

Q&A

VIQRC 2023-2024: Full Volume

Tagged: SC1

Welcome to the official VEX IQ Robotics Competition Question & Answer system, where all registered teams have the opportunity to ask for official rules interpretations and clarifications. This Q&A system is the only source for official VIQRC **Full Volume** rules clarifications, and the clarifications made here from the Game Design Committee (GDC) are considered as official and binding as the written [Game Manual](#) itself.

Please review the [Q&A Usage Guidelines](#) before posting. This system is only intended for specific VIQRC Full Volume rules questions.

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 - For VEX technical support, contact support@vex.com or sales@vex.com.
- For game questions, suggestions, or concerns outside of specific and official rules questions, contact GDC@vex.com

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3047: Controller Placement After Match

21-Jan-2026

GG4 S1 SC1 T1 T4

At the end of a match's *Driver Controlled Period*, a referee instructs drivers to put their controllers down on the ground. The driver cannot put the controller down in the field because doing so may put them in violation of [<SC1>](#) and [<GG4>](#). The driver also feels putting the controller down on the ground might be unsafe due to tripping hazards ([<S1>](#)). Also, due to concerns about damage to their controllers and/or the smart cable connection if the controller is accidentally kicked, stepped on, etc., the driver does not want to put their controller on the ground. This concern about damage to the controller is the result of a prior experience with a controller on the ground being stepped on and rendered unusable. However, the referee insists on drivers placing their controllers on the ground even after hearing the team's concern.

Does [<T1>](#) allow for the referee to require this procedure? Does this procedure fall under [<T4>](#), and if so, should this be explained by the event partner prior to the start of matches (such as during an event meeting)?

Answered by committee

Although putting controllers down at the end of the Match is not specifically described or required in the game manual, it can be a reasonable request based on the circumstances of the event. If an event intends to require this of Teams, it's best to communicate it to all Teams during the pre-event meeting.

If a Head Referee asks a Team or Teams to put their controllers down, either during a Disablement or at the end of the Match, the Drive Team Member(s) should place their controller(s) on the ground or another safe location out of the Field. Note that, per [<GG11>](#) controllers must stay connected to the Field until Teams have been given permission to retrieve their Robots.

2455: Robots in motion prior to the game clock starting or the timer buzzer going off

22-Jan-2025

SC1

Should a team be penalized for beginning a match prior to the start of the countdown clock or starting buzzer? If so, what is the penalty?

Starting prior to the beginning of the match gives that team a competitive advantage, albeit ever so slight. If the team who started early passes and/or scores a goal during the match, then starting early becomes score affecting? Would it be appropriate, prior to the team passing or scoring a ball, to have the offending robot disabled and the team told to put their robot back into a legal starting position before continuing with the match? Should the team be disqualified if they pass or score a ball during the match? Issue a warning and, if it happens again, disqualify the team?

Answered by committee

Thank you for your question! We plan to update the game manual based on this response, and the change is effective immediately.

Clause D of rule [<SG1>](#) will be revised to indicate that Robots must remain completely stationary (other than the current allowance for pneumatic pumps) until the Match timer starts.

Additionally, a new Violation Note for [<SG1>](#) will specify that the first Violation for a Team be recorded as a Minor Violation unless the Violation is egregious (e.g., beginning the Match more than 1-2 seconds early), and any additional Violations at that event be recorded as Major Violations and a Disqualification.

2454: SC4 Switch Scoring Clarification

22-Jan-2025

SC1 SC4

[<SC4>](#)

Hello GDC thank you for your tireless work so far this season! We've seen two different interpretations of SC4 / SC1 in our region:

1. Anytime a switch meets the description in SC4 the teams should receive credit for that switch being cleared (even if it later becomes uncleared and doesn't end the match cleared).
2. A switch only counts if the switch is in a cleared position after the match ends.

Based on other scoring rules, we can see either as reasonable and justified. Which is correct?

Answered by committee

Thank you for your question! Your second interpretation is correct, and a Switch should only be recorded as Cleared if the Switch is in a Cleared position after the Match ends.

2445: SC1: Scoring after the match ends

16-Jan-2025

RSC1 SC1

[<SC1>](#) Violation Notes (bullet points 2 & 3) under [<SC1>](#) states: "If a team receives three Minor Violations within the same event, all future [<SC1>](#) Violations at that event will be considered Major Violations and Disqualifications." and, "This count does not reset for any reason within an event (e.g., Qualification vs Finals Matches, one of the Team's "dropped score" Matches, etc.)."

Do shots taken after the Timer reaches 0:00 and scored during Skills Matches (Driving/Autonomous) count towards violating SC1 and a, if so, result in a Major Violation and Disqualification if the cumulative total of SC1 violations during Skills and Qualification/Finals matches exceed three (3)?

If a Team has fewer than three SC1 Minor Violations prior to participating in a Finals Match and violates SC1 in their Finals Match, does that count as a Minor Violation (does not receive a disqualification) or as a Major Violation (receives a disqualification)?

Answered by committee

Yes, [<SC1>](#) also applies to Skills Matches. The first, second, and third [<SC1>](#) Violations received by a Team at an event in any Match type should be recorded as Minor Violations. The fourth and all subsequent [<SC1>](#) Violations received by the Team at that event should be considered Major Violations and Disqualifications. For a Skills Match, a Disqualification results in a zero score for that Skills Match.

In your provided example, the team receiving an [<SC1>](#) Violation in their Finals Match has not yet exceeded three [<SC1>](#) Minor Violations, so the [<SC1>](#) violation received in the Finals Match should be a Minor Violation.

Note: We acknowledge that many events do not record Minor Violations that occur in Robot Skills Challenge Matches due to event and staffing logistics, although we recommend that they be recorded alongside Teamwork Match Violations whenever possible.

2389: Autonomous Skills - Scoring After Buzzer

15-Dec-2024

SC1

[<SC1>](#)

Per Rule SC1 "It is expected that many Rapid Relay Matches will have last-second "buzzer-beater" moments. The key moment occurs when the timer display shows 0:00. At many events, a buzzer sound will also play at T=0:00; however, the field timer display takes precedence in the event of any audio discrepancies.

If a Ball is released from a Robot before this moment, it will be allowed to finish its path and the score will be calculated once it comes to rest. However, if it is released after this moment (i.e., the Robot was still moving past T=0:00) it will not count and the Team will receive a Violation as described below."

The question we ran into at a recent competition is does SC1 apply in autonomous skills, and if so result in a violation if the ball is shot after the buzzer. In autonomous other robot movements are not expected to stop at the buzzer but instead slightly after as a player gains control of the robot, due to the potential for that robot not being near the player at the 0:00 mark. If there is expectations autonomous would not release a ball after 0:00 are there exceptions no movements should occur after 0:00 in autonomous.

Answered by committee

The question we ran into at a recent competition is does SC1 apply in autonomous skills, and if so result in a violation if the ball is shot after the buzzer.

Rule [<SC1>](#) applies in all Matches, including Autonomous Coding Skills Matches. Per the 2nd paragraph in that rule, "Any Scoring which takes place after the Match due to Robots continuing to move will not count toward the score and is a Violation of this rule." Per the Violation Notes in that rule, "Because scoring that happens after the Match is not counted, all Violations of [<SC1>](#) should be recorded as Minor Violations."

The additional Violations Notes for [<SC1>](#) also apply. The 3rd and any subsequent Violations of this rule will be considered Major Violations and result in Disqualifications (or 0 scores, for Skills Matches) for those Matches.

2209: Switches becoming Un-Cleared During the Game

21-Oct-2024

SC1 SC4 SC7

Per [<SC4>](#) a switch is cleared once it has been struck by a ball and is no longer parallel with the front face of the goal wall. If a switch is cleared and then through normal game play the switch returns to the uncleared position where it remains till the end of the match, per [<SC1>](#) scoring statuses are evaluated after the match ends should the switch be evaluated based on the final position, even though [<SC7>](#) states that rapid relay is designed to be scored in real time.

Example: A ball becomes wedged in the switch, without fully passing through the target, holding the switch in a partially flipped position. The ball is later dislodged by a robot and falls back into the field, which causes the switch to return to its starting position, and is untouched till the end of the match.

How should cleared switches be scored with respect to [<SC1>](#) and [<SC7>](#)?

Answered by committee

Based on the nature of the game, Passes and Goals must be scored in real-time, so [<SC7>](#) states that "Passes and Goals should be recorded at the time they occur." Cleared Switches are only evaluated and recorded at the end of the Match, per [<SC1>](#).

1955: Clarification of <SC1> as it pertains to "race to park" in the endgame

14-Feb-2024

SC1

Clarification of <SC1a> is requested for the following scenario:

All robot motion other than drive train has stopped (i.e. lifts, intakes, other motion is stopped). The robot is racing to the supply zone trying to park prior to the timer reaching 00:00. The robot continues driving into the supply zone after the timer reaches 00:00. a> the robot partial parks prior to the start of the buzzer b> the robot partial parks after the start of the buzzer

For scenario a, does the partial park count and is a minor/major violation issued? For scenario b, clearly the partial park doesn't count, but is a minor/major violation issued?

Does the same clarification apply to racing to removing a red block instead of parking?

<SC1b> and the violation notes only apply to blocks scored (so could apply to removing red blocks). Partial parking is not covered by a violation note. <SC1a> specifically states the intent is for all motion to cease when the timer reaches 00:00 and has a resolution for points scored after that. However, it does not mention issuing violations ("Any scoring...will not count" instead of "Any scoring...will not count and a minor/major violation will be issued"). It would seem that for things not covered by <SC1b> that the referee would simply note that the park (and the red block removal?) was after the end and isn't scored. However, the clarification <https://events.vex.com/VIQRC/2023-2024/QA/1810> makes it clear that flywheel motion, even if not score affecting, at the 00:00 timer mark is a minor/major violation.

Answered by committee

<SC1b> and the violation notes only apply to blocks scored (so could apply to removing red blocks). Partial parking is not covered by a violation note.

This is correct. "Buzzer-beater" movement or scoring that does not involve Goals will not result in the implications of clause "b" taking effect. (namely because, there is no Goal which can be set to "empty")

However, the clarification <https://events.vex.com/VIQRC/2023-2024/QA/1810> makes it clear that flywheel motion, even if not score affecting, at the 00:00 timer mark is a minor/major violation.

This is also correct. Clause "a" still applies to any type of motion after the end of the Match. Deciding the correct way to handle this motion requires a Head Referee judgment call based on the context of the Match / action.

Q&A 1810 described one possible context, in which a mechanism continues moving post-Match with no attempt made to stop its motion. This is outside the intent of <SC1> because, even if this motion is not Score Affecting, it still has significant potential to interfere with post-Match scoring, field reset, etc.

We would interpret the context described in this post to be more of a "buzzer-beater" scoring attempt. This scenario has a range of possible judgments that a Head Referee may make, and we will not be able to provide a "one-size-fits-all" answer.

For example, if it is a Team's first occurrence, and the moment when the Robot stopped moving is imperceptibly close to when the timer hit 0, then the Note from <SC2> may apply:

Note: In cases where a Scoring status is "too close to call," Teams will be given the "benefit of the doubt," and the higher of the two possible Scoring statuses should be assigned. Head Referees will not be expected or required to define a perfect horizontal plane or check imperceptibly small measurements.

However, if the Team has received prior warnings, or Violation is more egregious (e.g. multiple seconds of motion after the Match ends), then it may escalate at the Head Referee's discretion.

1953: High-hanging robot causes vertical bar to bend

12-Feb-2024

SC1

[<SC1>](#)

My team is experimenting with a robot that hangs from the vertical bar and it is right on the border of the E/F hang tier. If they hold the field perimeter in place to prevent the horizontal bar from bending the field wall inward, the vertical bar is straight and the robot is in F tier. However, with no support, the vertical bar bends/tilts and drops the robot into E tier. Is it legal to stabilize the field perimeter at the end of a match?

Answered by committee

The action you describe would be a violation of rule [<G9>](#), and could lead to a Major Violation and Disqualification for the Match if repeated and/or deemed Match Affecting by the Head Referee.

Per rule [<G9>](#),

Hands out of the field. Drive Team Members are prohibited from making intentional contact with any Triballs, Field Elements, or Robots during a Match, apart from the contact specified in [<G9a>](#).

and clause C of rule [<G9>](#),

Transitive contact, such as contact with the field perimeter that causes the field perimeter to contact Field Elements or Triballs inside of the field, could be considered a Violation of this rule.

1929: Edge of the supply zone, picture in manual does not match description

4-Feb-2024

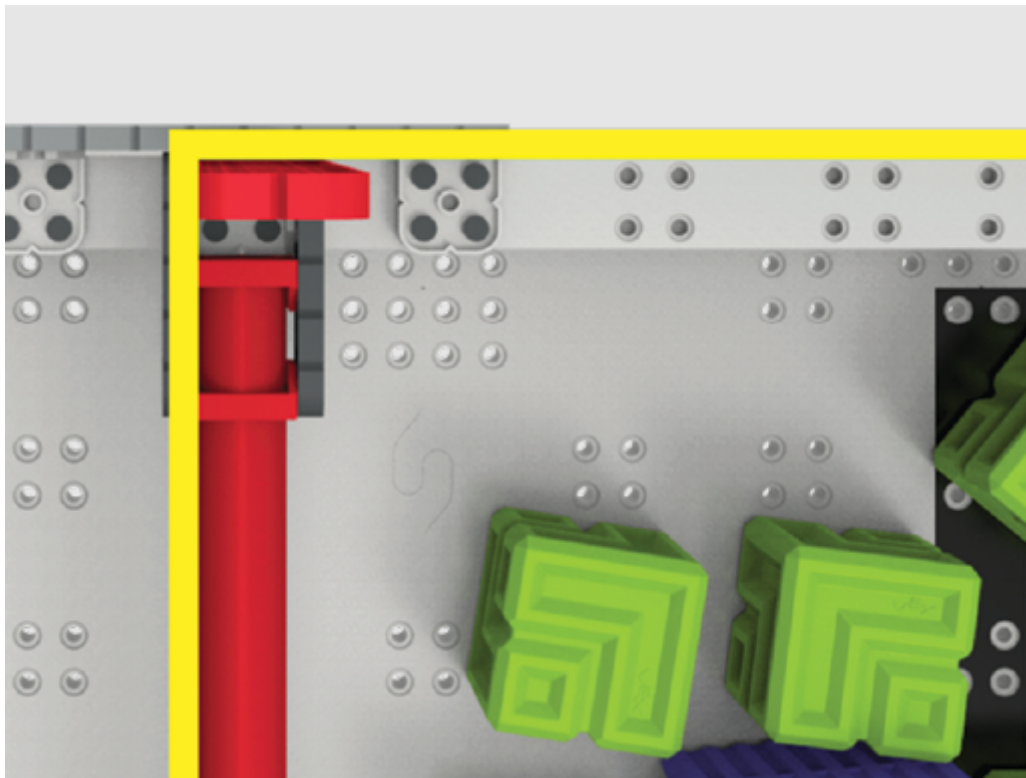
SC1

[<SC1>](#)

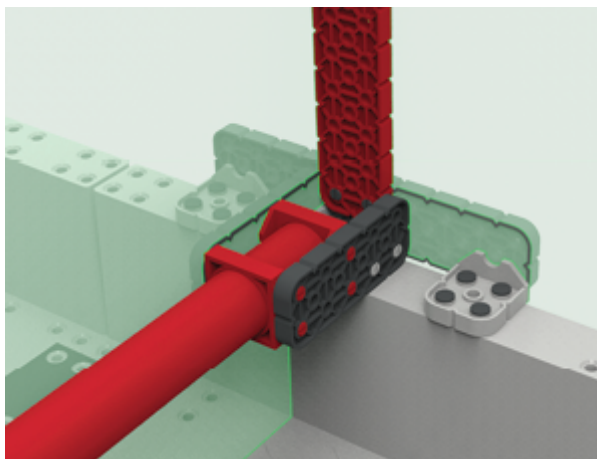
Not game rule - definition.

Supply Zone - An infinitely tall three-dimensional volume of the Field bordered by the outer edges of the red PVC pipe and the outer edges of the Field Perimeter (which coincides with the outer edges of the vertical red VEX IQ beams in 2 of the corners). A predefined number of Blocks begin the Match within the Supply Zone (see rule [<SG4>](#)). Teams can receive points for Clearing the Supply Zone, and for using it to Park Robots.

The Yellow line matches this description.



However, the pictures with the translucent green plane appear to be a little to the side, in line with the edge of the red 2x20 that is sticking out.



While it is only a small difference, should be go by the edge of the pipe or should we go by the edge of the 2x20?

Thanks!!!

Answered by committee

For the purposes of defining the Supply Zone, the edge of the red PVC pipe and edge of the red 2x20 beam can be considered functionally equivalent. If a Head Referee finds themselves in a situation where the 1.8mm gap between them is causing confusion, the note from [SC2](#) should apply:

Note: In cases where a Scoring status is “too close to call,” Teams will be given the “benefit of the doubt,” and the higher of the two possible Scoring statuses should be assigned. Head Referees will not be expected or required to define a perfect horizontal plane or check imperceptibly small measurements.

1902: How long must robots stay elevated to be scored

28-Jan-2024

SC1

<SC1> We had a match where our alliance's robot climbed on the barrier and was up for well over 5 seconds after match ended visibly not moving. It only fell once the scorekeeper walked around the field a bit (it was an elevated field so it shook). Our question is. How obvious does at rest need to be? We believe if elevation was confirmed without walking around the field it would have been scored. Here is a video of the end of the match (blue elevation bar):

<https://drive.google.com/file/d/1gHmlfZZcCKA1O1wGxvPnSpQKGaYBFccF/view?usp=sharing>

Answered by committee

Please see our response to [this similar Q&A](#), which we believe answers your question. If it does not, please feel free to rephrase and re-submit.

1883: Remove a team member from the list

19-Jan-2024

SC1

<SC1> Hello , we have a team member need to remove from the list. How can we remove the consent form from the team information and add a new one? And maybe any other steps need to do?

Answered by committee

Please review the Q&A Usage Guidelines. This question does not fall under the scope of the Q&A, and would be better suited for an alternative source of discussion such as an email to your region's RECF manager (<https://events.vex.com/support>).

1866: Knocking red blocks

11-Jan-2024

SC1

If a robot that is unable to pick up red blocks (e.g. clawbot) knocks a red block off a peg, does the team still get the 5 points with the block not being in a goal?

POST SCRIPT: not sure what rule is applicable, so will just pick random.

Answered by committee

Per the scoring table located before rule <SC1>:

Each Red Block Removed from Starting Peg - 5 Points

The definition of Removed reads as follows:

Removed – A red Block status. A red Block is considered Removed if it is no longer fully supported by a Starting Peg at the end of the Match.

Yes, all Removed red Blocks receive 5 points, whether they are Scored in a Goal or not.

1831: Buzzer clarification

15-Dec-2023

SC1

With regard to any last second scores whether it is dropping a block or parking, is it the start of the buzzer or the completion of the buzzer that the score has to be completed by? There are a few last second scores at every event that are questionable and I have never really seen it clarified. [<SC1>](#)

Answered by committee

Per SC1:

The Match ends when the field timer display shows 0:00.

If an event is using sound, the buzzer sound should begin at the same moment when the display shows 0:00, and the two are effectively the same. However, in the case of any discrepancy (or an event not using audio), the field display takes precedence. The length of the buzzer sound is irrelevant.

1817: December 6 revisions to VIQRC 2023-2024: Full Volume game manual rule SC1b

7-Dec-2023

SC1

[<SC1>](#) The addition of SC1b to the game manual seems counterintuitive. First, in a teamwork challenge match, the Alliance partner, through no fault of their own, is penalized for a violation of the offending team. I know of no other rule where the Alliance partner is penalized because of the rule violating team. Second, teams/alliances may purposely have to play below their full potential. Also, SC1b, seems to nullify aspects of SC1.

Scenario: Prior to the end of a match Alliance A-B has scored 2 level 2, uniform goals. The third goal is also uniform and just shy of reaching level 2. Instead of partially parking (5 points) Team A decides to take the blocks they have already accumulated and score them into the third goal for the purpose of having three level 2, uniform goals (10 points more than the highest common level of 1). With just seconds left in the match, Team A positions their robot to dispense the blocks into the third goal; vertically extends the block collection mechanism to it's desired height beginning to dispense blocks **via gravity flow** prior to the match timer going 00:00; and, ceases to control the robot (driver and program control). However, prior to all of the blocks being dispensed from the robot the timer turns 00:00 signaling the end of the match and blocks continue to **gravity flow** into the goal.

Under the above scenario, would all blocks deposited into a goal not count according to SC1b? I realize, at this time, there are two questions in Q&A that have not been answered that address some, if not all, of my concerns.

Answered by committee

Under the above scenario, would all blocks deposited into a goal not count according to SC1b?

This is correct. The third goal would be considered "empty", and the Match would be scored as having two level 2 Uniform Goals.

However, prior to all of the blocks being dispensed from the robot the timer turns 00:00 signaling the end of the match and blocks continue to **gravity flow** into the goal.

This is an accurate description of a scenario that SC1-b is intended to provide guidance for.

1810: Flywheel/Intake motion (not score affecting) after timer reaches zero

3-Dec-2023

SC1

[<SC1>](#)

Rule <SC1> states all scoring will take place after everything comes to a rest and that a pre-programmed routine violates the spirit of this rule. We held our first event and even though robots stopped their forward motion and were partially parked in the supply zone, they had flywheels/intakes still moving, but not score affecting as they were raised in the air.

There was some disagreement on how to interpret this rule. Because the next sentence states scoring which takes place while still in motion, wont count. Some felt the flywheel motion isn't scoring affecting and was fine, and some felt this rule means all motion must stop - period.

I would like clarification as there were multiple teams that had these pre-programmed flywheels/intakes and I want to make sure this is handled properly at future tournaments.

Answered by committee

This action would violate the spirit of [<SC1>](#), as mentioned in clause "a". However, because it was not Score Affecting, a warning or Minor Violation would be appropriate for the first occurrence. Repeated Minor Violations may escalate to a Major Violation at the Head Referee's discretion.

1783: Points scored after the end of the match

21-Nov-2023

SC1

I have a question about a conflict between the answer given in Q1697 and <SC1>. Part of the answer from the GDC stated, "Points scored during a Score Affecting violation should not be removed from the final score for an Alliance Partner that was not Disqualified." However, <SC1> a. states "Any Scoring which takes place after the Match due to Robots continuing to move will not count." My question involves three scenarios we recently saw at an event:

(1) Robot was in the process of unloading Cubes into Goal 1 at 0:00; the driver had placed the controller down and the Robot did not move. Cubes continued to fall into the Goal. It was not clear exactly how many Cubes were in the Goal before time ran out.

(2) Robot was in the process of unloading Cubes into Goal 1 at 0:00; the driver had placed the controller down and the Robot continued to lift, allowing more Cubes to rise above the top of the Goal and fall in. It was not clear exactly how many Cubes were in the Goal before time ran out.

(3) Robot was in the process of unloading Cubes into Goal 1 at 0:00; the driver had placed the controller down and the Robot then drove forward until it became Partially Parked.

What should the ruling have been in each of these circumstances, given the apparent contradiction between <SC1> and the Q&A response quoted above? Would any of these scenarios merit a DQ for egregious score-affecting violations? Should the points scored after 0:00 been counted? Should the points have been counted, but only for the alliance partner?

Answered by committee

The December 5th Game Manual update included the following additions to rule [<SC1>](#), which should address your question. If not, feel free to rephrase and re-submit.

Any Scoring into Goals which happens after the Match, even if Robots have stopped moving, will result in that Goal being considered "empty". All Blocks in the Goal will receive zero points, and the Goal will not receive any points for a Uniform Bonus. The Goal will not have reached any Fill Level, therefore no Height Bonus will be awarded.

Violation Notes: A Team's first instance of Scoring a Block after the end of the Match will be considered a Minor Violation. Subsequent Violations will be recorded as Major Violations and Disqualifications.

1782: Timer ends while dumping blocks

21-Nov-2023

SC1

If a robot is dumping a full load of blocks into the scoring zone when the time ends and multiple blocks continue to fall in after time ends, how is the score determined if it is too hard to tell how many blocks fell after time ended? Any blocks still in contact with the robot shouldn't be counted that can be impossible to determine in some instances. Is there any penalty for continuing to dump after the buzzer or are the blocks just removed from the zone? [<SC1>](#)

Answered by committee

The December 5th Game Manual update included the following additions to rule [<SC1>](#), which should address your question. If not, feel free to rephrase and re-submit.

Any Scoring into Goals which happens after the Match, even if Robots have stopped moving, will result in that Goal being considered "empty". All Blocks in the Goal will receive zero points, and the Goal will not receive any points for a Uniform Bonus. The Goal will not have reached any Fill Level, therefore no Height Bonus will be awarded.

Violation Notes: A Team's first instance of Scoring a Block after the end of the Match will be considered a Minor Violation. Subsequent Violations will be recorded as Major Violations and Disqualifications.

1640: Middle School Student Definition Clarification

6-Sep-2023

SC1

[<SC1>](#) [Far] before the first rule, the Definition of High School Student and Middle School Student are presented. This has come up once, where you Team members were already in 8-12. But there's a different category not addressed. "Academically or Intelligently Gifted (AIG)" students (as early as 7th grade) take High School Math 1 and/or Math 2. They technically study in Middle School, but are taking the academic classes of a High School. Some of them have already completed summer camps for VRC, but by the current rules (it appears) they are precluded from participation in VRC. Are these classes (towards a High School diploma) sufficient to "play up" and register in VRC?

Answered by committee

As described in the definition of Student in Section 2 of the game manual, there is no minimum age requirement for participation on a VRC Team. Any student who was born after May 1, 2004, and who is earning high school credits or credits leading up to high school is eligible to compete on a VRC Team. Any VRC Team member who was born after May 1, 2008, is defined as a Middle School Student.

For more detailed clarifications regarding registration and eligibility, you can also always contact your [REC Foundation Manager](#).

1571: Hanging at the end of the match.

26-Jun-2023

SC1

At the end of each Over Under match, will the field electronics be turned off (such that each hanging robot needs to have a lock to stay in the hanging position)? Or will the electronics stay on until the score is calculated?

Answered by committee

At the end of the Match, the field controls place all Robots (i.e. Robot Brains and Smart Motors) into a "disabled" state, which is the same state that they are in when no programs are running. Please see this [VEX Library article](#) for more information about testing/practicing this end-of-Match behavior.

Note: Typically, per the [Q&A Usage Guidelines](#), technical VEX hardware/software questions are more suited for the [VEX Forum](#) or emailing support@vex.com. We are making an exception for this post in order to clearly state that this functionality is an expected and intended aspect of Over Under's gameplay/design challenge.

1561: Definition of Possession

19-Jun-2023

SC1 SG8

<SC1> Before rules, the definition of "Possession" seems impossible. It awkwardly tries to allow very limited forms of pushing (plowing isn't really an appropriate word). It talks about changing the direction of motion of the triball, implying that a blade cannot cause lateral motion. In fact pushing on the left and then on the right (through steering) has the same effect as a curved blade. I suspect the intent is to say "When only one triball in contact with the robot at any time, but excludes a robot with a stationary straight blade pushing one or more triball(s)."

After thought.... by current definition, you can only REMOVE one triball from a net at a time <SG8>. My initial thought was a sweep, but that is controlling more than one triball at a time. What is the intent of the game? How do you incorporate removal into "Possession" definition?

Answered by committee

How do you incorporate removal into "Possession" definition?

The definition of "Possession" should not be interpreted any differently when referring to interactions with Triballs that are Scored in Goals.

Regarding the other comments, please be sure to review the [Q&A Usage Guidelines](#) before posting, specifically note 1, "The Q&A system is for rules clarifications only". As noted, the Q&A platform is intended to be a communication channel for questions such as "is this interpretation of a rule legal?", not a discussion forum to post questions such as "I disagree with this rule, can it be changed". For those comments, please use the official VEX Forum or email GDC@vex.com.