

Team Update 02

General

N/A

Competition Manual

10.6 Violations

10.6.4 Violation Details

Table 10-6: Violation examples

Example Violation	Expanded Interpretation
MINOR FOUL	Upon instance of violation, a MINOR FOUL is assessed against the violating ALLIANCE.
MAJOR FOUL and YELLOW CARD per instance.	Upon violation, a MAJOR FOUL is assessed against the violating ALLIANCE. After the MATCH, the team is issued a YELLOW CARD.
MINOR FOUL per SCORING ELEMENT.	Upon instance of violation, a MINOR FOUL is assessed against the violating ALLIANCE equal to the number of SCORING ELEMENTS used in violation of the rule.
MAJOR FOUL per instance. MAJOR FOUL per instance and YELLOW CARD per MATCH if REPEATED.	Upon initial violation in a MATCH, a MAJOR FOUL is assessed against the violating ALLIANCE per instance of a violation occurring. If the condition of REPEATED in the second statement is met – i.e., the ROBOT repeats the infraction an additional time in the MATCH, then an additional MAJOR FOUL is assessed against the violating ALLIANCE for the subsequent instance of violation and after the MATCH, the violating team is issued a YELLOW CARD for the subsequent instance of violation. Assuming no additional infractions of that rule by that ROBOT in that MATCH, the ROBOT is assessed two MAJOR FOULS and a YELLOW CARD for their team in that MATCH ALLIANCE. Additional violations of this rule during the MATCH would increase the number of MAJOR FOULS assessed during the MATCH but not the number of YELLOW CARDS issued for the MATCH.

Example Violation	Expanded Interpretation
MAJOR FOUL and an additional MAJOR FOUL for every 3 seconds in which the situation is not corrected	Upon violation, a MAJOR FOUL is assessed against the violating ALLIANCE and the REFEREE begins to count. Their count continues until the criteria to discontinue the count are met, and for each 3 seconds within that time, an additional MAJOR FOUL is assessed against the violating ALLIANCE. A ROBOT in violation of this type of rule for 15 seconds is assessed a total of 6 MAJOR FOULS (assuming no other rules were being simultaneously violated).
VERBAL WARNING. MAJOR FOUL and YELLOW CARD per MATCH, if STRATEGIC.	Upon a general instance of violation of the rule, a VERBAL WARNING is issued to the violating team. However, if the violation is perceived to be STRATEGIC by the REFEREES, then a MAJOR FOUL per MATCH is assessed against the violating ALLIANCE team and after the MATCH, the violating team is issued a YELLOW CARD for the MATCH .
MAJOR FOUL per instance of violation. MAJOR FOUL and YELLOW CARD if REPEATED.	Upon the first violation, a MAJOR FOUL is assessed against the violating team. If the condition “if REPEATED” (e.g., a subsequent violation by the same team in the same MATCH) is met, then the violating team is issued another MAJOR FOUL. If these are the only violations during the MATCH: after the MATCH, the violating team is assessed a YELLOW CARD for the second violation of this rule. In total, 2 MAJOR FOULS and a YELLOW CARD were assessed during the MATCH.
MAJOR FOUL per MATCH. MAJOR FOUL and YELLOW CARD per MATCH, if STRATEGIC.	If one or more violations occurs by a team during MATCH, a MAJOR FOUL is assessed against the violating ALLIANCE per MATCH. However, if the violation is perceived to be STRATEGIC by the REFEREES, a MAJOR FOUL is assessed per team per MATCH against the violating ALLIANCE. After the MATCH, the team is issued a YELLOW CARD per MATCH. Only 1 MAJOR FOUL and up to 1 YELLOW CARD can be earned by a team in a single MATCH.
VERBAL WARNING. YELLOW CARD if subsequent violations occur during the event.	Upon the first instance of violation, a VERBAL WARNING is issued to the violating team. If an additional instance of violation of the same rule occurs later in the event, that is: a MATCH during the same event phase or a later event phase, then following any subsequent violation: after the MATCH, the violating team is issued a YELLOW CARD per instance .

Example Violation	Expanded Interpretation
VERBAL WARNING. MAJOR FOUL and YELLOW CARD per instance, if STRATEGIC. MAJOR FOUL and RED CARD per instance, if STRATEGIC and either CONTINUOUS opponent ROBOT is unable to drive.	Upon a general instance of violation of this rule, a VERBAL WARNING is issued to the violating team. However, if the violation is perceived to be STRATEGIC by the REFEREES, then a MAJOR FOUL is assessed per instance against the violating ALLIANCE and after the MATCH, the team is issued a YELLOW CARD per instance. However, if the violation is perceived to be STRATEGIC by the REFEREES and the opponent ROBOT is unable to drive or the entanglement persists for 10 seconds or more, then upon violation, a MAJOR FOUL is assessed per instance against the violating ALLIANCE. After the MATCH, the team is issued a RED CARD per instance. Only 1 MAJOR FOUL and 1 YELLOW or RED CARD can be earned for a single violation instance; however, multiple MAJOR FOULS and YELLOW or RED CARDS may be earned in a single MATCH if multiple instances of the violation occurred during the MATCH.

11.4 In-MATCH

11.4.5 Opponent Interaction

G420 *Do not tip or entangle.

The attachment to, or entanglement with, exposed or unprotected COMPONENTS or MECHANISMS in the course of normal gameplay is not likely to be considered a violation of this rule. This includes, but is not limited to:

- A. exposed or unprotected wiring, or
- B. a delicately constructed MECHANISM (such as an intake).

Examples of actions that are likely to be perceived as STRATEGIC include, but are not limited to:

- C. using a wedge-like MECHANISM to tip over an opponent ROBOT,
- D. making frame-to-frame contact with an opponent ROBOT that is attempting to right itself after previously falling over and causing them to fall over, or
- E. causing an opponent ROBOT to tip over by contacting the ROBOT after it starts to tip if, as determined by the REFEREE, that contact could have been avoided.

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11.4.6 Human

G423 *DRIVE COACHES and other teams: hands off the controls.

The penalty is applied to the team to which the DRIVE TEAM member that violates the rule belongs.

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G425 *DRIVE TEAMS, watch your reach.

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For [G425.A](#) and [G425.B](#), the penalty is applied to the team to which the DRIVE TEAM member belongs regardless of whether the DRIVE TEAM member or ROBOT initiates contact.

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G426 Humans may not enter NECTAR onto the FIELD early. DRIVE TEAM members may not enter NECTAR onto the FIELD except:

- A. for each time the HIVE of their corresponding ALLIANCE color is TIPPED, one additional NECTAR may be entered for that ALLIANCE, or
- B. when 60 seconds or less remain in the MATCH, all remaining NECTAR can be entered

whichever comes first.

Violation: MINOR FOUL per NECTAR.

The primary FIELD timer is the cue to indicate when there is 60 seconds left in the MATCH.

NECTAR that leaves the FIELD may be re-entered at any time as described in [G427](#).

DRIVE TEAMS are encouraged to ensure the remaining NECTAR in their ALLIANCE AREA is visible and make it obvious and unambiguous to REFEREES that they are not entering NECTAR too early.

NECTAR does not have to be entered into the FIELD immediately when a HIVE TIP occurs.