

		Other	Warn	Foul	Tech	Disable	Yellow	Red
S1	Dangerous ROBOTS: not allowed.					✓		
S2	Wait for the green lights.		✓				R-e	Egr
S3	Never step/jump over the GUARDRAIL.		✓				R-e	Egr
S4	Humans, stay off the FIELD during the MATCH.						✓	
S5	ROBOTS, stay on the FIELD during the MATCH.					✓		
S6	Stay out of the Chutes.			✓				
C1	Egregious or exceptional violations.						✓	✓
C2	Be a good person.		✓				L	L
C3	Asking other Teams to throw a MATCH – not cool		✓				L	L
C4	Letting someone coerce you into throwing MATCH – not cool.		✓				L	L
C5	Compete with only one (1) ROBOT.	Repeated will be addressed	✓					
C6	Show up to your MATCHES.	DQ if not inspected						✓ if inspected
C7	Be prompt/safe when coming to and going from the FIELD.					✓ before match	✓ after match	
C8	Don't expect to gain by doing others harm.	No penalty for other alliance		✓			Egr/R-m	
C10	Plug in to/be in your PLAYER STATION.					D		
C11	Work in designated areas only.	Egr/Repeated will be addressed	✓					
G1	Know your ROBOT setup.	Fix if quick remedy				✓ if not quick		
G2	ROBOTS must be removed from the FIELD by hand.						✓	
G3	(During SANDSTORM) No defense.				✓			
G4	One GAME PIECE at a time.			P			G4	
G5	Don't mess with opponents' scored Game Pieces.	RP		P				
G6	No throwing HATCH PANELS.							✓
G7	Keep GAME PIECES in bounds.			P				
G8	GAME PIECES: use as directed.			P			L	L
G9	One (1) defender at a time.			✓ ⑤	G10			
G10	On defense, rein it in.			✓ ⑤	G9			
G11	No throwing CARGO on defense.			P				
G12	Duck in the HAB ZONES.			✓			R-m/C	
G13	Opponents in their HAB ZONE are off-limits.	30		✓				
G14	Don't climb on each other unless in the HAB ZONE.						✓	
G15	Be careful about what you interact with.	Fix if before match		D		If further damage likely	Ext/R-m	
G16	Don't touch opponents' Rockets at end of Match.	RP		✓				
G17	If an opponent's down, back off.			✓			I	
G18	There's a 5-count on pins.			✓ ⑤	G9/G10			If extended
G19	Don't tear others down to lift yourself up.				✓		✓	If harm or incapacitation
G20	Stay out of other ROBOTS.				✓		✓	
G21	Keep it together.							✓
G22	Keep your BUMPERS together.					✓		
G23	Keep your BUMPERS low.			✓				If strategic
H1	You can't bring/use anything you want.						D	
H4	COACHES and other teams: hands off the controls.					✓		
H5	Wireless devices not allowed.						✓	
H6	No wandering.			✓				
H7	GAME PIECES through LOADING STATIONS only.			P				
H8	COACHES, no GAME PIECES.			✓				
H9	(During SANDSTORM) Between the (STARTING) LINES				✓			
H10	(During SANDSTORM) No peeking.				✓			
H13	Don't abuse ARENA access.						✓	
H14	Don't mess with GAME PIECES.							✓
H15	No throwing HATCH PANELS.							✓
H16	Don't bang on the glass.		✓				R-e	
I2	Get inspected before playing a Qualification/Playoff MATCH.							For alliance
T1	Egregious or repeated violations of any rule or procedure.						✓	✓
T2	Freeze, ROBOT.		✓				Egr/R-e	

- C: If while climbing the HAB PLATFORM
- D: If during a match
- Egr: If egregious
- I: If intentional
- L: Likely to escalate rapidly for egregious or repeated violations
- P: Per game piece
- R-e: If repeated within the event
- R-m: If repeated during the match
- RP: Opponents awarded Complete Rocket ranking point
- G4: Yellow Card if greater than 2 at a time or second GAME PIECE leaves ROBOT
- G9/ Additional foul escalates to Tech Foul if G10: other rule (G9 or G10) also violated.
- ⑤: Additional per 5 seconds not corrected
- 30: If in last 30 seconds, contacted robot and partners it's fully supporting considered to have climbed to LEVEL 3.

Scoring:

Sandstorm Bonus: Bumpers fully cross Hab Line during Sandstorm. (Value is for level Robot started from)	Lv1: 3 Lv2: 6
Hatch Panel: Attached such that it is fully supported by Rocket or Cargo Ship and via the hook/loop. Max 1 per Hatch.	2
Cargo: In bay with Null or scored Hatch Panel and not in contact with Robot. Max 1 per Bay.	3
Hab Climb Bonus: Robot Bumpers fully above level's platform and robot only supported by surfaces of Hab at or above that level, Alliance Wall, & another Robot which has climbed to that level or higher.	Lv1: 3 Lv2: 6 Lv3: 12
HAB Docking: Earned at least 15 Hab Climb Bonus points	1 RP
1 Complete Rocket: At least 1 Rocket with 6 scored Hatch Panels and 6 scored Cargo	1 RP
Win	2 RP
Tie	1 RP

Qualification Ranking:

1 st	Ranking Score
2 nd	Cumulative Cargo
3 rd	Cumulative Hatch Panel
4 th	Cumulative Hab Climb
5 th	Cumulative Sandstorm Bonus
6 th	Random

QF, SF, & Finals Overtime Tiebreaker:

1 st	Cumulative Foul&Tech points (from opp.)
2 nd	Cumulative Cargo
3 rd	Cumulative Hatch Panel
4 th	Cumulative Hab Climb
5 th	Cumulative Sandstorm Bonus
6 th	Match is replayed

