R	ef	0101	1 STUDENT, 1 HEAD REFEREE	Other WBA	Minor	Major	Disable	Yellow	Red	Code	Explanation For egregiou
_	eı		HUMANS, stay off the FIELD until green	VW				SE		15sec	15 seconds)
	≥		Never step over the guardrail	VW				SE			If not MATCH
	Safety		HUMANS, be careful what you interact with	VW				SE		2min	warning or no effort
	တ		Don't enable your ROBOT while you are on the FIELD	VW				SE			For every ad
			Be a good person	VW				SE		3sec	which the site
			Don't bang on the glass	VW				SE		ADOC	Deliberate A
			Don't ask opponents to throw a MATCH	VW				3E	SE		opponent CA
			Don't be coerced into throwing a MATCH by opponents	VW					SE	AMDNP	If after MATC
			Don't throw your own MATCH Don't throw your own MATCH	VW					SE	AMDP	ALLIANCE N
	conduct							1	SE		If greater tha
			Don't collude with opponents to violate rules to earn RPs Don't abuse ARENA access	ICBRP						С	seconds)
6	ပိ			VW				SE		DM	If during MA
			Show up to your MATCHES	DQ					,	DMOCT	Deliberately
			ROBOTS cannot intentionally detach or leave parts in the FIELD			,			✓		opponent CA
			No forcing opponents to violate rules	NP		✓		R		DQ	Disqualified
			Egregious or exceptional violations					√ 0		DTAO	D eliberately o pponent
			No discouraging ALLIANCE MEMBERS from playing in quals					AMDP o	r AMDNP	Egr	If egr egious
۱,	끙		Be prompt	VW		SSP	2min			Exc	If excessive
P e	MATCH		You can't bring/use anything you want	WSUSC				DM		FDL	If f urther d an
	Σ		ROBOTS must be in STARTING CONFIGURATION	WSUSC			NQ		URPMWRI	ICBRP	ALLIANCE in
		G401	HUMANS behind the STARTING LINE during AUTO		✓						and BARGE
		G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓		M	If greater tha
	잍	G403	Don't contact opponent during AUTO if BUMPERS are completely	vw		1		SE		NP	No penalty a ALLIANCE
	١Þ		across BARGE ZUNE	•••				V -			Opponent av
]	G404	HUMANS may not throw ALGAE onto FIELD during AUTO		✓					OABRP	RANKING P
		G405	Don't directly contact opponent CAGES during AUTO (ADOC –			1		ADOC o	r ADOC	OACRP	Opponent av
	H		G211J egregious violation) ROBOTS can't deliberately use SCORING ELEMENTS to ease or							OAOIN	RANKING P
	"	G406	amplify challenge (DTAO – G211I egregious violation)			✓		DTAO o	r DTAO	PDSE	Per de-score ELEMENT
	EMENTS		ROBOTS can't intentionally eject SCORING ELEMENTS out of the								Per extra or e
		G407	FIELD		✓	R				PENSE	SCORING E
		G408	ROBOTS and HUMANS can't damage SCORING ELEMENTS	VW		SE	FDL			PESE	Per extra SC
	Ë		ROBOTS can't control more than 1 CORAL and 1 ALGAE at a time		PESE			Exc		PM	If p rior to M A
	Ĭ		ROBOTS can't de-score opponents' scored CORAL	OACRP		PDSE				PR	Potential RE
	SCORING		ROBOTS can't deliberately put ALGAE on opponents' REEF			√		1		R	If R EPEATE
	ပ္ထ		ROBOTS can only launch CORAL if BLIMPERS are partially or							RICP	ROBOT ineli
		G412	totally in their REEF ZONE			✓				SA	If for strategi
		G413	ROBOTS must be safe				✓				impeding/ena If s ubsequen
		G414	Keep BUMPERS in BUMPER ZONE		1					SE	event
		0445	No ROBOT extensions more that 1.5 ft beyond ROBOT		1 0	- 04				SSP	If s ubsequen
		G415	PERIMETER		*	or SA					same tourna
	_	G416	ROBOTS can't damage FIELD ELEMENTS	VW			FDL	SE		UD	Opponent ur
	ROBOT	G417	ROBOTS can't grab, grasp, attach to, become entangled with, or			1	FDL	R or M		URPMWR	Uninspected modified with
I	١ō	0417	suspend from FIELD ELEMENTS except for CAGES			· ·	100	IX OI III		WBA	Will be addre
-МАТСН	-	G418	Don't directly contact opponent CAGES during TELEOP (DMOCT –	OABRP		1		DMOCTo	r DMOCT		MATCH won
ıŞ			G211K egregious violation)							wsusc	corrected
≐			ROBOTS can't engage in consequential contact with ANCHORS	RICP		1					TCH POINTS
			ROBOTS can't contact either NET or de-score opponents' ALGAE							MAT	
						√, PDSE					
		G422	1 ROBOT on opponents' side of the FIELD at a time		✓	✓, PDSE 3sec				LEAVE	scored in trough
	ڃ	0722	Stay out of opponent ROBOTS	Mutually	√					LEAVE	scored on L2
	≌		Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS,	exclusive,		3sec		√	√, UD	LEAVE	scored on L2 BRANCH
	1 To	G423	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent	exclusive, most		3sec ✓, UD			√, UD	LEAVE S S CORAL	scored on L2 BRANCH scored on L3
	erac	G423 G424	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT	exclusive,	✓	3sec ✓, UD ✓, C or UD		✓	C or UD	LEAVE	scored on L2 BRANCH scored on L3 BRANCH
	Interaction	G423 G424	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation)	exclusive, most		3sec ✓, UD		✓		LEAVE S	scored on L2 BRANCH scored on L3
		G423 G424	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME	exclusive, most	✓	3sec ✓, UD ✓, C or UD		✓	C or UD	CORAL E	BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in
		G423 G424 G425 G426	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY	exclusive, most	✓	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec		✓	C or UD	CORAL E	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR
		G423 G424 G425	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own	exclusive, most	✓	3sec ✓, UD ✓, C or UD 3sec		✓	C or UD	CORAL S	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET
	Opponent Interact	G423 G424 G425 G426	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT	exclusive, most punitive	✓	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec		✓	C or UD	CORAL E	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA
		G423 G424 G425 G426	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT	exclusive, most	✓	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec		✓	C or UD	CORAL E	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE
		G423 G424 G425 G426 G427 G428	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH	exclusive, most punitive	· ·	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec		✓	C or UD	CORAL S	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA
		G423 G424 G425 G426	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH	exclusive, most punitive	✓	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec		✓	C or UD	CORAL E E E E E E E E E E E E E E E E E E E	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE off-the-ground v
		G423 G424 G425 G426 G427 G428	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA	exclusive, most punitive	· ·	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec		✓	C or UD	CORAL E	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE off-the-ground v deep CAGE
		G423 G424 G425 G426 G427 G428 G429 G430	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH	exclusive, most punitive	· ·	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		✓	C or UD	CORAL S S S S S S S S S S S S S S S S S S S	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v deep CAGE DUL
	Opponent	G423 G424 G425 G426 G427 G428 G429 G430 G431	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not deliberately use SCORING ELEMENTS	exclusive, most punitive	<i>*</i>	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		15sec o	C or UD r 15sec	CORAL E	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v deep CAGE UL
	Opponent	G423 G424 G425 G426 G427 G428 G429 G430	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation)	exclusive, most punitive	<i>*</i>	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		15sec o	C or UD	CORAL S S S S S S S S S S S S S S S S S S S	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE off-the-ground v deep CAGE
		G423 G424 G425 G426 G427 G428 G429 G430 G431	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players can't extend into the CHUTE HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may	exclusive, most punitive	<i>*</i>	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		15sec o	C or UD r 15sec	CORAL S S S S S S S S S S S S S S S S S S S	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v deep CAGE UL
	Opponent	G423 G424 G425 G426 G427 G428 G429 G430 G431 G432	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players can't extend into the CHUTE HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA	exclusive, most punitive	*	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		15sec o	C or UD r 15sec	CORAL E SALGASE SALGAS SALGASE SALGASE SALGASE SALGASE SALGASE SALGASE SALGASE SALGASE	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE ULL DUL
	Opponent	G423 G424 G425 G426 G427 G428 G429 G430 G431 G432	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players can't extend into the CHUTE HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA	exclusive, most punitive	<i>*</i>	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		15sec o	C or UD r 15sec	CORAL SECTION OF THE PROPERTY	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE off-the-ground v deep CAGE ULL CRITE
	Opponent	G423 G424 G425 G426 G427 G428 G429 G430 G431 G432	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA; only 1	exclusive, most punitive	*	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		15sec o	C or UD r 15sec	CORAL S S S S S S S S S S S S S S S S S S S	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v deep CAGE JUL CRITE tt least 2 ALGAE sach PROCESS still non-BYPASS
	HUMAN Opponent	G423 G424 G425 G426 G427 G428 G429 G430 G431 G432 G433 G434 G435	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players can't extend into the CHUTE HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA; only 1 ALGAE allowed on the PROCESSOR exit ramp	exclusive, most punitive OABRP	*	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓ ✓		15sec o	C or UD r 15sec	CORAL SECTION OF THE PROPERTY	scored on L2 BRANCH scored on L3 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE off-the-ground v shallow CAGE ULL CRITE tt least 2 ALGAE tt least 2 ALGAE in non-BYPASS LAVE and at le
	HUMAN Opponent	G423 G424 G425 G426 G427 G428 G429 G430 G431 G432 G433 G434 G435 G501	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players can't extend into the CHUTE HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA; only 1 ALGAE allowed on the PROCESSOR exit ramp	exclusive, most punitive OABRP	*	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓ ✓		15sec o	M DTAO	CORAL SECTION OF THE PROPERTY	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE off-the-ground v shallow CAGE ULL ULL CRITE tt least 2 ALGAE ALGAE ALGAE TONLE TON
Inspe	HUMAN	G423 G424 G425 G426 G427 G428 G430 G431 G432 G433 G434 G435 G501 I102	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA; only 1 ALGAE allowed on the PROCESSOR exit ramp Leave promptly after MATCH Get inspected before playing a MATCH (PR - I101)	exclusive, most punitive OABRP VW PM→DQ	*	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓ ✓		15sec o	C or UD r 15sec	CORAL SECTION OF THE PROPERTY	scored on L2 BRANCH scored on L3 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE off-the-ground v deep CAGE UL UL CRITE tt least 2 ALGAE ach PROCESS III non-BYPASS III non-BYPASS III non-BYPASS III non-BYPASS IIII non-BYPASS
Inspe	HUMAN	G423 G424 G425 G426 G427 G428 G429 G430 G431 G432 G433 G434 G435 G501	Stay out of opponent ROBOTS No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA; only 1 ALGAE allowed on the PROCESSOR exit ramp Leave promptly after MATCH Get inspected before playing a MATCH (PR - I101) Replayed MATCHES will start using same conditions	exclusive, most punitive OABRP	*	3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓ ✓		15sec o	M DTAO	CORAL ALGAE BARGE MINOR FO MAJOR FO AWARD COOP. a BONUS e AUTO RP a CORAL	scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BA ZONE off-the-ground v shallow CAGE off-the-ground v shallow CAGE ULL ULL CRITE tt least 2 ALGAE ALGAE ALGAE TONLE TON
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ROBOT must be contacting one CAGE, with exception of the ANCHOR, not contact the carpet, and may contact the

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

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 (7 for CHAMPS) CORAL scored on 4 levels; with COOP. bonus, at least 5 (7 for CHAMPS) CORAL on 3 levels	1 RP
BARGE RP	at least 14 (16 for CHAMPS) 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

For egregious pinning (more than

If not MATCH ready within 2 min of

warning or not making good faith

For every additional 3 seconds in

which the situation is not corrected Deliberate AUTO run disruption of

ALLIANCE MEMBER does not play

ALLIANCE MEMBER does play If greater than CONTINUOUS (10

Deliberately disrupting multiple opponent CAGES during TELEOP

Deliberately throwing ALGAE at

opponent CAGES

If after MATCH

If during MATCH

RANKING POINT Opponent awarded CORAL

RANKING POINT Per de-scored SCORING

SCORING ELEMENT Per extra SCORING ELEMENT

If prior to MATCH

Potential REPLAY

If further damage likely ALLIANCE ineligible for CORAL and BARGE RANKING POINTS

If greater than MOMENTARY No penalty assessed to victim

Opponent awarded BARGE

Per extra or each non-compliant

If REPEATED during MATCH ROBOT ineligible for CAGE points

If for strategic benefit, including

If subsequent violations during

MATCH won't start until situation

AUTO TELEOP

2

6

4

6

12

2

6

3

3

4

6

4

same tournament phase

Opponent unable to drive Uninspected ROBOT playing or m o d i f i m o d i r e - i n s p e c t i o n

Will be addressed

scored in trough (L1)

shallow CAGE off-the-ground via

PARK in the BARGE ZONE off-the-ground via

impeding/enabling scoring action If subsequent violations during

PRESENTED BY -HAA5 Last updated: 0040Z 10 APR 2025 Team Update 21

ROBOT SCORING ASSESSMENT

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