

	Other	Warn	Foul	Tech	Yellow	Red
G101 Humans, stay off the FIELD until green		✓			SE	
G102 Never step over the guardrail		✓			SE	
G103 Be careful what you interact with		✓			SE	
G104 Teams may not enable ROBOTS on the FIELD		✓			SE	
G201 Be a good person		✓			SE	
G202 Don't bang on the glass		✓			SE	
G203 Asking other teams to throw a MATCH		✓			SE	
G204 Coerced into throwing a MATCH		✓			SE	
G205 Throwing your own MATCH is bad		✓			SE	
G206 Don't violate rules for RPs	IRP				✓	
G207 Don't abuse ARENA access					✓	
G208 Show up to your MATCHES	DQ					
G209 Enter only 1 ROBOT		✓				
G210 Keep it together						✓
G211 Don't expect to gain by doing others harm			✓	R		
G212 Egregious or exceptional violations					✓ or	✓
G301 Be prompt	2min	✓		SSP		
G302 You can't bring/use anything you want	NSUR				Dur	
G303 Start your ROBOTS	DisNQ					
-B If Robot participated that didn't pass inspection						All
-C Not reinspected after modification per I104						✓
G401 Behind the lines			✓			
G402 Let the ROBOT do its thing			✓		✓	
G403 1 NOTE at a time (AUTO)				P		
G404 Only close shots in AUTO				✓		
G405 Limited AUTO opponent interaction				✓		
G406 ROBOTS: use GAME PIECES as directed				✓		
G407 Keep NOTES in bounds				✓		
G408 ROBOTS, no HIGH NOTES	IE			✓		
G409 1 NOTE at a time (TELEOP)			P		Exc	
G410 Don't abuse GAME PIECES	DisFDL	✓		R&SE		
G411 ROBOTS must be safe	Dis					
G412 Keep your BUMPERS low			✓			
G413 Expansion limits			✓	USB		
G414 No full-court shots			✓	R		
G415 Watch your ARENA interaction	DisFDL			✓	R/M	
G416 Don't choke up on the chain				②		
G417 Stay out of other ROBOTS			✓			
G418 This isn't combat robotics				✓	✓	UD
G419 Don't tip or entangle				✓	✓	C/UD
G420 There's a 5-count on PINS			✓	5sec		
G421 Collude to shut down major parts of game play				✓, 5sec		
G422 PODIUM protection				✓		
G423 SOURCE/AMP ZONE protection				✓		
G424 STAGE protection	Ens			②		
G425 No wandering			✓			
G426 COACHES and others: hands off the controls				✓		M
G427 DRIVE TEAMS, watch your reach			✓			
G428 Humans: use GAME PIECES as directed				✓		
G429 NOTE delivery				✓		
G430 HIGH NOTE delivery			✓			
G501 Leave promptly		✓			SE	
I102 Team not inspected before playing match	DQ					
Team participated in match w/o inspection						All
T301 Freeze, ROBOT		✓			SE/Egr	

✓	Violation incurs this penalty
②	Two tech fouls
2min	Disabled if not match-ready & not making good-faith effort within 2 minutes of warning or tech foul
5sec	For every additional 5 seconds in which the situation is not corrected
All	For the Alliance
C	If CONTINUOUS (~10 sec.)
Dis	DISABLED
DisFDL	Disabled if further damage likely
DisNQ	Disabled if not a quick remedy
DQ	Disqualified
Dur	If during a match
Egr	If egregious
Ens	Opponent alliance awarded the Ensemble RP
Exc	If Excessive
IE	Ineligible for Ensemble RP if scored HIGH NOTE on MICROPHONE
IRP	Ineligible for Melody/Ensemble RPs
M	If longer than momentary (~3 sec.)
NSUR	Match will not start until remedied
P	Per additional game piece
R	Additional penalty if REPEATED
SE	If subsequent violation during event
SSP	If subsequent violation during same tournament phase
UD	If opponent unable to drive
USB	If used for strategic benefit

LEAVE: BUMPERS completely clear STARTING ZONE at any point in AUTO	2	
NOTE TELEOP AUTO	AMP NOTE	2
	SPEAKER NOTE	5
	AMP NOTE	1
	SPEAKER NOTE	2
	SPEAKER NOTE (AMPLIFIED)	5
STAGE	PARK: BUMPERS at least partially in STAGE ZONE but not ONSTAGE	1
	ONSTAGE (Not SPOTLIT): may only contact truss legs (only by bumpers), GAME PIECES, chain-facing vertical surfaces of core or flap, carpet-facing surfaces of core, single STAGE chain, another ROBOT ONSTAGE, another ROBOT awarded RP via G424, and opponent ROBOT	3
	ONSTAGE (SPOTLIT)	4
	HARMONY: each add'l ROBOT	2
	NOTE in TRAP (max 1/TRAP)	5
	FOUL committed by opponent	2
	TECH FOUL committed by opponent	5



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