

- Robot structure: The robot's structure cannot be changed during the competition.
- Run time: Each participant is given a set amount of time to run their robot.
- Readjustments: No readjustments are permitted during the run.
- Cell phones: Cell phones, iPods, and MP3 players must be turned off during the competition.
- Wireless devices: Participants cannot use wireless devices to contact anyone during the competition.
- Jury decisions: The jury's decisions are final.
- Interference: Attendees and participants cannot interfere with the robot, field judge, or other teams.
- Shipping: Teams should ship their robots before the deadline to ensure they arrive on time.
- Age groups: Age groups are often defined by the age a participant turns in the year of the competition.
- Lighting: Teams should be prepared to calibrate their robots to the lighting conditions at the venue.
- Noise: Teams should be prepared to calibrate their robots to the noise level at the venue.