Ref		4 4 OTUDENT 4 HEAD RESERVE	Other	Minor	Major	Disable	Yellow	Red	Code	Explanation
<u>a</u>		1 1 STUDENT, 1 HEAD REFEREE	WBA						15sec	For egregious 15 seconds)
~ >		1 HUMANS, stay off the FIELD until green	VW				SE			If not MATCH
Personal Safety	G102	2 Never step over the guardrail	VW				SE SE		2min	warning or not
Pel		HUMANS, be careful what you interact with Don't enable your ROBOT while you are on the FIELD	vw vw				SE			effort For every addi
		1 Be a good person	VW				SE		3sec	which the situa
		2 Don't bang on the glass	VW				SE		ADOC	Deliberate AU
	_	3 Don't ask opponents to throw a MATCH	VW				OL.	SE		opponent CAC
		4 Don't be coerced into throwing a MATCH by opponents	VW					SE	AM	If after MATCH ALLIANCE ME
		5 Don't throw your own MATCH	VW					SE	AMDNP	play
Conduct		6 Don't collude with opponents to violate rules to earn RPs	ICBRP				1		С	If greater than
S S		7 Don't abuse ARENA access	vw				SE			seconds)
ŏ	G208	8 Show up to your MATCHES	DQ						DM	If d uring M AT(Deliberately d i
	G209	ROBOTS cannot intentionally detach or leave parts in the FIELD						✓	DMOCT	opponent CAC
	G210	No forcing opponents to violate rules	NP		1		R		DQ	Disqualified
	G211	1 Egregious or exceptional violations					1 (or 🗸	DTAO	Deliberately th
	G212	2 No discouraging ALLIANCE MEMBERS from playing in quals					AMDNP	or AMDNP		o pponent
. #	G301	1 Be prompt	vw		SSP	2min			Egr Exc	If egr egious
Pre-	G302	2 You can't bring/use anything you want	WSUSC				DM		FDL	If further dama
_ ×		ROBOTS must be in STARTING CONFIGURATION	WSUSC			NQ		URPMWRI	ICBRP	ALLIANCE ine
	G401	1 HUMANS behind the STARTING LINE during AUTO		✓						and BARGE F
	G402	2 Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓		M	If greater than
P	G403	Don't contact opponent during AUTO if BUMPERS are completely	vw		1		SE		NP	No penalty as: ALLIANCE
		across barge zone		1					OARRD	Opponent awa
	G404	4 HUMANS may not throw ALGAE onto FIELD during AUTO		✓					OABRP	RANKING PO
	G405	5 Don't directly contact opponent CAGES during AUTO (ADOC – G211J egregious violation)			✓		ADOC (or ADOC	OACRP	Opponent awa
		ROBOTS can't deliberately use SCORING ELEMENTS to ease or								Per de-scored
ď	G406	amplify challenge (DTAO – G211I egregious violation)			✓		DTAO (or DTAO	PDSE	ELEMENT
EI FMFNTS	G407	ROBOTS can't intentionally eject SCORING ELEMENTS out of the		1	R				PENSE	Per extra or ea
Į.	0407	FIELD								SCORING ELI
l i	G408	8 ROBOTS and HUMANS can't damage SCORING ELEMENTS	VW		SE	FDL			PESE	Per extra SCC If prior to MAT
ç	G409	9 ROBOTS can't control more than 1 CORAL and 1 ALGAE at a time		PESE			Exc		PR	Potential REP
ğ	G410	ROBOTS can't de-score opponents' scored CORAL	OACRP		PDSE				R	If R EPEATED
SCORING	G411	1 ROBOTS can't deliberately put ALGAE on opponents' REEF			√		✓		RICP	ROBOT ineligi
	G412	ROBOTS can only launch CORAL if BUMPERS are partially or totally in their REEF ZONE			✓				SA	If for strategic
	G413	ROBOTS must be safe				1				impeding/enat
		4 Keep BUMPERS in BUMPER ZONE		1					SE	If subsequent event
				1	- 04				SSP	If subsequent
	G415	No ROBOT extensions more that 1.5 ft beyond ROBOT PERIMETER		V	or SA					same tournam
		6 ROBOTS can't damage FIELD ELEMENTS	VW			FDL	SE		UD	Opponent una Uninspected F
H	G417	ROBOTS can't grab, grasp, attach to, become entangled with, or			1	FDL	R or M		URPMWF	modified with
MATCH	2	suspend from FIELD ELEMENTS except for CAGES							WBA	Will be addres
¥	G418	B Don't directly contact opponent CAGES during TELEOP (DMOCT – G211K egregious violation)	OABRP		✓		DMOCT	or DMOCT	wsusc	MATCH won't
두	G419	ROBOTS can't engage in consequential contact with ANCHORS	RICP		1					c orrected
		ROBOTS can't contact either NET or de-score opponents' ALGAE			√, PDSE				LEAVE	TCH POINTS
	G421	1 1 ROBOT on opponents' side of the FIELD at a time		1	3sec				LLAVL	scored in trough
	G422	2 Stay out of opponent ROBOTS	Mutually	✓						(L1)
	G423	No damaging opponent ROBOTS, deliberately or within ROBOT	exclusive,		√, UD		1	√, UD		scored on L2
i i	042	PERIMETER regardless of Intent	most						CORAL	BRANCH scored on L3
Interaction	G424	4 Don't deliberately attach to, tip, or entangle with opponent ROBOT	punitive		✓, C or UD		✓	C or UD		BRANCH
1 2	G425	5 There's a 3-count on PINS (15sec - G211E egregious violation)		✓	3sec		15sec	or 15sec		scored on L4
į	G426	6 Don't collude with partners to shut down major parts of GAME PLAY			√, 3sec					BRANCH
Opponent		Don't contact opponent ROBOT partially or totally in their own							ALGAE	scored in PROCESSOR
غ ا	G427	BARGE or REEF ZONES directly or through SCORING ELEMENT			✓					scored in NET
	G428	Don't contact opponent ROBOT in contact with their own CAGE	OABRP		1					PARK in the
	J-20	during last 20 seconds of MATCH	U/LDIKI							BARGE ZONE off-the-ground via
	G429	HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA		1					BARGE	shallow CAGE
		where they started the MATCH COACHES and other teams; hands off the controls			1			M		off-the-ground via
	U430	HUMAN players can't extend into the CHUTE		1				- 101	MINIOD	deep CAGE
	G/34	. How at players can toxicity into the GHOTE							MINOR FO	
Z		HUMAN players may not deliberately use SCORING FLEMENTS			✓	L	DTAO (or DTAO	100111	
NAM		HUMAN players may not deliberately use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation)								CRITER
NAMI	G432	to ease or amplify challenge (DTAO – G211I egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may							AWARD	
HIMAN	G432	 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 			1					
HIMAN	G432	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		✓	✓				COOP.	
HIMAN	G432	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		✓	PENSE				COOP. 8	each PROCESSO
	G432 G433 G434	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		✓			QF.		COOP. 8 BONUS 6 AUTO	each PROCESSC all non-BYPASSE ROBOTS LEAVE
Post-MATC	G433 G434 G434 G435	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	VW	✓			SE	AM→DD	COOP. 8 BONUS 6 AUTO 1 RP 1	each PROCESSO all non-BYPASSE ROBOTS LEAVE least 1 CORAL so
Post-MATC Inspectio	G432 G433 G434 G435 H G501	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)	VW PM→DQ	✓			SE	AM→PR	COOP. BONUS AUTO	at least 2 ALGAE each PROCESSO all non-BYPASSE ROBOTS LEAVE least 1 CORAL so AUTO
Post-MATC Inspectio	G432 G433 G434 G435 H G501	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 ROBOTS will not drive extend or interact with FIELD FLEMENTS.	VW PM→DQ WSUSC	✓					COOP. BONUS OF AUTO RP IN CORAL	each PROCESSO all non-BYPASSE ROBOTS LEAVE least 1 CORAL so AUTO at least 5 CORAL
Post-MATC	G432 G433 G434 G435 H G501	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 ROBOTS will not drive extend or interact with FIELD FLEMENTS.	VW PM→DQ	*			SE or Egr		COOP. BONUS OF AUTO RP IN AUTO RP	each PROCESSO all non-BYPASSE ROBOTS LEAVE least 1 CORAL so AUTO

PRESENTE -HAS

Last updated: 2307Z 18 MAR 2025 Team Update 18

ROBOT SCORIN 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

ROBOT must be contacting one CAGE, with exception of the ANCHOR, not contact the carpet, and may contact the following:

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

Code	Explanation							
15sec	For egregious pini 15 seconds)	ning (m	ore than					
2min	If not MATCH read warning or not ma effort							
3sec	For every addition which the situation							
ADOC	Deliberate AUTO opponent CAGES							
AM	If after MATCH							
AMDNE	p lay							
С	If greater than C O seconds)	NTINU	OUS (10					
DM	If during MATCH Deliberately disru	otina m	ultiple					
DMOCT	opponent CAGES							
DTAO	Disqualified Deliberately throw opponent	ing A L0	GAE at					
Egr	If egr egious							
Exc FDL	If excessive If further damage	likely						
ICBRP	ALLIANCE inclinible for CORAL							
М	If greater than M OMENTARY							
NP	N o p enalty assessed to victim ALLIANCE							
OABRE	Opponent awarded BARGE RANKING POINT							
OACRE	Opponent awarde RANKING POINT	d C OR/	AL					
PDSE	Per de-scored SC ELEMENT	ORING						
PENSE	Per extra or each SCORING ELEME		mpliant					
PESE	Per extra SCORIN	IG E LE	MENT					
PM PR	If prior to MATCH Potential REPLAY	,						
R	If REPEATED dur		ТСН					
RICP	ROBOT ineligible If for strategic ben							
SA	impeding/enabling	scorin	g a ction					
SE	If subsequent viola event							
SSP	If subsequent viola same tournament		luring					
UD	Opponent unable Uninspected ROB							
JRPMW	RI Uninspected ROB modified without r	OT p lay e- i nspe	ying or					
	Will be addressed MATCH won't star	OT p lay e- i nspe	ying or ection					
JRPMW WBA WSUSO	RI Uninspected ROB modified without r Will be addressed MATCH won't star corrected	OT p lay re-inspe rt until s	ying or ection situation					
JRPMW WBA WSUSO	RI Uninspected ROB modified without r Will be addressed MATCH won't state corrected	OT p lay re-inspe rt until s	ying or ection					
JRPMW WBA WSUSO	RI Uninspected ROB modified without r Will be addressed MATCH won't state corrected ATCH POINTS scored in trough (L1)	OT playe-inspect until s AUTO 3	ying or ection situation TELEOP					
JRPMW WBA WSUSO	RI Uninspected ROB modified without r Will be addressed MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH	OT play e-inspert rt until s	ying or ection situation TELEOP					
JRPMW WBA WSUSC MA EAVE	Will be addressed MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH	OT playe-inspect until s AUTO 3	ying or ection situation TELEOP					
JRPMW WBA WSUSC MA EAVE	Ininspected ROB modified without r Will be addressed MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH	OT playe-inspert until s AUTO 3 3	ving or ection situation TELEOP - 2 3					
JRPMW WBA WSUSC MA EAVE	RI Uninspected ROB modified without r Will be addressed. MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4	OT playe-inspect until s AUTO 3 4	ving or ection situation TELEOP - 2 3 4					
WBA WSUSC MA EAVE	Will be addressed MATCH won't star corrected ATCH POINTS Scored in trough (L1) Scored on L2 BRANCH Scored on L3 BRANCH Scored on L4 BRANCH Scored in PROCESSOR Scored in NET	OT playe-inspect until s AUTO 3 3 4 6	ving or ection TELEOP - 2 3 4 5 6 4					
WBA WSUSC MA EAVE	Ininspected ROB modified without r Will be addressed MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE	OT playe-inspect until s AUTO 3 3 4 6 7 6	ving or cition TELEOP - 2 3 4 5					
WBA WSUSC MA EAVE	Will be addressed MATCH won't star corrected WILL Scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE	OT playe-inspect until s AUTO 3 3 4 6 7 6	ving or ection TELEOP - 2 3 4 5 6 4					
JRPMW WBA WSUSC MA EAVE CORAL	Will be addressed MATCH won't star corrected MTCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via	OT playe-inspect until s AUTO 3 3 4 6 7 6	ying or ection Situation TELEOP 2 3 4 5 6 4 2					
JRPMW WBA WSUSC MA EAVE CORAL ALGAE BARGE	RI Uninspected ROB modified without r Will be addressed MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via deep CAGE OUL	OT playe-inspect until s AUTO 3 3 4 6 7 6	ving or ection TELEOP 2 3 4 5 6 4 2 6					
JRPMW WBA WSUSC MA EAVE CORAL CORAL ALGAE MINOR F	Will be addressed MATCH won't star corrected MTCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE OUL	OT playe-inspect until s AUTO 3 3 4 6 7 6	ying or ection Situation TELEOP 2 3 4 5 6 4 2 6 12 2 6 COOP./					
JRPMW WBA WSUSC MA EAVE CORAL CORAL ALGAE MINOR F	RI Uninspected ROB modified without r Will be addressed MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via deep CAGE OUL	OT playe-inspect until s AUTO 3 3 4 6 7 6	ving or ection TELEOP 2 3 4 5 6 4 2 6 12					
JRPMW WBA WSUSC MA EAVE CORAL CORAL ALGAE MINOR F	Wininspected ROB modified without r Will be addressed MATCH won't star corrected without r Will be addressed without r Will be addressed without r Will be addressed with the work of the	OT played-inspect of tuntil state of tuntil st	ying or ection Situation TELEOP 2 3 4 5 6 4 2 6 12 2 6 COOP / RANK.					
JRPMW WBA WSUSC MA EAVE CORAL ALGAE MINOR F MAJOR F MAJOR F MACOP.	RI Uninspected ROB modified without r Will be addressed MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE OUL OUL CRITERIA at least 2 ALGAE scored	OT pla; e-inspect rt until s s at a de la company de la co	ying or ection Situation TELEOP 2 3 4 5 6 4 2 6 12 2 6 COOP_/RANK. PTS.					
JRPMW WBA WSUSC MA EAVE CORAL	RI Uninspected ROB modified without r Will be addressed MATCH won't star corrected ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE OUL OUL CRITERIA at least 2 ALGAE score each PROCESSOR all non-BYPASED ROBOTS LEAVE and least 1 CORAL scored	OT pla; e-inspect rt until s e	ving or ection TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP // RANK. PTS.					
JRPMW WBA WSUSC MA EAVE CORAL CORAL ALGAE MAJOR F MAJOR F COOP. CONUS UTO CP CORAL	RI Uninspected ROB modified without r Will be addressed. MATCH won't stat corrected 'ATCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE OUL CRITERIA at least 2 ALGAE score each PROCESSOR all non-BYPASSED ROBOTS LEAVE and least 1 CORAL scored AUTO at least 5 CORAL scored 4 levels; with COOP.	OT playe-inspect until selections at a din at din a	ying or ection TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOPJ RANK. PTS.					
JRPMW WBA WSUSC MA EAVE CORAL	MI modified without r Will be addressed MATCH won't stat corrected MTCH WILL Scored in trough (L1) Scored on L2 BRANCH Scored on L3 BRANCH Scored on L4 BRANCH Scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE OUL CRITERIA at least 2 ALGAE score each PROCESSOR all non-BYPASSED ROBOTS LEAVE and least 1 CORAL scored AUTO at least 5 CORAL scored least 5 CORAL scored at least 14 BARGE pc	OT playe-inspect rt until s e-inspect rt until s e-	ying or ection TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP, RANK, PTS. 1 CP 1 RP					
JRPMW WBA WSUSC MA EAVE CORAL CORAL CORAL CORAL COP, CONUS COP, CONUS CORAL CORAL COP, CORAL CORAL COP, CORAL COP, CORAL	RI Uninspected ROB modified without r Will be addressed. MATCH won't stat corrected ATCH POINTS Scored in trough (L1) 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 BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE OUL CRITERIA at least 2 ALGAE scored on L9 AT LEAVE and least 1 CORAL scored at least 5 CORAL scored in Leaves, with COOP. I at least 14 BARGE poarse scored completing a MATCH more MATCH points to	OT pla; e-inspect tuntil s e-inspect tuntil s a a a a a a a a a a a a a a a a a a	ying or ection TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP./, PTS. 1 CP 1 RP 1 RP					