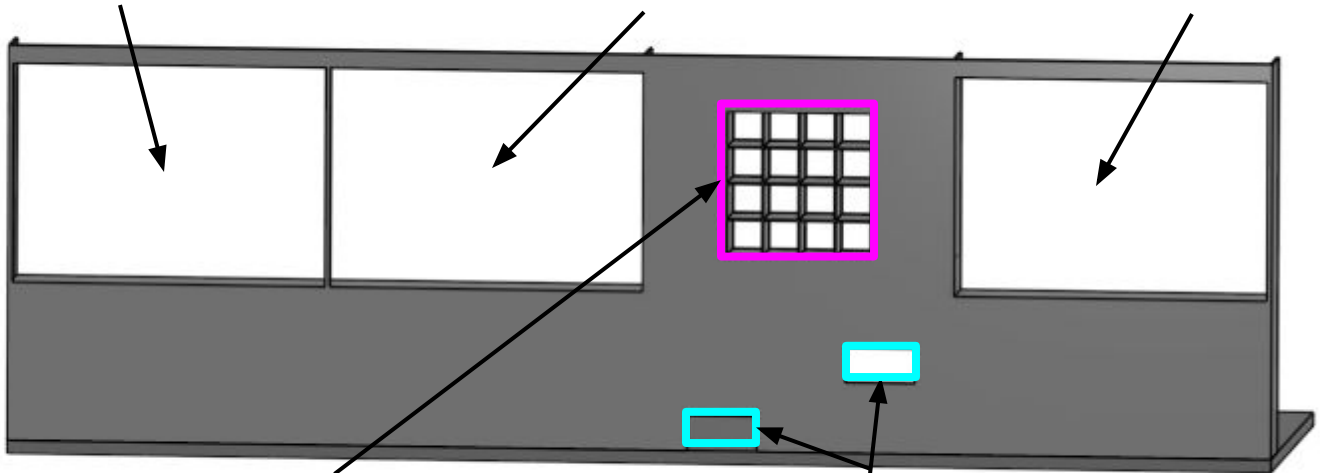
LINES OF CODE on FIREWALL



Driver Station 3

Driver Station 2

Driver Station 1



DECRYPTION BAY
Insert ENCRYPTION KEYS
to assemble DECRYPTION CODES

TERMINAL
To transfer ENCRYPTION KEYS
and LINES OF CODE



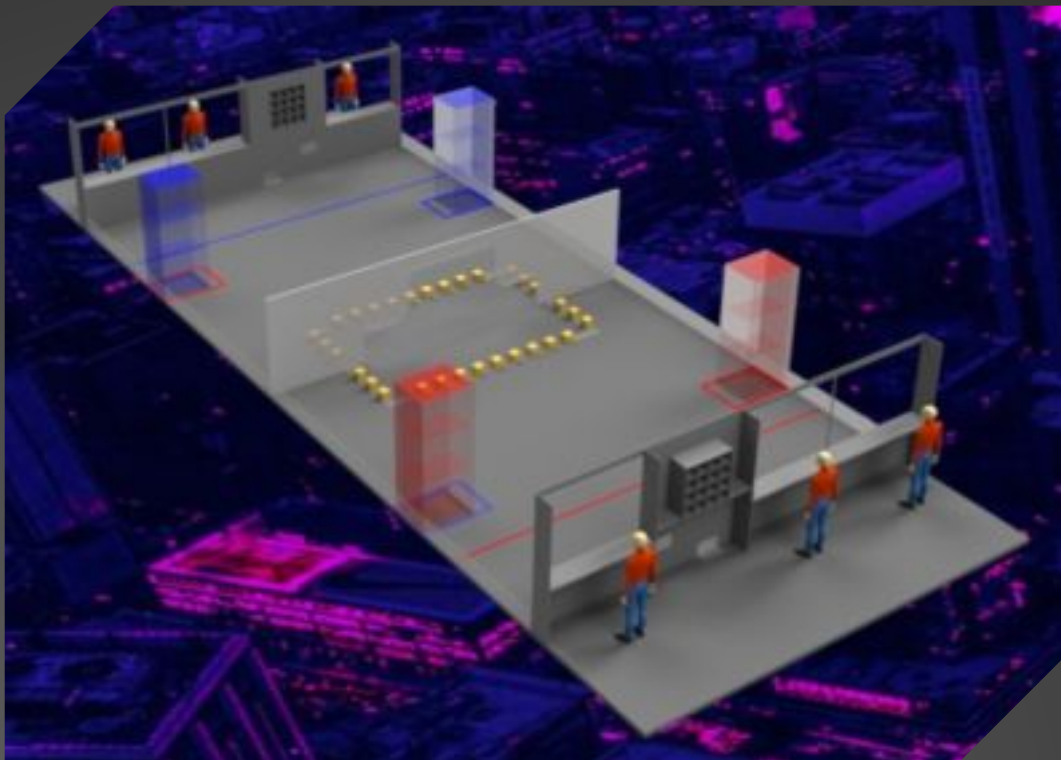
FRC CYBERSPACE

Field Design

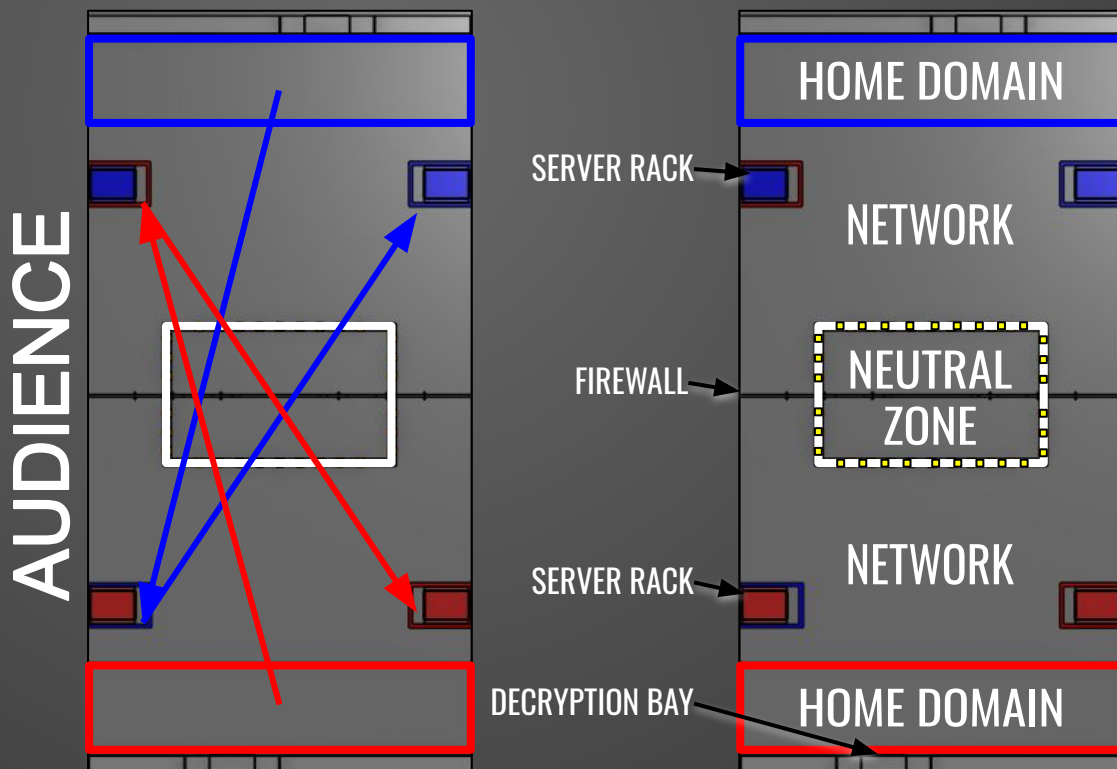
CAD screenshots and renders are an approximate representation of field measurement plans.

Our field employs the evergreen field FIRST typically uses, which consists of a carpet, side borders, alliance stations, and human player/robot interaction panel.

The diagrams to the left show the path bots will take when exfiltrating FILES during endgame, alongside a labeled field.



Below are the banner designs for match streaming and display of scoring information during competitions. The top scoreboard represents scoring during the Autonomous and Midgame portion, while the bottom scoreboard is used during the 30 second endgame.





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Additional Rules

Note: These are CyberSpace specific rules, meaning not all rules are noted.

G1. No more than three (3) ENCRYPTION KEYS at a time.

ROBOTS may not have greater-than-momentary CONTROL of more than three (3) ENCRYPTION KEYS at a time, either directly or transitively through other objects. A ROBOT is in CONTROL of a ENCRYPTION KEY if: A. the ENCRYPTION KEY is fully supported by the ROBOT, B. the ENCRYPTION KEY travels across the FIELD such that when the ROBOT changes direction, the ENCRYPTION KEY travels with the ROBOT, or C. the ROBOT is holding a ENCRYPTION KEY against a FIELD element in attempt to guard or shield it.

Violation: FOUL per additional ENCRYPTION KEY. If egregious, YELLOW CARD.

G2. No more than one (1) LINE OF CODE at a time.

ROBOTS may not have greater-than-momentary CONTROL of more than one (1) LINE OF CODE at a time, either directly or transitively through other objects. A ROBOT is in CONTROL of a LINE OF CODE if: A. the LINE OF CODE is fully supported by the ROBOT, B. the LINE OF CODE travels across the FIELD such that when the ROBOT changes direction, the LINE OF CODE travels with the ROBOT, or C. the ROBOT is holding a LINE OF CODE against a FIELD element in attempt to guard or shield it.

Violation: FOUL per additional LINE OF CODE. If egregious, YELLOW CARD.

G3. ROBOT height, as measured when it's resting normally on a flat floor, may not exceed 45 in. (~114 cm) above the carpet during the beginning of the MATCH.

ROBOT may go up to 85 in. (209.5 cm) tall for the FIREWALL and SERVER RACK elements.

Violation: TECH FOUL. If the extension blocks a goal, blocks an opponent's shot, or scores a goal, additional TECH FOUL per instance.

G4. Don't collude with your partners to shut down major parts of game play.

Two or more ROBOTS that appear to a REFEREE to be working together may not isolate or close off any major component of MATCH play.

Violation: TECH FOUL, plus an additional TECH FOUL for every five (5) seconds in which the situation is not corrected.

G5. Give opponents some space.

An opponent ROBOT may not contact a ROBOT whose BUMPERS are intersecting its TERMINAL or SERVER RACK ZONE regardless of who initiates contact.

Violation: TECH FOUL per instance.