				Other	Foul	Tech	Disable	Yellow	Red	Code
Personal X	ef	Q101	1 STUDENT, 1 HEAD REFEREE	WBA						2min
		G101	HUMANS, stay off the FIELD until green.	VW				SE		
	Safety	G102	Never step over the guardrail	VW				SE		S3F2
	Saf	G103	HUMANS, be careful what you interact with	VW				SE		
		G104	Don't enable your ROBOT while you are on the FIELD	VW				SE		5sec
		G201	Be a good person	vw				SE		
		G202	Don't bang on the glass	VW				SE		15sec
		G203	Don't ask other teams to throw a MATCH	VW				SE		AII
		G204	Don't be coerced into throwing a MATCH	VW				SE		ASM
		G205	Don't throw your own MATCH	VW				SE		С
Ę	anc	G206	Don't collude with opponents to violate rules to earn RPs	IMERP				✓		DM
Conduct	5	G207	Don't abuse ARENA access					✓		DQ Egr
		G208	Show up to your MATCHES	DQ						Exc
		G209	Enter only 1 ROBOT	VW						FDL
		G210	ROBOTS cannot intentionally detach or leave parts in the FIELD						✓	FNA
		G211	No forcing opponent to violate rules	NP	√ , R	R				HRDRI
		G212	Egregious or exceptional violations					√ (or ✓	ПКОКІ
	ᆽ	G301	Be prompt	VW		SSP	2min			IMERP
Pre	MATCH	G302	You can't bring/use anything you want	WSUSC				DM		М
	Σ	G303	ROBOTS must be in starting configuration	WSUSC			NQ		URAMWRT	NP
		G401	HUMANS behind the starting lines during AUTO		✓					
		G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓		NPIDNSA
	0	G403	Only 1 NOTE at a time during AUTO			PGP				NQ
	AUT	0404	ROBOT outside of their ALLIANCE WING may not cause NOTE to			1				OERPQM
		G404	travel into or through their WING, if not in contact with ROBOT during AUTO			•				PGP
		0405	Don't touch opponent ROBOT or NOTES across CENTER LINE			DIC				PIC
		G405	during AUTO (PIC per RT6.25)			PIC				PM
	S	G406	ROBOTS can't use GAME PIECES to ease or amplify challenge			PGP				R
	PIECES	G407	ROBOTS can't intentionally eject NOTES out of FIELD			PGP				SA
	PIE	G408	ROBOTS can't eject HIGH NOTES from FIELD or enter them in	SHNRIERP		PGP				SE
	ME	G409	AMPS, SPEAKERS, or TRAPS, or score them on MICROPHONES		PGP			S3F2		SSP
	GAM	G410	1 NOTE at a time during TELEOP, except in SOURCE ZONE	vw	FGF	SE and R	FDL	3372		
		G411	Don't damage GAME PIECES (SE requirement per HRQ221) ROBOTS must be safe	V VV		SE allu K	FDL ✓			SHNIERP
		G411	Keep BUMPERS in BUMPER ZONE		1		•			
		G412	ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME							UD
	ᆫ	G413	PERIMETER (Exc SA - G212 per HRQ222; NPIDNSA per RT6.17)	NPIDNSA	1	or SA		Exc SA	or Exc SA	URAMWRT
	ROBO	G414	No shooting from opponent's WING into own ALLIANCE WING		√, R	R				
ᆽ	æ	0717	during TELEOP		, , iX					VW
In-MATCH		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		WBA
Ž		G416	ROBOT can't use mechanism to reduce working length of CHAIN	HRDRI		0				WSUSC
=			Stay out of other ROBOTS		1	9				
			No damaging opponent ROBOTS, deliberately or within FRAME	Mutually exclusive,	•					
	uc	G418	PERIMETER regardless of intent	most		√, UD		✓	UD	
	Interaction	G419	Don't deliberately tip or entangle with an opponent ROBOT	punitive		√, C or UD		✓	C or UD	Award
	tera	G420	There's a 5-count on PINS (15sec - G212 excessive violation)		✓	5sec		15sec d	or 15sec	LEAVE
	_	G421	Don't collude with partners to shut down major parts of GAME			√, 5sec				
	ponent		PLAY			·				NOTES
	ppo	G422	PODIUM protection prior to last 20 sec of MATCH			✓				
	Ор	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		0				
		G425	HUMANS can't leave starting zones		1					
		G426	COACHES and other teams: hands off the controls			1			М	STAGE
		G427	HUMAN players can not extend into the CHUTE		1	· ·			IVI	OIAGE
	AN	G428	HUMANS can't use GAME PIECES to ease or amplify challenge		•	PGP				
	HUMAN		NOTES enter FIELD only through SOURCE (FNA - G212			FGF				
	I	G429	egregious violation)			PGP		FNA d	or FNA	
		G420	HIGH NOTES only entered onto FIELD during last 20 sec of		1					FOUL
		G430	MATCH by HUMAN in front of COACH LINE		✓					TECH FOUL
Tourna-	гсн	G501	Leave promptly after MATCH	VW				SE		
		I102	Get inspected before playing MATCH	PM→DQ					ASM→AII	COOPER-
	Ħ	T201	Replayed MATCHES will start using same conditions	WSUSC						TITION BONUS
	ment	T301	ROBOTS will not drive, extend, or interact with FIELD ELEMENTS	vw				SE or Egr		
F			prior to Qualification MATCHES	The second secon						
LEAVE Criteria: ONSTAGE Criteria: ROBOT BUMPERS must completely ROBOT starting ZONE at any only be contacting:										MELODY
ROBOT BUMPERS must completely clear ROBOT STARTING ZONE at any ROBOT may only be contacting: Truss legs via ROBOT A single CHAIN (on their										



Last updated 0147Z 28 FEB 2024 Team Update 15 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
- 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
- A partner ROBOT awarded ENSEMBLE RP because of G424 infraction
- An opponent ROBOT
- TELEOP AUTO Type/Criteria 2 AMP NOTE 2 1 SPEAKER NOTE 5 2 (not AMPLIFIED) SPEAKER NOTE 5 (AMPLIFIED) 1 PARK ONSTAGE (not SPOTLIT) 3 ONSTAGE 5 (SPOTLIT) HARMONY (two 2 ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP 5 (max 1/TRAP) Per FOUL incurred by 2 opponent Per TECH FOUL 5 incurred by opponent COOPERTITION BUTTON on both 1 CP ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES 1 RP (COOPERTITION BONUS reduces threshold to 15) At least 10 STAGE ENSEMBLE points and at least 2 ONSTAGE ROBOTS 1 RP Equal MATCH points between ALLIANCES 1 RP The ALLIANCE that has more MATCH Win 2 RP points than other

Explanation If not MATCH-ready within 2 minutes of warning or not making good faith effort
Sinutes control of 3 NOTES; frequent control of 2 NÖTES For every additional **5 sec**onds in which the situation is not corrected For egregious pinning (more than 15 seconds) For entire Alliance If after start of the MATCH If greater than CONTINUOUS (10 seconds) If during MATCH Disqualified If egregious If excessive If further damage likely HUMAN feeding NOTES from AMP Head referee discretion for re-inspection ALLIANCE ineligible for MELODY and ENSEMBLE RPs If greater than MOMENTARY (3 seconds) No penalty assessed to other ALLIANCE No penalty if damaged and not used for strategic advantage If not a quick remedy Opponent awarded ENSEMBLE RP if during Qualification MATCH Per GAME PIECE Per Item Contacted If prior to MATCH If REPEATED If impedes or enables scoring action If subsequent violations during event If subsequent violations during same tournament phase
Scored HIGH NOTE by ROBOT on MICROPHONE makes ALLIANCE ineligible for ENSEMBLE RP Upon disablement Uninspected ROBOT playing, ALLIANCE RED CARD; modified without re-inspection ROBOT playing, TEAM RED CARD Verbal warning Will be addressed by HR/LRI/ Mgmt MATCH won't start until situation **c**orrected