

Q&A

VEX IQ Robotics Competition 2026-2027: Level Up

Tagged: GG12

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 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 game rules questions.

- For event, registration, or other competition support questions, please contact your [Program 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

3186: Minor Violations becoming Major Violations

12-Jul-2026

GG12

From the Definition of Major Violation: Multiple Minor Violations within a Match or Tournament may escalate to a Major Violation at the Head Referee's discretion or as specified in a rule. Minor Violations carry over into Finals Matches unless otherwise specified within a rule.

I think that generally we would think that the third minor makes it a major. But a number would help with consistency.

GG12 Appendix D Notes: 2. If a Team receives three Minor Violations within the same event, all future GG12 Violations at that event will be considered Major Violations and Disqualifications.

Would the Third count as the Major Violation, or the Fourth? Is it only minor violations of GG12 that count here?

Answered by committee

In the August 6 game manual update, [<GG12>](#) Violation Notes 2 and 3 will be removed.

3073: GG12 Preload

3-Feb-2026

GG12

[<GG12>](#)

Hello,

We are looking for clarification regarding rule GG12 , which states:

"Don't Start Before the Timer, and Stop Moving at the end of the Match. Driver inputs and Robot may not begin before the Match timer starts, and must cease at the end of the Match, when the timer reaches 0:00. A pre-programmed routine which causes Robot motion to start before the Match or continue after the end of the Match would violate this rule."

Our question relates specifically to the phrase "pre-programmed routine".

A preload is allowed to start elevated or held by the robot. If we are using Huey, we would like to begin the match with the claw closed and holding the preload pin in the air.

To do this, the claw motor must close before the match begins.

Would closing the claw and holding the pin before the timer starts be considered illegal robot motion, or is this considered part of the legal starting configuration?

Thank you for your clarification.

Answered by committee

If the Robot is completely stationary in its starting position on the Field (see clause E of [<SG1>](#)) and does not begin moving until the Match timer starts, it's not breaking rule [<GG12>](#). Teams can operate their Robots briefly when setting them up on the Field before the Match, as long as they're not delaying the start of the Match (see [<GG3>](#)).

2778: Clarification of Violation Notes for rule <GG12> Don't start before the Timer and Stop Moving at the end of the Match

10-Sep-2025

GG12

[<GG12>](#) The third violation note under <GG12> states, "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.), but does not include Violations that occur in Robot's Skills Matches." Is there a penalty for a team violating rule <GG12> more than three times total during Skills Matches (Driving and Autonomous) at an Event?

Answered by committee

Hello, Team 93558Z, and thanks for your question!

Because scoring that happens after the Match is not counted (and is therefore not Score Affecting), actions that would count as Minor [<GG12>](#) Violations in Teamwork Matches are not recorded as Violations in Robot Skills Matches.

Referees should closely watch Robots at the end of the Match to identify any scoring actions that happen after the Match timer reaches 0:00, and should not include any points from those actions in the Match score.

We hope this helps!