# 6. Safety Rules

No changes

# 7. Conduct Rules

## C6. Show up to your MATCHES.

If your robot is unable to compete, please inform your alliance partners. If you fail to or are unable to have a representative at the arena, you will be disqualified. No RED CARD will be issued.

## C9. One student, one HEAD REFEREE.

The HEAD REFEREE will answer questions from any and all team members around the question box. The HEAD REFEREE reserves the right to suspend a conversation in order to start a subsequent match and avoid causing a delay.

# 8. Game Rules: Robots

## G4. One GAME PIECE at a time.

A robot which is “stuck” on top of a CARGO is not considered to be controlling the CARGO under the robot.

## G6. No throwing HATCH PANELS.

A robot which causes a HATCH PANEL to be ejected from itself such that the HATCH PANEL leaves the FIELD or contacts another robot resulting in damage which impairs functionality or incapacitates the contacted robot will be DISABLED. No RED CARD will be issued.

## G8. GAME PIECES: use as directed.

An additional example of this rule violation is entering an opponent’s DEPOT with the sole intent of scattering their CARGO. Note, this will be a REFEREE’s judgement and not subject to discussion.

## G9. One (1) defender at a time.

Incidental crossings of an opponent’s CARGO SHIP LINE while a partner is also across their line will NOT be penalized. If in the judgement of a REFEREE, the crossing is intended to create an advantage for their own alliance or disadvantage their opponent’s alliance, the FOUL will be applied. If the crossing is in the process of scoring (pre or post) and the bumpers do not fully cross the line, no FOUL.

## G12. Duck in the HAB ZONES.

A FOUL and a WARNING will be assessed, ONLY, if a robot extends beyond the vertically projected plane of the FIELD side of the PLAYERS STATION wall. Note, contact with the SAND STORM SCREENS is a violation of S6 and in this particular case will be DISQUALIFIED.

## G18. There’s a 5-count on pins.

To amplify the Blue Box example, a Red ROBOT is parked between the Blue ROCKET and CARGO SHIP and prevents a Blue ROBOT from passing through that area (while the Blue ROBOT’s partner is already on defense per G9) will be considered pinning because the opponent ROBOT cannot cross the Red CARGO SHIP LINE without violating G9.

## G19. Don’t tear other down to lift yourself up.

The TECH FOUL and YELLOW CARD will be assessed. If harm (impaired or inhibited functionality) or incapacitation occurs as a result of the action, the offending robot will be DISABLED and DISQUALIFIED. No RED CARD will be assessed.

## G20. Stay out of other ROBOTS.

In effect, “No Harm, No TECH FOUL nor YELLOW CARD”. However, if in a REFEREE’s judgement the contact was deliberate; i.e., attempting to dislodge a GAME PIECE, then a TECH FOUL will be assessed; if damage occurs a YELLOW CARD will also be assessed.

# 9. Game Rules: Humans

No Changes