

				Other	Foul	Tech	Disable	Yellow	Red	Code	Explanation
Personal Safety	Ref	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)
Pre-MATCH		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
		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
GAME PIECES		G411	ROBOTS must be safe				✓			WSUSC	MATCH won't start until situation corrected
		G412	Keep BUMPERS in BUMPER ZONE		✓						
		G413	ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPID per RM6.17)	NPID	✓ or	SA		Exc SA or	Exc SA		
		G414	No shooting from opponent's WING into own ALLIANCE WING		✓, R	R					
		G415	No grabbing, attaching to, entangling with, damaging, 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	Mutually exclusive, most punitive	✓						
		G418	No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent			✓, 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		
ROBOT		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			PGP					
		G430	HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE		✓						
Opponent Interaction		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			
HUMAN											
Post-MATCH Inspection											
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-TION 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