

| Ref                   |      | Other  | Foul                              | Tech | Disable    | Yellow    | Red       | Code    | Explanation   |
|-----------------------|------|--|-----------------------------------|------|------------|-----------|-----------|---------|---|
| Personal Safety       | Q101 | 1 STUDENT, 1 HEAD REFEREE  | WBA                               |      |            |           |           | 2min    | If not MATCH-ready within 2 minutes of warning or not making good faith effort                            |
|                       | G101 | HUMANS, stay off the FIELD until green.  | VW                                |      |            | SE        |           | S3F2    | Simultaneous control of 3 NOTES; frequent control of 2 NOTES  |
|                       | G102 | Never step over the guardrail  | VW                                |      |            | SE        |           | 5sec    | For every additional 5 seconds in which the situation is not corrected                                    |
|                       | 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        |           | All     | For entire Alliance   |
| Conduct               | G201 | Be a good person   | VW                                |      |            | SE        |           | ASM     | If after start of the MATCH   |
|                       | G202 | Don't bang on the glass  | VW                                |      |            | SE        |           | C       | If greater than CONTINUOUS (10 seconds)   |
|                       | G203 | Don't ask other teams to throw a MATCH   | VW                                |      |            | SE        |           | DM      | If during MATCH   |
|                       | G204 | Don't be coerced into throwing a MATCH   | VW                                |      |            | SE        |           | DQ      | Disqualified  |
|                       | G205 | Don't throw your own MATCH   | VW                                |      |            | SE        |           | Egr     | If egregious  |
|                       | G206 | Don't collude with opponents to violate rules to earn RPs  | IMERP                             |      |            | ✓         |           | FDL     | If further damage likely  |
|                       | G207 | Don't abuse ARENA access   |                                   |      |            | ✓         |           | HRDRI   | Head referee discretion for re-inspection   |
|                       | G208 | Show up to your MATCHES  | DQ                                |      |            |           |           | IMERP   | ALLIANCE ineligible for MELODY and ENSEMBLE RPs   |
|                       | G209 | Enter only 1 ROBOT   | VW                                |      |            |           |           | M       | If greater than MOMENTARY (3 seconds)   |
|                       | G210 | ROBOTS cannot intentionally detach or leave parts in the FIELD   |                                   |      |            |           | ✓         | NP      | No penalty assessed to other ALLIANCE   |
|                       | G211 | No forcing opponent to violate rules   | NP                                | ✓, R | R          |           |           | NPID    | No penalty if damaged by opponent   |
|                       | G212 | Egregious or exceptional violations  |                                   |      |            | ✓ or      | ✓         | NQ      | If not a quick remedy   |
| Pre-MATCH             | G301 | Be prompt  | VW                                |      | SSP        | 2min      |           | OERPQM  | Opponent awarded ENSEMBLE RP if during Qualification MATCH  |
|                       | G302 | You can't bring/use anything you want  | WSUSC                             |      |            | DM        |           | PGP     | Per GAME PIECE  |
|                       | G303 | ROBOTS must be in starting configuration   | WSUSC                             |      |            | NQ        | URAMWRT   | PM      | If prior to MATCH   |
| AUTO                  | G401 | HUMANS behind the starting lines during AUTO   |                                   | ✓    |            |           |           | R       | If REPEATED   |
|                       | G402 | Don't touch controls except E-STOP/A-STOP during AUTO  |                                   | ✓    |            | ✓         |           | SA      | If impedes or enables scoring action  |
|                       | G403 | Only 1 NOTE at a time during AUTO  |                                   |      | PGP        |           |           | SE      | If subsequent violations during event   |
|                       | G404 | ROBOT outside of their ALLIANCE WING may not cause NOTE to travel into or through their WING, if not in contact with ROBOT |                                   |      | ✓          |           |           | SSP     | If subsequent violations during same tournament phase   |
|                       | G405 | Don't touch opponent ROBOT or NOTES across CENTER LINE during AUTO   |                                   |      | ✓          |           |           | SHNIERP | Scored HIGH NOTE by ROBOT on MICROPHONE makes ALLIANCE ineligible for ENSEMBLE RP                         |
| GAME PIECES           | G406 | ROBOTS can't use GAME PIECES to ease or amplify challenge  |                                   |      | PGP        |           |           | UD      | Upon disablement  |
|                       | G407 | ROBOTS can't intentionally eject NOTES out of FIELD  |                                   |      | PGP        |           |           | URAMWRT | Uninspected ROBOT playing, ALLIANCE RED CARD; modified without re-inspection ROBOT playing, TEAM RED CARD |
|                       | G408 | ROBOTS can't eject HIGH NOTES from FIELD or enter them in AMPS, SPEAKERS, or TRAPS, or score them on MICROPHONES           | SHNIERP                           |      | PGP        |           |           | VW      | Verbal warning  |
|                       | G409 | 1 NOTE at a time during TELEOP, except in SOURCE ZONE  |                                   | PGP  |            | S3F2      |           | WBA     | Will be addressed by HR/LRI/Mgmt  |
| ROBOT                 | G410 | Don't damage GAME PIECES (SE requirement per HRQ221)   | VW                                |      | SE and R   | FDL       |           | WSUSC   | MATCH won't start until situation corrected   |
|                       | G411 | ROBOTS must be safe  |                                   |      |            | ✓         |           |         |   |
|                       | G412 | Keep BUMPERS in BUMPER ZONE  |                                   | ✓    |            |           |           |         |   |
|                       | G413 | ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER (Egr SA - G212 per HRQ222; NPID per RM6.17)              | NPID                              | ✓ or | SA         |           | Egr SA or |         |   |
|                       | G414 | No shooting from opponent's WING into own ALLIANCE WING  |                                   | ✓, R | R          |           |           |         |   |
|                       | G415 | No grabbing, attaching to, entangling with, damaging, or suspending from ARENA ELEMENTS except CHAIN and GAME PIECES       |                                   |      | ✓, R or M  | FDL       | R or M    |         |   |
|                       | G416 | ROBOT can't use mechanism to reduce working length of CHAIN  | HRDRI                             |      | ②          |           |           |         |   |
|                       | 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      |   |
|                       | G419 | Don't deliberately tip or entangle with an opponent ROBOT  |                                   |      | ✓, C or UD |           | ✓         | C or UD |   |
| Opponent Interaction  | 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    |           |           |         |   |
|                       | G422 | PODIUM protection prior to last 20 sec of MATCH  |                                   |      | ✓          |           |           |         |   |
|                       | G423 | SOURCE/AMP ZONE protection   |                                   |      | ✓          |           |           |         |   |
|                       | G424 | No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec                   | OERPQM                            |      | ②          |           |           |         |   |
| HUMAN                 | G425 | HUMANS can't leave starting zones  |                                   | ✓    |            |           |           |         |   |
|                       | G426 | COACHES and other teams: hands off the controls  |                                   |      | ✓          |           |           | M       |   |
|                       | G427 | HUMAN players can not extend into the CHUTE  |                                   | ✓    |            |           |           |         |   |
|                       | G428 | HUMANS can't use GAME PIECES to ease or amplify challenge  |                                   |      | PGP        |           |           |         |   |
|                       | G429 | NOTES enter FIELD only through SOURCE  |                                   |      | PGP        |           |           |         |   |
|                       | G430 | HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE                             |                                   | ✓    |            |           |           |         |   |
| Post-MATCH Inspection | G501 | Leave promptly after MATCH   | VW                                |      |            | SE        |           |         |   |
|                       | I102 | Get inspected before playing MATCH   | PM→DQ                             |      |            |           |           | ASM→All |   |
|                       | 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 |           |         |   |
| Tournament            |      |  |                                   |      |            |           |           |         |   |

**LEAVE Criteria:**  
ROBOT BUMPERS must completely clear ROBOT STARTING ZONE at any point during AUTO

**PARK Criteria:**  
ROBOT BUMPERS partially or completely contained in their STAGE ZONE at end of MATCH and does not meet ONSTAGE criteria

**ONSTAGE Criteria:**  
ROBOT may only be contacting:

- Truss legs via ROBOT BUMPERS
- GAME PIECES
- CHAIN-facing vertical surfaces of core or nearest flap (with regards to CHAIN used by ONSTAGE ROBOT)
- Carpet-facing surface of their core
- A single CHAIN (on their STAGE)
- Another ROBOT qualified for ONSTAGE points
- Another ROBOT awarded ENSEMBLE RP because of G424 infraction
- An opponent ROBOT

| Award             | Type/Criteria  | AUTO | TELEOP |
|-------------------|--|------|--------|
| LEAVE             |  | 2    |        |
| NOTES             | AMP NOTE   | 2    | 1      |
|                   | SPEAKER NOTE (not AMPLIFIED)   | 5    | 2      |
|                   | SPEAKER NOTE (AMPLIFIED)   |      | 5      |
| STAGE             | PARK   |      | 1      |
|                   | ONSTAGE (not SPOTLIT)  |      | 3      |
|                   | ONSTAGE (SPOTLIT)  |      | 5      |
|                   | HARMONY (two ROBOTS ONSTAGE via same CHAIN)                                  |      | 2      |
|                   | NOTE in TRAP (max 1/TRAP)  |      | 5      |
| FOUL              | Per FOUL incurred by opponent  |      | 2      |
| TECH FOUL         | Per TECH FOUL incurred by opponent   |      | 5      |
| COOPER-TION BONUS | COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP     |      | 1 CP   |
| MELODY            | At least 18 AMP & SPEAKER NOTES (COOPERTITION BONUS reduces threshold to 15) |      | 1 RP   |
| ENSEMBLE          | At least 10 STAGE points and at least 2 ONSTAGE ROBOTS                       |      | 1 RP   |
| Tie               | Equal MATCH points between ALLIANCES   |      | 1 RP   |
| Win               | The ALLIANCE that has more MATCH points than other                           |      | 2 RP   |