

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				✓		Exc	If excessive
	G207 Don't abuse ARENA access					✓		FDL	If further damage likely
	G208 Show up to your MATCHES	DQ						HRDRI	Head referee discretion for re-inspection
	G209 Enter only 1 ROBOT	VW						IMERP	ALLIANCE ineligible for MELODY and ENSEMBLE RPs
	G210 ROBOTS cannot intentionally detach or leave parts in the FIELD						✓	M	If greater than MOMENTARY (3 seconds)
	G211 No forcing opponent to violate rules	NP	✓, R	R				NP	No penalty assessed to other ALLIANCE
	G212 Egregious or exceptional violations					✓ or	✓	NPID	No penalty if damaged by opponent
Pre-MATCH	G301 Be prompt	VW		SSP	2min			NQ	If not a quick remedy
	G302 You can't bring/use anything you want	WSUSC				DM		OERPQM	Opponent awarded ENSEMBLE RP if during Qualification MATCH
	G303 ROBOTS must be in starting configuration	WSUSC			NQ		URAMWRT	PGP	Per GAME PIECE
AUTO	G401 HUMANS behind the starting lines during AUTO		✓					PM	If prior to MATCH
	G402 Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓		R	IF REPEATED
	G403 Only 1 NOTE at a time during AUTO			PGP				SA	If impedes or enables scoring action
	G404 ROBOT outside of their ALLIANCE WING may not cause NOTE to travel into or through their WING, if not in contact with ROBOT			✓				SE	If subsequent violations during event
	G405 Don't touch opponent ROBOT or NOTES across CENTER LINE during AUTO			✓				SSP	If subsequent violations during same tournament phase
	G406 ROBOTS can't use GAME PIECES to ease or amplify challenge			PGP				SHNIERP	Scored HIGH NOTE by ROBOT on MICROPHONE makes ALLIANCE ineligible for ENSEMBLE RP
	G407 ROBOTS can't intentionally eject NOTES out of FIELD			PGP				UD	Upon disablement
	G408 ROBOTS can't eject HIGH NOTES from FIELD or enter them in AMPS, SPEAKERS, or TRAPS, or score them on MICROPHONES	SHNIERP		PGP				URAMWRT	Uninspected ROBOT playing, ALLIANCE RED CARD; modified without re-inspection ROBOT playing, TEAM RED CARD
	G409 1 NOTE at a time during TELEOP, except in SOURCE ZONE		PGP			S3F2		VW	Verbal warning
	G410 Don't damage GAME PIECES (SE requirement per HRQ221)	VW		SE and R	FDL			WBA	Will be addressed by HR/LRI/Mgmt
	G411 ROBOTS must be safe				✓			WSUSC	MATCH won't start until situation corrected
	G412 Keep BUMPERS in BUMPER ZONE		✓						
ROBOT	G413 ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPID per RTM6.17)	NPID	✓ or	SA		Exc SA or	Exc SA		
	G414 No shooting from opponent's WING into own ALLIANCE WING		✓, R	R					
	G415 No grabbing, grasping, attaching to, entangling with, 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		✓						
	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 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					
	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					
Opponent Interaction	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		✓						
HUMAN	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							
Post-MATCH Inspection	T301 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	VW				SE or Egr			
Tournament									

ROBOT Scoring Assessment	LEAVE Criteria: ROBOT BUMPERS must completely clear ROBOT STARTING ZONE at any point during AUTO	ONSTAGE Criteria: ROBOT may only be contacting: <ul style="list-style-type: none"> 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
	PARK Criteria: ROBOT BUMPERS partially or completely contained in their STAGE ZONE at end of MATCH and does not meet ONSTAGE criteria	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-TITION BONUS	COOPER-TITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP		1 CP
MELODY	At least 18 AMP & SPEAKER NOTES (COOPER-TITION 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