6101 Humans, stay off the FIELD until green ✓ ✓ ✓ SE G102 Never step over the guardrail ✓ ✓ SE G103 Be careful what you interact with ✓ ✓ SE G201 Be agood person ✓ ✓ SE G202 Dorth bang on the glass ✓ ✓ SE G202 Dorth bang on the glass ✓ ✓ SE G203 Asking other teams to throw a MATCH ✓ ✓ SE G204 Coerced into throwing ad MATCH ✓ ✓ SE G205 Introwing your own MATCHES DQ ✓ ✓ SE G206 Dorth violate rules for RPs IRP ✓ ✓ ✓ G209 Enter only 1 ROBOT ✓ ✓ ✓ ✓ G210 Keep It together ✓ ✓ ✓ ✓ G211 Experious or exceptional violations ✓ ✓ ✓ ✓ G303 Btar your ROBOTS Using ✓ ✓ ✓ ✓ G210 Keep It together DisMO U ✓ ✓ ✓ G303 Start your ROBOTS DisMO U ✓ <th></th> <th>Other</th> <th>Warn</th> <th>Foul</th> <th>Tech</th> <th>Yellow</th> <th>Red</th>		Other	Warn	Foul	Tech	Yellow	Red
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 Corect into throwing a MATCH ✓ SE G205 Throwing your own MATCH is bad ✓ SE G205 Don't violate rules for RPs IRP ✓ ✓ G205 Don't violate rules for RPs IRP ✓ ✓ G205 Don't violate rules for RPs IRP ✓ ✓ G205 Dent violate rules for RPs IRP ✓ ✓ G205 Dent violate rules for RPs IRP ✓ ✓ G205 Show up to your MATCHES DQ ✓ ✓ G206 The rule ogether ✓ ✓ K ✓ G211 Exceptional violations DisNQ ✓ ✓ ✓ G303 Start your ROBOTS DisNQ ✓ ✓ ✓ ✓ G401 Behind be lines ✓ ✓ ✓ ✓ ✓ G403 NOTE at a time d/UTO) </td <td>G101 Humans, stay off the FIELD until green</td> <td></td> <td>✓</td> <td></td> <td></td> <td>SE</td> <td></td>	G101 Humans, stay off the FIELD until green		✓			SE	
G104 Teams may not enable ROBOTS on the FIELD ✓ I SE G201 Be a good person ✓ ISE G202 Dort bang on the glass ✓ ISE G203 Throwing your own MATCH is bad ✓ ISE G205 Throwing your own MATCHES DQ ISE G207 Don't abuse ARENA access DQ ISE G208 Show up to your MATCHES DQ ISE G201 Report together ISE ISE G210 Keept It ogether ISE ISE G301 Be prompt Zmin ISE ISE G302 You can't bring/use anything you want NSUR ISE ISE G303 Let your PABOTS DieNQ ISE ISE ISE G401 Behind the lines ISE ISE ISE ISE G402 Let the ROBOT do tis thing ISE ISE ISE ISE G403 INOTE at a time (AUTO) ISE ISE ISE ISE G4040 Shum baye	G102 Never step over the guardrail		✓			SE	
G201 Be a good person V V SE G202 Don't barn on the glass V SE G203 Asking other teams to throw a MATCH V SE G204 Cocred into throwing a MATCH V SE G204 Cocred into throwing a MATCH V SE G205 Ont violate rules for RPs IRP V SE G205 Ont violate rules for RPs IRP V V G205 Ont violate rules for RPs DQ V V G205 Ont violate rules for RPs DQ V V G205 Ont violate rules for RPs DQ V V G201 Thorn expect to gain by doing others harm V R V G211 Dont expect to gain by doing others harm V R Dur G303 Start your ROBOTS DisNQ V V V G304 Card your Antiopated that didn't pass inspection V V V	G103 Be careful what you interact with		✓			SE	
G202 Don't bang on the glass ✓ Image: Section of the original sec	G104 Teams may not enable ROBOTS on the FIELD		✓			SE	
C203 Asking other teams to throw a MATCH✓SEC203 Asking other teams to throw a MATCH✓SEC204 Coerced into throwing a MATCH✓SEC205 Throwing your own MATCH is bad✓SEC205 Throwing your own MATCHSDQ✓C208 Show up to your MATCHESDQ✓C209 Enter only 1 ROBOT✓✓CC211 Dort expect to gain by doing others harm✓✓KC211 Dort expect to gain by doing others harm✓✓KC211 Dort expect to gain by doing others harm✓✓KC303 Start your ROBOTSDisNQ✓CAG303 Start your ROBOTSDisNQ✓KKG404 Datiopaticipated that didn't pass inspection✓✓KG405 Isother at time (AUTO)K✓✓KG406 ROBOTS, use GAME PIECES as directedPPCG407 Keep NOTES in boundsVPKKG409 NOTES in boundsVPCCG409 NOTES in boundsVVKKG411 ROBOTS must be safeDis✓KKG411 ROBOT sub safe frameVVKKG411 ROBOT sub safe frameVVKKG409 NOTES in boundsVVKKG400 ROBOTS, De HICH NOTESVRVKG411 ROBOT Sub safe frameVKKKG411 ROBOT Sub safe frameVVKK <td>G201 Be a good person</td> <td></td> <td>✓</td> <td></td> <td></td> <td>SE</td> <td></td>	G201 Be a good person		✓			SE	
G204 Coerced into throwing a MATCH ✓ SE G205 Throwing your own MATCH is bad ✓ SE G206 Don't oblate rules for PRs IPP ✓ ✓ G209 Entor only 1 ROBOT ✓ ✓ ✓ ✓ G209 Entor only 1 ROBOT ✓ ✓ ✓ ✓ ✓ G210 Keep it together ✓ ✓ R ✓ ✓ G211 Egregious or exceptional violations ✓ ✓ R ✓ ✓ G303 Tery our ROBOTS DisNQ ✓ ✓ ✓ ✓ ✓ G303 Start your ROBOTS DisNQ ✓ ✓ ✓ ✓ ✓ G401 Behind the lines ✓ ✓ ✓ ✓ ✓ ✓ G402 Let the ROBOT do tis thing ✓	G202 Don't bang on the glass		✓			SE	
G205 Throwing your own MATCH is bad ✓ IN SE G206 Don't violate rules for RPs IRP ✓ ✓ G207 Don't abuse ARENA access DQ ✓ ✓ G208 Show up to your MATCHES DQ ✓ ✓ ✓ G209 Ton't abuse ARENA access DQ ✓ ✓ ✓ G210 Keep it together ✓ ✓ N ✓ ✓ G211 Don't expect to gain by doing others harm ✓ R ✓ ✓ G302 You can't bring/use anything you want NSUR Dur ✓ ✓ G302 You can't bring/use anything you want NSUR Dur ✓ ✓ ✓ G401 Behind the lines ✓ ✓ ✓ ✓ ✓ ✓ ✓ G402 Let the ROBOT do its thing ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ G404 Only close shots in AUTO ✓ <td>G203 Asking other teams to throw a MATCH</td> <td></td> <td>✓</td> <td></td> <td></td> <td>SE</td> <td></td>	G203 Asking other teams to throw a MATCH		✓			SE	
G206 Don't violate rules for RPs IRP IRP IRP IRP IRP IRP G207 Don't abuse ARENA access DQ Image: Construction of the cons	G204 Coerced into throwing a MATCH		✓			SE	
Carlo Don't abuse ARENA access Image: Construction of the co	G205 Throwing your own MATCH is bad		✓			SE	
G208 Show up to your MATCHES DQ Image: Constraint of the second se	G206 Don't violate rules for RPs	IRP				✓	
G209 Enter only 1 ROBOT / / / / / G210 Keep it together / / R / G211 Don't expect to gain by doing others harm / R / G30 Start your ROBOTS DisNQ / X / G30 Start your ROBOTS DisNQ / X / Bif Robot participated that didn't pass inspection / / All -CNot reinspected after modification per 1104 / / / / G402 Let the ROBOT do its thing / / / / / G404 Let the ROBOT do its thing / / / / / G404 Only close shots in AUTO / / / / / G404 NUP cose shots in AUTO / / / / / G404 NUP cose shots in AUTO / / / / / G405 Limited AUTO opponent interaction / / / / / G404 ROBOTS: use GAME PIECES as directed / P / / / /	G207 Don't abuse ARENA access					✓	
Call NeederImage: Call of the second sec	G208 Show up to your MATCHES	DQ					
G211 Don't expect to gain by doing others harm ✓ R ✓ G212 Egregious or exceptional violations ✓ SS ✓ G301 Be prompt Zmin ✓ SS ✓ G302 You can't bring/use anything you want NSUR Dur G303 Start your ROBOTS DisNQ ✓ All -Bit Robot participated that didn't pass inspection ✓ ✓ All ✓ -CNot reinspected after modification per 1104 ✓ ✓ ✓ ✓ G401 Behind the lines ✓ ✓ ✓ ✓ ✓ G402 Let the ROBOT do its thing ✓ ✓ ✓ ✓ ✓ ✓ G404 Only close shots in AUTO ✓ ✓ ✓ ✓ ✓ ✓ ✓ G406 ROBOTS: use GAME PIECES as directed P ✓ ✓ ✓ G406 ROBOTS: use GAME PIECES DisFDL ✓ R ✓ G411 ROBOTS must be safe Dis ✓ ✓ G411 ROBOTS must be safe Dis ✓ G413 Expansion limits ✓ ESA ✓ G413 Expansion limits ✓ G413 Expansion limits ✓ ✓ G414 No full-court sho	G209 Enter only 1 ROBOT		✓				
G212 Egregious or exceptional violations 2min ✓ ✓ ✓ G302 You can't bring/use anything you want NSUR Dur G303 Start your ROBOTS DisNQ All -C Not reinspected after modification per 1104 ✓ ✓ G401 Behind the lines ✓ ✓ ✓ ✓ G401 Behind the lines ✓ ✓ ✓ ✓ G402 Let the ROBOT do its thing ✓ ✓ ✓ ✓ G402 Let the ROBOT do its thing ✓ ✓ ✓ ✓ ✓ G404 Only close shots in AUTO ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ G406 ROBOTS, use GAME PIECES as directed P G407 ROBETS, no HIGH NOTES P Exc G411 Don't abuse GAME PIECES DisFDL ✓ R G411 ROBOTS must be safe Dis ✓ G413 Expansion limits ✓ G413 Expansion limits ✓ G413 Expansion limits ✓ G413 Expansion limits ✓ G414 No full-court shots ✓ G41	G210 Keep it together						✓
G301 Be prompt2min✓SSIG302 You can't bring/use anything you wantNSURIIDurG303 Start your ROBOTSDisNQIIIIG303 Start your ROBOTSDisNQIIIIIIB If Robot participated that didn't pass inspectionIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	G211 Don't expect to gain by doing others harm			✓	R		
G302 You can't bring/use anything you wantNSURImage: Margin and M						✓	✓
G302 You can't bring/use anything you wantNSURImage: Superscript of the su		2min	✓		SS		
-B if Robot participated that didn't pass inspection Image: Constraints of the second sec		NSUR				Dur	
Bit Robot participated that didn't pass inspectionImage: Const constraints of the sector		DisNQ					
- C Not reinspected after modification per 1104Image: Constraint of the const							All
G401 Behind the linesImage: state of the stat							~
G403 1 NOTE at a time (AUTO)Image: Constraint of the constr				√			
G403 1 NOTE at a time (AUTO)Image: constraint of the second s	G402 Let the ROBOT do its thing			✓		✓	
G404 Only close shots in AUTOImage: Market AUTO opponent interactionImage: Market AUTO oppon	-				Р		
G405 Limited AUTO opponent interactionImage: Margin of the sector of the se					✓		
G406 ROBOTS: use GAME PIECES as directedImage: constraint of the constraint o	-				✓		
G407 Keep NOTES in boundsImage: Marked M					Р		
G408 ROBOTS, no HIGH NOTESImage: constraint of the target of the target of target					Р		
G409 1 NOTE at a time (TELEOP)Image: Market Mar					P		
G410 Don't abuse GAME PIECESDisFDL✓RIRG411 ROBOTS must be safeDisDisIIIIG412 Keep your BUMPERS lowI✓ESAIIG413 Expansion limitsI✓SMIIG414 No full-court shotsI✓SMIIG415 Watch your ARENA interactionDisFDL✓SMIIG416 Don't choke up on the chainI✓IIIG418 This isn't combat roboticsI✓IIIG418 This isn't combat roboticsI✓IIIG412 Collude to shut down major parts of game playI✓IIIG422 PODIUM protectionIIIIIIG423 SOURCE/AMP ZONE protectionEnsIIIIIG426 COACHES and others: hands off the controlsI✓IIIG428 Humans: use GAME PIECES as directedIIIIIIG429 NOTE deliveryIIIIIIIG420 HIGH NOTE deliveryIIIIIIIG429 NOTE deliveryIIIIIIIG420 NOTE deliveryIIIIIIIG421 Collude to shut down major parts of game playIIIIIG421 Collude to shut down majo				Р		Exc	
G411 ROBOTS must be safeDisImage: same same same same same same same same		DisFDL	✓		R		
G412 Keep your BUMPERS lowImage: style st	G411 ROBOTS must be safe						
G413 Expansion limitsImage: solution of the solution				✓			
G414 No full-court shotsImage: short shots <th< td=""><td></td><td></td><td></td><td>✓</td><td>ESA</td><td></td><td></td></th<>				✓	ESA		
G415 Watch your ARENA interactionDisFDLIIIR/MIG416 Don't choke up on the chainIII <tdi< td="">IIII<</tdi<>	•			✓	SM		
G416 Don't choke up on the chainImage: Constraint of the ROBOTSImage: Constraint of the ROBOTS <thimage: constraint="" of="" robot<="" td="" the=""><td>G415 Watch your ARENA interaction</td><td>DisFDL</td><td></td><td></td><td></td><td>R/M</td><td></td></thimage:>	G415 Watch your ARENA interaction	DisFDL				R/M	
G417 Stay out of other ROBOTSImage: Constraint of the ROBOTS<		-			0		
G418 This isn't combat roboticsImage of the set of t		ste		✓			
G420 There's a 5-count on PINSImage: Constraint of game playImage: Constraint of game playIm	-	/ mo / mo nitive			✓	✓	UD
G420 There's a 5-count on PINSImage: sector of game playImage: game playImage: sector of game playImage: sector of game playImage: sector of game playImage:		Only			✓	✓	C/UD
G421 Collude to shut down major parts of game playImage: style st	• •			✓	5sec		
G422 PODIUM protectionImage: sector of the sect							
G423 SOURCE/AMP ZONE protectionImage: source of the sector of							
G424 STAGE protectionEnsImage: Constraint of the controlsEnsImage: Constraint of the controlsImage: Constraint of the control of the cont	-				✓		
G425 No wanderingImage: sector of the controlsImage: sector of the control of the		Ens			2		
G426 COACHES and others: hands off the controlsImage: control is and controlsImage: control is and control				✓			
G427 DRIVE TEAMS, watch your reach Image: margin black of the state of the	-				✓		М
G428 Humans: use GAME PIECES as directed Image: mail of the state of the st				✓			
G429 NOTE delivery Image: style	-				Р		
G430 HIGH NOTE delivery Image: margin line Imag							
G501 Leave promptly Image: second secon				~			
I102 Team not inspected before playing match DQ Image: Constraint of the second secon			✓			SE	
Team participated in match w/o inspection All		DO					
							All
	T301 Freeze, ROBOT		√			SE/Egr	

	√	Violation incurs this penalty					
	2 Two tech fouls						
	2min	n Disabled if not match-ready & not					
		making good-faith effort within 2	2				
		minutes of warning					
	5sec	ec For every additional 5 seconds in					
		which the situation is not correct	ed				
		For the Alliance					
	С	If CONTINUOUS (~10 sec.)					
	Dis	DISABLED					
Di	sFDL	Disabled if further damage likely					
D	isNQ	Disabled if not a quick remedy					
	DQ	Disqualified					
	Dur	If dur ing a match					
		If egr egious					
	Ens Opponent alliance awarded the						
	5	Ensemble RP					
	Exc	If Excessive					
	IRP	Ineligible for Melody/Ensemble F	RPs				
		If longer than momentary (~3 se					
1		Match will not start until remedie					
-		Per game piece					
		If REPEATED	_				
			_				
	ESA	If over-expansion impedes or enables a scoring action					
	٩F	If subsequent violation during ev	ont				
		If subsequent violation in MATCH					
		-					
	33	SS If subsequent violation during same tournament phase					
	חוו	If opponent unable to drive	_				
	00						
LE	AVE:	BUMPERS completely clear	2				
RC	BOT	STARTING ZONE at any point	-				
du	ring A	UTO					
		1P NOTE	2				
щ		EAKER NOTE	5				
1 NOT	<u>е</u> ам	1P NOTE EAKER NOTE EAKER NOTE (AMPLIFIED)	1				
~	<u><u> </u></u>	EAKER NOTE	2				
		· · ·	5				
		: BUMPERS partially or	1				
	comp ONST	letely in STAGE ZONE but not					
		AGE (Not SPOTLIT): only	3				
		icting truss legs, GAME PIECES,	3				
		-facing vertical surfaces of core,					
ß	carpe	t-facing surfaces of core, a					
STAGE		STAGE chain, another ROBOT					
	•	Ted for ONSTAGE, another					
		T awarded the ENSEMBLE RP G424, and opponent ROBOT					
		AGE (SPOTLIT)	4				
			-				



HARMONY: each add'I ROBOT NOTE in TRAP (max 1/TRAP) 4 2 5

Last updated 2024-01-09 as of Team Update 01