**Penalties**

Major

* Contact with opponent’s pendulum when not scoring
* Scoring in opponents pendulum during end game (opponent will be awarded balanced pendulum)
* De-scoring blocks from any pendulum
* Preventing opponent from hanging during end game
* Making contact with opponent’s flag assembly
* Denying access to opponent’s flag zone during end game

Minor

* Controlling more than 4 blocks (minor penalty every 5 seconds)
* Drive Team touching robot after IR beacon is placed (zero autonomous pendulum score)
* Pinning or Trapping