			Other	Minor	Major	Disable	Yellow	Red
Ref	Q101	1 STUDENT, 1 HEAD REFEREE	WBA					
Personal Safety	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	
	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 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	NP		✓		R	
	G211	Egregious or exceptional violations					✓ or	✓
	G212	No discouraging ALLIANCE MEMBERS from playing in quals					AMDNP or	AMDNP
Pre-MATCH	G301	Be prompt	VW		SSP	2min		
	G302	You can't bring/use anything you want	WSUSC				DM	
	G303	ROBOTS must be in STARTING CONFIGURATION	WSUSC			NQ		URPMWRI
In-MATCH — 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 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
In-MATCH — SCORING ELEMENTS	G406	ROBOTS can't deliberately 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			
	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			✓			
In-MATCH — ROBOT	G413	ROBOTS must be safe				✓		
	G414	Keep BUMPERS in BUMPER ZONE		✓				
	G415	No ROBOT extensions more that 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 contact with ANCHORS	RICP		✓			
	G420	ROBOTS can't contact either NET or de-score opponents' ALGAE			✓, PDSE			
	G421	1 ROBOT on opponents' side of the FIELD at a time		✓	3sec			
In-MATCH — Opponent Interaction	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		✓			
In-MATCH — HUMAN	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 deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation)			✓		DTAO or	DTAO
	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; only 1 ALGAE allowed on the PROCESSOR exit ramp			PENSE			
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
AMDNP	ALLIANCE MEMBER does not play
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
PENSE	Per extra or each non-compliant 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

REEFSCAPE
presented by HAAS

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Team Update 18

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