CRESCENDO℠ — Rules Reference

Category	Rule	Description	Other	Foul	Tech	Disable	Yellow	Red
Ref	Q101	1 STUDENT, 1 HEAD REFEREE	WBA					
Personal Safety	G101	HUMANS, stay off the FIELD until green.	VW				S	
Personal Safety	G102	Never step over the guardrail	VW				S	
Personal Safety	G103	HUMANS, be careful what you interact with	VW				S	
Personal Safety	G104	Don't enable your ROBOT while you are on the FIELD	VW				S	
Conduct	G201	Be a good person	VW				S	
Conduct	G202	Don't bang on the glass	VW				S	
Conduct	G203	Don't ask other teams to throw a MATCH	VW				S	
Conduct	G204	Don't be coerced into throwing a MATCH	VW				S	
Conduct	G205	Don't throw your own MATCH	VW				S	
Conduct	G206	Don't collude with opponents to violate rules to earn RPs	IMERP				✓	
Conduct	G207	Don't abuse ARENA access					✓	
Conduct	G208	Show up to your MATCHES	DQ					
Conduct	G209	Enter only 1 ROBOT	VW					
Conduct	G210	ROBOTS cannot intentionally detach or leave parts in the FIELD						✓
Conduct	G211	No forcing opponent to violate rules	NP	✓, R	R			
Conduct	G212	Egregious or exceptional violations					✓ or	✓
Pre-MATCH	G301	Be prompt	VW		S	2min		
Pre-MATCH	G302	You can't bring/use anything you want	WSUSC				DM	
Pre-MATCH	G303	ROBOTS must be in starting configuration	WSUSC			NQ		URAMPIT
In-MATCH / AUTO	G401	HUMANS behind the starting lines during AUTO		✓				
In-MATCH / AUTO	G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓	
In-MATCH / AUTO	G403	Only 1 NOTE at a time during AUTO			PGP			
In-MATCH / AUTO	G404	ROBOT outside of their ALLIANCE WING may not cause NOTE to travel into or through their WING, if not in contact with ROBOT			✓			
In-MATCH / AUTO	G405	Don't touch opponent ROBOT or NOTES across CENTER LINE during AUTO			✓			
In-MATCH / GAME PIECES	G406	ROBOTS can't use GAME PIECES to ease or amplify challenge			PGP			
In-MATCH / GAME PIECES	G407	ROBOTS can't intentionally eject NOTES out of FIELD			PGP			
In-MATCH / GAME PIECES	G408	ROBOTS can't eject HIGH NOTES from FIELD or enter them in AMPS, SPEAKERS, or TRAPs, or score them on MICROPHONES	SHNRIERP		PGP			
In-MATCH / GAME PIECES	G409	1 NOTE at a time during TELEOP, except in SOURCE ZONE		PGP			S3C2F2	
In-MATCH / GAME PIECES	G410	Don't damage GAME PIECES	VW		S and R	FDL		
In-MATCH / ROBOT	G411	ROBOTS must be safe				✓		
In-MATCH / ROBOT	G412	Keep BUMPERS in BUMPER ZONE		✓				
In-MATCH / ROBOT	G413	ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER (Egr SA - G212 per HRQ222)		✓ or	SA		Egr SA or	Egr SA
In-MATCH / ROBOT	G414	No shooting from opponent's WING into own ALLIANCE WING		✓	S			
In-MATCH / ROBOT	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	
In-MATCH / ROBOT	G416	Don't choke up on the CHAIN	HRDRI		2			
In-MATCH / Opponent Interaction	G417	Stay out of other ROBOTS		✓				
In-MATCH / Opponent Interaction	G418	No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent	Mutually exclusive, most punitive		✓, UD		✓	UD
In-MATCH / Opponent Interaction	G419	Don't deliberately tip or entangle with an opponent ROBOT			✓, C or UD		✓	C or UD
In-MATCH / Opponent Interaction	G420	There's a 5-count on PINS (15sec - G212 Exc)		✓	5sec		15sec or	15sec
In-MATCH / Opponent Interaction	G421	Don't collude with partners to shut down major parts of GAME PLAY			✓, 5sec			
In-MATCH / Opponent Interaction	G422	PODIUM protection prior to last 20 sec of MATCH			✓			
In-MATCH / Opponent Interaction	G423	SOURCE/AMP ZONE protection			✓			
In-MATCH / Opponent Interaction	G424	No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec	OERPQM		2			
In-MATCH / HUMAN	G425	No wandering		✓				
In-MATCH / HUMAN	G426	COACHES and other teams: hands off the controls			✓			M
In-MATCH / HUMAN	G427	HUMAN players can not extend into the CHUTE		✓				
In-MATCH / HUMAN	G428	HUMANS can't use GAME PIECES to ease or amplify challenge			PGP			
In-MATCH / HUMAN	G429	NOTES enter FIELD only through SOURCE			PGP			
In-MATCH / HUMAN	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				S	
Post-MATCH Inspection	I102	Get inspected before playing MATCH	PM→DQ					ASM→All
Tournament	T201	Replayed MATCHES will start using same conditions	WSUSC					
Tournament	T301	ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	VW				S or Egr	

Code Explanations

Code	Explanation
2min	If not MATCH-ready within 2 minutes of warning or not making good faith effort
S3C2F2	Simultaneous control of 3 NOTES; continuous control of 2 NOTES; frequent control of 2 NOTES
5sec	For every additional 5 seconds in which the situation is not corrected
15sec	For egregious pinning (more than 15 seconds)
All	For entire ALLiance
ASM	If after start of the MATCH
C	If CONTINUOUS (10 seconds)
DM	If during MATCH
DQ	Disqualified
Egr	If egregious
Exc	If excessive
FDL	If further damage likely
HRDRI	Head referee discretion for re-inspection
IMERP	ALLIANCE ineligible for MELODY and ENSEMBLE RPs
M	If greater than MOMENTARY (3 seconds)
NP	No penalty assessed to other ALLIANCE
NQ	If not a quick remedy
OERPQM	Opponent awarded ENSEMBLE RP if during Qualification MATCH
PGP	Per GAME PIECE
PM	If prior to MATCH
R	If REPEATED
S	If subsequent violations during event
SA	If impedes or enables scoring action
SHNIERP	Scored HIGH NOTE by ROBOT on MICROPHONE makes ALLIANCE ineligible for ENSEMBLE RP
UD	Upon disablement
URAMPIT	Uninspected ROBOT playing, ALLIANCE RED CARD; modified post-inspected ROBOT playing, TEAM RED CARD
VW	Verbal warning
WBA	Will be addressed by HR/LRI/Mgmt
WSUSC	MATCH won't start until situation corrected

Awards

Award	Type/Criteria	AUTO	TELEOP
LEAVE		2	
NOTES	AMP NOTE	2	1
NOTES	SPEAKER NOTE (not AMPLIFIED)	5	2
NOTES	SPEAKER NOTE (AMPLIFIED)		5
STAGE	PARK		1
STAGE	ONSTAGE (not SPOTLIT)		3
STAGE	ONSTAGE (SPOTLIT)		5
STAGE	HARMONY		2
STAGE	NOTE in TRAP (max 1/TRAP)		5
FOUL	Per FOUL incurred by opponent		2
TECH FOUL	Per TECH FOUL incurred by opponent		5
COOPERTITION 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