

Ref	Q101	1 STUDENT, 1 HEAD REFEREE	Other	Foul	Tech	Disable	Yellow	Red	Code	Explanation
			WBA						2min	If not MATCH-ready within 2 minutes of warning or not making good faith effort
Personal Safety	G101	HUMANS, stay off the FIELD until green.	VW				SE		5sec	For every additional 5 seconds in which the situation is not corrected
	G102	Never step over the guardrail	VW				SE			
	G103	HUMANS, be careful what you interact with	VW				SE		15sec	For egregious pinning (more than 15 seconds)
	G104	Don't enable your ROBOT while you are on the FIELD	VW				SE			
	G201	Be a good person	VW				SE		All	For entire Alliance
	G202	Don't bang on the glass	VW				SE		ASM	If after start of the MATCH
	G203	Don't ask other teams to throw a MATCH	VW				SE		C	If greater than CONTINUOUS (10 seconds)
	G204	Don't be coerced into throwing a MATCH	VW				SE		DM	If during MATCH
	G205	Don't throw your own MATCH	VW				SE		DQ	Disqualified
	G206	Don't collude with opponents to violate rules to earn RPs	IMERP				✓		Egr	If egregious
	G207	Don't abuse ARENA access					✓		Exc	If excessive
	G208	Show up to your MATCHES	DQ						FDL	If further damage likely
Conduct	G209	Enter only 1 ROBOT	VW						FNA	HUMAN feeding NOTES from AMP
	G210	ROBOTS cannot intentionally detach or leave parts in the FIELD						✓	HRDRI	Head referee discretion for re-inspection
	G211	No forcing opponent to violate rules (Egr - G212 violation)	NP	✓, R	R		Egr or	Egr	IMERP	ALLIANCE ineligible for MELODY and ENSEMBLE RPs
	G212	Egregious or exceptional violations					✓ or	✓	M	If greater than MOMENTARY (3 seconds)
Pre-MATCH	G301	Be prompt	VW		SSP	2min			NP	No penalty assessed to other ALLIANCE
	G302	You can't bring/use anything you want	WSUSC				DM		NPIDNSA	No penalty if damaged and not used for strategic advantage
	G303	ROBOTS must be in starting configuration	WSUSC			NQ		URAMWRT	NQ	If not a quick remedy
AUTO	G401	HUMANS behind the starting lines during AUTO		✓					OERPQM	Opponent awarded ENSEMBLE RP if during Qualification MATCH
	G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓		PGP	Per GAME PIECE
	G403	Only 1 NOTE at a time during AUTO			PGP				PIC	Per Item Contacted
	G404	ROBOT outside of their ALLIANCE WING may not shoot NOTE into or through their WING during AUTO			✓				PM	If prior to MATCH
	G405	Don't touch opponent ROBOT or NOTES across CENTER LINE during AUTO (PIC per RT6.25)			PIC				R	If REPEATED
	G406	ROBOTS can't use GAME PIECES to ease or amplify challenge			PGP				S3FM2	Simultaneous control of 3 NOTES; frequent, greater than MOMENTARY control of 2 NOTES
	G407	ROBOTS can't intentionally eject NOTES out of FIELD			PGP				SA	If impedes or enables scoring action
	G408	ROBOTS can't eject HIGH NOTES from FIELD or enter them in AMPs, SPEAKERS, or TRAPS, or score them on MICROPHONES	SHNIERP		PGP				SE	If subsequent violations during event
	G409	During TELEOP: no leaving SOURCE ZONE with CONTROL of more than 1 NOTE or having greater than MOMENTARY CONTROL of more than 1 NOTE outside of SOURCE ZONE		PGP			S3FM2		SSP	If subsequent violations during same tournament phase
	G410	Don't damage GAME PIECES (SE requirement per HRQ221)	VW		SE and R	FDL			SHNIERP	Scored HIGH NOTE by ROBOT on MICROPHONE makes ALLIANCE ineligible for ENSEMBLE RP
	G411	ROBOTS must be safe				✓			UD	Upon disabement
	G412	Keep BUMPERS in BUMPER ZONE		✓					URAMWRT	Uninspected ROBOT playing, ALLIANCE RED CARD; modified without re-inspection ROBOT playing, TEAM RED CARD
ROBOT	G413	ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPIDNSA per RT6.17)	NPIDNSA	✓ or	SA		Exc SA or	Exc SA	VW	Verbal warning
	G414	No shooting from opponent's WING into own ALLIANCE WING during TELEOP		✓, R	R				WBA	Will be addressed by HR/LR/ Mgmt
	G415	No damaging ARENA ELEMENTS; no grabbing or suspending from ARENA ELEMENTS except CHAIN or GAME PIECES			✓, R or M	FDL	R or M		WSUSC	MATCH won't start until situation corrected
	G416	ROBOT can't use mechanism to reduce working length of CHAIN	HRDRI		②				Award Type/Criteria	
	G417	Stay out of other ROBOTS	Mutually exclusive, most punitive	✓						
	G418	No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent			✓, UD		✓	UD	LEAVE	AMP NOTE
	G419	Don't deliberately tip or entangle with an opponent ROBOT			✓, C or UD		✓	C or UD		
	G420	There's a 5-count on PINS (15sec - G212 excessive violation)		✓	5sec		15sec or	15sec		
	G421	Don't collude with partners to shut down major parts of GAME PLAY			✓, 5sec				NOTES	SPEAKER NOTE (not AMPLIFIED)
	G422	PODIUM protection prior to last 20 sec of MATCH			✓					
	G423	SOURCE/AMP ZONE protection			✓					
GAME PIECES	G424	No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec	OERPQM		②				STAGE	PARK
	G425	HUMANS can't leave starting zones		✓						
	G426	COACHES and other teams: hands off the controls		✓				M		
HUMAN	G427	HUMAN players can not extend into the CHUTE		✓					STAGE	ONSTAGE (SPOTLIT)
	G428	HUMANS can't use GAME PIECES to ease or amplify challenge			PGP					
	G429	NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation)			PGP		FNA or	FNA		
Tournament	G430	HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE		✓					FOUL	Per FOUL incurred by opponent
	G501	Leave promptly after MATCH	VW				SE		TECH FOUL	Per TECH FOUL incurred by opponent
	I102	Get inspected before playing MATCH	PM→DQ					ASM→All	COOPER-TITION BONUS	COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP
	T201	Replayed MATCHES will start using same conditions	WSUSC							
	T301	ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	VW				SE or Egr			
									MELODY	At least 18 AMP & SPEAKER NOTES (COOPERTITION BONUS reduces threshold to 15)
									ENSEMBLE	At least 10 STAGE points and at least 2 ONSTAGE ROBOTS
									Tie	Equal MATCH points between ALLIANCES
									Win	The ALLIANCE that has more MATCH points than other



PRESENTED BY **HMS**

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ROBOT Scoring Assessment	LEAVE Criteria:	ONSTAGE Criteria:
	ROBOT BUMPERS must completely clear ROBOT STARTING ZONE at any point during AUTO	<ul style="list-style-type: none"> <li>Truss legs via ROBOT BUMPERS</li> <li>GAME PIECES</li> <li>CHAIN-facing vertical surfaces of core or nearest flap (with regards to CHAIN used by ONSTAGE ROBOT)</li> <li>Carpet-facing surface of their core</li> </ul>
	PARK Criteria:	<ul style="list-style-type: none"> <li>A single CHAIN (on their STAGE)</li> <li>Another ROBOT qualified for ONSTAGE points</li> <li>A partner ROBOT awarded ENSEMBLE RP because of G424 infraction</li> <li>An opponent ROBOT</li> </ul>
	ROBOT BUMPERS partially or completely contained in their STAGE ZONE at end of MATCH and does not meet ONSTAGE criteria	