



2026 Rule Changes

Beach Blitz 2026 will be played using the rules outlined from the [Official FRC 2026 Game Manual](#) with the following modifications:

[BB1] No ROBOT INSPECTIONS. The ROBOT weight limit set in R103 is increased to 120 lbs. At their discretion, Event Organizers reserve the right to conduct an INSPECTION and require that violations be corrected to participate in subsequent MATCHES. Teams may be retroactively disqualified from previous MATCHES for egregious violations that result in a significant competitive advantage.

[BB2] REFEREES will use discretion when calling penalties. In general, minor violations of game rules that, in the best judgment of the REFEREES, meet ALL of the below conditions, will not be penalized:

- Are accidental
- Do not pose a safety hazard
- Do not change the difficulty of the game for either ALLIANCE

[BB3] Four team ALLIANCES. The event will run four (4) team alliances in Playoffs, which will adhere to Section 13.2 of the 2026 FRC manual.

[BB4] RANKING POINTS Modifications. Beach Blitz 2026 will use the District Championships BONUS RP thresholds.

ENERGIZED RP: 240

SUPERCHARGED RP: 360

TRAVERSAL RP: 50

Updated August 29, 2026

[BB5] G408 Don't catch FUEL. A ROBOT may not do either of the following with FUEL released from by the HUB unless and until that FUEL contacts anything else besides that ROBOT or FUEL CONTROLLED by that ROBOT: ...

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

The intent of this modification is to remove the penalty against teams that had no intention of catching FUEL and did not strategically benefit from doing so.

[BB6] G403 Limited AUTO opponent interaction. In AUTO, a robot, whose BUMPERS are completely across the CENTER LINE (i.e. to the opposite side of the CENTER LINE from its ROBOT STARTING LINE) may not contact an opponent ROBOT.

Violation: MAJOR FOUL. Additional MAJOR FOUL per instance of contact with an opponent ROBOT.

The wording of [BB6] is to return the rules surrounding AUTO interactions back to prior to Team Update 22.

[BB7] Video Review. During qualification matches, teams will not be able to request a video replay of any kind, however the Head Referee may independently elect to review video at their discretion.

In the playoff tournament, each ALLIANCE will be given a VIDEO CHALLENGE coupon. Once scores are posted from a PLAYOFF MATCH, an ALLIANCE has three (3) minutes to bring their VIDEO CHALLENGE coupon to their ALLIANCE's question box. Once there, they must hand in their coupon and inform the Head Referee of what they would like reviewed, within the following challengeable items:

- A yellow and/or red card
- One or more penalties that, in aggregate, are match-outcome altering

The Head Referee's ruling on a VIDEO CHALLENGE is final. To alter a match's score through the VIDEO CHALLENGE, there must be indisputable evidence confirming or denying the challenged item. All video used for a VIDEO CHALLENGE will be provided by the event. Do not bring videos, pictures, or non-drive team members to the question box.

Updated August 29, 2026

VIDEO CHALLENGES will only be available if technology allows it. If technology fails in a given match or portion of a match the team can retain their VIDEO CHALLENGE coupon for future use. Matches will not be replayed if video review fails, and no alternative source of video will be reviewed, even in the case of a technological failure.

[BB8] No yelling “Robot.” When moving about the venue, participants and attendees are prohibited from yelling “robot” (or alternatives) in an attempt to make their presence known or clear a path. Yelling anything in the pits or queue, except for in cases of immediate danger, will be considered a violation of rule E604. Noisemaking safety devices are permitted only if they do not violate E109. Determining if yelling is for an immediate safety purpose is at the sole discretion of Beach Blitz Committee Members.

Change Log

8/29/2026- Initial release.