



2026 Rule Changes - Rumble 11

Section 5 - Arena

5.7 DEPOT

The steel barrier forming the DEPOT will be removed and replaced with appropriately colored 2" gaff tape.

5.9.1 DRIVER STATIONS

The sponsor panels will not be installed in the driver stations.

Section 6 - Game Details

6.3.4 SCORING ELEMENTS

Before each MATCH begins, FIELD STAFF stage SCORING ELEMENTS. 504 FUEL are staged for each MATCH as follows:

- ~~24 FUEL are staged in each DEPOT (FUEL may not be in a uniform layout),~~
- 24 FUEL are staged in each OUTPOST CHUTE,
- 48 total FUEL will be provided to each ALLIANCE for preloads. From this 48 there is **no maximum** to the number of FUEL that may be preloaded in each ROBOT. Preloaded FUEL must be fully supported by the ROBOT.
- FUEL that is not preloaded into a ROBOT may be distributed by the ROBOT'S DRIVE TEAM to their own DEPOT or OUTPOST CHUTE. Each DEPOT may not contain more than 24 total FUEL. FUEL that does not fit in the OUTPOST CHUTE may be stored on the floor of the OUTPOST.
- ~~8 FUEL may be preloaded in each ROBOT by the ROBOT'S DRIVE TEAM, such that each FUEL is fully supported by the ROBOT (up to 48 total; a FUEL not pre-loaded in a ROBOT is staged in the NEUTRAL ZONE), and~~
- remaining FUEL are arranged in the NEUTRAL ZONE through a process listed in Section 6.3.4.1 (360 to 408, depending on how many are preloaded in ROBOTS).

Due to the high number of SCORING ELEMENTS in REBUILT, FIELD STAFF may not be able to perfectly count all FUEL put into the NEUTRAL ZONE. The number of FUEL staged in the NEUTRAL ZONE for any given match may fluctuate around +/- 24 FUEL.

6.7 Head REFEREE and FTA Interaction

Q103 - Video Review for Red Cards

Any ROBOT or HUMAN rule violation during a MATCH that is deemed by the HEAD REFEREE to result in a RED CARD will trigger an automatic video review:

- The event recording/streaming system must be functional for a video review to occur.
- Only the official event video will be utilized for video review.
- The HEAD REFEREE will conduct the video review before MATCH scores are posted.
- The HEAD REFEREE may request review assistance from any REFEREE or FTA.

Video review will NOT be used to review assignments of YELLOW CARDS, other FOULs, or scoring disputes.

Section 7 - Game Rules

G408 - Don't catch FUEL

A ROBOT may not do either of the following with FUEL released by the HUB unless and until that FUEL contacts anything else besides that ROBOT or FUEL CONTROLLED by that ROBOT:

- A: gain greater than MOMENTARY CONTROL of FUEL, or
- B: push or redirect FUEL to a desired location or in a preferred direction.

A ROBOT is in CONTROL of a SCORING ELEMENT if the SCORING ELEMENT is fully supported by or stuck in, on, or under the ROBOT.

Violation: ~~MINOR FOUL~~. If strategic, MAJOR FOUL and VERBAL WARNING. If subsequent strategic violations during the event, MAJOR FOUL and YELLOW CARD.

Intent: Teams should not be penalized for inconsequential contact with falling FUEL.

Section 9 - Inspection & Eligibility

There will be no formal inspection at this event. Teams are expected to comply with all Robot Construction Rules from the 2026 Game Manual (Section 8). The Event Director, FTA, or Head Referee may request teams make changes to ROBOT components

deemed to be unsafe, causing damage to the playing field or FUEL, or otherwise in violation of the Robot Construction Rules.

Section 10 - Tournament

10.6.2.2 Playoff Finals

Event Staff reserve the right to institute “Best of 1” Finals rather than traditional “Best of 3” Finals if the event is running significantly behind schedule.

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