Main Rules Table

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

Code Explanations

Code	Explanation
15sec	For egregious pinning (more than **15 sec**onds)
2min	If not MATCH ready within **2 min** of warning or not making good faith effort
3sec	For every additional **3 sec**onds in which the situation is not corrected
ADOC	Deliberate **A**UTO run **d**isruption of **o**pponent **C**AGES
AM	If **a**fter **M**ATCH
C	If greater than **C**ONTINUOUS (10 seconds)
DM	If **d**uring **M**ATCH
DMOCT	Deliberately **d**isrupting **m**ultiple **o**pponent **C**AGES during **T**ELEOP
DQ	**D**is**q**ualified
DTAO	Deliberately **t**hrowing **AL**GAE at **o**pponent
Egr	If **egr**egious
Exc	If **exc**essive
FDL	If **f**urther **d**amage **l**ikely
IBRP	ALLIANCE **i**neligible for **B**ARGE **R**ANKING **P**OINT
ICBRP	ALLIANCE **i**neligible for **C**ORAL and **B**ARGE **R**ANKING **P**OINTS
M	If greater than **M**OMENTARY
NP	**N**o **p**enalty assessed to victim ALLIANCE
OABRP	**O**pponent **a**warded **B**ARGE **R**ANKING **P**OINT
OACRP	**O**pponent **a**warded **C**ORAL **R**ANKING **P**OINT
PDSE	**P**er **d**e-scored **S**CORING **EL**EMENT
PESE	**P**er **e**xtra **S**CORING **EL**EMENT
PM	If **p**rior to **M**ATCH
PR	**P**otential **R**EPLAY
R	If **R**EPEATED during MATCH
SA	If for strategic benefit, including impeding/enabling **s**coring **a**ction
SE	If **s**ubsequent violations during **e**vent
SSP	If **s**ubsequent violations during **s**ame tournament **p**hase
UD	Opponent **u**nable to **d**rive
URPMWRI	**U**ninspected **R**OBOT **p**laying or **m**odified **w**ithout re-**i**nspection
WBA	**W**ill **b**e **a**ddressed
WSUSC	MATCH **w**on't **s**tart **u**ntil **s**ituation **c**orrected

Match Points

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

Awards

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

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