

Q&A

VRC 2023-2024: Over Under

Tagged: T4

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.

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

- For event, registration, or other competition support questions, please contact your [REC Foundation Manager](#).
 - 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.

Index

[Labeled Game Elements](#)

[Controller Placement After Match](#)

[Tournament Manger Noises and <T4>](#)

[<RSC4> Can teams end a Skills Match early for any other reason than to record a Skills Stop Time](#)

[Stickers to mark Triballs](#)

[Emergency Use of Replica Field Elements](#)

3104: Labeled Game Elements

22-Feb-2026

T1 T4

[<T4><T4>](#)

Often events in our region are a communal effort with multiple different organizations providing fields for official game-play. Many organizations mark ownership of their fields and game elements with permanent markers, labels, or other alterations.

1. To what extent does an Event Partner have the authority to declare a labeled or altered game element appropriate for official matches?
2. Does this authority lie within the Event Partner, Head Referee, or a combination of the two?
3. When are labels, permanent markers, or other markings considered to be as substantial alteration to game-play (if at all)

[Example of labeled beam](#)

Answered by committee

Adding a small mark (for example, a Team number) to identify the team or organization that owns a part or Scoring Object is permissible. In general, using a permanent marker to write a number is preferable to adding a label or something similar that may affect a Robot during a Match.

1. To what extent does an Event Partner have the authority to declare a labeled or altered game element appropriate for official matches?
2. Does this authority lie within the Event Partner, Head Referee, or a combination of the two?

An Event Partner has final authority on the game elements that are used at their event, and can disallow game elements for nearly any reason.

3. When are labels, permanent markers, or other markings considered to be as substantial alteration to game-play (if at all)

If a marking or label has affected a Robot during a Match, or in the Event Partner's opinion seems likely to do so, it probably isn't suitable for use in a scored Match at a qualifying event.

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.

2911: Tournament Manger Noises and <T4>

10-Nov-2025

T4

[<T4>](#)

Hello,

Tournament manager makes noises at the start of the match as well as various other points throughout the match. Are these noises considered gameplay decisions, or can the EP change the noises that tournament manager makes as long as they convey the same meaning and abide by G1?

Answered by committee

The [RECF Commitment to Event Excellence](#), which is included in Section 1 of the game manual as an additional policy that applies to competitions, requires Event Partners to "Use the official, unmodified version of Tournament Manager along with approved hardware and networking solutions found in the RECF Library." The modification you suggest would be a violation of this policy.

2732: <RSC4> Can teams end a Skills Match early for any other reason than to record a Skills Stop Time

23-Jul-2025

RSC4 T4

[<RSC4>](#)

During robot skills matches teams often opt to end their skills match early if continuing may damage their robot or there's a problem with a sensor that would make continuing pointless (literally and figuratively).

At a recent event, a field tech asked the Event Partner to inform teams they could end their match early ONLY if they had informed the scorekeeper they would be recording a Skills Stop Time. The field tech wanted to reduce the number of early-aborted matches logged in the field's V5 Robot Brain, to make it easier for himself to determine if aborted matches were due to field faults. The Event Partner instructed that teams had to allow the timer (and thus their robots due to the method of field control being used at the event) to continue if they had not discussed a Skills Stop Time in advance. This was frustrating to teams and could have resulted in damage to students' robots, particularly if autonomous codes went awry. After discussion with a Head Referee, the decision was reversed and teams were again allowed to end their matches early, though a Skills Stop Time was only recorded if they'd discussed it in advance with the Scorekeeper at the field, as described in <RSC4>.

Can teams elect to end a Skills Match early for a reason other than recording a Skills Stop Time or does this scenario fall under <T4> The Event Partner has ultimate authority regarding all non-gameplay decisions during an event?

Answered by committee

Can teams elect to end a Skills Match early for a reason other than recording a Skills Stop Time or does this scenario fall under T4 The Event Partner has ultimate authority regarding all non-gameplay decisions during an event?

Teams can only end a skills Match using the process described in rule [<RSC4>](#), and only if the Scorekeeper Referee has been notified before that Match. If a Team has a concern about Robot safety and believes that there is any chance they'll want to end the Match early, they should prearrange a Stop Time signal for that Match.

Because Skills Stop Time is a gameplay decision, rule [<T4>](#) does not apply and the rule must be followed as described in the game manual.

1970: Stickers to mark Triballs

26-Feb-2024

T4 T11

[<T4>](#) [<T11>](#)

To help event partners at events, can we use vinyl stickers to mark game elements to show them as EP/Event property? Specifically adding them to this year's triballs which gives better event branding and would allow us to give them out at the end of the event along with awards (reducing some of the waste produced from the yearly game elements). We've found it hasn't really changed any of the durability of the game elements with our teams and just gives a better visual appearance. Or would this be an option if we give adequate notice to all teams and allow them to practice with them the day before competition matches?







Answered by committee

To help event partners at events, can we use vinyl stickers to mark game elements to show them as EP/Event property?

Because stickers may affect the surface texture of the Triball, and could detach and impact the performance of a Robot, they are not a permitted modification for use during Matches.

Permanent marker may be used to mark Triballs for identification during Match play, and/or stickers may be applied to Triballs for distribution as souvenirs once they're no longer needed for use in Matches.

1966: Emergency Use of Replica Field Elements

22-Feb-2024

T4 T11

This season, lots of events have resulted in the breaking of Field Elements around the barrier, specifically the "VRC Large Pipe Cap" (276-8354-103) & the "VRC Large Pipe Extender" (276-8354-104). In the case that a competition can't get a replacement of these pieces, or backups when they break during competitions, does the Event Partner have the ability to use replacement elements? Assuming these elements match the dimensions and functionality of those elements shipped by Vex.

This also brings into question the hierarchy within tournament rules. Specifically if <T4> gives the EP discretion over <T11> in this case.

<T4> states that

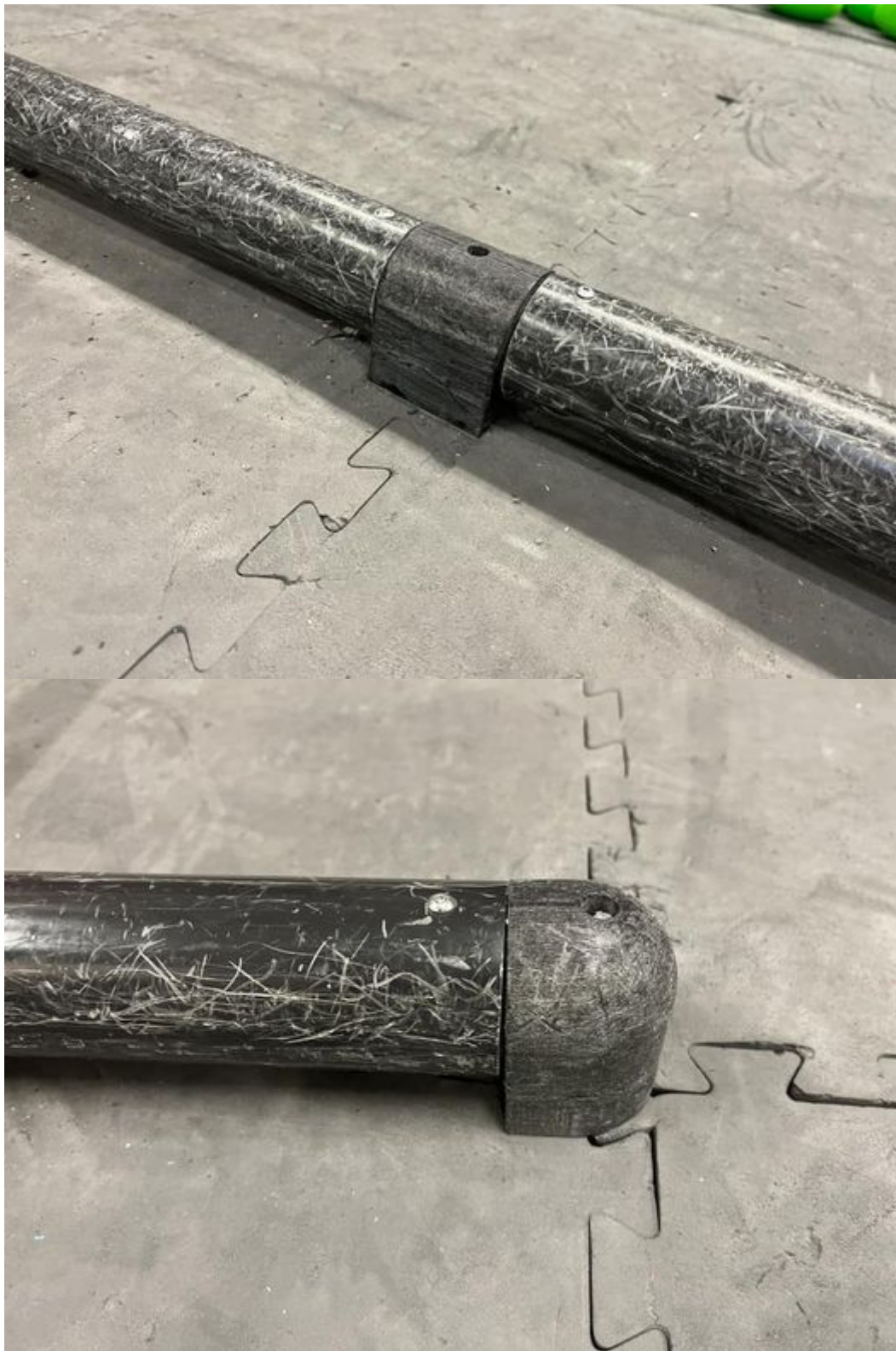
The Event Partner has ultimate authority regarding all non-gameplay decisions during an event.

<T11> states that

Fields may be repaired at the Event Partner's discretion. ... Examples of prohibited modifications include, but are not limited to: ... unofficial/replica Field Elements

You can see potential replacements here: https://www.vexforum.com/t/3d-printable-barrier-replacements-not-comp-legal-purdue-sigbots/122371?u=max_johnson03

Replacements in Use



Answered by committee

Replacing the VRC Large Pipe Cap and/or VRC Large Pipe Extender with functionally identical 3D printed replacements (e.g., from the models included in the linked [vexforum.com](#) post) is a permissible modification and a rare exception to the prohibition on unofficial/replica Field Elements in rule [<T11>](#). We strongly recommend that *black* filament be used whenever possible to create these replacement parts.