

		Other	Minor	Major	Disable	Yellow	Red
Personal Safety	<b>Ref</b>	<b>Q101</b> 1 STUDENT, 1 HEAD REFEREE	<b>WBA</b>				
	<b>G101</b>	HUMANS, stay off the FIELD until green	<b>VW</b>			<b>SE</b>	
	<b>G102</b>	Never step over the guardrail	<b>VW</b>			<b>SE</b>	
	<b>G103</b>	HUMANS, be careful what you interact with	<b>VW</b>			<b>SE</b>	
Conduct	<b>G104</b>	Don't enable your ROBOT while you are on the FIELD	<b>VW</b>			<b>SE</b>	
	<b>G201</b>	Be a good person	<b>VW</b>			<b>SE</b>	
	<b>G202</b>	Don't bang on the glass	<b>VW</b>			<b>SE</b>	
	<b>G203</b>	Don't ask opponents to throw a MATCH	<b>VW</b>				<b>SE</b>
	<b>G204</b>	Don't be coerced into throwing a MATCH by opponents	<b>VW</b>				<b>SE</b>
	<b>G205</b>	Don't throw your own MATCH	<b>VW</b>				<b>SE</b>
	<b>G206</b>	Don't collude with opponents to violate rules to earn RPs	<b>ICBRP</b>			<b>✓</b>	
	<b>G207</b>	Don't abuse ARENA access	<b>VW</b>			<b>SE</b>	
	<b>G208</b>	Show up to your MATCHES	<b>DQ</b>				
	<b>G209</b>	ROBOTS cannot intentionally detach or leave parts in the FIELD					<b>✓</b>
	<b>G210</b>	No forcing opponents to violate rules		<b>✓</b>		<b>R</b>	
	<b>G211</b>	Egregious or exceptional violations	<b>NP</b>			<b>✓ or</b>	<b>✓</b>
Pre-MATCH	<b>G301</b>	Be prompt	<b>VW</b>		<b>SSP</b>	<b>2min</b>	
	<b>G302</b>	You can't bring/use anything you want	<b>WSUSC</b>			<b>DM</b>	
	<b>G303</b>	ROBOTS must be in STARTING CONFIGURATION	<b>WSUSC</b>			<b>NQ</b>	<b>URPMWRI</b>
AUTO	<b>G401</b>	HUMANS behind the STARTING LINE during AUTO		<b>✓</b>			
	<b>G402</b>	Don't touch controls except E-STOP/A-STOP during AUTO		<b>✓</b>		<b>✓</b>	
	<b>G403</b>	Don't contact opponent during AUTO if BUMPERS are completely across BARGE ZONE	<b>VW</b>		<b>✓</b>	<b>SE</b>	
	<b>G404</b>	HUMANS may not throw ALGAE onto FIELD during AUTO		<b>✓</b>			
SCORING ELEMENTS	<b>G405</b>	Don't directly contact opponent CAGES during AUTO (ADOC – G211J egregious violation)			<b>✓</b>	<b>ADOC or</b>	<b>ADOC</b>
	<b>G406</b>	ROBOTS can't use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation)			<b>✓</b>	<b>DTAO or</b>	<b>DTAO</b>
	<b>G407</b>	ROBOTS can't intentionally eject SCORING ELEMENTS out of the FIELD		<b>✓</b>	<b>R</b>		
	<b>G408</b>	ROBOTS and HUMANS can't damage SCORING ELEMENTS	<b>VW</b>		<b>SE</b>	<b>FDL</b>	
ROBOT	<b>G409</b>	ROBOTS can't control more than 1 CORAL and 1 ALGAE at a time		<b>PESE</b>		<b>Exc</b>	
	<b>G410</b>	ROBOTS can't de-score opponents' scored CORAL	<b>OACRP</b>		<b>PDSE</b>		
	<b>G411</b>	ROBOTS can't deliberately put ALGAE on opponents' REEF			<b>✓</b>	<b>✓</b>	
	<b>G412</b>	ROBOTS can only launch CORAL if BUMPERS are partially or totally in their REEF ZONE			<b>✓</b>		
	<b>G413</b>	ROBOTS must be safe				<b>✓</b>	
	<b>G414</b>	Keep BUMPERS in BUMPER ZONE		<b>✓</b>			
	<b>G415</b>	No ROBOT extensions more than 1.5 ft beyond ROBOT PERIMETER		<b>✓ or</b>	<b>SA</b>		
	<b>G416</b>	ROBOTS can't damage FIELD ELEMENTS	<b>VW</b>			<b>FDL</b>	<b>SE</b>
	<b>G417</b>	ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES			<b>✓</b>	<b>FDL</b>	<b>R or M</b>
	<b>G418</b>	Don't directly contact opponent CAGES during TELEOP (DMOCT – G211K egregious violation)	<b>OABRP</b>		<b>✓</b>		<b>DMOCT or</b>
	<b>G419</b>	ROBOTS can't engage in consequential or greater than MOMENTARY contact with ANCHORS	<b>RICP</b>		<b>✓</b>		
	<b>G420</b>	ROBOTS can't contact NET or de-score ALGAE			<b>✓, PDSE</b>		
Opponent Interaction	<b>G421</b>	1 ROBOT on opponents' side of the FIELD at a time		<b>✓</b>	<b>3sec</b>		
	<b>G422</b>	Stay out of opponent ROBOTS	<b>Mutually exclusive, most punitive</b>	<b>✓</b>			
	<b>G423</b>	No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent			<b>✓, UD</b>	<b>✓</b>	<b>✓, UD</b>
	<b>G424</b>	Don't deliberately attach to, tip, or entangle with opponent ROBOT			<b>✓, C or UD</b>	<b>✓</b>	<b>C or UD</b>
	<b>G425</b>	There's a 3-count on PINS (15sec - G211E egregious violation)		<b>✓</b>	<b>3sec</b>	<b>15sec or</b>	<b>15sec</b>
	<b>G426</b>	Don't collude with partners to shut down major parts of GAME PLAY			<b>✓, 3sec</b>		
	<b>G427</b>	Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT			<b>✓</b>		
	<b>G428</b>	Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH	<b>OABRP</b>		<b>✓</b>		
	<b>G429</b>	HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH		<b>✓</b>			
	<b>G430</b>	COACHES and other teams: hands off the controls			<b>✓</b>		<b>M</b>
	<b>G431</b>	HUMAN players can't extend into the CHUTE		<b>✓</b>			
	<b>G432</b>	HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation)			<b>✓</b>	<b>DTAO or</b>	<b>DTAO</b>
HUMAN	<b>G433</b>	CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA			<b>✓</b>		
	<b>G434</b>	COACHES may not contact SCORING ELEMENTS		<b>✓</b>			
	<b>G435</b>	Don't store more than 4 ALGAE in PROCESSOR AREA			<b>PESE</b>		
Post-MATCH	<b>G501</b>	Leave promptly after MATCH	<b>VW</b>			<b>SE</b>	
Inspection	<b>I102</b>	Get inspected before playing a MATCH (PR - I101)	<b>PM→DQ</b>				<b>AM→PR</b>
Tournament	<b>T201</b>	Replayed MATCHES will start using same conditions	<b>WSUSC</b>				
	<b>T301</b>	ROBOTS will not drive, extend, or interact with FIELD ELEMENTS during ARENA measurement period	<b>VW</b>			<b>SE or Egr</b>	

Code	Explanation
<b>15sec</b>	For egregious pinning (more than <b>15 seconds</b> )
<b>2min</b>	If not MATCH ready within <b>2 min</b> of warning or not making good faith effort
<b>3sec</b>	For every additional <b>3 seconds</b> in which the situation is not corrected
<b>ADOC</b>	Deliberate <b>AUTO</b> run disruption of opponent CAGES
<b>AM</b>	If after MATCH
<b>C</b>	If greater than CONTINUOUS (10 seconds)
<b>DM</b>	If during MATCH
<b>DMOCT</b>	Deliberately disrupting multiple opponent CAGES during TELEOP
<b>DQ</b>	Disqualified
<b>DTAO</b>	Deliberately throwing ALGAE at opponent
<b>Egr</b>	If egregious
<b>Exc</b>	If excessive
<b>FDL</b>	If further damage likely
<b>ICBRP</b>	ALLIANCE ineligible for CORAL and BARGE RANKING POINTS
<b>M</b>	If greater than MOMENTARY
<b>NP</b>	No penalty assessed to victim ALLIANCE
<b>OABRP</b>	Opponent awarded BARGE RANKING POINT
<b>OACRP</b>	Opponent awarded CORAL RANKING POINT
<b>PDSE</b>	Per de-scored SCORING ELEMENT
<b>PESE</b>	Per extra SCORING ELEMENT
<b>PM</b>	If prior to MATCH
<b>PR</b>	Potential REPLAY
<b>R</b>	If REPEATED during MATCH
<b>RICP</b>	ROBOT ineligible for CAGE points
<b>SA</b>	If for strategic benefit, including impeding/enabling scoring action
<b>SE</b>	If subsequent violations during event
<b>SSP</b>	If subsequent violations during same tournament phase
<b>UD</b>	Opponent unable to drive
<b>URPMWRI</b>	Uninspected ROBOT playing or modified without re-inspection
<b>WBA</b>	Will be addressed
<b>WSUSC</b>	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: 0253Z 19 FEB 2025  
Team Update 12

## 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