

Q&A

VEX V5 Robotics Competition 2024-2025: High Stakes

Tagged: T19

Welcome to the official VEX V5 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 V5RC High Stakes 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 V5RC High Stakes rules questions.

- For event, registration, or other competition support questions, please contact your [REC Foundation Regional Support 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.

2992: League Skills Clarification

13-Dec-2025

T19

[<T19>](#) For league events, do teams get three attempts on skills per session or still only three for the league in total?

Answered by committee

Each Team can play up to three (3) Driving Skills Matches and three (3) Autonomous Coding Skills Matches per League Ranking Session. Clause A of rule [<T15>](#) applies, and Teams who participate in Qualification Matches during a specific League Ranking Session are the only Teams who can participate in Robot Skills Matches at that session.

2327: AWP - Stakes and Mobile Goals on an Alliance's Side of the Autonomous Line SC8.2, T19.b

25-Nov-2024

SC8 T19

[<SC8><T19>](#)

Please define "the Alliance's side of the Autonomous Line" for use in rules SC8.2 and T19.b.

As one of the conditions for an Autonomous Win Point to be awarded, SC8.2 requires

2. A minimum of two (2) Stakes on the Alliance's side of the Autonomous Line with at least (1) Ring of the Alliance's color Scored

T19.b requires a similar criteria to determine "Mobile Goals on their side of the Autonomous Line" in a 3-3 tied Elim match.

b. Any Elimination Match that ends in a tied score with no Scored Rings and no Robots that have Climbed to a Level may be decided by the quantity of Mobile Goals that are fully on each side of the Autonomous Line. The Alliance with a higher quantity of Mobile Goals completely on their side of the Autonomous Line, and not in contact with the Autonomous Line, at the end of the Match should be awarded the value of one (1) Scored Top Ring for that Match. If the Alliances have an equal number of Mobile Goals on their side of the Autonomous Line, a tiebreaker Match should be played.

For SC8 and T19, should the definition of Autonomous Line include both pair of lines making the boundary of their autonomous zone the edge of the tape line closest to them?

Autonomous Line – The pair of white tape lines that run across the field, and the space between those lines. See <SG7> for more information.

Or should an "Alliance's side of the Autonomous Line" be determined in the same way it is for SG7 violations where teams have up to the furthest edge of the tape line away from them?

Or should the guidance be the note from SG7 that says objects positioned over the Autonomous Line are "not considered to be on either side."

Or can scoring a ring on a stake that ends partially in both autonomous zones, for example a mobile goal that has fallen over, count toward AWP since the Stake would still technically be on their side of the Autonomous Line? In which case, if there is both a red and blue ring on the stake, can we count it for both? (Say yes.....pleeeeeease????)

I know you can't tell it in the picture, but the mobile goal is mostly over the red auton zone with the stake fully in the red auton zone. Does this mobile goal meet the criteria for AWP since the requirement is for the STAKE (PVC pipe and barb only) to be on the red side and not the entire MOBILE GOAL (includes hexagonal base)?



Look forward to the clarification of Autonomous Line for both SC8 (specifies STAKE) and T19 (specifies MOBILE GOAL) purposes. Thanks!

Answered by committee

For a Mobile Goal and/or its Stake to count toward either the Autonomous Win Point criteria in rule [SC8](#) or the tiebreaker criteria in rule [T19](#), it cannot be positioned over any portion of the Autonomous Line and must be fully on the Alliance's side of the Autonomous Line.

The Game-Specific Definitions section of the game manual defines the Autonomous Line as:

The pair of white tape lines that run across the field, and the space between those lines.

Our response to [Q&A 2077](#) says that:

Any Mobile Goal Stake can potentially be used to satisfy the criteria, but only if the Mobile Goal ends the Autonomous Period fully on the correct side of the Autonomous Line.

The Note within rule [SG7](#) specifies that:

Scoring Objects ... that contact or are positioned above the Autonomous Line are not considered to be on either side ...

Clause B of rule [<T19>](#) specifies that tied Match with no Scoring actions may be decided by:

... the quantity of Mobile Goals that are fully on each side of the Autonomous Line.

1661: <T19> Clarification on tiebreaker matches

24-Sep-2023

T19

[<T19>](#)

Hello! Recently at an event we have found some confusion about the wording of T19, where different teams have interpreted it differently. I wanted to double check whether teams could request a stop-time in finals matches that have not gone to a tiebreaker match?

For instance lets say two teams both made finals, lets call them Alliance A and B, both of these teams notify the head ref that they wish to stop at some stage of the non-tiebreaker match.

Alliance A scores 95 points and requests to stop with 16 seconds remaining Alliance B scores 95 points and requests to stop with 13 seconds remaining

Given this was a standard finals match, should stop times be considered at all or ignored? Would this scenario lead to tiebreaker matches which than include a stop time?

Cheers

Answered by committee

Match Stop Times are only recorded for tiebreaker Finals Matches, as described in the definition of Match Stop Time in the game manual (bold formatting added for emphasis):

Match Stop Time – The time remaining (i.e., displayed on the timer or audience display) **in a tiebreaker Finals Match** when an Alliance ends the Match early by placing their controllers on the ground.

...and rule [<T13>](#) :

If the Match is a tiebreaker Finals Match, then the Match Stop Time will also be recorded.

Note that Skills Stop Time is separate from Match Stop Time, and is subject to different rules as described in Appendix B of the game manual.

To directly answer your question:

Given this was a standard finals match, should stop times be considered at all or ignored?

Match Stop Time does not exist / should not be recorded / can be ignored during a standard Finals Match.