

Autonomous
Scoring objects picked up from the field may not be repositioned within the robot while at the starting tile
May not start off touching a goal
May not break the plane of the opponent alliance starting tile or else forfeit negator and doubler <SG10>
Restraints used to maintain starting size must remain attached to the robot for the duration of the match <R4>
Robot may be repositioned by driver or coach upon returning to the starting tile <SG5>
Must start off physically touching the starting tile and not just hovering over it <SG1>
Only designated team members can reorient robots, not a partner alliance coach or driver <SG5>
Using the wall to maintain starting size is allowable only if it would pass inspection in that way (fits in box without touching wall or ceiling) <R4>
Bonus
SCORED red or blue ball or barrel closest to the tile in a circular goal gets the bonus point for that goal
Circular Goals
A scoring object which could be considered as scoring in more than one goal at the same time is not scored
A robot holding a stack of scoring objects above a goal's projection but not touching all of them would score the untouched ones
Objects that fall out of the field from atop a circular goal are put replaced next to the goal on the field
Decorations
Interacting with a scoring object in a significant way to affect the outcome is illegal <R7d>
Pressure gauge would be considered functional and illegal
Small, self powered, non-transmitting cameras for recording matches are allowed
Speakers to play music or make sounds is not allowed
Descoring
May not remove a scored barrel, ball, doubler or negator fully below top of PVC (clause 1 only) <SG9>
Once scored, a (clause 1) scoring object cannot be legally descored, however it can be lifted out so long as it remains scored
- If it is lifted out and becomes unscored, that becomes a DQ
Detachment/Attachment
Intentional parts detachment may be DQ at referees discretion if affects gameplay <G10>
Attachment to the field which may be deemed by referees as damaging or unsafe can be DQ; locking onto the field is never permitted
Disrespect
Incivility to volunteers can DQ a team from their current or upcoming match <G17>
Doubler/Negator
Only one doubler or one negator per goal counts (the one closest to the tile) <SG8>
One doubler and one negator have the same effect as two of one and one of the other (or two of both)
If either could be considered as being in more than one goal at the same time is not scored
Illegally introduced doublers or negators are still counted towards the final score as normal with the offending team/alliance DQ
Doublers or negators do not have to be introduced during the entirety of the match if so desired
DQ
Robots may continue to play out the match when they will be disqualified unless it's when a coach touches controls <G7>
Drivers
Not required to operate the robot and may share joystick(s) with the other driver from their team
Floor Goals
Points scored only if touching the floor tile (no stacking)
No bonus points and no doubler or negator effect
Objects may be removed during gameplay
Gates
Must be completely lifted and latched by 30 second mark by coach or driver or alliance DQ <SG11>
Once lifting has begun, cannot be dropped
Referees will open gates not lifted by the 30 second mark
May not be interacted with by robots for more than 5 seconds (even during autonomous) or beyond the 35 second mark <SG12>
May be opened when a robot is illegally interacting with it
May be lifted during autonomous

Handling Robots
Robots may be handled during driver controlled period provided it never moved at all up until that point <SG6>
- Meant as a "mulligan" in case robot isn't working; not meant to gain gameplay advantage
Intent is not to allow manipulation such that they are controlling the Robot via human contact or creating motions that lead to scoring
Accidental human contact with robot during driver control not penalized unless directly affects match outcome (then DQ) <G6>
If a robot fell during autonomous and did not leave the starting tile, it cannot be picked up during driver control period as it is not a repair
Tools may not be used to handle, reposition, or manipulate robots
Lifting robots off the tile to reorient is allowed
If a scoring object is on the starting tile, that object may not be intentionally moved while handling a robot <SG5>
Repositioning can be from either alliance starting tile
Robots that are late for a match cannot be introduced once the match has begun
Humans can touch the tiles with their hands in the process of handling robots but may not step into the field
Hoarding
Robots are allowed to collect and retain opponent pieces
Interaction
May not lift another robot off the ground to prevent them from competing <G11>
Match Loads
Introduced in the interaction zone only by driver or coach <SG7> and only while the robot is touching the interaction zone starting tile
If your robot touches an opposing robot on your alliance starting tile, that is a legal loading position (for either robot)
Placed onto starting tile, onto robot, or tossed to robot then ground provided it doesn't end up being scored after tossing
May not manipulate or change the configuration of your robot directly or indirectly when introducing match loads
- slight configuration changes in the process of match loading are legal (intake rollers spinning, tank treads turning, elastics stretching, etc)
- using match loads to simply change the configuration of the robot by avoiding hand contact is not legal
It is expected that robots will react to introduction of Match Loads with minor movements and changes
Accidental introduction not onto the Interaction Zone starting tile will have a warning then (or DQ) and DQ later <SG7>
Match Loads do not have to be introduced during the entirety of the match if so desired
Pinning
No countdown during autonomous for pinning <SG4>
May not pin for more than 5 seconds
Must back off by at least 2 feet and not pin the same robot again for at least 5 seconds or else DQ
Contact not required to be considered pinning
- Trapping a robot in a corner is pinning <Pinning definition>
- Preventing a robot from leaving the Isolation Zone after the gate is lifted is not pinning
Pinning is only called for robots of opposing alliances
Unintentional entanglement while trying to end pinning situation could be excused from DQ by the referee
Referees should give a verbal and visual signal that pinning is occurring
The corner area is approximately one tile to be considered pinned
Preloads
Must be introduced by a team of the same color as robot <SG7>
May exceed 18x18x18 <G2>
May not touch a goal before the match starts <SG2>
May touch floor, wall, gate, and/or scoring object already on the field
Scoring Objects
Intentional removal from field is DQ <G8>
Return to nearest point of exit <G8>
Accidental human interaction causes change in score of goals along walls can be restored by referees
Scoring objects are counted for the final score once all objects come to rest or whatever state they were in when they came to rest
Skills Challenges
May only repair robot on tile the robot started on <SG5>
Doubler may be scored at any time
Inspected game object manipulators (and associated motors) may be swapped in and out between skills play and match play
Match loads can be introduced on either of the two Interaction Zone starting tiles
Reorientation may be done from any of the 4 starting tiles and for Programming Skills only <SG6>
Doublers are scored just as they are scored for match play
Zones
May not enter/exit isolation with associated gate down <SG14>
May reach over zones but cannot touch tile in another zone with gate down