

STEMley 2026 Rule Changes

Revision: Sept 21, 2026

10TH



1. **Draft order:** 1-8, 8-1 (same as District events). Any undrafted teams should remain ready in case they are called in as backups.
2. **Ranking Points:** Bonus RP thresholds will follow the District Championship levels:
 - a. ENERGIZED RP = 240 fuel
 - b. SUPERCHARGED RP = 360 fuel
3. **Robot weight limit:** increased by 5 lbs to 120 lbs (without battery or bumpers)
4. **Second Drive Coach:** teams are allowed the option of a second DRIVE COACH in lieu of a TECHNICIAN.
5. **STEMley BONUS FUEL:** two special STEMley FUEL game pieces will be in play at the STEMley Cup Championship. These BONUS game pieces are dimensionally similar to the regulation yellow FUEL but one is painted red and the other is painted blue.

Prior to each MATCH, both BONUS FUELS will be placed randomly in the NEUTRAL ZONE bounding box.

The scoring condition for BONUS FUEL is:

- a. During the AUTO and TELEOP portions of the MATCH, the BONUS FUEL is scored as a regular (yellow) game piece
- b. At the end of the match when all robots and game pieces have come to rest, a BONUS FUEL located entirely within the NEUTRAL ZONE will count as a TELEOP TOWER LEVEL 2 CLIMB for the alliance of that colour.
- c. The climb will be randomly assigned by the HEAD REFEREE to a ROBOT on the alliance which has not already been credited with TELEOP TOWER points.
- d. If all three robots on an alliance have already received credit for TELEOP TOWER points and the BONUS FUEL is in a scoring condition then the lowest level climb will be upgraded by one level (ie. LEVEL 1 becomes LEVEL 2).

BONUS points due to BONUS FUEL (if any) will be added to the MATCH SCORE prior to the posting of the official final MATCH SCORES. The ruling of the HEAD REFEREE is final.