

## FIRST Reefscape Rules Cheat Sheet by FIRST Team 5162: The Big Red Theory

#	Penalty	Foul	Tech Foul	Yellow Card	Red Card	Other	Conditions/ Other Information
G101	Humans, stay off the FIELD until green	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G102	Never step over the guardrail	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G103	Be careful what you interact with	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G104	Teams may not enable their ROBOTS on the FIELD	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G201	Be a good person	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G202	Don't bang on the glass	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G203	Asking other teams to throw a MATCH - not cool	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus RED CARD if subsequent violations during the event
G204	Letting someone coerce you into throwing a MATCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus RED CARD if subsequent violations during the event
G205	Throwing your own MATCH is bad	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus RED CARD if subsequent violations during the event
G206	Don't violate rules for RPs	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	YELLOW CARD and the ALLIANCE is ineligible for CORAL and BARGE RPs
G207	Don't abuse ARENA access	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G208	Show up to your MATCHES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Disabled
G209	Keep your ROBOT together	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
G210	Don't expect to gain by doing others harm	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MAJOR FOUL, plus YELLOW CARD if REPEATED
G211	Egregious or exceptional violations	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Head REFEREE discretion
G301	Be prompt	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Verbal Warning, or if subsequent violation TECH FOUL
G302	You can't bring/use anything you want	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	MATCH will not start until the situation is remedied.
G303	Start your ROBOTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	SEE RULE
G401	Behind the lines	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G402	Let the ROBOT do its thing	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G403	Limited AUTO opponent interactions	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal Warning, plus YELLOW CARD if subsequent violations during the event
G404	No throwing in AUTO	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G405	No opponents CAGES in AUTO	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G406	ROBOTS: use GAME PIECES as directed	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G407	Keep SCORING ELEMENTS in bounds	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MINOR FOUL, if REPEATED, MAJOR FOUL
G408	Don't abuse SCORING ELEMENTS	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	VERBAL WARNING. MAJOR FOUL if REPEATED
G409	1 of each at a time	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MINOR FOUL per additional SCORING ELEMENT. YELLOW CARD if excessive
G410	No Descoring	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	ALLIANCE is awarded CORAL RP
G411	Don't put ALGAE on their REEF	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G412	Only throw CORAL if in your REEF ZONE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G413	ROBOTS must be safe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Disabled
G414	Keep your BUMPERS low	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G415	Expansion limits	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MINOR FOUL, or MAJOR FOUL if the over-expansion impedes or enables a scoring action
G416	Don't damage the FIELD	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	VERBAL WARNING. YELLOW CARD for any subsequent damage during the event
G417	Watch your FIELD interaction	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TECH FOUL, plus YELLOW CARD if REPEATED or longer than MOMENTARY
G418	An Opponent's CAGES are off-limits in TELEOP	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Opposing ALLIANCE is awarded BARGE RP if a Qualification Match
G419	ANCHORS are off-limits	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	ALLIANCE is ineligible for BARGE RP if a Qualification Match
G420	NET and contents are off-limits	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Additional MAJOR FOUL for each ALGAE descored
G421	1 defender at a time	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MINOR FOUL, and for every 3 seconds in which the situation is not corrected, a MAJOR FOUL is assessed.
G422	Stay out of other ROBOTS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G423	This isn't combat robotics	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	TECH FOUL and YELLOW CARD, or if the opponent ROBOT is unable to drive, then TECH FOUL and RED CARD
G424	Don't tip or entangle	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	TECH FOUL and YELLOW CARD, or if CONTINUOUS or opponents ROBOT is unable to drive, then TECH FOUL and RED CARD
G425	There's a 3-count on PINS	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FOUL, plus an additional TECH FOUL for every 3 seconds in which the situation is not corrected
G426	Don't colluded with your partners to shut down major parts of game play	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TECH FOUL, plus an additional TECH FOUL for every 3 seconds in which the situation is not corrected
G427	ZONE protection	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G428	CAGE protection	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	ALLIANCE is awarded BARGE RP
G429	No wandering	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G430	COACHES and other teams: hands off the control	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	TECH FOUL, plus RED CARD if greater-than-MOMENTARY
G431	DRIVE TEAMS, watch your reach	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G432	Humans: use GAME PIECES as directed	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G433	SCORING ELEMENT delivery	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G434	COACHES, SCORING ELEMENTS are off limits	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
G501	Leave promptly	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Verbal warning plus YELLOW CARD is subsequent violations at any point during the event