

Q&A

VEX V5 Robotics Competition 2024-2025: High Stakes

Tagged: T3

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.

2598: Drive team conversations with others in referee deliberations

3-Mar-2025

G8 T3

Rule [<T3>](#) reads as follows:

The Drive Team is permitted to immediately appeal a Head Referee's ruling. If Drive Team Members wish to dispute a score or ruling, they must stay in the Alliance Station until the Head Referee from the Match talks with them. The Head Referee may choose to meet with the Drive Team Members at another location and/or at a later time so that the Head Referee has time to reference materials or resources to help with the decision. Once the Head Referee announces that their decision has been made final, the issue is over and no more appeals may be made (See rule [<T1>](#)).

Are drive team members permitted to discuss the match with others before the appeal? I think [<G2>](#) explicitly disallows discussions with Adults, but my understanding (as a competitor and now also as a head referee and EP) has always been that the drive team must appeal a decision independently; they may discuss with each other (and presumably with their alliance partner's drive team), but not with others, including Students who are not on the drive team for that match. I think this is a reasonable consequence of [<G8>](#) and [<T3>](#), but it is not written in explicitly so I would like some clarification.

PS: If the GDC agrees with my interpretation (i.e., that Drive Team is not permitted to discuss the match with anyone before/as part of the appeal), then I would suggest that:

- This should be made explicit in the wording of [<T3>](#).
- The logistics of this rule should be considered in recommendations for EPs and Head Referees in the KB. In particular, note that referees are posted on the opposite side of the field from the audience; depending on the event layout, it may even be possible for drive team members to converse with someone in the audience zone without physically leaving the driver station, or only leaving by a couple feet (which is generally not very enforced, especially after match play), and it is difficult for head referees to watch for this while scores are being counted or the other alliance is being talked to. Should someone other than a head referee be posted there? Should there be

standard signage for audience areas close to fields (or equivalently on the drive team side) to note that this is prohibited?

Answered by committee

Are drive team members permitted to discuss the match with others before the appeal?

There is no rule in the game manual that prohibits this, although rule [<T4>](#) gives Event Partners the authority to create and enforce rules that do not affect gameplay.

Interactions with individuals outside the Alliance Station, if not prohibited by the event, are subject to all other rules.

- Per [<G2>](#), discussions should be limited to Student Team members.
- Per [<T3>](#), Drive Team Members must remain in the Alliance Station and once the Head Referee announces that their decision is final, the issue is over and no more appeals may be made.
- Per clause A of [<G8>](#), communication devices are not allowed in the Alliance Station; this includes any post-Match discussion.

2354: Event Delays & T3

7-Dec-2024

T3

[<T3>](#)

Hello, at a recent event we experienced a significant delay during an elimination match that lead to an extensive deliberation process after the end of the autonomous period which was further delayed by the beginning of an awards ceremony for another division running parallel at the same event.

In the end, this process was over an hour long, and teams remained in the driver station the entire time. I wanted to seek clarification on a few things if this scenario (or a similar scenario in which there are extreme circumstances / circumstances outside of the HRs control) occurs:

1. Are match replays / restarts permitted in this scenario, or should matches play on? And what should occur if teams batteries have died / pneumatics have leaked during the extended delays? If the deliberation was regarding an autonomous action that would re-occur if the match was re-played, would this change the decision?
2. If a deliberation is ongoing for an extended period of time, are drive team members ever permitted to leave the alliance station for a bathroom break and not lose their ability to appeal a decision as per [<T3>](#)?

Answered by committee

EPs and Head Referees should avoid further delaying an in-progress Match for non-Match activities like award ceremonies. Once a Match is in progress, it should be completed before the event moves on to anything else. It is the Head Referee's responsibility to make a ruling in a timeframe that minimizes the impact on the event's schedule while considering the pertinent rules and circumstances.

Should something beyond the control of the EP or Head Referee occur that leads to a situation where an in-progress Match cannot be resumed for an extended period of time, rules [<G3>](#) and [<T7>](#) would apply.

If a Team member needs a restroom break, battery switch, or to repressurize pneumatics during a delay, that could be reasonable under rule [<G3>](#) if all Teams are given the same opportunities.

Rule [<T7>](#) gives EPs and Head Referees the power to agree on a Match replay for virtually any reason. Again, [<G3>](#) applies.