SAFETY RULES
1. If at any time the robot operation is deemed unsafe or has damaged the playing field, surface, or barriers, by the determination of the referee, the offending team may be disqualified for that match.
2. If a robot goes completely out of bounds (outside the playing field) it will be disqualified for that match.
   a. Note: The intent is NOT to penalize robots for having mechanisms that inadvertently cross the field border during normal game play.
3. All team members, including coaches, must wear safety glasses or glasses with side shields while competing in a match.

GENERAL GAME RULES
1. At the beginning of the match, each robot must not exceed a volume of 18” wide by 18” long by 18” tall. Any offending robot will not be allowed to compete in that round and must be modified prior to its acceptance in the next round.
2. Alignment devices (templates, tape measures, etc.) that are not part of the robot may NOT be used to assist with the positioning of the robot.
3. During a match, the team shall include up to three members (two drivers and a human loader) – Mentors and Coaches may not be a driver or a human loader.
4. Any balls, of any color, that leave the playing field will be returned to play as soon as possible.
5. Team members are prohibited from making intentional contact with any field object during a match and may only make contact with their robot to load white ping pong balls inside of the human loading zones. Intentional contact will result in disqualification for that match.
6. All robots must be programmed using ROBOTC.
7. Scores will be calculated for all matches immediately after the match when all objects on the field come to rest.
8. Robots may not intentionally detach parts during any match or leave mechanisms on the field. If a part or mechanism prevents scoring, the team will be disqualified for that match.
9. Strategies aimed solely at the destruction, damage, tipping over or entanglement of opposing robots are not in the spirit of the competition and are not allowed. However, this is a highly interactive contact game and some tipping, entanglement or damage may occur as part of normal game play. If the referee determines the damage to be intentional, the offending team will be disqualified from that match.

SPECIFIC GAME RULES
1. At the beginning of each match, each alliance robot must be places such that they are touching the center ramp – the orientation of the robot is at the team’s discretion.
2. Starting position of each alliance robot shall be across from their opponent’s side goals.
3. Scoring is the act of getting a ping pong ball inside of the scoring basket – The ping pong ball must be completely contained inside of the basket to be considered scored.
4. A ball, of any color, is not considered scored if it is being touched by a robot on an alliance of the same color at the conclusion of the match.
5. Robots may carry up to two ping pong balls at a time.
6. Each team will start with 10 white ping pong balls in hand in each Human Loading Zone or Alliance Station.
7. To be scored, black balls must be removed from their PVC stands by the robot. Human Players may never manually load a black ball.
8. Balls that go into an opponent alliance’s side goal will count for the opposing alliance.
9. Balls that go into the center goal will score for the team denoted by the marking on the ball.
10. Teams may not de-score an opponent’s goal. A team will be disqualified for de-scoring an opponent’s goal.
11. Teams may not goaltend an opponent’s scoring basket. Goaltending is the act of preventing a ball that has been released by an opponent’s robot from scoring while in the air.
12. Teams may not break the plane of the opposing teams “paint” around their scoring baskets. Incidental breaking of the plane will not be penalized, but extended time inside of the “paint” will cause the offending team to be disqualified.
13. A robot cannot pin (inhibit the movement of an opposing) an opposing robot for more than five seconds on the playing surface. The referee will warn the offending team and if the pinning is not immediately released, the offending robot will be disqualified for the match.

ROBOT RULES
1. Only one (1) robot will be allowed to compete per team in the competition, though it is expected that the teams will make changes to this robot at the competition.
2. The following types of mechanism and components are NOT allowed:
   a. Those that could potentially damage playing field components
   b. Those that could potentially damage other competing robots
   c. Those that pose an unnecessary risk of entanglements
4. At the beginning of any match, the maximum allowable size of a robot is 18” x 18” x 18”.
   a. Robots may expand beyond their starting size constraints after the start of a match.
   b. Any restraints used to maintain starting size (i.e. zip ties, rubber bands, etc.) MUST remain attached to the robot for the duration of the match.
5. All motors and electronic parts must be VEX branded – other mechanical parts must consist of VEX parts, although teams are allotted a $100 dollar allowance of non-VEX parts to be used on their robots.

TOURNAMENT RULES
1. Each match will be 2-1/2 minutes long.
2. There will be a minimum of three rounds in which all teams will have had an opportunity to compete. If time remains, extra rounds may be scheduled.
3. If a team is Disqualified, they earn no points for that round.
4. The referee has ultimate authority during the competition. The Referee’s ruling is final. The referee will not review any recorded replays.
5. Any questions for the referee must be brought forward by a student member of the team as soon as practical after the match.
6. The referee may delay the start of a match at their discretion, but will only delay it for a period that he considers reasonable.
7. If a robot still cannot report for a match, at least one member of the team should report to the field for the match.
8. This member will be given ten white balls in hand and may load the alliance partner’s robot.
9. Once a robot has been placed and oriented on the field, team members are not allowed to adjust its position.
10. Team alliances will be delineated by a piece of red or blue electrical tape.
11. Alliances will change between matches, but it is the intent to try not to place teams from the same organization in the same alliance.

12. All teams will have the opportunity to play the same number of times.

13. If there are teams that has not had an opportunity to play as many matches as the rest of the teams, due to scheduling, they will be paired with or against other teams, other than from their organization, who will play for no points.

14. The winning team will be the team that scores the most points in ALL of the matches.

15. If there is a tie at the end of the competition, extra first place awards will be given