

|                 |                      |   | Other  | Minor                             | Major   | Disable    | Yellow    | Red      | Code  | Explanation  |   |   |
|-----------------|----------------------|---|--|-----------------------------------|---------|------------|-----------|----------|---|--|---|---|
| Ref             | Q101                 | 1 STUDENT, 1 HEAD REFEREE   | WBA  |                                   |         |            |           |          | 15sec   | For egregious pinning (more than 15 seconds)                               |   |   |
| Personal Safety | G101                 | HUMANS, stay off the FIELD until green  | VW   |                                   |         |            | SE        |          | 2min  | If not MATCH ready within 2 min of warning or not making good faith effort |   |   |
|                 | 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        |          | 3sec  | For every additional 3 seconds in which the situation is not corrected     |   |   |
|                 | G202                 | Don't bang on the glass   | VW   |                                   |         |            | SE        |          |   |  |   |   |
|                 | G203                 | Don't ask opponents to throw a MATCH  | VW   |                                   |         |            |           | SE       | ADOC  | Deliberate AUTO run disruption of opponent CAGES                           |   |   |
|                 | G204                 | Don't be coerced into throwing a MATCH by opponents   | VW   |                                   |         |            |           | SE       |   |  |   |   |
|                 | G205                 | Don't throw your own MATCH  | VW   |                                   |         |            |           | SE       | AM  | If after MATCH   |   |   |
|                 | G206                 | Don't collude with opponents to violate rules to earn RPs   | ICBRP  |                                   |         |            | ✓         |          | AMDNP   | ALLIANCE MEMBER does not play  |   |   |
|                 | G207                 | Don't abuse ARENA access  | VW   |                                   |         |            | SE        |          | AMDP  | ALLIANCE MEMBER does play  |   |   |
|                 | G208                 | Show up to your MATCHES   | DQ   |                                   |         |            |           |          | C   | If greater than CONTINUOUS (10 seconds)                                    |   |   |
|                 | G209                 | ROBOTS cannot intentionally detach or leave parts in the FIELD  |  |                                   |         |            |           | ✓        | DM  | If during MATCH  |   |   |
|                 | G210                 | No forcing opponents to violate rules   | NP   |                                   | ✓       |            | R         |          | DMOCT   | Deliberately disrupting multiple opponent CAGES during TELEOP              |   |   |
|                 | G211                 | Egregious or exceptional violations   |  |                                   |         |            | ✓ or      | ✓        | DQ  | Disqualified   |   |   |
|                 | G212                 | No discouraging ALLIANCE MEMBERS from playing in quals  |  |                                   |         |            | AMDP or   | AMDNP    | DTAO  | Deliberately throwing ALGAE at opponent                                    |   |   |
| Pre-MATCH       | G301                 | Be prompt   | VW   |                                   | SSP     | 2min       |           |          | Egr   | If egregious   |   |   |
|                 | G302                 | You can't bring/use anything you want   | WSUSC  |                                   |         |            | DM        |          | Exc   | If excessive   |   |   |
|                 | G303                 | ROBOTS must be in STARTING CONFIGURATION  | WSUSC  |                                   |         | NQ         |           | URPMWRI  | FDL   | If further damage likely   |   |   |
| AUTO            | G401                 | HUMANS behind the STARTING LINE during AUTO   |  | ✓                                 |         |            |           |          | ICBRP   | ALLIANCE ineligible for CORAL and BARGE RANKING POINTS                     |   |   |
|                 | 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        |          | M   | If greater than MOMENTARY  |   |   |
|                 | G404                 | HUMANS may not throw ALGAE onto FIELD during AUTO   |  | ✓                                 |         |            |           |          | NP  | No penalty assessed to victim ALLIANCE                                     |   |   |
|                 | G405                 | Don't directly contact opponent CAGES during AUTO (ADOC – G211J egregious violation)                                    |  |                                   | ✓       |            | ADOC or   | ADOC     | OABRP   | Opponent awarded BARGE RANKING POINT                                       |   |   |
|                 | SCORING ELEMENTS     | G406  | ROBOTS can't deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation)         |                                   |         | ✓          |           | DTAO or  | DTAO  | OACRP  | Opponent awarded CORAL RANKING POINT                  |   |
|                 |                      | G407  | ROBOTS can't intentionally eject SCORING ELEMENTS out of the FIELD   |                                   | ✓       | R          |           |          |   | PDSE   | Per de-scored SCORING ELEMENT                         |   |
|                 |                      | G408  | ROBOTS and HUMANS can't damage SCORING ELEMENTS  | VW                                |         | SE         | FDL       |          |   | PENSE  | Per extra or each non-compliant SCORING ELEMENT       |   |
|                 |                      | G409  | ROBOTS can't control more than 1 CORAL and 1 ALGAE at a time   |                                   | PESE    |            |           | Exc      |   | PESE   | Per extra SCORING ELEMENT                             |   |
|                 |                      | G410  | ROBOTS can't de-score opponents' scored CORAL  | OACRP                             |         | PDSE       |           |          |   | PM   | If prior to MATCH                                     |   |
|                 |                      | G411  | ROBOTS can't deliberately put ALGAE on opponents' REEF   |                                   |         | ✓          |           | ✓        |   | PR   | Potential REPLAY                                      |   |
|                 |                      | G412  | ROBOTS can only launch CORAL if BUMPERS are partially or totally in their REEF ZONE                                    |                                   |         | ✓          |           |          |   | R  | If REPEATED during MATCH                              |   |
| G413            |                      | ROBOTS must be safe   |  |                                   |         | ✓          |           |          | RICP  | ROBOT Ineligible for CAGE points   |   |   |
| G414            |                      | Keep BUMPERS in BUMPER ZONE   |  | ✓                                 |         |            |           |          | SA  | If for strategic benefit, including impeding/enabling scoring action       |   |   |
| G415            |                      | No ROBOT extensions more than 1.5 ft beyond ROBOT PERIMETER   |  | ✓ or                              | SA      |            |           |          | SE  | If subsequent violations during event                                      |   |   |
| ROBOT           |                      | G416  | ROBOTS can't damage FIELD ELEMENTS   | VW                                |         |            | FDL       | SE       |   | SSP  | If subsequent violations during same tournament phase |   |
|                 |                      | G417  | ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES            |                                   |         | ✓          | FDL       | R or M   |   | UD   | Opponent unable to drive                              |   |
|                 | G418                 | Don't directly contact opponent CAGES during TELEOP (DMOCT – G211K egregious violation)                                 | OABRP  |                                   | ✓       |            | DMOCT or  | DMOCT    | URPMWRI   | Uninspected ROBOT playing or modified without re-inspection                |   |   |
|                 | G419                 | ROBOTS can't engage in consequential contact with ANCHORS   | RICP   |                                   | ✓       |            |           |          | WBA   | Will be addressed  |   |   |
|                 | G420                 | ROBOTS can't contact either NET or de-score opponents' ALGAE  |  |                                   | ✓, PDSE |            |           |          | WSUSC   | MATCH won't start until situation corrected                                |   |   |
|                 | G421                 | 1 ROBOT on opponents' side of the FIELD at a time   |  | ✓                                 | 3sec    |            |           |          | MATCH POINTS  |  |   |   |
|                 | Opponent Interaction | G422  | Stay out of opponent ROBOTS  | Mutually exclusive, most punitive | ✓       |            |           |          |   | AUTO   | 3   |   |
|                 |                      | G423  | No damaging or functionally impairing opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent     |                                   |         | ✓, UD      |           | ✓        | ✓, UD   | TELEOP   | -   |   |
|                 |                      | G424  | Don't deliberately attach to, tip, or entangle with opponent ROBOT   |                                   |         | ✓, C or UD |           | ✓        | C or UD   | CORAL  | scored in trough (L1)                                 |   |
|                 |                      | G425  | There's a 3-count on PINS (15sec - G211E egregious violation)  |                                   | ✓       | 3sec       |           | 15sec or | 15sec   |  | 3   | 2 |
|                 |                      | G426  | Don't collude with partners to shut down major parts of GAME PLAY  |                                   |         | ✓, 3sec    |           |          |   |  | 4   | 3 |
|                 | HUMAN                | G427  | Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT |                                   |         | ✓          |           |          |   | ALGAE  | scored on L3 BRANCH                                   |   |
| G428            |                      | Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH                             | OABRP  |                                   | ✓       |            |           |          | 6   |  | 4   |   |
| G429            |                      | HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH   |  | ✓                                 |         |            |           |          | 7   |  | 5   |   |
| G430            |                      | COACHES and other teams: hands off the controls   |  |                                   | ✓       |            |           |          | BARGE   | scored on L4 BRANCH  |   |   |
| G431            |                      | HUMAN players can't extend into the CHUTE   |  | ✓                                 |         |            |           |          |   | 6  | 6   |   |
| G432            |                      | HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation) |  |                                   | ✓       |            | DTAO or   | DTAO     | MINOR FOUL  | scored in PROCESSOR  |   |   |
| G433            |                      | CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA                           |  |                                   | ✓       |            |           |          |   | 4  | 4   |   |
| G434            |                      | COACHES may not contact SCORING ELEMENTS  |  | ✓                                 |         |            |           |          | MAJOR FOUL  | PARK in the BARGE ZONE   |   |   |
| G435            |                      | Don't store more than 4 ALGAE in PROCESSOR AREA; only 1 ALGAE allowed on the PROCESSOR exit ramp                        |  |                                   | PENSE   |            |           |          |   | -  | 2   |   |
| G501            |                      | Leave promptly after MATCH  | VW   |                                   |         |            | SE        |          |   | -  | 6   |   |
| Tournament      |                      | I102  | Get inspected before playing a MATCH (PR - I101)   | PM→DQ                             |         |            |           |          | AM→PR   | COOP./ RANK. PTS.  |   |   |
|                 |                      | T201  | Replayed MATCHES will start using same conditions  | WSUSC                             |         |            |           |          |   | AWARD  | CRITERIA  |   |
|                 | T301                 | ROBOTS will not drive, extend, or interact with FIELD ELEMENTS during ARENA measurement period                          | VW   |                                   |         |            | SE or Egr |          | COOP. BONUS   | at least 2 ALGAE scored in each PROCESSOR                                  |   |   |
|                 |                      |   |  |                                   |         |            |           | AUTO RP  | all non-BYPASSED ROBOTS LEAVE and at least 1 CORAL scored in AUTO   | 1 CP   |   |   |
|                 |                      |   |  |                                   |         |            |           | 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   |   |   |



Last updated: 0040Z 10 APR 2025  
 Team Update 21

#### 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