

		Other	Minor	Major	Disable	Yellow	Red
Personal Safety	Q101 1 STUDENT, 1 HEAD REFEREE	WBA					
	G101 HUMANS, stay off the FIELD until green	VW				SE	
	G102 Never step over the guardrail	VW				SE	
	G103 HUMANS, be careful what you interact with	VW				SE	
Conduct	G104 Don't enable your ROBOT while you are on the FIELD	VW				SE	
	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 with opponents to violate rules to earn RPs	ICBRP				✓	
	G207 Don't abuse ARENA access	VW				SE	
	G208 Show up to your MATCHES	DQ					
	G209 ROBOTS cannot intentionally detach or leave parts in the FIELD						✓
	G210 No forcing opponents to violate rules			✓		R	
Pre-MATCH	G211 Egregious or exceptional violations	NP				✓ or	✓
	G301 Be prompt	VW		SSP	2min		
	G302 You can't bring/use anything you want	WSUSC				DM	
AUTO	G303 ROBOTS must be in STARTING CONFIGURATION	WSUSC			NQ		URPMWRI
	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 BUMPERS are completely across BARGE ZONE	VW		✓		SE	
	G404 HUMANS may not throw ALGAE onto FIELD during AUTO		✓				
	G405 Don't directly contact opponent CAGES during AUTO (ADOC – G211J egregious violation)			✓		ADOC or	ADOC
	G406 ROBOTS can't use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation)			✓		DTAO or	DTAO
	G407 ROBOTS can't intentionally eject SCORING ELEMENTS out of the FIELD		✓	R			
	G408 ROBOTS and HUMANS can't damage SCORING ELEMENTS	VW		SE	FDL		
	G409 ROBOTS can't control more than 1 CORAL and 1 ALGAE at a time		PESE			Exc	
	G410 ROBOTS can't de-score opponents' scored CORAL	OACRP		PDSE			
SCORING ELEMENTS	G411 ROBOTS can't deliberately put ALGAE on opponents' REEF			✓		✓	
	G412 ROBOTS can only launch CORAL if BUMPERS are partially or totally in their REEF ZONE			✓			
	G413 ROBOTS must be safe				✓		
	G414 Keep BUMPERS in BUMPER ZONE		✓				
	G415 No ROBOT extensions more than 1.5 ft beyond ROBOT PERIMETER	✓ or	SA				
	G416 ROBOTS can't damage FIELD ELEMENTS	VW			FDL	SE	
	G417 ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES			✓	FDL	R or M	
	G418 Don't directly contact opponent CAGES during TELEOP (DMOCT – G211K egregious violation)	OABRP		✓		DMOCT or	DMOCT
	G419 ROBOTS can't engage in consequential or greater than MOMENTARY contact with ANCHORS	RICP		✓			
	G420 ROBOTS can't contact NET or de-score ALGAE			✓, PDSE			
	G421 1 ROBOT on opponents' side of the FIELD at a time		✓	3sec			
ROBOT	G422 Stay out of opponent ROBOTS	Mutually exclusive, most punitive	✓				
	G423 No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent			✓, UD		✓	✓, UD
	G424 Don't deliberately attach to, tip, or entangle with opponent ROBOT			✓, C or UD		✓	C or UD
	G425 There's a 3-count on PINS (15sec - G211E egregious violation)		✓	3sec		15sec or	15sec
	G426 Don't collude with partners to shut down major parts of GAME PLAY			✓, 3sec			
	G427 Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT			✓			
	G428 Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH	OABRP		✓			
	G429 HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH		✓				
	G430 COACHES and other teams: hands off the controls			✓			M
	G431 HUMAN players can't extend into the CHUTE		✓				
	G432 HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation)			✓		DTAO or	DTAO
HUMAN	G433 CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA			✓			
	G434 COACHES may not contact SCORING ELEMENTS		✓				
	G435 Don't store more than 4 ALGAE in PROCESSOR AREA			PESE			
Post-MATCH	G501 Leave promptly after MATCH	VW				SE	
Inspection	I102 Get inspected before playing a MATCH (PR - I101)	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 or Egr	

Code	Explanation
15sec	For egregious pinning (more than 15 seconds)
2min	If not MATCH ready within 2 min of warning or not making good faith effort
3sec	For every additional 3 seconds in which the situation is not corrected
ADOC	Deliberate AUTO run disruption of opponent CAGES
AM	If after MATCH
C	If greater than CONTINUOUS (10 seconds)
DM	If during MATCH
DMOCT	Deliberately disrupting multiple opponent CAGES during TELEOP
DQ	Disqualified
DTAO	Deliberately throwing ALGAE at opponent
Egr	If egregious
Exc	If excessive
FDL	If further damage likely
ICBRP	ALLIANCE ineligible for CORAL and BARGE RANKING POINTS
M	If greater than MOMENTARY
NP	No penalty assessed to victim ALLIANCE
OABRP	Opponent awarded BARGE RANKING POINT
OACRP	Opponent awarded CORAL RANKING POINT
PDSE	Per de-scored SCORING ELEMENT
PESE	Per extra SCORING ELEMENT
PM	If prior to MATCH
PR	Potential REPLAY
R	If REPEATED during MATCH
RICP	ROBOT ineligible for CAGE points
SA	If for strategic benefit, including impeding/enabling scoring action
SE	If subsequent violations during event
SSP	If subsequent violations during same tournament phase
UD	Opponent unable to drive
URPMWRI	Uninspected ROBOT playing or modified without re-inspection
WBA	Will be addressed
WSUSC	MATCH won't start until situation corrected

MATCH POINTS		AUTO TELEOP	
LEAVE		3	-
CORAL	scored in trough (L1)	3	2
	scored on L2 BRANCH	4	3
	scored on L3 BRANCH	6	4
	scored on L4 BRANCH	7	5
ALGAE	scored in PROCESSOR	6	6
	scored in NET	4	4
BARGE	PARK in the BARGE ZONE	-	2
	off-the-ground via shallow CAGE	-	6
	off-the-ground via deep CAGE	-	12
MINOR FOUL		2	
MAJOR FOUL		6	

AWARD	CRITERIA	COOP./ RANK. PTS.
COOP. BONUS	at least 2 ALGAE scored in each PROCESSOR	1 CP
AUTO RP	all non-BYPASSED ROBOTS LEAVE and at least 1 CORAL scored in AUTO	1 RP
CORAL RP	at least 5 CORAL scored on 4 levels; with COOP. bonus, at least 5 CORAL on 3 levels	1 RP
BARGE RP	at least 14 BARGE points are scored	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



PRESENTED BY **IMMS**

Last updated: 0208Z 09 FEB 2025
Team Update 10

ROBOT SCORING ASSESSMENT

LEAVE Criteria:

ROBOT must move BUMPERS completely off ROBOT STARTING LINE at end of AUTO

PARK Criteria:

ROBOT BUMPERS must be partially or completely contained in their BARGE ZONE at end of MATCH and does not meet CAGE criteria

CAGE Criteria:

ROBOT must be contacting one CAGE, with exception of the ANCHOR, not contact the carpet, and may contact the following:

- SCORING ELEMENTS
- Another ROBOT qualified for CAGE POINTS
- Partner ROBOT contacted by opponent in violation of G428
- Opponent ROBOT