

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
	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
Conduct	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					FNA	HUMAN feeding NOTES from AMP
	G209	Enter only 1 ROBOT	VW					HRDRI	Head referee discretion for re-inspection
	G210	ROBOTS cannot intentionally detach or leave parts in the FIELD					✓	IMERP	ALLIANCE ineligible for MELODY and ENSEMBLE RPs
	G211	No forcing opponent to violate rules	NP	✓, R	R			M	If greater than MOMENTARY (3 seconds)
	G212	Egregious or exceptional violations				✓ or	✓	NP	No penalty assessed to other ALLIANCE
	G301	Be prompt	VW		SSP	2min		NPIDNSA	No penalty if damaged and not used for strategic advantage
	G302	You can't bring/use anything you want	WSUSC			DM		NQ	If not a quick remedy
	G303	ROBOTS must be in starting configuration	WSUSC			NQ	URAMWRT	OERPQM	Opponent awarded ENSEMBLE RP if during Qualification MATCH
Pre-MATCH	G401	HUMANS behind the starting lines during AUTO		✓				PGP	Per GAME PIECE
	G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓		✓		PIC	Per Item Contacted
	G403	Only 1 NOTE at a time during AUTO			PGP			PM	If prior to MATCH
	G404	ROBOT outside of their ALLIANCE WING may not cause NOTE to travel into or through their WING, if not in contact with ROBOT during AUTO			✓			R	If REPEATED
	G405	Don't touch opponent ROBOT or NOTES across CENTER LINE during AUTO (PIC per RT6.25)			PIC			SA	If impedes or enables scoring action
	G406	ROBOTS can't use GAME PIECES to ease or amplify challenge			PGP			SE	If subsequent violations during event
	G407	ROBOTS can't intentionally eject NOTES out of FIELD			PGP			SSP	If subsequent violations during same tournament phase
	G408	ROBOTS can't eject HIGH NOTES from FIELD or enter them in AMPS, SPEAKERS, or TRAPS, or score them on MICROPHONES	SHNIERP		PGP			SHNIERP	Scored HIGH NOTE by ROBOT on MICROPHONE makes ALLIANCE ineligible for ENSEMBLE RP
	G409	1 NOTE at a time during TELEOP, except in SOURCE ZONE		PGP		S3F2		UD	Upon disablement
	G410	Don't damage GAME PIECES (SE requirement per HRQ221)	VW		SE and R	FDL		URAMWRT	Uninspected ROBOT playing, ALLIANCE RED CARD; modified without re-inspection ROBOT playing, TEAM RED CARD
In-MATCH	G411	ROBOTS must be safe				✓		VW	Verbal warning
	G412	Keep BUMPERS in BUMPER ZONE		✓				WBA	Will be addressed by HR/LRI/ Mgmt
	G413	ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPIDNSA per RT6.17)	NPIDNSA	✓ or	SA	Exc SA or	Exc SA	WSUSC	MATCH won't start until situation corrected
	G414	No shooting from opponent's WING into own ALLIANCE WING during TELEOP		✓, 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		
Opponent Interaction	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				
	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 (FNA - G212 egregious violation)			PGP	FNA or	FNA		
	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						
	T301	ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	VW			SE or Egr			
Post-MATCH Inspection									
Tournament									



PRESENTED BY **HMS**

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ROBOT Scoring Assessment

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

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

ONSTAGE Criteria:
ROBOT may only be contacting:

- 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
- 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	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