

| 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 | | | | | | | | | |

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|--------------------------|---|--|
| 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 |