

Ref		Other	Foul	Tech	Disable	Yellow	Red
Personal Safety	Q101 1 STUDENT, 1 HEAD REFEREE	WBA					
	G101 HUMANS, stay off the FIELD until green.	VW				S	
	G102 Never step over the guardrail	VW				S	
	G103 HUMANS, be careful what you interact with	VW				S	
Conduct	G104 Don't enable your ROBOT while you are on the FIELD	VW				S	
	G201 Be a good person	VW				S	
	G202 Don't bang on the glass	VW				S	
	G203 Don't ask other teams to throw a MATCH	VW				S	
	G204 Don't be coerced into throwing a MATCH	VW				S	
	G205 Don't throw your own MATCH	VW				S	
	G206 Don't collude with opponents to violate rules to earn RPs	IMERP				✓	
	G207 Don't abuse ARENA access					✓	
	G208 Show up to your MATCHES	DQ					
	G209 Enter only 1 ROBOT	VW					
	G210 ROBOTS cannot intentionally detach or leave parts in the FIELD						✓
	G211 No forcing opponent to violate rules	NP	✓, R	R			
Pre-MATCH	G212 Egregious or exceptional violations					✓ or	✓
	G301 Be prompt	VW		S	2min		
	G302 You can't bring/use anything you want	WSUSC				DM	
AUTO	G303 ROBOTS must be in starting configuration	WSUSC			NQ		URAEFPT
	G401 HUMANS behind the starting lines during AUTO		✓				
	G402 Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓	
	G403 Only 1 NOTE at a time during AUTO			PGP			
	G404 ROBOT outside of their ALLIANCE WING may not cause NOTE to travel into or through their WING, if not in contact with ROBOT			✓			
	G405 Don't touch opponent ROBOT or NOTES across CENTER LINE during AUTO			✓			
	G406 ROBOTS can't use GAME PIECES to ease or amplify challenge			PGP			
	G407 ROBOTS can't intentionally eject NOTES out of FIELD			PGP			
	G408 ROBOTS can't eject HIGH NOTES from FIELD or enter them in AMPS, SPEAKERS, or TRAPS, or score them on MICROPHONES	SHNRIERP		PGP			
	G409 1 NOTE at a time during TELEOP, except in SOURCE ZONE		PGP			Exc	
	G410 Don't damage GAME PIECES	VW		R	FDL		
	G411 ROBOTS must be safe				✓		
In-MATCH	G412 Keep BUMPERS in BUMPER ZONE		✓				
	G413 ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER		✓ or	SA			
	G414 No shooting from opponent's WING into own ALLIANCE WING		✓	S			
	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 Don't choke up on the CHAIN	HRDRI		2			
	G417 Stay out of other ROBOTS		✓				
	G418 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent	Mutually exclusive, most punitive		✓, UD		✓	UD
	G419 Don't deliberately tip or entangle an opponent ROBOT			✓, C or UD		✓	C or UD
	G420 There's a 5-count on PINS		✓	5sec		15sec or	15sec
	G421 Don't collude with partners to shut down major parts of GAME PLAY			✓, 5sec			
	G422 PODIUM protection during last 20 sec of MATCH			✓			
	G423 SOURCE/AMP ZONE protection			✓			
Opponent Interaction	G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec	OERPQM		2			
	G425 No wandering		✓				
	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		✓				
	G501 Leave promptly after MATCH	VW				S	
	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				S or Egr	

Code	Explanation
2min	If not MATCH-ready within 2 minutes of warning or not making good faith effort
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
SHNRIERP	Scored HIGH NOTE by ROBOT on MICROPHONE makes ALLIANCE ineligible for ENSEMBLE RP
URAEFPT	Uninspected ROBOT playing, ALLIANCE RED CARD; exceeding FRAME PERIMETER after inspection, TEAM RED CARD
UD	Upon disablement
VW	Verbal warning
WBA	Will be addressed by HR/LRI/Mgmt
WSUSC	MATCH won't start until situation corrected

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		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	COOPER-TION BUTTON on both ALLIANCES used within first 45 sec of TELEOP	1 CP	
MELODY	At least 18 AMP & SPEAKER NOTES (COOPER-TION 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	

CRESCENDOSM