#	Penalty	Foul	Tech Foul	Yellow Card	Red Card	Other	Conditions/ Other Information
G101	Humans, stay off the FIELD until green			✓			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G102	Never step over the guardrail			~			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G103	Be careful what you interact with			\checkmark			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G104	Teams may not enable their ROBOTS on the FIELD			V			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G201	Be a good person			V			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G202	Don't bang on the glass			V			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G203	Asking other teams to throw a MATCH - not cool			✓			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G204	Letting someone coerce you into throwing a MATCH			✓			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G205	Throwing your own MATCH is bad			<u> </u>			Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G206	Don't violate rules for RPs			<u> </u>			YELLOW CARD and the ALLIANCE is eligible for MELODY and ENSEMBLE RPs
G207	Don't abuse ARENA access			V			
G208	Show up to your MATCHES	$\overline{\sqcap}$	ī	n	$\overline{\Box}$	V	Disabled
G209	Enter only 1 ROBOT	$\overline{\Box}$	ī	n	$\overline{}$	<u> </u>	Verbal Warning
G210	Keep it together				<u></u>		·
G211	Don't expect to gain by doing others harm	$\overline{}$	<u> </u>	n	$\overline{}$	n	FOUL, plus TECH FOUL of REPEATED
G212	Egregious or exceptional violations	$\overline{\Box}$	n	✓	<u> </u>	ñ	Head REFEREE discretion
G301	Be prompt	$\overline{}$	✓		ī	<u> </u>	Verbal Warning, or if subsequent violation TECH FOUL
G302	You can't bring/use anything you want			<u> </u>		V	MATCH will not start until the situation is remedied.
G303	Start your ROBOTS		ħ		$\overline{}$	<u> </u>	
G401	Behind the lines	<u> </u>	i ii	ñ	\overline{n}		
G402	Let the ROBOT do its thing	$\overline{}$	i ii	<u> </u>	_ ⊓	ñ	
G403	1 NOTE at a time		<u> </u>			n	TECH FOUL per additional NOTE
G404	Only close shoots in AUTO		<u> </u>	i ii	− ⊼ −	ñ	
G405	Limited AUTO opponent interactions	_ 	<u> </u>	- i		П	
G406	ROBOTS: use GAME PIECES as directed		V	<u> </u>		ñ	TECH FOUL per NOTE
G407	Keep NOTES in bounds	- 	V	i ii		П	TECH FOUL per additional NOTE
G408	ROBOTS, on HIGH NOTES	$\overline{}$		i ii		ñ	TECH FOUL per HIGH NOTE
G409	1 NOTE at a time	<u> </u>	l ñ	<u> </u>		ñ	FOUL per additional NOTE, plus YELLOW CARD if excessive
G410	Don't abuse GAME PIECES		<u> </u>		$\overline{}$	~	Verbal Warning, plus TECH FOUL if REPEATED
G411	ROBOTS must be safe			ñ	_ ⊓	~	Disabled
G412	Keep your BUMPERS low	$\overline{\nabla}$	h	ň	_ ⊓	П	
G413	Expansion limits	$\overline{}$	<u> </u>		$\overline{}$	n	FOUL, or TECH FOUL if the over-expansion impedes or enables a scoring action
G414	No full-court shots	$\overline{}$	<u> </u>	i ii	$\overline{}$	ñ	FOUL, plus TECH FOUL for subsequent violation in the MATCH
G415	Watch your ARENA interaction		V	✓	$\overline{}$	ñ	TECH FOUL, plus YELLOW CARD if REPEATED or longer than MOMENTARY
G416	Don't choke up on the chain	$\overline{}$	<u> </u>		$\overline{}$	~	2 TECH FOULS and, at the discretion of the Head REFEREE, must be re-inspected
G417	Stay out of other ROBOTS	$\overline{\nabla}$		n	$\overline{}$		
G418	This isn't combat robotics		<u> </u>	<u> </u>	<u> </u>	Ö	TECH FOUL and YELLOW CARD, or if the opponent ROBOT is unable to drive, then TECH FOUL and RED CARD
G419	Don't tip or entangle		V	✓	<u> </u>	ñ	TECH FOUL and YELLOW CARD, or if CONTINUOUS or opponents ROBOT is unable to drive, then TECH FOUL and RED CARD
G420	There's a 5-count on PINS	$\overline{\nabla}$	V			ñ	FOUL, plus an additional TECH FOUL for every 5 seconds in which the situation is not corrected
G421	Don't colluded with your partners to shut down major parts of game play				$\overline{}$	ñ	TECH FOUL, plus an additional TECH FOUL for every 5 seconds in which the situation is not corrected
G422	PODIUM protection		<u> </u>	n	$\overline{}$	n	,
G423	SOURCE/AMP ZONE protection		<u> </u>	i ii	$\overline{}$	- i	
G424	STAGE protection		$\overline{}$	ñ	$\overline{}$	ñ	2 TECH FOUL plus the opponent ALLIANCE is awarded the ENSEMBLE RP if a Qualification MATCH
G425	No wandering	<u> </u>	T T		-	Ä	F
G426	COACHES and other teams: hands off the control		✓	i ii	<u> </u>	ň	TECH FOUL, plus RED CARD if greater-than-MOMENTARY
G427	DRIVE TEAMS, watch your reach	<u> </u>				ä	3 11 / 3 11 3 11 11 11 11
G428	Humans: use GAME PIECES as directed			H		ň	TECH FOUL per GAME PIECE
G429	NOTE delivery			i ii		ň	TECH FOUL per NOTE
G430	HIGH NOTE delivery	<u> </u>		H		Ä	
G501	Leave promptly		l ii	✓	-	ň	Verbal warning plus YELLOW CARD is subsequent violations at any point during the event
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