

Safety	S1	Dangerous Robots: Not Allowed			
	S2	Wait For The Green Lights	Warn	Rep Eg	
	S3	Never Step/Jump Over Guardrail	Warn	Rep Eg	
	S4	Humans Stay Off Field		Eg	
	S5	Robots Stay On The Field			
	S6	Stay Out Of The Chutes	O		
Conduct	C8	Strategy Forcing Opponent to Violate Rule	O	X (Eg/Rep)	
Pre/Post - Match	G1	Robot In Starting Configuration/Setup	If Not Quick Fix		
	G2	Robot Must be Removed from Field w/o Power			
Sandstorm	G3	No Defense During Sandstorm (Partial Across)	X		
Restrictions	G4	One Game Piece at a Time	O Per Game Piece	St	
	G5	Don't Mess With Opponents' Scored Pieces	O + Free Opp. Rocket RP		
	G6	No Throwing Hatch Panels			
	G7	Keep Game Pieces in Bounds	O Per Piece, if Intentional		
	G8	Use Game Pieces as Directed	O Per Piece	R/ Eg	
	G9	One Defender at a Time (Partial Across)	O + O per 5 seconds	X if also G10	
	G10	On Defense, Rein it in (Fully Across)	O + O per 5 seconds	X if also G9	
	G11	No Throwing Cargo on Defense (Partial Across)	O Per Cargo		
	G12	Duck in the HAB Zones	O	R/When Climbing	
	G13	Opponents [Fully] in HAB Zone Off-Limits	O + Free L3 in Last 30 sec.		
	G14	Don't Climb On Each Other Unless in HAB Zone			
	G15	Be Careful What You Interact With	O	Further Dmg Ex/R	
	Robot to Robot	G16	Don't Touch Opp. Rocket at End of Match	O + Free Rocket RP Last 20 sec.	
		G17	If an Opponent is Down, Back Off	O	if Intentional
		G18	Pinning, 5 second Count	O+ O/5 sec	X if also G9 or G10 Ex
G19		Don't Tear Others Down (Strategic)	X	If Harmed	
G20		Stay Out of Other Robots	X		
G21		Don't Intentionally Detach/Leave Parts On the Field			
Restrictions	G22	Keep Bumpers Together			
	G23	Bumpers stay in Bumper Zone unless in HAB Zone	O	St	
	G24	Don't Overextend Yourself	O	Strategic	
	H3	No Rearranging Game Pieces Before Match	Correct Before Match Start		
Human	H4	Coach Or Other Team Touching Controls			
	H5	Drive Teams Using Electronic Comm Devices			
	H6	Drive Team Contacting Anything Outside Zone	O		
	H7	Game Piece Incorrectly Entered Into Field	O Per Game Piece		
	H8	Coach Touching Game Pieces	O Per Instance		
	H9	Stay Between Lines in Sandstorm	X		
	H10	No Peeking during Sandstorm	X		
	H13	Technicians NO COACHING			
	H14	Don't Modify Game Pieces			
	H15	Don't Throw Hatch Panels			
	H16	Don't Bang on Glass	Warn	Rep	

Key: O = Foul; X = Tech Foul; R/Rep = Repeated; Eg = Egregious; EX = Extended; St = Strategic

