

Q&A

VRC 2023-2024: Over Under

Tagged: SG11

Welcome to the official VEX 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 VRC Over Under 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.

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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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3164: Match Load Placement Clarification

16-Jun-2026

SG11

[<SG11>](#)

In rule SG11 it states "introduce" refers to the moment when a Drive Team Member has released a Scoring Object into a Loader." However, point b of SG11 states "A Match Load Scoring Object may not be contacted by a Robot prior to being introduced into a Loader." Since the only definition of matchloading is when someone releases a game object into a loader, is it legal for a robot to be sitting under a raised loader and a driveteam member releasing a game object into the loader and it falls directly into the robot without it first touching the ground?

Answered by committee

Yes, it is legal for a Scoring Object released into a Loader to fall directly into the Robot. There is no requirement for Match Load Scoring Objects to contact the Floor after being introduced.

3161: Position of Alliance Station with reference to loader position.

7-Jun-2026

SG11

[<SG11>](#)

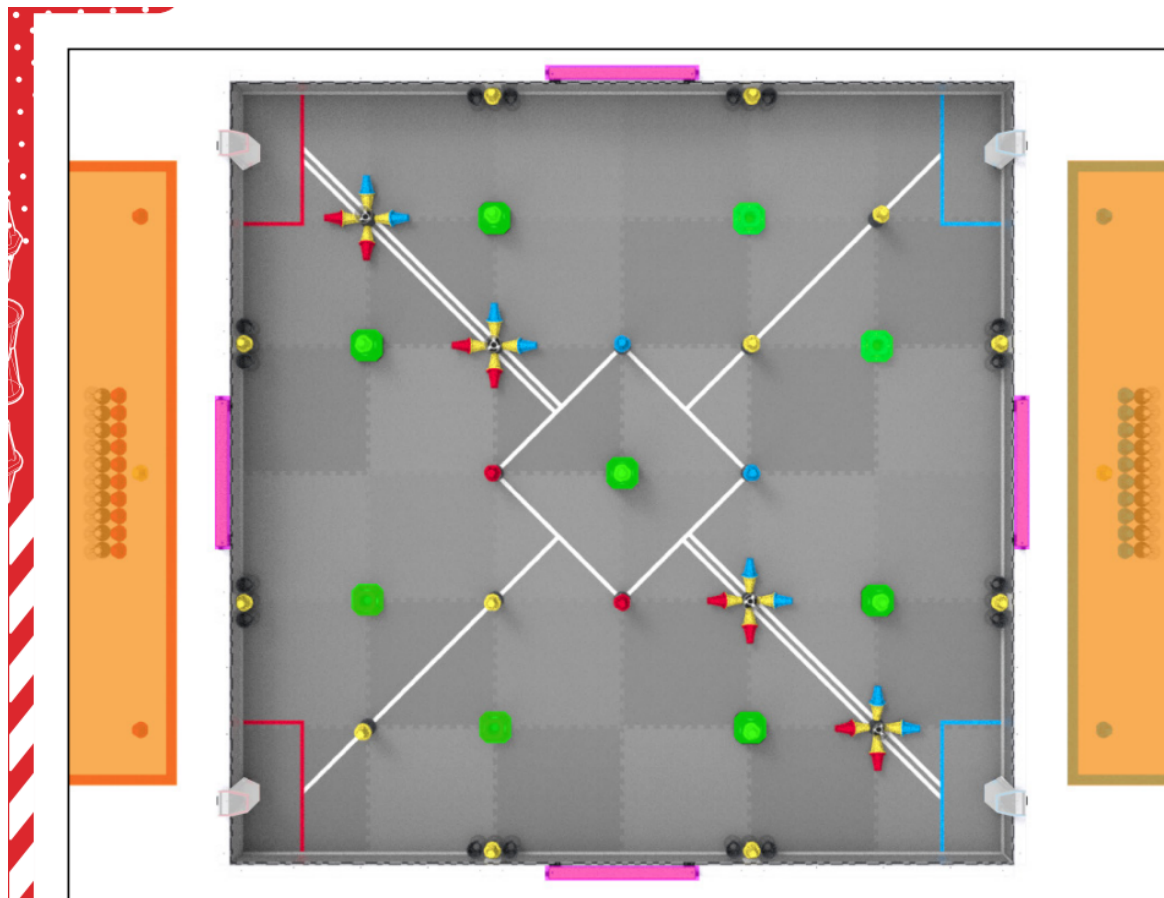


Figure FO-1: An overhead view of the V5RC Override Field, with Alliance Stations (orange), Loaders (white), Toggles (pink), and Goals (green) highlighted.

The Driver's Station appears to be about a foot from the field and a foot from the end of the field. It would be difficult for a drive team member to stay in the driver's station as drawn and interact with the loader as intended. Are Event Partners allowed to change the Driver's Station so that it is against the field and goes to the end of the field?

Thanks!

Answered by committee

The Alliance Station tape lines, as depicted in the Game Manual, are not intended to represent exact dimensions or positioning relative to the rest of the field.

We do not provide exact dimensions or positioning for the Alliance Stations since they are typically not critical to gameplay, which provides EPs more leeway when taping off these areas. However, these tape lines should always be placed such that Drive Team Members can reasonably view and interact with the Field from within the Alliance Station during a Match, so the tape lines should extend far enough for Drive Team Members to reach the Loaders with relative ease.

We recognize that this is not made clear in the game manual, so we're planning to incorporate this guidance in the July 2 game manual update.

3091: Multiple "Off-Setting" Match Affecting Penalties

11-Feb-2026

SG11

As a referee, I would like guidance on how to apply the Match Affecting logic when opposing teams commit the violation. It is probably easiest to explain this with Park Zone violations.

Here's the real world scenario:

1. In the last 20 seconds, Blue Robot 1 contacts Red Robot 1 while Red Robot 1 is in / in contact with the Red Park Zone
2. In the last 20 seconds, Red Robot 2 contacts Blue Robot 2 while Blue Robot 2 is in / in contact with the Blue Park Zone
3. Red 1 Parks (solo), neither Blue Robot Parks
4. As scored on the field, Red wins the match by 8 points

My interpretation (hopefully correct) was that because Blue did **not** achieve their park, that 8 points should be considered for whether the violation was Match Affecting. Given Red won by 8, those 8 points for the Park for Blue would have changed the outcome from a Red Win to a Tie match, and therefore Red Robot 2 should be DQed for a Match Affecting violation.

A. Is this the correct interpretation? B. Had Red 1 **not** parked, the match score would have been a tie, and it would seem no DQs would apply. Is that the correct interpretation? C. If the answer to B is no DQs, it seems somewhat unfair to punish Red for successfully parking (in spite of the potential SG11 violation), given both Red and Blue committed the same (or equivalent) violations.

[<SG11>](#)

Answered by committee

Your interpretation matches the guidance in the game manual, and is correct. For opinions about rules, and suggestions for how you believe they could/should be revised, please email gdc@vex.com.

2985: Regarding QA 2672 and using a block to park

10-Dec-2025

[<SC4>](#)

Per rule SC4, and including clarification provided in Q&A [2672](#), if blue team uses a block as support to keep their robot from touching tiles outside the parking zone, would red team be in violation of SG11 if they use a mechanism to remove the block from underneath blue team's robot without touching blue's robot or the parking zone?[<SG11>](#)

Answered by committee

The red Team in this scenario has used a Block to accomplish an action that would be otherwise illegal if attempted by Robot mechanisms, and should receive an [<SG11>](#) Violation via rule [<GG18>](#).

2882: SG11 Major Violation Clarification of "Intentional"

28-Oct-2025

SG11

[<SG11>](#)

1. If a robot intentionally drives into an opposing team's parking zone prior to the 20 second protected period and remains stuck within the parking zone, is this considered "intentional" in all cases? Thus resulting in a Major Violation and disqualification of the match for that team?
2. Must the robot(s) entitled to park in their parking zone make an attempt to park in order to be granted Match Affecting points?
3. If so, what represents an attempt to park? If they are in route and never touch the zone while an opposing robot is in the protected area is this still a Match Affecting adjustment of points? Or, must they actually attempt to touch or push the opposing robot out of their parking zone?
4. If there is no clear indication that a team is attempting to park does the alliance color with the opposition's robot in their zone receive a single park bonus or double park bonus? The opposing robot within the park zone would have prevented both from parking if they tried.

Answered by committee

Thanks for your questions, Christopher!

To begin, your questions are phrased in a way that makes us think you're suggesting that a Team be awarded actual points for "what might have happened" when considering whether or not a Violation was Match Affecting. As described in Clause E of rule [<SC1>](#), "Point considerations used to determine whether a Violation is Match Affecting (e.g., specified in Violation Notes) should NOT be added to or deducted from the actual score, and points scored during a Violation should not be deducted from a score."

To address your specific scenarios:

1. Intentionally driving into an opponent's Park Zone doesn't always mean the Robot has stayed there intentionally. If a Robot is legitimately stuck, it's likely not intentional and should be a Minor Violation if not Match Affecting. If they make no effort to leave, it's likely intentional and a Major Violation.
2. If a Robot makes no attempt to Park in their blocked Park Zone, the Violation should not be considered Match Affecting.
3. If the Robot makes a reasonable attempt to Park in their blocked Park Zone (i.e., stops playing other parts of the game and focuses on an attempt to Park), the Head Referee should consider whether the outcome of the Match would have changed if that Robot had successfully Parked. A simple bump or touch while continuing to play other parts of the game is not a reasonable Parking attempt.
4. If both Robots are making reasonable attempts to Park in their blocked Park Zone (i.e., both Robots stop playing other parts of the game and both Robots focus on attempts to Park), the Head Referee should consider whether the outcome of the Match would have changed if both Robots had successfully Parked.

2841: Violation for becoming disabled on opponent's park zone

6-Oct-2025

SG11

<SG11> says that "Park Zones are protected during the endgame. During the last 20 seconds of a Match, Robots may not directly or indirectly contact the other Alliance's Park Zone or opponent Robots that are partially or entirely within the vertical projection of that Park Zone."

Questions:

1. If a robot becomes disabled while touching the park zone earlier in the match, do they still receive a SG11 violation when they're touching the park zone in the last 20 seconds?
2. If a BLUE robot becomes disabled earlier in the match and gets pushed up against the park zone by a RED robot, resulting in them still touching the park zone during the last 20 seconds, do they still receive a violation? I recognize that you can't force another team into a violation, but this is an action that happened before the last 20 seconds. Would this still be considered RED forcing BLUE into an violation, or would the disabled BLUE team be responsible since it happened naturally during game play and they could not remove themselves from the park zone?

Thanks!

[<SG11>](#)

Answered by committee

Thanks for these questions, Julie.

We're unsure whether your scenarios include a unpowered/inoperable Robot or a Robot that has received a Disablement for a safety Violation. We can't think of many reasons a Head Referee would call a Disablement on a Robot in their opponent's Park Zone, so we're going to assume your questions are about a Robot that has powered down or otherwise become undriveable. If we're mistaken, please rephrase and resubmit your questions.

1. Yes, if the Robot put themselves in that position and they're in contact with the opponent's Park Zone at the end of the Match, they should receive a Minor or Major [<SG11>](#) Violation.
2. If a red Robot pushes an unpowered/inoperable blue Robot into contact with the red Park Zone, [<GG16>](#) would apply. The blue Robot wouldn't receive a Violation, and the Robot that pushed them would receive a Minor [<GG16>](#) Violation.

2811: SG11 Clarifications on Endgame Blocking and Park-Zone Contact

24-Sep-2025

GG16 SG11

I like to ask about [<SG11>](#).

Current situation: If a blue Alliance Robot positions itself in front of the red Alliance Park Zone to defend, the intent is to block the red Alliance Robot from Parking.

There are several ruling questions (all occurring in the last 20 seconds of the Match):

Question 1. If, during contact between the blue and red Robots, the red Robot pushes the blue Robot into the red Park Zone, is this considered a "forced" [<GG16>](#) penalty by red (and if it is a penalty, how should Match Affecting be determined), or is it a penalty on blue?

Question 2. If the blue Robot, while moving to defend, contacts the red Park Zone during the last 20 seconds, does that constitute a penalty on blue under [<SG11>](#)?

Question 3.If the blue and red Robots are entangled, and while attempting to separate the blue Robot enters the red Park Zone, does that count as a Violation by blue? (Consider <SG11> and the protected status of Robots that are at least partially within the vertical projection of their Alliance-colored Park Zone.)

Question 4.If it is not clear whether red forced blue into a Violation, blue intentionally blocked, or an accidental Violation occurred during a tussle, should advantage be given to red? (Consider <GG15> “Offensive Robots get the benefit of the doubt,” and <GG16> on forced penalties.)

Answered by committee

Hello, Shan Chun Chang, and thanks for these questions!

For your scenario and related questions:

1. Yes, this would be a forced Violation and blue shouldn't receive a penalty; red should receive a Minor <GG16> Violation.
2. Yes, this would be at least a Minor Violation for blue, and could escalate to a Major Violation if it is determined to be Match Affecting.
3. Yes, this would generally be at least a Minor Violation for blue, unless red dragged them in.
4. Yes, the red Robot should get the benefit of the doubt for unclear Violations that happen during the final 20 seconds of the Match at the red Park Zone (and blue Robots get the benefit of the doubt at the blue Park Zone).

We hope these answers help!

2786: Match Affecting Violations for SG11

15-Sep-2025

SG11

Match Affecting - A Violation which changes the winning and losing Alliance in the Match. ? Multiple Violations within a Match can cumulatively become Match Affecting. ? When evaluating if a Violation was Match Affecting, Head Referees will focus primarily on any Robot actions that were directly related to the Violation. ? Determining whether a Violation was Match Affecting can only be done once the Match is complete and the scores have been calculated.

[<SG11>](#) **Park Zones are protected during the endgame.** Violation Notes: Intentional, strategic, or egregious Violations will be considered Major Violations.

1. Are all [<SG11>](#) violations committed by an alliance that win the match Match Affecting?
2. If no to question 1, should the value used for Match Affecting calculations be 8 points (the value of an individual robot parking) or should the value scale accordingly with the specific interactions of that match (1 opponent robot in their park zone uses a 22 point value, 0 opponent robots in their park zone use 8 points if the [<SG11>](#) violation was against one opponent, and 0 opponent robots in their park zone use 30 points if [<SG11>](#) violations were against each opponent)?

Answered by committee

Note: This answer has been revised to include details of a change to the [<SG11>](#) Violation Notes.

Hello, Karson, and thanks for your questions!

Here are our thoughts:

1. No.
2. The point value used for Match Affecting calculations depends on how many Robots are prevented from Parking, and whether they're the first and/or second Robots in the Park.
 - If no other Robots are Parked and the interaction prevents a Robot from successfully Parking, the considered value is 8 points.
 - If one Robot is Parked and the interaction prevents the 2nd Robot from successfully Parking, the considered value is 22 points.
 - If no Robots are Parked and the interaction prevents both Robots from successfully Parking, the considered value is 30 points.

The [<SG11>](#) Violation Notes will be revised in the next Game Manual update to include consideration of Match Affecting Violations. This change is effective immediately (bold added here to highlight the change):

"Violation Notes: Intentional, strategic, egregious, or **Match Affecting** Violations will be considered Major Violations."

2751: Meaning of "Indirect" for SG11

3-Aug-2025

GG18 SG11

[<SG11>](#)

If Red Robot 1 is attempting to Park (but is not yet Parked, but is in contact with the Red Park Zone) while Blue Robot 1 is attempting to defend it. Red Robot 1 is in contact with the Park Zone when Blue Robot 1 attempts to push it into the wall. Is this "Indirect" contact with the Park Zone? If so, would it be fair to say that this is "intentional" and/or "strategic"? In the course of this action, Blue Robot 1 may also come into direct contact with the Park Zone (still while the Red Robot is not parked, or is in a bang-bang state where it is difficult to determine - in which case, as the "offensive" robot, would Red Robot 1 get the "benefit of the doubt"?).

At the UND Signature Event at the Mall of America, on the livestream at 32:09, a head referee defines the Park Zone as the plastic parts AND the FULLY PARKED robot and that "if your robot is not fully parked, your robot is not protected". Given the presence of members of the GDC at the tournament, one would assume that her statements about this interpretation of SG11 are in alignment with the GDC. Given that, can the GDC clarify or provide examples for what "Indirect" contact with the Park Zone in the last 20 seconds would constitute at violation of SG11? Based on GG18, it would seem Blue using a Block to contact the Park Zone would be a violation of SG11. Is this the only such scenario for "Indirect" contact?

Answered by committee

Based on early season Match play, the September Game Manual update will include changes to the definition of the Park Zone and rule [<SG11>](#). These changes will expand the definition of Park Zone to include the portion of the Field Tiles that is bordered by the Field Perimeter and the plastic extrusions of the Park Zone, and will extend the protection of [<SG11>](#) to include any Robot that is at least partially within the vertical projection of its Alliance-colored Park Zone. These changes are effective now.

Using a Block to contact the opponent's Park Zone counts as indirect contact and a Violation of [<SG11>](#). Pushing an opposing Robot into their Park Zone barrier, or into contact with a protected Robot in that Park Zone, also counts as indirect contact and an [<SG11>](#) Violation.

Finally, your assumption that the GDC plays an active role in referee calls at events other than the VEX Robotics World Championship is inaccurate. While members of the GDC may occasionally listen in on rule discussions during events, we have no authority or official role at those non-Worlds events, and those rulings may or may not be in line with the opinions of the GDC or its members. As described in the red box following rule [<T1>](#), the "right" call is the one made by a Head Referee in the moment.

2574: [SG11] [Q&A 2420] Teams Removing Own Placed Goal

24-Feb-2025

SG11

Per [SG11](#), no team can contact a mobile goal placed in the positive corners. At a recent tournament, however, we encountered multiple cases of teams removing a placed mobile goal filled only with their own rings during the endgame (with no competitive advantage gained from doing so). In the game manual, the brief note from [Q&A 2420](#) states: "If the score doesn't change and the Team doesn't benefit, it probably isn't a Major Violation". We ruled that since the teams removed their own placed mobile goal, did not gain any benefit, and the match result did not change as a result of the mobile goal no longer being placed, this would be an SG11 minor violation. However, the bolded text of Q&A 2420 explicitly states that the scored/placed status of the mobile goal should not change.

If an alliance descoring their own placed mobile goal (filled with only their own rings) does not affect the match result and the team gains no competitive advantage, should this be a major or minor SG11 violation?

Answered by committee

As stated in rule [SG11](#), "Robots can remove Mobile Goals that are not Placed and Rings that are not Scored from the Positive Corners of the Field, provided that the interaction does not affect the Placed/Scored status of any protected Mobile Goals or Rings." The rule does not differentiate based on the color of Rings Scored on the Mobile Goal.

Our guidance in Q&A 2420 regarding Violations that are likely Minor applies to situations in which both the Placed/Scored status of a protected object doesn't change *AND* the offending Team doesn't benefit from the offense. That guidance does not apply in this scenario. **Because the interaction you describe has changed the score of the Match, it should be considered a Major Violation even though the offending Team didn't benefit.**

2492: [SG11][SC5] 50/50 Placed Mobile Goal Status

1-Feb-2025

SC5 SG11

Right before the protected period, blue1 is slightly tilting the goal away from their robot in the positive corner on the opposite side of the field in a way that is indeterminable from a head referee and some scorekeeper referee's points of views if the mobile goal is placed but it can be reasonably assumed the goal could be placed. At 30 seconds they drive away and the goal slightly drops from the tilt, causing concern it might have been lifted.

Should a mobile goal always be considered not placed unless confirmed placed similar to [Q&A 2122](#), or should we give benefit of the doubt in the situations that could be considered 50/50 calls?

Answered by committee

It is impossible to issue a blanket answer beyond what is written in the Game Manual that encompasses all possible situations based on a snapshot description of a hypothetical Match, Robot, mechanism, or interaction. This determination and ruling must be made by the Head Referee based on the context of the Match.

2420: Meaning of "Intentional" With Regards to SG11

4-Jan-2025

SG11

The violation notes under Rule [SG11](#) state that:

Intentional, strategic, or egregious Violations will be considered Major Violations

We can think of two scenarios of gameplay in which different interpretations of the meaning of "intentional" can be used:

1. A robot drives up to the goal in the corner and clearly attempts to grab the goal once the 15 second buzzer has passed. The **robot seems to willfully violate the rule**, regardless of whether or not it actually removes the goal.
2. A robot drives towards the positive zone with a clear intent of **manipulating other game elements (i.e. grabbing a ring, or taking a goal that is not considered scored in the corner)**, and in the process of doing so, bumps or jostles the goal in the corner slightly by accident. There is an intent to move towards the corner, but not to interact with the goal, so one could determine this to be an intentional violation due to the fact that the **robot intended to drive close to the positive corner after the 15 seconds**.

An example of where scenario 2 became a major violation can be seen in the clip below, where a red robot attempts to grab a red ring near the positive corner and in the process the goal is jostled slightly but is not removed from the corner, nor does it have any impact on the scoring of that goal:

<https://youtube.com/clip/Ugkx0mCDOybwb09hk1PLrNMQJZcpCKwka883?si=5wLVfUnZhCNRUJBZ>

Given that there is no change to the scored status of the goal and that the team has no prior minor violations, are both of the two scenarios above considered an intentional violation of SG11? Or does only one of these fall under that interpretation?

Answered by committee

We'll start by saying that the GDC will not and cannot override a decision made by a Head Referee during an event.

Additionally, we'll remind Teams that Head Referees have a limited perspective of the Field and are not allowed to consult recordings of the Match to inform their decisions. Referees are human, and must make the best decisions possible based on their judgment of what they observed during the Match. In all interactions, Teams should clearly demonstrate that rules are not being broken; some rules have higher risks than others, and rule [<SG11>](#) has a lot of inherent risk when Robots choose to take action near the Positive Corners during the final 15 seconds of a Match.

That said, we encourage Head Referees to put more focus on the final sentence of rule [<SG11>](#), which states "Robots can remove Mobile Goals that are not Placed and Rings that are not Scored from the Positive Corners of the Field, provided that the interaction does not affect the Placed/Scored status of any protected Mobile Goals or Rings."

If the Placed/Scored status of protected objects doesn't change and the offending Team didn't gain any benefit from contact with the Placed/Scored objects, [<SG11>](#) Violations are likely Minor.

2376: SG11 Mor and Further Clarification

10-Dec-2024

SG11

[<SG11><SG11>](#)

I have a question regarding SG11 and how it should be being called by the referees at events. I understand the protection of the positive corners in the last 15 seconds of the match and the restrictions that come with it. The issue that I'm having is that it has been called differently at two different events in very similar situations.

Situation: Blue robot contacted a placed full goal during eliminations. They did not do this in an attempt to score or de-score any goals but it was due to incidental contact. At the first event they were disqualified and Red was given a win. At the second event the same situation happened and the Blue team was issued a minor violation. I understand that this is up to the interpretation of the head referee but some guidance would be appreciated. These events occurred in the same state/region two weeks apart without any major rule changes that would have impacted the call. Guidance from the committee would be much appreciated, specifically as it pertains to elimination matches. This has had tournament effecting results at both events in question. I think the question we need answered is if a team simply contacts a placed goal within the 15 second protection period is it a DQ or minor violation?

Answered by committee

The Violation Notes for [<SG11>](#) state that intentional, strategic, or egregious Violations will be considered Major Violations. Incidental, inconsequential contact does not qualify as "intentional, strategic, or egregious" and should not result in a Major Violation or Disqualification.

2330: SG11, Placement, and Stuck Robots

27-Nov-2024

SC5 SG11

During a game, BLUE1 became stuck on a ring while holding a mobile goal. The robot was inside the positive corner. The mobile goal was also stuck on a ring and was within the volume of the positive corner (they were attempting to place it), but was not touching the ground. They were stuck there for 45 seconds, including the 15 seconds of positive corner protection. Here were the rules questions that arose from this:

1. Was the mobile goal considered in the positive corner since it was not contacting the floor tiles or the tape?
2. Was BLUE1 in violation of SG11 if they did not operate their mobile goal grabbing mechanism to attempt to drop the goal after SG11 takes effect? Would operating the mechanism have made this an SG11 violation?
3. The mobile goal not being placed meant this was not a match affecting violation but if the goal would have been considered placed, it would have been match affecting. Given that this was not match affecting, should this have been a minor violation or a major violation?

Answered by committee

1. Was the mobile goal considered in the positive corner since it was not contacting the floor tiles or the tape?

If the Mobile Goal was not touching the Floor or a white tape line, then that Mobile Goal did not meet all of the criteria to be considered Placed in a Corner. See [<SC5>](#) clause A.

2. Was BLUE1 in violation of SG11 if they did not operate their mobile goal grabbing mechanism to attempt to drop the goal after SG11 takes effect? Would operating the mechanism have made this an SG11 violation?

As described above, the Mobile Goal was not Placed. Because BLUE1 kept the Mobile Goal raised and never dropped it, there was no [<SG11>](#) Violation in this scenario. If BLUE1 had operated their mechanism and dropped the Mobile Goal, resulting in the Mobile Goal becoming Placed in a Positive Corner during the [<SG11>](#) protection period, then BLUE1 would have intentionally violated [<SG11>](#) resulting in a Major Violation and Disqualification for the Match.

3. The mobile goal not being placed meant this was not a match affecting violation but if the goal would have been considered placed, it would have been match affecting. Given that this was not match affecting, should this have been a minor violation or a major violation?

Because there was no Placed Mobile Goal in your scenario, there was no Violation of [<SG11>](#).

2276: SG11 - Placement and Removal of One's Own Mobile Goal - Determining Violation Level

10-Nov-2024

SG11

[<SG11>](#)

Hello, I referenced Q&A #2179 prior to drafting this, and I think it is similar question but slightly different.

In a recent tournament, a match occurred where RED1 placed a Mobile Goal with 4 Scored Rings in one of the positive corners at 14 seconds (they were in the process of placing it prior to the protection, but dropped it right after the timer). Noticing their error, as soon as it was placed and they had briefly backed away, RED1 then approached the stack again and removed it from the corner in an attempt to avoid receiving a Major Violation under SG11.

The match ended with the Mobile Goal stack still on RED1. The Red alliance won the match significantly, with the score of 23-3. As the team was going to win the match regardless, and immediately rectified the situation when noticing their error, per the Violation Notes for <SG11>, it did not seem to be Intentional, strategic, or egregious.

Can you outline whether this should be considered a Minor Violation (as it was not match affecting), or, that any interaction with the positive corner should automatically result in Major Violation and therefore a Disqualification (regardless if the team corrected it prior to the end of the match).

Thank you for your time, and I look forward to your response!

Answered by committee

As described in the Violation Note for rule <SG11>, if the Head Referee determines that the Violation was intentional, strategic, or egregious it should still be considered a Major Violation that results in a Disqualification. There is no clause in rule <SG11> that enables Robots to "correct" Violations to avoid penalties.

Teams are responsible for the actions of their Robots at all times, including removing their Robots from the Positive Corners in time to avoid <SG11> Violations.

2210: SG11 Clarification

21-Oct-2024

SG11

In a V5RC match, how would rule SG11 be applied if Blue1 forces Blue2 to violate the rule by pushing it into contact with a Loaded Mobile Goal in a protected Positive Corner during the last 15 seconds? Would this be considered a violation, and if so, how would it be enforced? SG11 states that <SG11> So, how can Blue1 be penalized if they don't touch the Rings or the Mobile Goal? Would the answer change if Blue is winning and or Losing? Additional context for the question:

- We understand that <SG11> prohibits contact with Mobile Goals in Positive Corners during the endgame.
- We're specifically asking about a situation where an alliance forces its own teammate to violate this rule.
- We're unsure if this would be treated differently from an opponent forcing a violation, as addressed in <G15>.
- We'd like clarification on whether this would be considered a violation, and if so, how it would be penalized (e.g., applied to the specific robot, the whole team, or handled differently).

Answered by committee

There is no rule that prevents a Team from forcing their Alliance Partner into a Violation. In this scenario, Blue2 would receive a Minor or Major Violation of <SG11>, based on whether or not the outcome is determined by the Head Referee to be Match Affecting.

2201: <SG11> and <G15> interaction

17-Oct-2024

G15 SG11

With 17 seconds remaining, blue is holding a mobile goal with a robot mechanism above the ground. This goal is above a positive corner but is not yet placed. A red robot now begins a pin on the blue robot.

At 16 seconds left, the blue robot attempts to release the mobile goal but is unable to place it due to the pin, for example the goal is wedged between the robot and a ring on the floor.

At 14 seconds left, red backs away and the goal has not yet been placed, but because blue tried to release it, the goal will inevitably become placed if blue moves away from the corner.

How do [<G15>](#) and [<SG11>](#) interact in this scenario?

Also, does the ruling change if the goal was originally placed in the corner at 17 seconds, but then was removed from the corner at 16 seconds due to the action of the pin, for example by lifting it off the ground so that it is no longer in contact with the floor?

Answered by committee

In the first scenario, the answer comes down to exactly when the pinned blue Robot releases its hold on the Mobile Goal. If the Mobile Goal is released before the final 15 seconds of the Match, the blue Robot should not be penalized if moving away causes the Mobile Goal to fall into a Placed position. The red Robot would likely receive a Minor Violation as described in the Violation Note for [<G15>](#). However, if the blue Robot in this scenario does not release the raised Mobile Goal until after the protected period begins, driving away and causing the Mobile Goal to become Placed would be an intentional and Major Violation of [<SG11>](#).

In the second scenario, because the Mobile Goal was placed at 17 seconds, the blue Robot would not be penalized for driving away and causing the Mobile Goal to return to a Placed position after the pin ends (assuming the red Robot's pinning action caused the blue robot to inadvertently remove the Mobile Goal from the Corner). The red Robot would likely receive a Minor Violation as described in the Violation Note for [<G15>](#).

2179: <SG11> Major or Minor Violation Clarification

7-Oct-2024

SG11

[<SG11>](#) [<SG11>](#) [<SG11>](#) protects mobile stakes in the positive corners during the last 15 seconds of a match. The Violation Notes on the rule states that Intentional, strategic, or egregious Violations will be considered Major Violations. During the last 15 seconds of a match, if a team tips over or removes a mobile goal from a protected corner but the score difference is not match affecting, is a major violation still warranted? Can it be assumed that both of these actions would fit the criteria of "intentional" or "strategic" and thus make this a major violation regardless of whether the action was match affecting?

Answered by committee

In every case we can think of*, changing the score of a Protected Mobile Goal by tipping it over or removing it from the Corner will be part of an intentional, strategic, or egregious action. Per the Violation Note for [<SG11>](#), these are automatically Major Violations and should result in a Disqualification. This note applies regardless of whether or not it is a Match Affecting Violation.

*We acknowledge that a Robot could, conceivably, accidentally tip over a precariously Placed Protected Mobile Goal through transitive or incidental contact that could result in the Mobile Goal no longer being Placed. In that and similar possibilities, the Violation probably isn't intentional or strategic. Have we seen it happen, or do we expect to? No.

2122: Determining Placed Mobile Goal

6-Sep-2024

SG11

The protection provided by rule <SG11> applies to Placed Mobile Goals and Scored Rings. Rule <SC5> specifies that only one Mobile Goal may be considered Placed in each Corner.

If two goals are in a positive corner that is opposite of the alliance drivers station during the last 15 seconds and they want to remove one, can they ask a Scorekeeper which MG is considered placed? Should a Scorekeeper assist all / no teams?

Answered by committee

If a Team cannot determine whether or not a Mobile Goal is Placed in a Protected Corner during a Match, they are allowed to ask the *Head Referee* for an opinion, but the Head Referee might not be able to respond immediately based on the requirements of their role.

If a Head Referee cannot determine which (if any) of multiple Mobile Goals is Placed in a Corner during an <SG11> interaction, they should assume that none of the Mobile Goal are protected. This judgment call can only be made by the Head Referee with guidance from other referees who witnessed the interaction.

2110: Positive corner

25-Aug-2024

SG11

<SG11>

hello. if there were two mobile goals in the positive corners. are both mobile goals protected in the last ten seconds? and where does the second goal have to be to be protected? is touching the lines of the positive corner enough ?

Answered by committee

The protection provided by rule <SG11> applies to Placed Mobile Goals and Scored Rings. Rule <SC5> specifies that only one Mobile Goal may be considered Placed in each Corner. Therefore, only one Mobile Goal may be considered protected in each Positive Corner during the protected period.