				Other	Foul	Tech	Disable	Yellow	Red	Code	Explanation	
Re	f (Q101	1 STUDENT, 1 HEAD REFEREE	WBA						2min	If not MATCH-ready with	
	(HUMANS, stay off the FIELD until green.	VW				SE		2min	minutes of warning or not good faith effort	making
la :	2		Never step over the guardrail	VW				SE		6252	Simultaneous control o	
rso	are		HUMANS, be careful what you interact with	VW				SE		S3F2	NOTES; frequent contro NOTES	OI OT 2
g ("		Don't enable your ROBOT while you are on the FIELD	VW				SE		F	For every additional 5 sec	
			·	VW				SE		5sec	which the situation is corrected	HOL
			Be a good person	VW				SE		15sec	For egregious pinning (mo 15 seconds)	re than
	_		Don't bang on the glass	VW						All	For entire Alliance	
			Don't ask other teams to throw a MATCH					SE		ASM	If after start of the MAT	
			Don't be coerced into throwing a MATCH	VW				SE		С	If greater than CONTINUC	DUS (10
ಕ			Don't throw your own MATCH	VW				SE		DM	seconds) If during MATCH	
륟			Don't collude with opponents to violate rules to earn RPs	IMERP				✓		DQ	Disqualified	
Ö			Don't abuse ARENA access					✓		Egr	If egr egious	
	_		Show up to your MATCHES	DQ						Exc	If excessive	
			Enter only 1 ROBOT	VW						FDL	If f urther d amage like	•
	9	G210	ROBOTS cannot intentionally detach or leave parts in the FIELD						✓	FNA	HUMAN feeding NOTES AMP	6 from
	ď	G211	No forcing opponent to violate rules	NP	√ , R	R				HRDRI	Head referee discretion t	for r e-
	9	G212	Egregious or exceptional violations					√ 0	or ✓		inspection ALLIANCE ineligible	for
. #	ĘĽ	G301				SSP	2min			IMERP M	MELODY and ENSEMBL	
Pre-	<u>ا</u>	G302						DM			If greater than MOMENT (3 seconds)	ΓARY
2	≦ (G303	ROBOTS must be in starting configuration	WSUSC			NQ		URAMWRT	NP	No penalty assessed to	other
	Color Colo	G401	HUMANS behind the starting lines during AUTO		✓					NF	ALLIANCE No penalty if damaged a	
	0	G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓		NPIDNSA	used for strategic advar	
		G403	Only 1 NOTE at a time during AUTO			PGP				NQ	If n ot a q uick remed	
	ŠĪ		ROBOT outside of their ALLIANCE WING may not cause NOTE to							OERPQM	Opponent awarded ENSE RP if during Qualification I	
		G404	travel into or through their WING, if not in contact with ROBOT during AUTO			✓				PGP	Per GAME PIECE	
			Don't touch opponent ROBOT or NOTES across CENTER LINE							PIC	Per Item Contacted	
	ď	G405	during AUTO (PIC per RT6.25)			PIC				PM	If p rior to M ATCH	
	(G406	ROBOTS can't use GAME PIECES to ease or amplify challenge			PGP				R	If REPEATED	
	S C	G407	ROBOTS can't intentionally eject NOTES out of FIELD			PGP				SA	If impedes or enables scoring action	
	Ĭ,	C 400	ROBOTS can't eject HIGH NOTES from FIELD or enter them in	SHNRIERP		DCD				SE	If subsequent violations	during
	ш	G408	AMPS, SPEAKERS, or TRAPS, or score them on MICROPHONES	SHNKIERP		PGP				SSP	event If subsequent violations of	during
	N C	G409	1 NOTE at a time during TELEOP, except in SOURCE ZONE		PGP			S3F2		331	same tournament pha Scored HIGH NOTE by R	
	(G410	Don't damage GAME PIECES (SE requirement per HRQ221)	VW		SE and R	FDL			SHNIERP	on MICROPHONE ma	kes
	(G411	ROBOTS must be safe				✓				ALLIANCE ineligible t ENSEMBLE RP	tor
	(G412	Keep BUMPERS in BUMPER ZONE		✓					UD	U pon d isablement	
		G413	ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPIDNSA per RT6.17)	NPIDNSA	1	or SA		Exc SA	r Exc SA		Uninspected ROBOT pla ALLIANCE RED CARD; m	
	8		No shooting from opponent's WING into own ALLIANCE WING							URAMWRT	without re-inspection RC playing, TEAM RED CA	DBOT
_ 1	2	G414	during TELEOP		√ , R	R				VW	Verbal warning	אואט
흔		C41E	No grabbing, grasping, attaching to, entangling with, or suspending			√, R or M	FDL	R or M		WBA	Will be addressed by HF	R/LRI/
In-MATCH	Ľ	G 4 15	from ARENA ELEMENTS except CHAIN and GAME PIECES			, K OI W	IDL	IX OI WI			Mgmt MATCH won't start until s	ituation
≐	C	G416	ROBOT can't use mechanism to reduce working length of CHAIN	HRDRI						wsusc	corrected	rtuutio
	9	G417	Stay out of other ROBOTS	Mutually	✓							_
	_ 0	G418	No damaging opponent ROBOTS, deliberately or within FRAME	exclusive,		√, UD		1	UD			0 0
	힏		PERIMETER regardless of intent	most punitive						Award	Type/Criteria	AUTO TELEOF
	ᅋᅳ		Don't deliberately tip or entangle with an opponent ROBOT	•		✓, C or UD		✓	C or UD	LEAVE	- Jportinona	2
	륃	G420	There's a 5-count on PINS (15sec - G212 excessive violation)		✓	5sec		15sec c	r 15sec		AMP NOTE	2 1
	털	G421	Don't collude with partners to shut down major parts of GAME PLAY			√, 5sec				NOTEO	SPEAKER NOTE	5 2
	٥	G422	PODIUM protection prior to last 20 sec of MATCH			1				NOTES	(not AMPLIFIED) SPEAKER NOTE	
	~		SOURCE/AMP ZONE protection			1					(AMPLIFIED)	5
	H	0420	No contact with hanging opponent from STAGE, or contact if either			•					PARK	1
	9	G424	ROBOT in STAGE ZONE during last 20 sec	OERPQM							ONSTAGE (not SPOTLIT)	3
	C	G425	HUMANS can't leave starting zones		✓						ONSTAGE	5
NAMILI	(G426	COACHES and other teams: hands off the controls			✓			М	STAGE	(SPOTLIT)	J 3
	_ [G427	HUMAN players can not extend into the CHUTE		1						HARMONY (two ROBOTS ONSTAGE	2
	₹ (G428	HUMANS can't use GAME PIECES to ease or amplify challenge			PGP					via same CHAIN)	
	\$1	0.400	NOTES enter FIELD only through SOURCE (FNA - G212			DOD		ENIA .			NOTE in TRAP (max 1/TRAP)	5
		G429	egregious violation)			PGP		FNA C	or FNA	FOUL	Per FOUL incurred by	2
		G430	HIGH NOTES only entered onto FIELD during last 20 sec of		1					1002	opponent	_
Post- MATCI Inspection			MATCH by HUMAN in front of COACH LINE	N-1-4						TECH FOUL	Per TECH FOUL incurred by opponent	5
	Н		Leave promptly after MATCH	VW				SE	ACM AL	COOPER	COOPERTITION BUTTON on both	1 CP
	<u>ا</u>		Get inspected before playing MATCH	PM→DQ Wellec					ASM→AII	COOPER- TITION	BUTTON on both ALLIANCES used	
	ent	1201	Replayed MATCHES will start using same conditions	WSUSC						BONUS	within first 45 sec of TELEOP	
	É 1	T301	ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	vw				SE or Egr			At least 18 AMP &	
			LEAVE Criteria:	ONS	STAGE Cri	teria:				MELODY	SPEAKER NOTES (COOPERTITION	1 RP
•	D	-	LEAVE Criteria: ROOT BUMPERS must complete	ely RO	BOT may o	nly be contacti	ng:				BONUS reduces	



Last updated 0350Z 27 FEB 2024 Team Update 14 HRQ Update 1651 26 FEB 2024

ROBOT BUMPERS must completely clear ROBOT STARTING ZONE at any point during AUTO

PARK Criteria:

ROBOT

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

- 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
- 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	Ā	핕
LEAVE		2	
	AMP NOTE	2	1
NOTES	SPEAKER NOTE (not AMPLIFIED)	5	2
	SPEAKER NOTE (AMPLIFIED)		5
	PARK		1
STAGE	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- TITION 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		
Tie Equal MATCH points between ALLIANCES		1 RP	
Win	The ALLIANCE that has more MATCH points than other	2 RP	