

			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	
Conduct	G104	Don't enable your ROBOT while you are on the FIELD	VW				SE	
	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			✓		R	
Pre-MATCH	G211	Egregious or exceptional violations	NP				✓ or	✓
	G301	Be prompt	VW		SSP	2min		
	G302	You can't bring/use anything you want	WSUSC				DM	
AUTO	G303	ROBOTS must be in STARTING CONFIGURATION	WSUSC			NQ		URPMWRI
	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		✓				
	G405	Don't contact opponent CAGES during AUTO			✓			
SCORING ELEMENTS	G406	ROBOTS can't use SCORING ELEMENTS to ease or amplify challenge			✓			
	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 opponent's REEF			✓		✓	
	G412	ROBOTS can only launch CORAL if BUMPERS are partially in REEF ZONE			✓			
ROBOT	G413	ROBOTS must be safe				✓		
	G414	Keep BUMPERS in BUMPER ZONE		✓				
	G415	No ROBOT extensions more than 1.5 ft beyond FRAME 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 contact opponent CAGES during TELEOP	OABRP		✓			
	G419	ROBOTS can't engage in consequential or greater than MOMENTARY contact with ANCHORS	IBRP		✓			
	G420	ROBOTS can't contact NET or de-score ALGAE			✓, PDSE			
	G421	1 ROBOT on opponents' side of the FIELD at a time		✓	3sec			
	G422	Stay out of opponent ROBOTS	Mutually exclusive, most punitive	✓				
Opponent Interaction	G423	No damaging opponent ROBOTS, deliberately or within FRAME 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 - G211 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 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		✓			
HUMAN	G429	HUMANS can't leave starting areas		✓				
	G430	COACHES and other teams: hands off the controls			✓			M
	G431	HUMAN players can't extend into the CHUTE		✓				
	G432	HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge			✓			
	G433	CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA			✓			
	G434	COACHES may not contact SCORING ELEMENTS		✓				
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	
AM	If after MATCH	
C	If greater than CONTINUOUS (10 seconds)	
DM	If during MATCH	
DQ	Disqualified	
Egr	If egregious	
Exc	If excessive	
FDL	If further damage likely	
IBRP	ALLIANCE ineligible for BARGE RANKING POINT	
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	
PESE	Per extra SCORING ELEMENT	
PM	If prior to MATCH	
PR	Potential REPLAY	
R	If REPEATED during MATCH	
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 enabled 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 **AIMS**  
International Marine Society

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Team Update 00

ROBOT SCORING ASSESSMENT	<b>LEAVE Criteria:</b> ROBOT must move BUMPERS completely off ROBOT STARTING LINE at end of AUTO	<b>CAGE Criteria:</b> ROBOT must be contacting CAGE, with exception of the ANCHOR, not contact the carpet, and may contact the following: <ul style="list-style-type: none"> <li>• SCORING ELEMENTS</li> <li>• Another ROBOT qualified for CAGE POINTS</li> <li>• Partner ROBOT contacted by opponent in violation of G428</li> <li>• Opponent ROBOT</li> </ul>
	<b>PARK Criteria:</b> ROBOT BUMPERS must be partially or completely contained in their BARGE ZONE at end of MATCH and does not meet CAGE criteria	