

		Other	Minor	Major	Disable	Yellow	Red	
Ref/FTA	Q101	1 STUDENT, 1 additional team member, and 1 HEAD REFEREE	WBA					
	Q102	Conversations must be civil (Egr – G211A violation)	CDRVLA			Egr or	Egr	
Personal Safety	G101	HUMANS may not reach into the field during a MATCH	VW			SE		
	G102	Never step over the guardrail	VW			SE		
	G103	HUMANS, be careful what you interact with	VW			SE		
	G104	Don't enable your ROBOT while you are on the FIELD	VW			SE		
Conduct	G201	Be a good person	VW			SE		
	G202	Don't bang on the glass	VW			SE		
	G203	Don't ask opponents to throw a MATCH	VW				SE	
	G204	Don't be coerced into throwing a MATCH by opponents	VW				SE	
	G205	Don't throw your own MATCH	VW				SE	
	G206	Don't collude to purposely violate rules to earn RPs	AIBRP			✓		
	G207	Don't abuse ARENA	VW			SE		
	G208	Show up to your QUALIFICATION MATCHES	DQ					
	G209	ROBOTS cannot intentionally detach or leave parts in the FIELD					✓	
	G210	No forcing opponents to violate rules	NP		✓	R		
	G211	Egregious or exceptional violations				✓ or	✓	
	G212	No discouraging another team from playing in QUAL MATCHES				RDP or	RDNP	
Pre-MATCH	G301	Be prompt (if PLAYOFFS, penalties apply to ALLIANCE)	VW		SSP	2min		
	G302	You can't bring/use anything you want during a MATCH	WSUSC			DM		
	G303	ROBOTS must be in STARTING CONFIGURATION	WSUSC			NQ		URPMWRI
Auto	G401	HUMANS behind the STARTING LINE during AUTO		✓				
	G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓		✓		
	G403	Don't contact opponent during AUTO if your BUMPERS are completely across CENTER LINE (IAI – G211H violation)			✓	IAI or	IAI	
Scoring Elements	G404	ROBOTS can't deliberately use SCORING ELEMENTS to ease or amplify challenge			✓			
	G405	ROBOTS can't intentionally eject SCORING ELEMENTS out of the FIELD (LQIE – G211I violation)		✓	R	LQIE or	LQIE	
	G406	ROBOTS and HUMANS can't damage SCORING ELEMENTS	VW		SE	FDL		
	G407	ROBOTS can't launch SCORING ELEMENTS into HUB unless their BUMPERS are partially or fully in their ALLIANCE ZONE (LQSNZ – G211L violation)			✓	LQSNZ or	LQSNZ	
	G408	ROBOTS can't catch SCORING ELEMENTS directly from the HUB		✓	S	S		
Robot	G409	ROBOTS must be safe				✓		
	G410	Keep BUMPERS in BUMPER ZONE		✓				
	G411	ROBOTS can't damage FIELD ELEMENTS	VW			FDL	SE	
	G412	ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for RUNGS and UPRIGHTS			✓, R or M	FDL	R or M	
	G413	ROBOTS can't extend beyond FRAME PERIMETER over multiple sides, or beyond 12" horizontally, or be taller than 30" vertically (IEEL – G211J violation)	NPD	✓ or	S		IEEL or	IEEL
	G414	ROBOTS may not fully support ALLIANCE MEMBERS while climbing the TOWER	SRITP					
Opponent Interaction	G415	Stay out of opponent ROBOTS	Mutually exclusive, most punitive	✓				
	G416	No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent			✓, UD	✓	✓, UD	
	G417	Don't deliberately attach to, tip, or entangle with opponent ROBOT			✓, C or UD	✓	C or UD	
	G418	There's a 3-count on PINS (15sec – G211E violation)		✓	3sec	15sec or	15sec	
	G419	Don't collude with partners to shut down major parts of GAME PLAY			✓, 3sec			
	G420	Don't directly or transitively contact opponent ROBOT in contact with their own TOWER during last 30 seconds of MATCH	OOGL3T		✓			
HUMAN	G421	DRIVE TEAM must remain in designated areas during MATCHES		✓				
	G422	COACHES and other teams: hands off the controls			✓			M
	G423	HUMANS may not extend beyond the colored tape on the CHUTE or in the CORRAL		✓				
	G424	HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge associated with FIELD ELEMENTS			✓			
	G425	SCORING ELEMENTS may only be entered to the FIELD by HUMANS through the CHUTE, through the bottom opening in the OUTPOST, or thrown from OUTPOST AREA			✓			
	G426	COACHES may not contact SCORING ELEMENTS		✓				
	G427	If CORRAL and CHUTE are full, excess SCORING ELEMENTS must immediately be entered into the FIELD (LQIS – G211K violation)		✓	C	LQIS or	LQIS	
Post-MATCH	G501	Leave promptly after MATCH	VW			SE		
Inspection	I102	Get inspected before playing a MATCH (PR – T201)	PM→DQ					AM→PR
Tournament	T201	Replayed MATCHES will start using same conditions	WSUSC					
	T301	ROBOTS will not drive, extend, or interact with FIELD ELEMENTS during ARENA measurement period	VW			SE		

Code	Explanation
2min	If not MATCH ready within 2 min of warning or not making good faith effort
3sec	For every additional 3 seconds in which situation is not corrected
AIBRP	ALLIANCE ineligible for BONUS RPs
AM	If after MATCH
C	If greater than CONTINUOUS (10 seconds)
CDRVLA	Cool down period; repeat violators lose HEAD REFEREE access
DM	If during MATCH
DQ	Disqualified
Egr	If egregious
IAI	Intentional AUTO interference
IEEL	Intentionally exceeding expansion limits as a strategy
LQIE	Large quantity of SCORING ELEMENTS intentionally ejected
LQIS	Large quantity of SCORING ELEMENTS improperly stored
LQSNZ	Large quantity of SCORING ELEMENTS scored from NEUTRAL ZONE
M	If greater than MOMENTARY (3 seconds)
NP	No penalty assessed to victim ALLIANCE
NQ	If not quickly fixed
PM	If prior to MATCH
PR	Potential REPLAY
OOGL3T	If opponent ROBOT is off ground, level 3 TOWER climb awarded
R	If REPEATED during MATCH
RDP	ROBOT DOES PLAY
RDNP	ROBOT DOES NOT PLAY
S	If strategic
SE	If subsequent violations during event
SRITP	Supported ROBOT ineligible for TOWER points
SSP	If subsequent violations during same tournament phase
UD	Opponent unable to drive
URPMWRI	Uninspected ROBOT playing or modified without re-inspection
VW	Verbal warning
WBA	Will be addressed
WSUSC	MATCH won't start until situation corrected

	MATCH POINTS	AUTO	TELEOP
FUEL	Scored in active HUB	1	1
	Scored in inactive HUB	-	-
TOWER	Each ROBOT at LEVEL 1 (2 ROBOTS max in AUTO)	15	10
	Each ROBOT at LEVEL 2	-	20
	Each ROBOT at LEVEL 3	-	30
MINOR FOUL		5	
MAJOR FOUL		15	

AWARD	CRITERIA	RANK. PTS.
ENERGIZED	FUEL scored in the HUB is above: Regional/District: 100 District Champs: TBA FIRST Champ: TBA	1 RP
SUPER-CHARGED	FUEL scored in HUB is above: Regional/District: 360 District Champs: TBA FIRST Champ: TBA	1 RP
TRAVERSAL	TOWER points scored is above: Regional/District: 50 District Champs: TBA FIRST Champ: TBA	1 RP
WIN	completing a MATCH with more MATCH points than your opponent	3 RP
TIE	completing a MATCH with the same number of MATCH points as your opponent	1 RP

REBUILT

PRESENTED BY **HIAS**

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Team Update 00

ROBOT SCORING ASSESSMENT	To qualify for a specific level, ROBOTS must meet the following conditions:	ROBOT must be contacting RUNGS or UPRIGHTS, and may only contact the following:
	<ul style="list-style-type: none"> Level 1: ROBOT is not touching CARPET or TOWER BASE Level 2: ROBOT's BUMPERS are completely above the LOW RUNG Level 3: ROBOT's BUMPERS are completely above the MID RUNG 	<ul style="list-style-type: none"> TOWER WALL Support structure FUEL Another ROBOT
		ROBOTS only earn LEVEL 1 points during AUTO, and a single level at the end of TELEOP.