

	Other	Foul	Tech	Disable	Yellow	Red
G101	Dangerous ROBOTS: not allowed.	PM→NA		DM		
G102	ROBOTS, stay on the FIELD during the MATCH.			✓		
G103	Keep your BUMPERS low.		✓	R or M		
G104	Keep your BUMPERS together.			✓		
G105	Keep it together.					✓
G106	Tall ROBOTS not allowed.		✓			
G107	Don't overextend yourself.		✓	SGP		BAA
G108	Opponent's zone, no extension.		✓	R		
G109	Don't extend in multiple directions.		✓	SCP		BAA
G201	Don't expect to gain by doing others harm.	NP	✓	R		
G202	There's a 5-count on PINS		✓	5sec		
G203	Don't collude to shut down major game play.		✓, 5sec			
G204	Stay out of other ROBOTS.	Mutually exclusive; only most punitive annular	✓			
G205	This isn't combat robotics.		✓, UD		✓	UD
G206	Don't tip or entangle.		✓, C or UD		✓	C or UD
G207	Right of way.		✓			
G208	Don't climb each other unless in COMMUNITY.		✓			
G209	Don't touch Robots touching CHARGE STATION	EODE				
G301	Be careful what you interact with.	WSUSC		DM	FDL	R or M
G302	Stay on your side before TELEOP.	AODE	✓	CR		
G303	Don't mess with opp. GAME PIECES before TELEOP.			PGP		
G304	Don't mess with opponent's CHARGE STATION.	EODE	✓			
G305	Don't trick the sensors.					All
G306	Don't jam the CHARGE STATION.					✓
G401	Keep GAME PIECES in bounds.		PGP			
G402	GAME PIECES: use as directed.			PGP		
G403	1 GAME PIECE except LOADING & COMMUNITY.		PGP		Egr	
G404	Launching only okay in the COMMUNITY.			PGP	R→LTER	R→LTER
G405	Don't mess with the opponents' GRIDS.	SB	✓			
H101	Be a good person.	WBA			LTER	LTER
H102	Enter only 1 ROBOT.	VW/WBA				
H103	Humans, stay off the FIELD until green.	VW			S	
H104	Never step over the guardrail.	VW			S	
H105	Asking other teams to throw a MATCH.	WBA			LTER	LTER
H106	Letting someone coerce you to throw a MATCH.	WBA			LTER	LTER
H107	Throwing your own MATCH is bad.	WBA			LTER	LTER
H108	Don't abuse ARENA access.				✓	
H109	Be careful what you interact with.	VW			S	
H110	Don't mess with GAME PIECES.	VW			S	
H111	Don't violate rules for Ranking Points.	IB			✓	
H201	Egregious or exceptional violations.				✓ or	✓
H202	1 STUDENT, 1 Head Referee.	WBA				
H301	Be prompt.	VW		SS	2min	
H302	Teams may not enable their Robots on the Field.				✓	
H303	You can't bring/use anything you want.	WSUSC			DM	
H304	By invitation only.	WSUSC				
H305	Show up to your MATCHES.					✓
H306	Identify yourself.	WSUSC				
H307	Plug in to/be in your DRIVER STATION.	WSUSC		DM		
H308	Don't bang on the glass.	VW			S	
H309	Know your ROBOT setup.	WSUSC		NQ		
H310	Know your DRIVE TEAM positions.	WSUSC				
H311	Leave the GAME PIECES alone.	WSUSC				
H312	Leave promptly.	VW			S	
H401	Behind the lines.		✓			
H402	Disconnect or set down controllers.	WSUSC				
H403	Let the ROBOT do its thing.		✓		✓	
H501	COACHES and other teams: hands off controls.			✓		
H502	No wandering.		✓			
H503	COACHES, GAME PIECES are off limits.		PGP			
H504	GAME PIECES through PORTALS only.		PGP			
H505	DRIVE TEAMS, watch your reach.		✓			
H506	DRIVE TEAMS, avoid ROBOTS.	VW			S	
I102	Get inspected before playing a MATCH.	PM→DQ				AM→All
T401	Freeze, ROBOT.	VW			S or Egr	

2min	If not match-ready within 2 minutes of warning & not making good-faith effort
5sec	For every additional 5 seconds in which the situation is not corrected
All	For the entire alliance
AM	If after the start of the match
AODE	If contact with opponent's CHARGE STATION, at end of AUTO opponent considered to have a DOCKED & ENGAGED ROBOT.
BAA	If violation results in blocking all access to a FIELD ELEMENT
C	If CONTINUOUS (~10 sec.)
CR	If contact with opponent ROBOT
DM	If during a match
DQ	Team DISQUALIFIED & can't participate
Egr	If egregious
EODE	If during ENDGAME, Opponent Robots contacting Charge Station, and their supported partners, will be considered DOCKED & ENGAGED.
FDL	If further damage is likely
IB	Ineligible for SUSTAINABILITY and ACTIVATION BONUSSES.
LTER	Violations likely to escalate rapidly
M	If longer than MOMENTARY (~3 sec.)
NA	Not allowed to participate in match
NP	No penalty assessed to other alliance
NQ	If not a quick remedy
PGP	Per Game Piece
PM	If prior to match
R	If REPEATED
S	If subsequent violations during event
SB	Opponents awarded SUSTAINABILITY BONUS Ranking Point.
SGP	If violation scores a GAME PIECE
SS	If subsequent violation during same tournament phase
UD	If opponent ROBOT unable to drive
VW	Verbal Warning
WBA	Will be addressed by HR/LRI/Mgmt.
WSUSC	Match won't start until situation corrected

Award	Criteria	Auto	Teleop
MOBILITY	BUMPERS have completely left COMMUNITY at any point in AUTO	3	
HYBRID NODE	CONE/CUBE touching FIELD carpet and/or BARRIER in only 1 HYBRID NODE and fully contained in GRIDS	Bottom	2
		Top	3
CONE NODE	Top of CONE NODE contained within volume defined by conical surface of the CONE	Middle	3
		Bottom	4
CUBE NODE	CUBE partially or completely (regardless of inflation state) supported by a CUBE NODE.	6	5
LINK	3 adjacent NODES in a ROW contain scored GAME PIECES		5
DOCKED	Each ROBOT contacting only the CHARGE STATION and/or other items also directly or transitively fully supported by the CHARGE STATION.		(Per ROBOT)
ENGAGED	The CHARGE STATION is LEVEL, and all ALLIANCE ROBOTS contacting the CHARGE STATION are DOCKED.		(Per ROBOT)
DOCKED and not ENGAGED		8	6
DOCKED and ENGAGED		12	10
PARK	Each ROBOT whose BUMPERS are completely contained within its COMMUNITY but not DOCKED.		2
FOUL	Per FOUL incurred by opponent		5
TECH FOUL	Per TECH FOUL incurred by opponent		12
SUSTAINABILITY BONUS	At least 5 LINKS scored. (COOPERATION BONUS reduces threshold to 4)		1 RP
ACTIVATION BONUS	≥ 26 CHARGE STATION points		1 RP
Tie			1 RP
Win			2 RP

