

Fouls (+3 to OPP)

S6	Don't extend any body part into the CHUTE		
C8	Don't strategize to force the opposite alliance to break a rule.		
G4	One game piece at a time	<u>F/GP</u>	YC
G5	Don't remove opponents game pieces (accidents OK)	<u>F/GP</u>	RP
G7	Keep game pieces IN FIELD		
G8	Use game pieces AS game pieces, don't manipulate	<u>F/GP</u>	Y/R
G9	One robot (+BUMPERS) allowed in opponent's side (+G10=TF)	<u>+F/5s</u>	
G10	Robot must be in perimeter on opponent's side (+G9=TF)	<u>+F/5s</u>	
G11	Collected/Kicked CARGO cannot leave robot ON opponent's side	<u>F/GP</u>	
G12	Robot cannot extend PAST station wall in HAB ZONE (+BUMPERS)		Yrep
G13	Don't touch opponent if they're FULLY (+BUMPERS) in HAB ZONE	End=	RP
G16	Don't touch opponent rocket in END GAME		+RP
G17	Don't touch fallen opponents		YC
G18	5-Second Pin, 6-Foot Distance, 3-Second Grace (+G9/G10=TF)	<u>+F/5s</u>	RC
G23	Bumpers in BUMPER ZONE		RC

Tech Foul (+10 to OPP)

G3	Don't cross field in Sandstorm	
G9	One robot (+BUMPERS) allowed in opponent's side	(+G10=TF)
G10	Robot must be in perimeter on opponent's side	(+G9=TF)
G18	5-Second Pin, 6-Foot Distance, 3-Second Grace	(+G9/G10=TF)
G19	Don't strategize to destruct/tip robots	YC-RD
G20	Don't damage opponent robot (internally+externally)	+YC

SS L1	SS L2	Hatch	Cargo	L1	L2	L3	Dock ⁽¹⁵⁾	Rocket	Tie	Win
3	6	2	3	3	6	12	1 RP	1 RP	1 RP	2 RP