

	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					✓	✓
G301 Be prompt	2min	✓		SS		
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				P		
G407 Keep NOTES in bounds				P		
G408 ROBOTS, no HIGH NOTES				P		
G409 1 NOTE at a time (TELEOP)			P		Exc	
G410 Don't abuse GAME PIECES	DisFDL	✓		R		
G411 ROBOTS must be safe	Dis					
G412 Keep your BUMPERS low			✓			
G413 Expansion limits			✓	ESA		
G414 No full-court shots			✓	SM		
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				P		
G429 NOTE delivery				P		
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
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
IRP	Ineligible for Melody/Ensemble RPs
M	If longer than momentary (~3 sec.)
NSUR	Match will not start until remedied
P	Per game piece
R	If REPEATED
ESA	If over-expansion impedes or enables a scoring action
SE	If subsequent violation during event
SM	If subsequent violation in MATCH
SS	If subsequent violation during same tournament phase
UD	If opponent unable to drive

LEAVE: BUMPERS completely clear ROBOT STARTING ZONE at any point during AUTO	2
NOTE	
AUTO	
AMP NOTE	2
SPEAKER NOTE	5
TELEOP	
AMP NOTE	1
SPEAKER NOTE	2
SPEAKER NOTE (AMPLIFIED)	5
STAGE	
PARK: BUMPERS partially or completely in STAGE ZONE but not ONSTAGE	1
ONSTAGE (Not SPOTLIT): only contacting truss legs, GAME PIECES, chain-facing vertical surfaces of core, carpet-facing surfaces of core, a single STAGE chain, another ROBOT qualified for ONSTAGE, another ROBOT awarded the ENSEMBLE RP from G424, and opponent ROBOT	3
ONSTAGE (SPOTLIT)	4
HARMONY: each add'l ROBOT	2
NOTE in TRAP (max 1/TRAP)	5



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