

Q&A

VEX V5 Robotics Competition 2026-2027: Override

Tagged: SC5

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 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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3188: Robots in midfield at end of Autonomous Period

17-Jul-2026

SC5 SC7 SG7 SG8

[<SC7><SC5><SG7>](#)

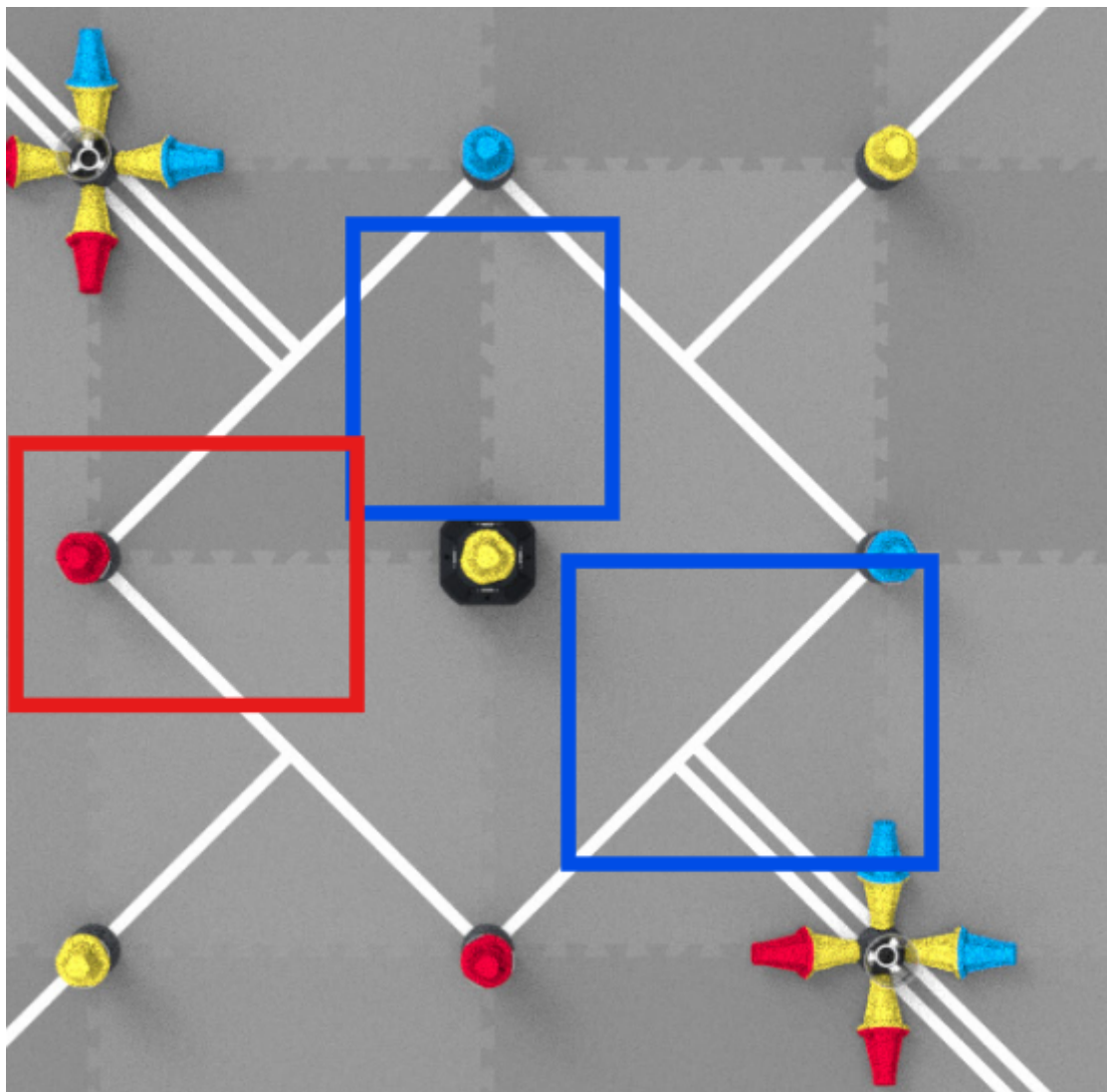
How would the robots in the midfield at end of autonomous period be counted? Shown in the picture illustrated below with 2 Blue robots and 1 Red robot. One Blue robot was contacting the midfield goal and also pushed the other red robot that parked first. Another blue robot crossed the double autonomous line but entered the midfield.

Per SC5b, A yellow Pin Placed in the Midfield is Owned by the Alliance that ends the Match with a greater number of Robots in the Midfield. As this is not end of the match, yellow pin shall not be counted even with 2 parked Blue vs 1 parked Red.

Per SC7a, Points for ending the Autonomous Period in the Midfield are not included in the calculation of an Alliance's score for the purposes of determining the Autonomous Bonus. Thus the Yellow pin shall not be counted as owned by Blue Alliance.

Per SG7, <SG7> Don't cross the Autonomous Line, and don't interfere with your opponents' actions. Are all 3 robots violating?

Per SG8, <SG8> Engage with the Midfield and/or Autonomous Line during the Autonomous Period at your own risk. In this case, even if the Blue robot entered midfield and pushed the Red robot that has parked earlier time, Per SC8d, no penalty shall be given to Blue Alliance.



Result 1: No violation, midfield is allowed and autonomous line cross is allowed. With 2 parked blue vs 1 parked Red, Blue alliance won auton and also owned the yellow pin.

Result 2: No violation, midfield is allowed and autonomous line cross is allowed. Yellow pin is not owned by either Alliance. However, with 2 parked blue vs 1 Red, Blue alliance won the auton bonus points.

Result 3: All 3 robots violate SG7, thus no Auton bonus will be awarded.

Result 4: IF the Red robot did not enter the midfield but only the 2 Blue robots, then Red Alliance will receive the 12 AP, given Blue Alliance violating SG7

Could you clarify the robots in midfield at end of Autonomous Period, not end of match?

Answered by committee

Concerning your example scenario:

- Per [SC5](#) clause B, a yellow Pin Placed in the Midfield is Owned by the Alliance that **ends the Match** with a greater number of Robots in the Midfield. Since this is not the end of the Match, neither Alliance owns the yellow Pin Placed in the Midfield Goal, regardless of how many Robots from each Alliance are within the Midfield at the end of the Autonomous Period.
- Per [SC6](#), Robots do not receive credit for being in the Midfield until the **end of the Match**. Therefore, being within the Midfield at the end of the Autonomous Period has no effect on Autonomous Period scoring calculations.
- The actions of the red and blue Robots that made contact in the Midfield are legal. Per [SG8](#), Robots engaging with the Midfield or Autonomous Line during the Autonomous Period accept the risk of interaction with other Robots that are also engaging with the Midfield or Autonomous Line. Contact between these two Robots in the Midfield will not be penalized.
- The other blue Robot appears as if it would've crossed the Autonomous Line by contacting foam tiles on the red Alliance side, which results in an [SG7](#) violation for this blue Robot and the Autonomous Bonus being awarded to the red Alliance.

Note: [SC7](#) clause A will be revised in the August 6 game manual update to remove potentially misleading language. The purpose of [SC7](#) clause A is to clarify that scoring methods that rely on Robots being in the Midfield at the end of the Match (e.g., points awarded for Robots being in the Midfield and for Ownership/Scoring of yellow Pins in the Midfield) are not in effect until the end of the Match, and are therefore not included in Autonomous Period scoring calculations for V5RC matches.

Those scoring methods are only included in Autonomous Period scoring calculations for VEX U matches, due to [VUG5](#) rule modifications that make these scoring methods "active" at both the end of the Autonomous Period and the end of the Match.

3108: Corner Goal Bonus Score

24-Feb-2026

SC5

Hello, In the provided image, Question: According to rule [SC5](#), a Stack is considered "Placed in a Goal" if it is entirely within the outline that defines the Goal and meets specific height/stability requirements. Rule [SC3](#) further states that a Stack is built up from the Floor.

Does a Stack that is contacting the PET sheet (the floor lining) within a Goal Zone fulfill the requirement for being "Placed in a Goal"? [SC5](#)



Answered by committee

For the purposes of clauses cii and ciii of rule [<SC5>](#), the PET sheet inside a Square or Triangle Goal is synonymous with the Floor inside the Goal.

However, per the definition of Square Goal, "Each Square Goal is bordered by the inside of the Field Perimeter and the inside edges of the VEX IQ pieces connected to the Floor."

If a Stack is resting partially on the VEX IQ pieces connected to the Floor around the Square Goal, then the Stack does not meet the requirements of clause cii of rule [<SC5>](#) and cannot be considered "entirely within the Square Goal." Contact with the PET sheet alone is not enough to meet this requirement, and the Stack in your example is not Placed in the Square Goal.

3100: Matching Goal Bonus for One Stack (only) on Standoff (SC5/SC6/SE6)

20-Feb-2026

SC5 SC6

<SE6 Clarification> In the case of a **single stack** being placed on the standoff, does the bottom pin need to be Yellow/Orange to get the matching goal bonus, or does *any* stack placed on the standoff get the Matching Goal Bonus regardless of what color pin is actually in contact with the standoff (e.g. if the bottom pin is red, does it still get the matching goal bonus)? It seems the connected pin should be matching the floor goal/standoff since being placed on the standoff is its own points, but all scoring examples I can find of single stacks all seem to have pictures of only yellow being in contact with the standoff, so the color bonus has applied. Thank you for clarification, as this would be especially important in skills tallying where it is more likely that the pin "attached" to the standoff would be a different color. Thank you.

[<SC5>](#) (Stack is on Standoff, no Beam involved) [<SC6>](#) (Bottom pin of stack does *not* match floor goal/standoff color)

Answered by committee

<SC6> A Stack earns a Matching Goal bonus when one or more of the following criteria is met:

- a. The Stack is Placed in a Goal with a color that matches the bottom Pin in that Stack.
- b. The Stack is Connected to a Beam

Each Stack can earn a maximum of one (1) Matching Goal bonus.

In order for a Stack consisting of only Pins to earn the Matching Goal bonus, the bottom Pin in the Stack must match the color of the Goal it is Placed in. For example, a Stack of Pins Placed on the Standoff Goal will earn the Matching Goal bonus if the bottom Pin is orange.

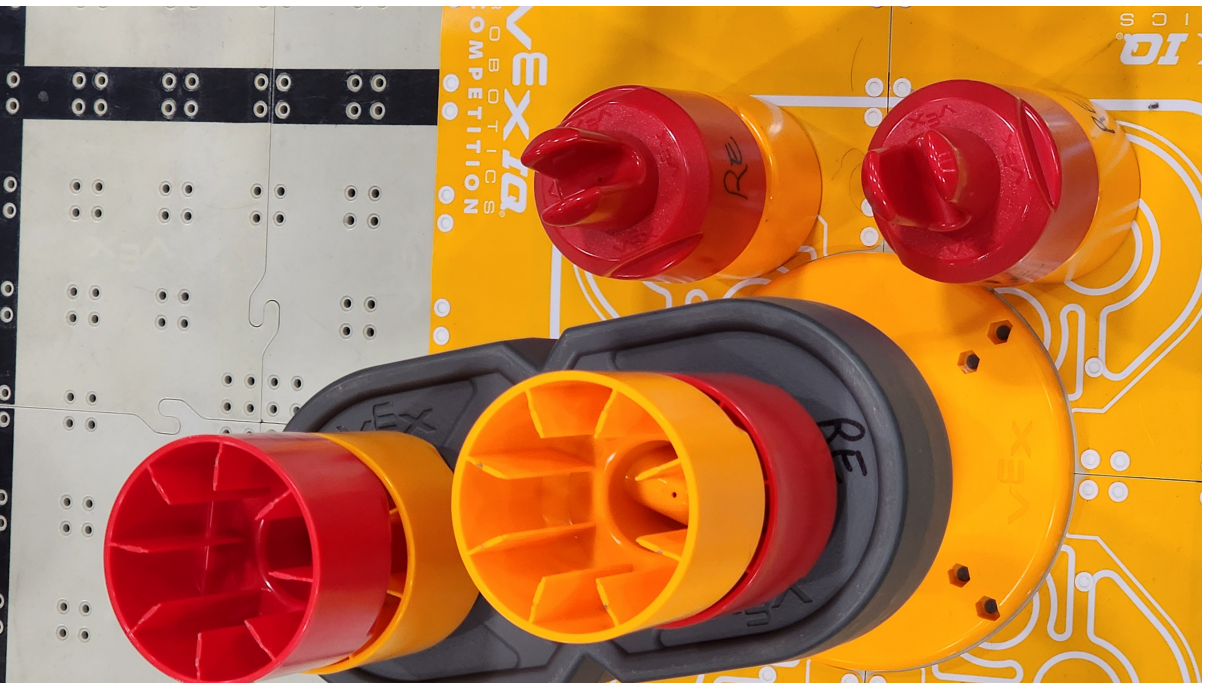
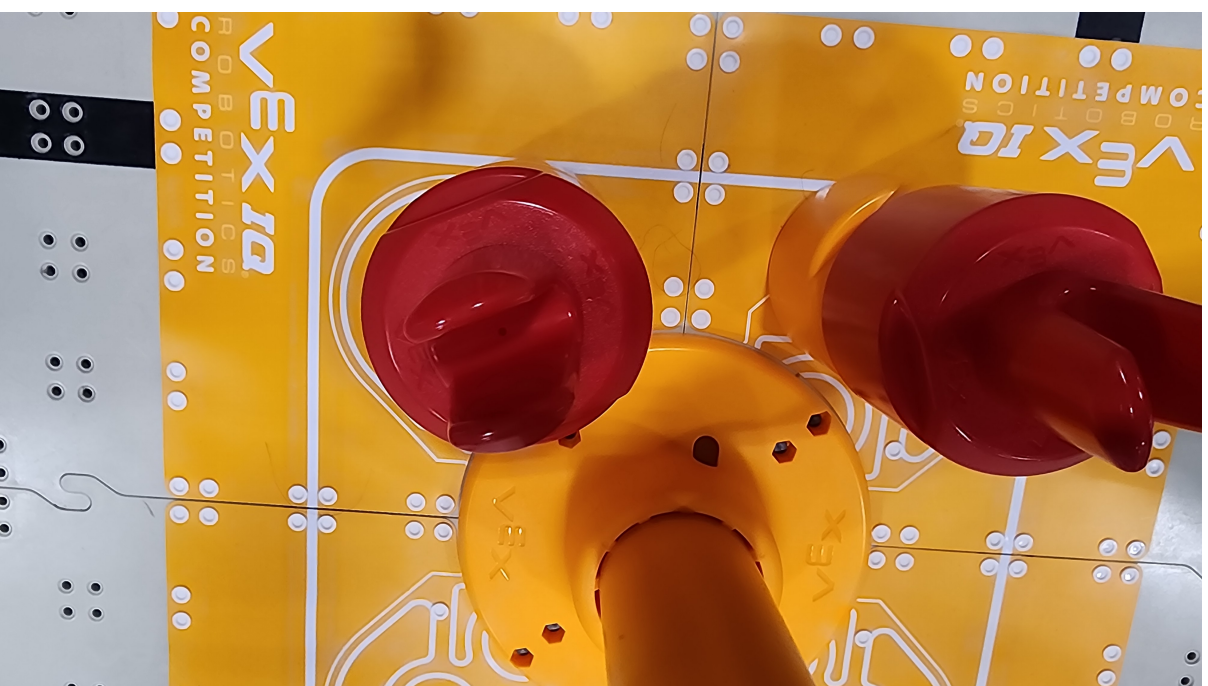
If the Stack is Placed on the Standoff Goal and also Connected to a Beam, the color of the bottom Pin in the Stack does not matter because the Stack has already earned the Matching Goal bonus for being Connected to a Beam.

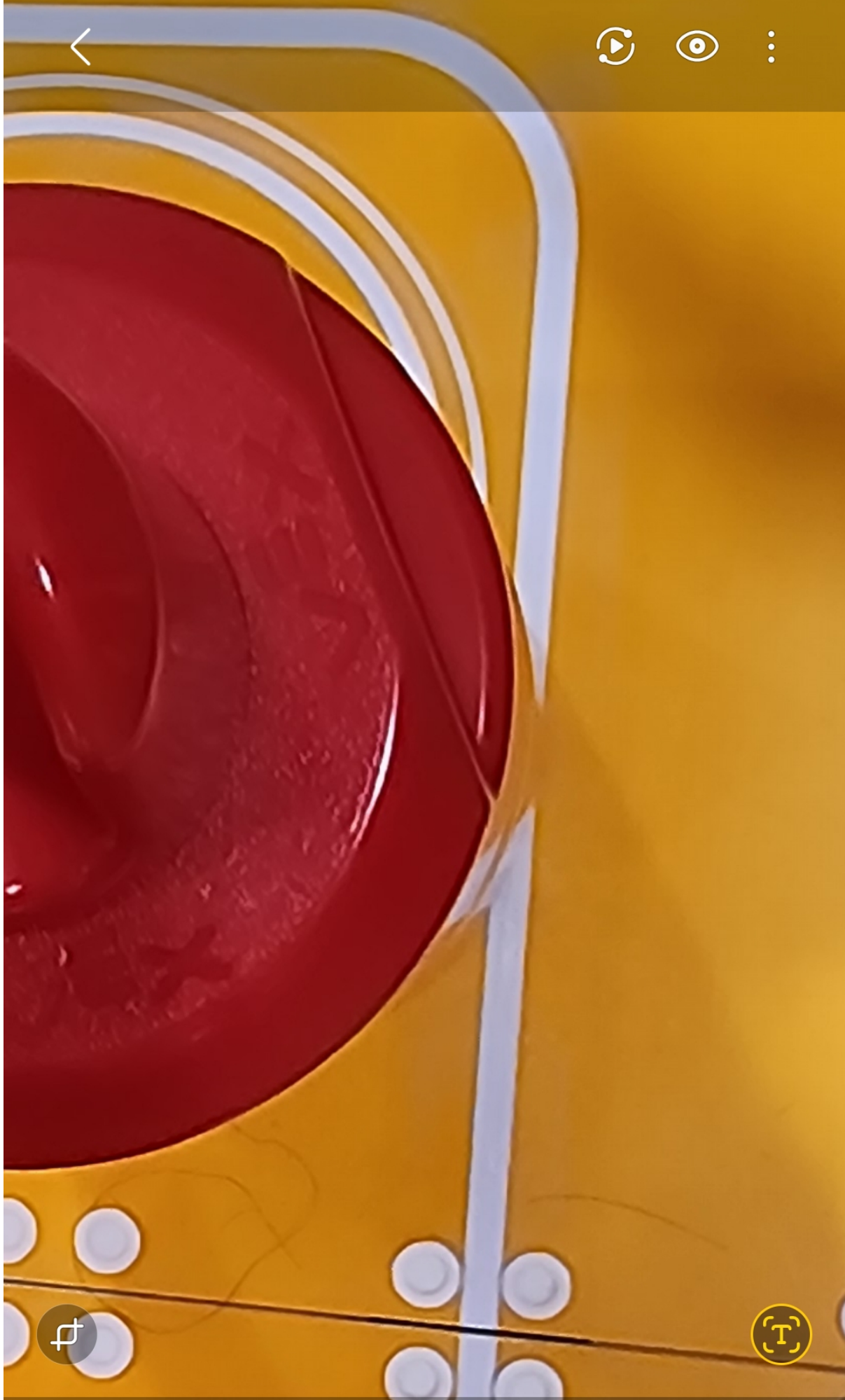
3069: Floor Goal White Outline Parameter Check

1-Feb-2026

SC5

<SC5> Today I had a very close call (which I stand by as I used the same vertical view edge standard all day, but this was by far the closest call that had to be made), but I wanted to submit a Q&A review request in case RECF wants to clarify further. A stack was on the floor goal but the white line was clearly not visible when using a vertical reference view. However, from approximately somewhere around a 35-45 degree angle off vertical (to the right side of the stack), the white line could be seen under the edge of the pin due to pin edge curvature. Since SC5-c-i does indicate that the Stack must be "entirely within the center outline that defines the Floor Goal", my interpretation is that this is a vertical edge line upwards and that the edge of the bottom pin was not within that vertical edge projection (e.g., had something solid been introduced to define the white edge, the bottom pin would have clearly been an obstruction to that object). Unfortunately, I didn't realize I didn't get a picture of the angle at which the white line could be actually be seen, but I've included pictures from a couple different viewing angles so you can see just how close it was. So, (even though I don't have the picture of the visibility of the white line under the pin edge), the clarification I am asking for is if a vertical view edge standard is the correct interpretation, or does RECF want to allow for the white line being visible from any possible viewing angle, even if the bottom pin circumference would not be fully inside a vertical edge projection of the white outline. (Please note: This is not a question about the stacked pins being within the an infinite vertical volume, as that has already been determined in Q&A 2755 and was not the issue in this case--this is strictly in relation to the circumference of the base pin not being fully within what would be a vertical edge).





Answered by committee

... the clarification I am asking for is if a vertical view edge standard is the correct interpretation, or does RECF want to allow for the white line being visible from any possible viewing angle, even if the bottom pin circumference would not be fully inside a vertical edge projection of the white outline.

Based on the construction and depth of the "fins" on the bottom of each Pin, a top down view provides the best viewing angle when determining whether a Stack is fully within the Floor Goal.

Head Referees may have to make a judgment call, and should ensure that all similar calls during that event use the same, consistent logic. If the Head Referee decides that a Stack's position is too close to call, that Stack should count as Placed in the Floor Goal.

3004: A upside-down stack on standoff goal

26-Dec-2025

SC5

If a upside-down stack place on the standoff, like the picture below, does this stack consider as CONNECT TO the standoff goal to the 10 points bonus?



OnePlus 13 | *HASSELBLAD*

2025年12月21日 17:43 | Laevatein Scarlet

Answered by committee

Note: Our answer to this question was revised on January 22, 2026. We apologize for the confusion this topic has generated, and we will attempt to further clarify this topic in the January 29 game manual update.

[Q&A 3009](#) expands clause D of rule [<SC3>](#) to count a nested Stack that is resting on **any part of the Standoff Goal** in a way that is more “up and down” than sideways to count as roughly vertical.

The Stack in this example meets the requirements of all clauses of [<SC3>](#), and should be scored as follows, for a total of 7 points:

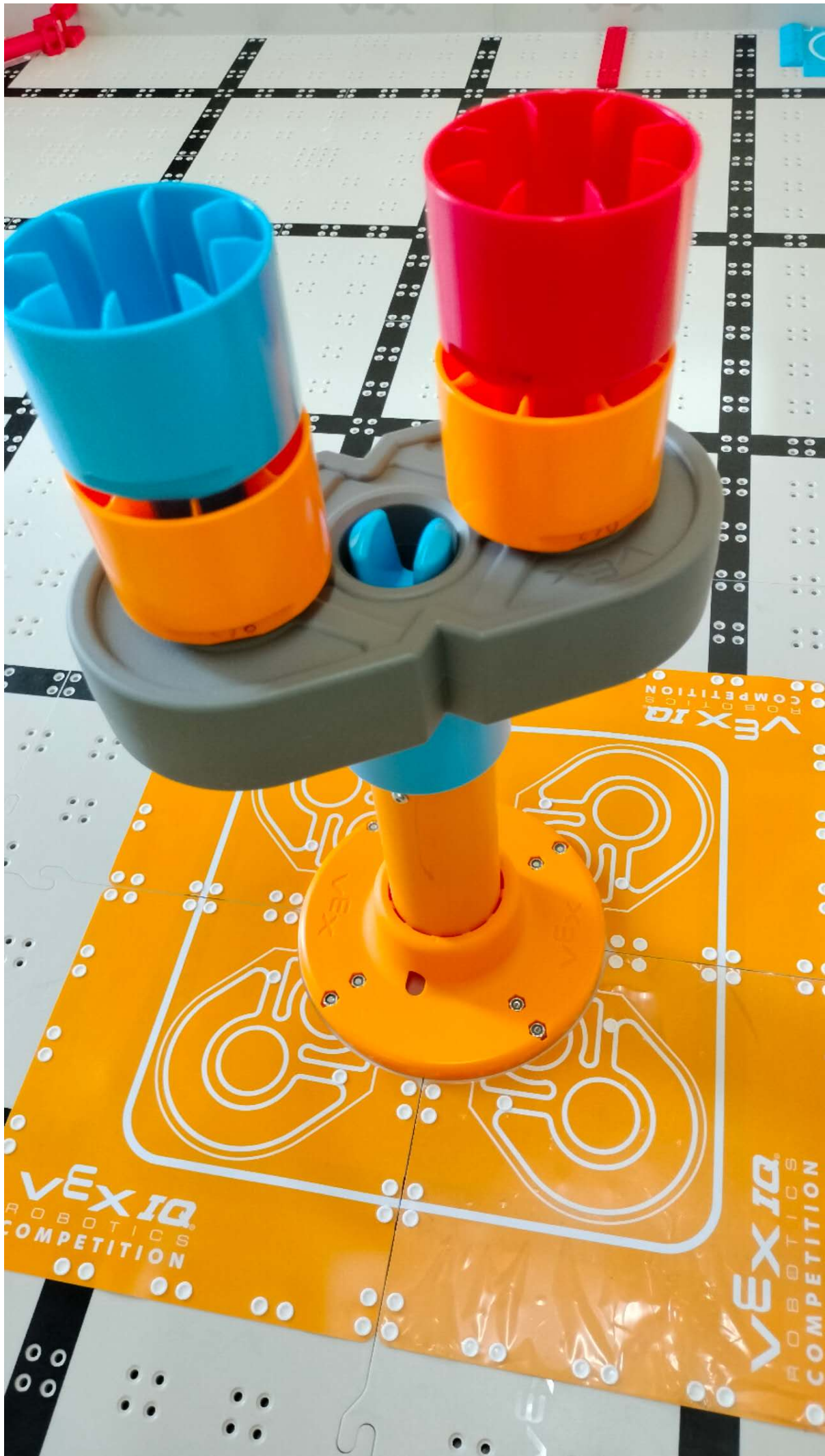
- Two Connected Pins (one point each = 2 points)
- One 2-color Stack (5 points)
- Because the Stack is not Connected to the Goal, it cannot receive a Matching Goal bonus or points for being Connected to the Standoff Goal

2919: Each Stack Placed on the Standoff Goal, all get 10-Point Bonus?

14-Nov-2025

SC5

[<SC5>](#) <SE7>show an example of standoff goal bonus. Today I got another standoff case. standoff connected to a red/blue pin, then bean and stacks. how to count the case?



Answered by committee

Thanks for your question, Jason.

Your example is scored very similarly to <SE7>, but with one fewer Connected Pins (-1 point) and one 3-color Stack reduced to a 2-color Stack (-10 point change). The total score for the pictured scenario would be 110 points.

The color of the bottom Pin in this scenario does not affect how it is scored. The Stack on the bottom of this structure already gets the Matching Goal bonus because it's Connected to a Beam, and each Stack can only earn one Matching Goal bonus (even if it meets both criteria simultaneously).

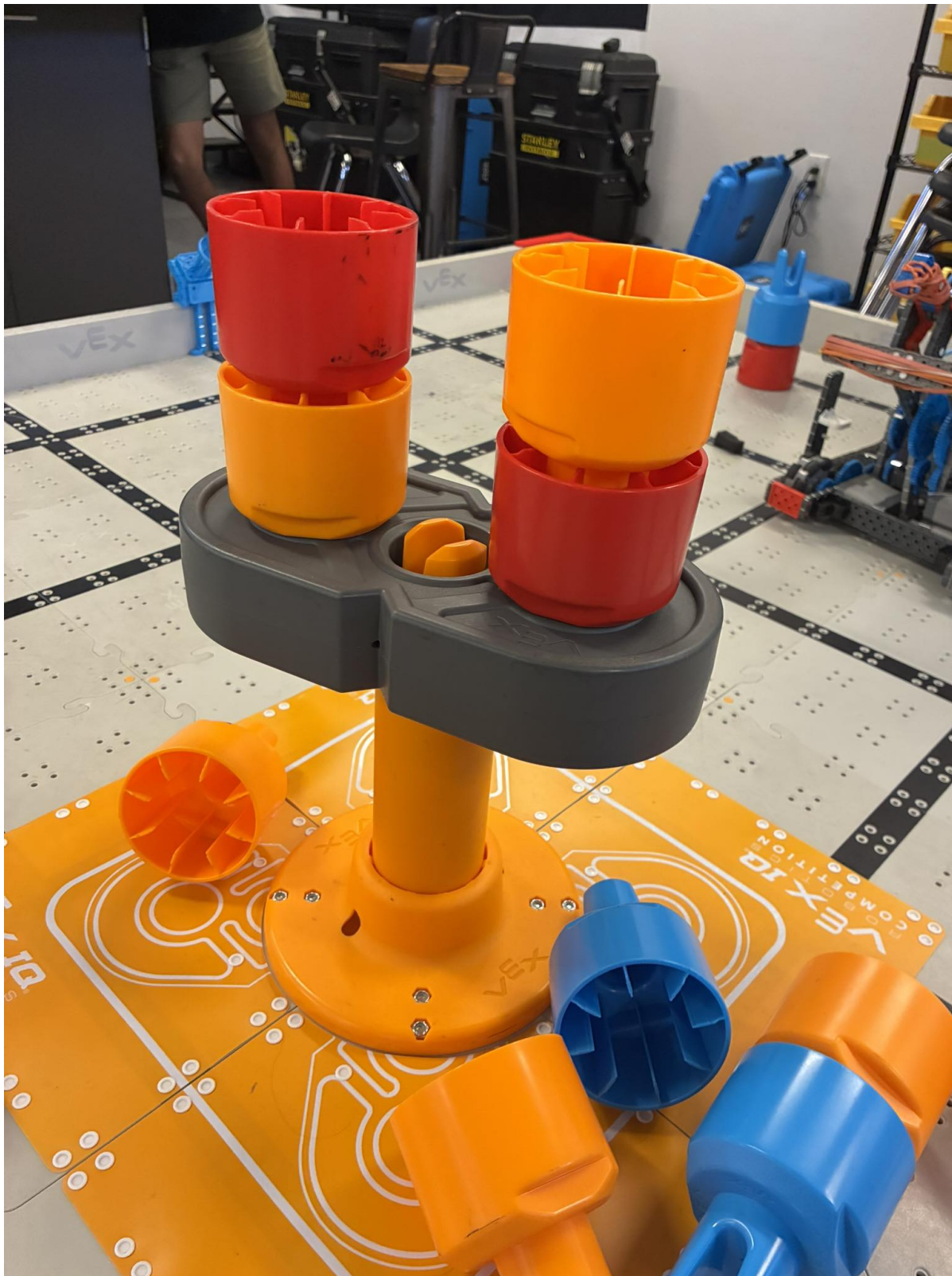
2894: how much score is two 3 color stacks connected to a beam sitting on a Standoff Goal

2-Nov-2025

SC5 SC6

We believe in the picture below, it should 84 points since it has 4 pins, 1 connected beam, 2 three color stacks, 2 stacks connected to a beam, 2 stacks on standoff goal. But we were repeatedly deny this score in our school's league and need to explain a lot for this situation. Can you help me to clarify it and use it as an example in the game manually. thanks.

[<SC6>](#) [<SC5>](#)



Answered by committee

Hello, Team 84W, and thanks for your question.

We agree. This example is worth a total of 84 points, as follows:

- 4 Connected Pins at 1 point each = 4 points
- 1 Connected Beam = 10 points
- Two 3-color Stacks at 15 point each = 30 points
- Two Stacks with a Matching Goal Bonus at 10 points each = 20 points

- Two Stacks Placed on the Standoff Goal at 10 points each = 20 points
-

2792: Does touching the Standoff Goal invalidate the stack?

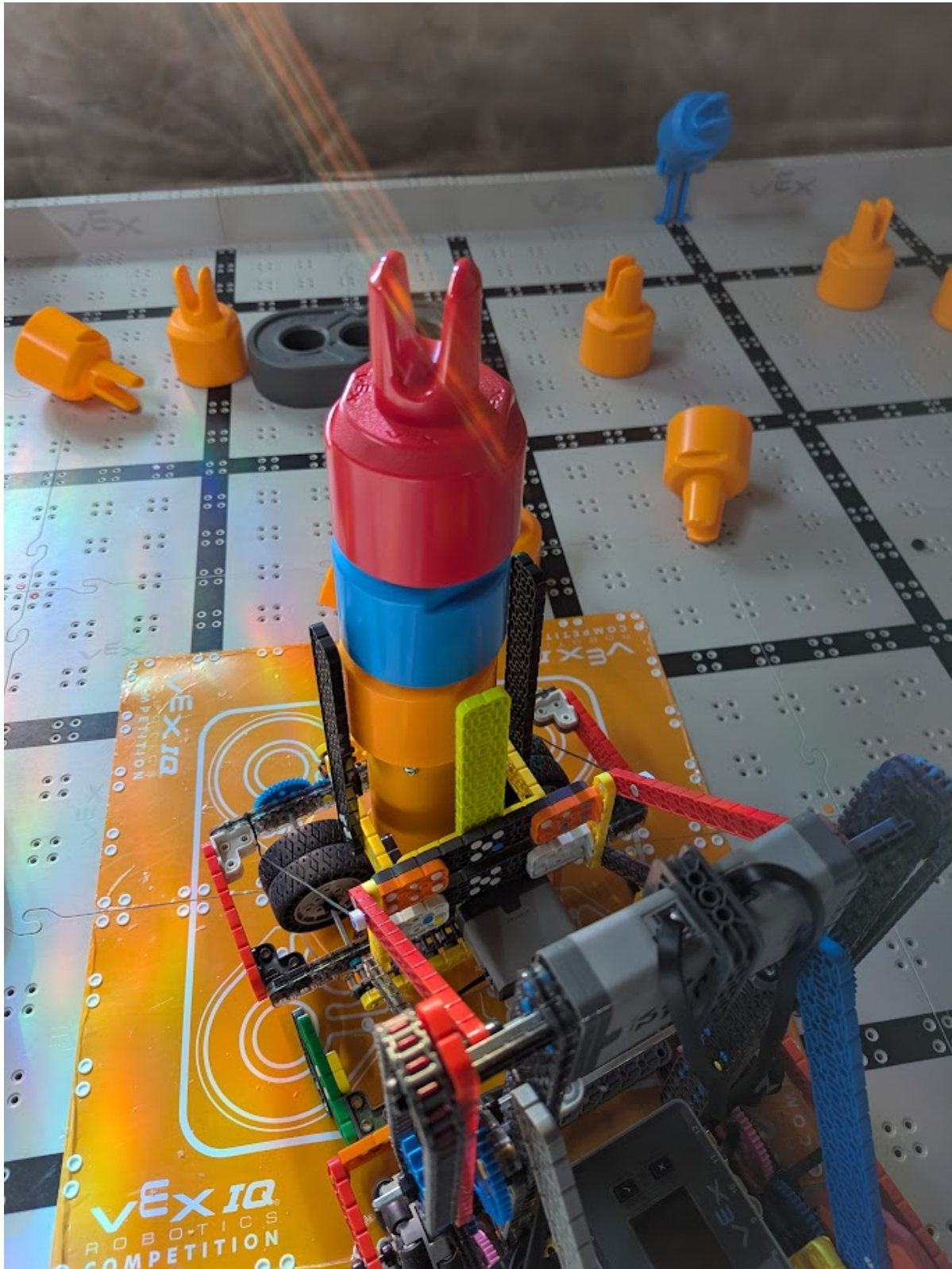
16-Sep-2025

SC5

[<SC5>](#)

Does the Standoff Goal count as a goal (which can be touching a robot) or part of the stack (which cannot be touching the robot) for the purposes of scoring?

In the example below the robot is touching the standoff but NOT touching the stack.



Answered by committee

Hello, and thanks for your question, Team 42000B!

The Standoff Goal includes all pieces of the orange plastic structure in the center of the Field, and Goals are not considered parts of Stacks. Contacting a Goal has no impact on scoring.

We hope this helps!

2779: Matching Goal Bonus

10-Sep-2025

SC5

[<SC5>](#)

SC5 says you can have a maximum of 3 stacks in the triangle shaped goal. Does that mean you can get 3 separate matching goal bonuses from 3 stacks in the same corner goal?

Answered by committee

That is correct.

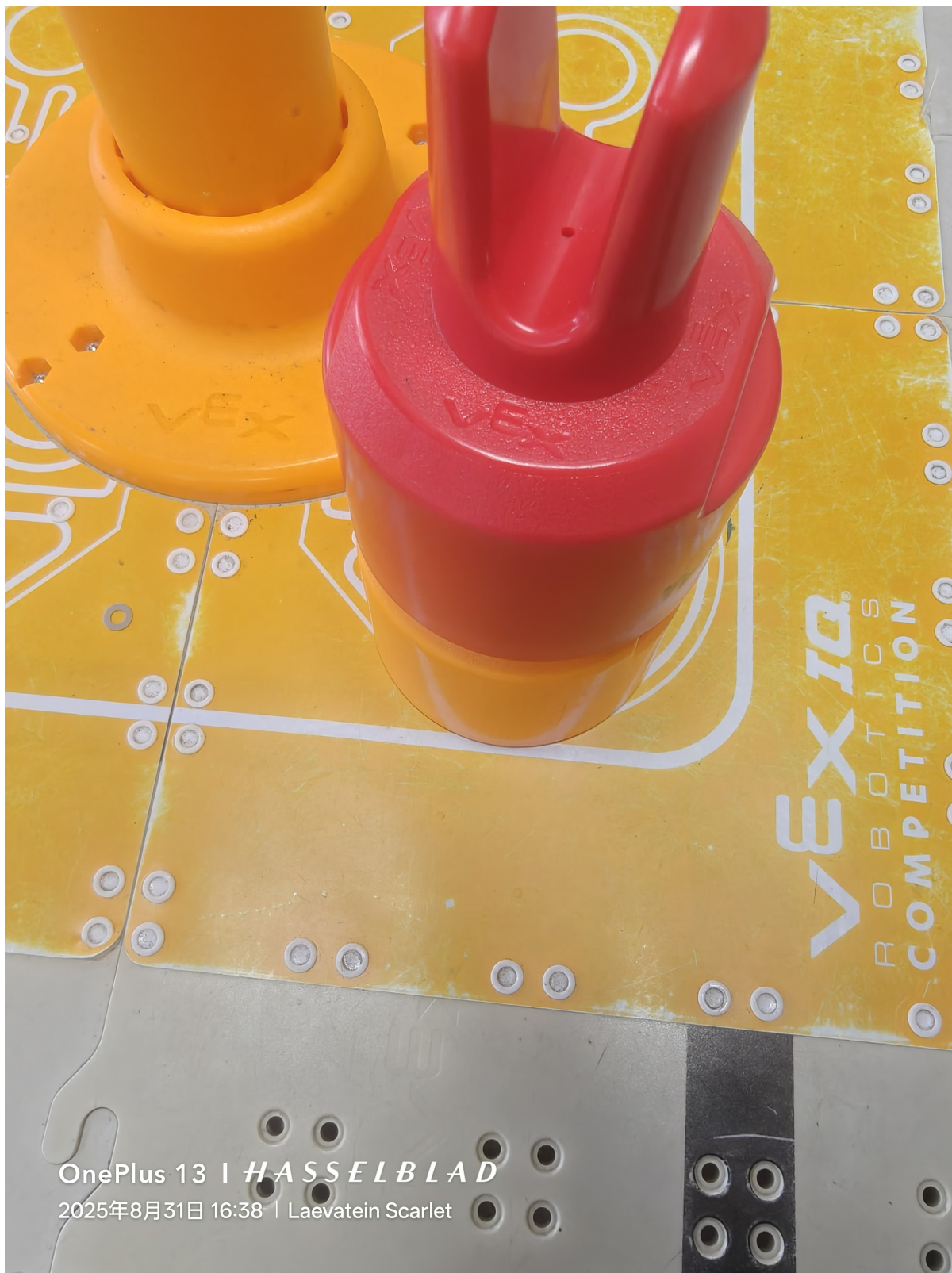
As stated in [<SC6>](#), "Each Stack can earn a maximum of one (1) Matching Goal bonus." Using your example, each of the 3 Stacks in the Triangle Goal that meet one or more of the criteria listed in [<SC6>](#) will earn a Matching Goal bonus.

2768: What the entirely within for Floor Goal

31-Aug-2025

SC5

In this situation, this Stack is partly on the white outline of Floor Goal, but not beyond it at all, so does this Stack meet "entirely within" in [<SC5.c>](#)?



OnePlus 13 | *HASSELBLAD*

2025年8月31日 16:38 | Laevatein Scarlet



OnePlus 13 | *H A S S E L B L A D*

2025年8月31日 16:38 | Laevatein Scarlet

Answered by committee

The Floor Goal includes the white outline, so this Stack is entirely within the Goal.

2756: Three, three colored stacks connected to a beam and placed in a matching triangle goal

7-Aug-2025

SC5

(https://events.vex.com/storage/game_manual/VEX_IQ_Robotics_Competition_2025-2026_Mix_Match/rules/SC5.html) Rule SC5A states, "A Stack is considered Placed in a Goal at the end of the Match if it meets all of the following criteria. a. There are at least two (2) Connected Scoring Objects in the Stack. b. No part of the Stack is contacting a Robot. **** c. The Stack meets one of the following criteria:**** i. The Stack is entirely within the center outline that defines the Floor Goal (maximum of four (4) Stacks). ii. The Stack is entirely within a Square Goal (maximum of one (1) Stack per Goal). **** iii. The Stack is entirely within a Triangle Goal (maximum of three (3) Stacks per Goal).**** iv. The Stack is Connected to the Standoff Goal or (via a Beam) to another Stack that is Placed on the Standoff Goal (maximum of one (1) Stack without including a Beam, or three (3) Stacks if all share a Beam).

Per SC5ciii The maximum number of stacks in a Triangle Goal is three and they must be entirely within the goal. Per the definition of a Goal each Triangle Goal is bordered by the inside of the Field Perimeter and the inside of the PVC pipe that spans the corner of the Field. (1) Are the borders of the Triangle Goal infinitely vertical? If so, (2) is it possible for three stacks to be connected to a Beam and placed in a Triangle Goal and be entirely within the Goal? And, if so, (3) how would you score three, three colored stacks connected to a Beam and placed in a Matching Goal?

Answered by committee

The Triangle Goal is defined as that section of the floor, so only the one or two Stacks that are in contact with the floor would qualify as being Placed in that Goal. Being Placed in a Matching Goal shares a bonus with being Connected to a Beam (see [SC6](#)), so although those Stacks could count as being in a Matching Goal it won't change the score of the Match.

2755: Define entirely within goals

7-Aug-2025

SC5 SC6

<SC5c> requires a stack to be "entirely within" a goal to be considered placed in a goal. This is a prerequisite to score the matching goal bonus in <SC6>.

Any stack of two or more pins will rarely be perfectly vertical. Each pin in the stack may be a millimeter or two to the side. Included is a picture of a stack of six pins since it shows this shifting more drastically than a stack of two or three. The stack is pushed into the corner of the triangle goal in a way that the bottom pin is flush with the floor wall and the inside edge of the pipe - clearly within the goal. Each pin shifts further and further toward the outside of the field and crosses the floor wall. The triangle goal is defined by the inside of the floor wall and the inside of the pipe. However, the stack crosses this vertical plane as it gets taller.

Is this stack "entirely within" the floor goal if it crosses the vertical plane of the floor goal boundary?

Similar situations could be created with the square goal and floor goal where the bottom pin is within the boundary but successively stacked pins shift outside the vertical perimeter.



Answered by committee

The goals (other than the Standoff Goal) are defined as sections of floor, not vertical projections. If the lowest Pin in the Stack is entirely within the Goal's defined section of floor (i.e., not propped up on the PVC or perimeter that surrounds a Triangle or Square Goal, or not extending beyond the defined edges of the Floor Goal) the Stack meets the criteria of [SC5](#) clauses Ci-iii.

2717: Interaction between Beam, Floor goal and Standoff Goal

12-Jul-2025

SC5 SC6

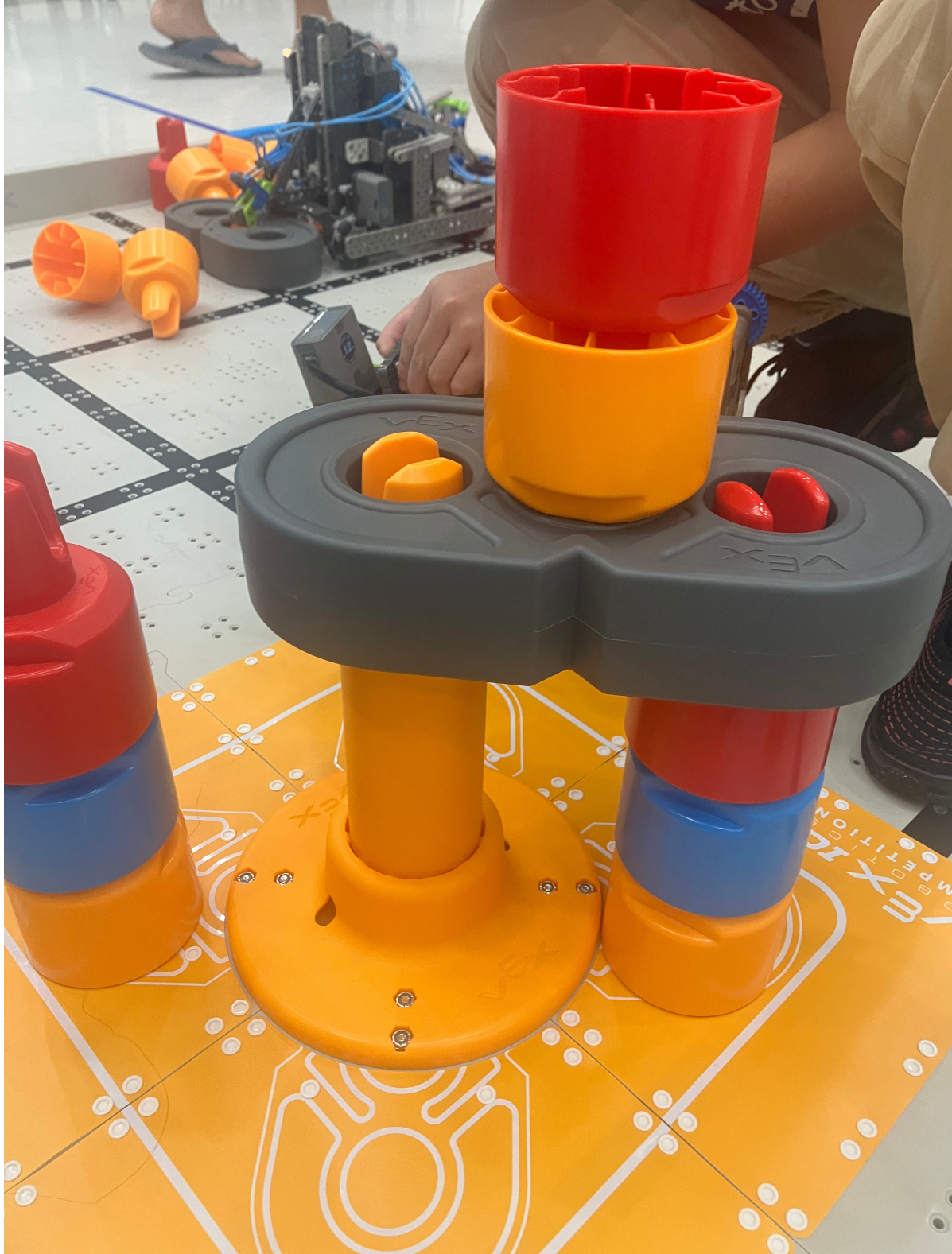
In [SC6](#), it states:

A Stack earns a Matching Goal bonus when one or more of the following criteria is met: a. The Stack is Placed in a Goal with a color that matches the bottom Pin in that Stack. b. The Stack is Connected to a Beam.

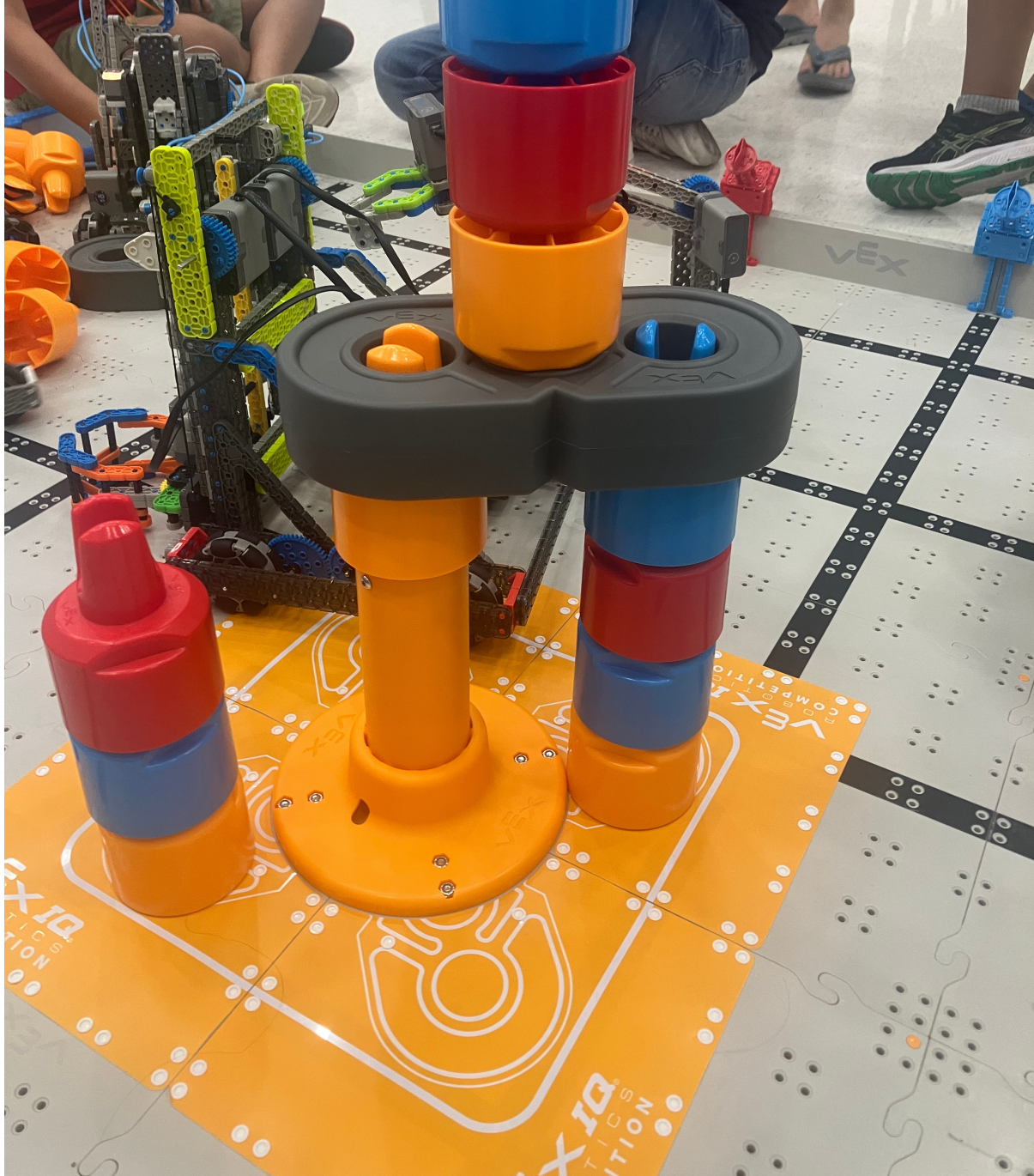
Additionally [SC5c](#), states

The Stack meets one of the following criteria: i. The Stack is entirely within the center outline that defines the Floor Goal (maximum of four (4) Stacks). ii. The Stack is entirely within a Square Goal (maximum of one (1) Stack per Goal). iii. The Stack is entirely within a Triangle Goal (maximum of three (3) Stacks per Goal). iv. The Stack is Connected to the Standoff Goal or (via a Beam) to another Stack that is Placed on the Standoff Goal (maximum of one (1) Stack without including a Beam, or three (3) Stacks if all share a Beam).

Given these Rules, how would the 2 scenarios below be scored?



the standoff
n be considered
f goal due to an



Lastly, SC5c also states that there is a maximum of 4 stacks in the floor goal, if a robot would push 3 more stacks into the floor goal, would any of the stacks be not considered within the floor goal given the results of the above 2 scenarios?

Answered by committee

Thank you for your questions. Clause c.iv of rule [SC5](#) will be revised as follows in the next game manual update to clarify how Stacks can qualify as Placed in the Standoff Goal.

The Stack is above the Standoff Goal in one of the following configurations:

- The Stack is Connected to the Standoff Goal
- The Stack is Connected up from a Beam that is Connected to the Standoff Goal
- The Stack is Connected up from a Beam that is part of another Stack that is Connected to the Standoff Goal

Because the rightmost Stack in each of your Scenarios is built "down" from the Beam rather than "up" from the Beam, it is not considered Placed in the Standoff Goal, it *is* considered Placed in the Floor Goal, and it will count toward the maximum number of four Stacks that can be Placed in the Floor Goal.

As a result, your scenario 1 would be scored as:

- 8 Connected Pins
- 1 Connected Beam
- 3 three-color Stacks
- 3 Matching Goal bonuses
- 1 Stack Placed on the Standoff Goal

Your scenario 2 would be scored as:

- 11 Connected Pins
- 1 Connected Beam
- 1 two-color Stack
- 3 three-color Stacks
- 4 Matching Goal bonuses
- 2 Stacks Placed on the Standoff Goal

2714: Do these stacks can get standoff goal bonus

12-Jul-2025

SC5

In [<SC5>](#).c.iv, the stacks connected to another placed stack via Beam will be placed on standoff goal too. And with [<SC5>](#).b, a stack that is contacting a robot will not be placed, so the stack below than beam not placed to the standoff goal. I'd like to know, in this moment, does the beam and two stacks that above the beam placed on standoff goal, could it get the standoff goal bonus . [Example Image]

Answered by committee

This follows similar logic to [<SE9>](#). The Pins in the Stack that is in contact with the Robot do not qualify as Connected to each other, to the Beam, or to the Standoff Goal (see [<SC3>](#) and [<SC5>](#)).

As a result, the two remaining Stacks are not considered Placed in the Standoff Goal because they no longer meet the conditions of clause c.iv of rule [<SC5>](#).

This example would be scored as:

- 4 Connected Pins
- 1 Connected Beam
- 2 three-color Stacks
- 2 Matching Goal bonuses
- 1 Robot in contact with Scoring Objects at the end of the Match

2577: Compressing the Ball for Rapid Load

26-Feb-2025

S1 SC5

There are teams that are trying to compress the ball to a point of being near flat to Rapid Load directly under their Rubberband roller so that when the ball reforms to its correct dimensions of the intake roller. This also can run the risk of an EP needing replacement objects due to the high stress on the seams of the ball and students running the risk of breaking the ball in the middle of the run.

Sc5 the ball can NOT be in motion to be legally rapid loaded would this action count as motion of the ball?

"Note: Although it is not required, Robots are highly recommended to remain some distance away from the Ball entirely until the Loader's hand has clearly been removed. This will make clauses "B" and "C" abundantly clear to Head Referees, and help them to verify clauses "A" and "D".

The revised intent of this rule is that the human Loader should not impart any motion to a Rapid Load Ball. However, because Balls are round, it is possible that they may move slightly after being placed by the Loader. This incidental and unintentional motion is acceptable, and there is no need to retrieve and reload the Ball in this scenario."

<S1> Stay safe, don't damage the Field. If, at any time, the Robot operation or Team actions are deemed unsafe or have damaged any Field Elements or Balls, the offending Team may be Disabled and/or Disqualified at the Head Referee's discretion. The Robot will require re-inspection before it may again take the Field.

Answered by committee

... would this action count as motion of the ball?

No.

The strategy you describe does not directly violate any rules in the game manual, although Teams that use it should not receive the benefit of the doubt if it's not abundantly clear to a Head Referee that the Ball is being Loaded in compliance with clauses A-D and F of rule [<SG5>](#).

Additionally, Teams risk Violations of [<S1>](#) if their actions damage Balls (e.g., cause stitching to break) with this or any other strategy.

Note: This strategy may be restricted in the April 2, 2025, game manual update pertaining to the VEX Robotics World Championship.

2546: Passing with a robot getting fixed

17-Feb-2025

G10 SC5

[<G10>](#)

When a robot needs assistance while on the field a student must:

1. Put their controller down
2. Remove any balls in their possession (getting "controlled" by robot)
3. Assist the robot as necessary
4. Replace the robot in a legal starting position

G10 does not currently require that the robot is removed from the field while assisting it, whether that is reattaching pieces, putting wheels back on etc.

[<SC5>](#)

A pass is counted after:

1. Both robots have independent contact with the ball
2. The ball having met the above criteria has not already been counted for a pass
3. The ball has not been "rapid loaded"

SC5 does not currently exclude robots that are being assisted through G10 from receiving a pass.

Here are a couple important scenarios to consider:

1. Should a pass be counted if the robot still driving on the field grabs a new ball from the load station and pushes it into the robot getting fixed?
2. Should that same pass as described above still count if the robot is moved into the ball by the drivers that are fixing the robot? (My thoughts right now are that 1 should count but that 2 would be in violation of G10 based on the violation notes describing possible exploitation of this action)
3. Should a pass be counted if a robot being assisted touched a ball before being assisted but was not controlling it when enacting G10, and the robot still driving then goes over and touches the ball?
4. Should teams be required to remove their robots from the field if they are fixing something over a length of time?

The questions I'm posing revolve around the specificity of G10, and whether or not robots are treated the same while being assisted or not. I believe that 1 and 3 should be considered passes, and that 2 would be violating G10.

Answered by committee

Robots being handled during a [G10](#) interaction are effectively "out of play." Robot contact with a Ball during a [G10](#) interaction should not count toward a Pass.

As described in the Violation Notes for [G10](#), "Strategically exploiting this rule may be considered a Minor Violation or Major Violation at the Head Referee's discretion." This would include intentionally moving the Robot to affect game play during a Robot reset.

Your scenario 3, in which the Robot was contacting the Ball before being handled through [G10](#), could still be recorded as a legal Pass.

Teams are not required to remove their Robots from the Field during [G10](#) or [RSC8](#) interactions.

2504: <SC5> Pass criteria - is scoring a ball required for a pass?

4-Feb-2025

SC5

[SC5](#) states that "An Alliance receives credit for a Pass once both Robots independently contact a Ball before it is **Scored or leaves the Field**."

Question: is it required for a ball to be scored or leave the field before it counts for a pass?

For example, during the last seconds of a match

- Robot 1 makes independent contact with the ball
- The ball is passed to robot 2
- Robot 2 makes independent contact with the ball
- The timer expires before the ball is scored or leaves the field

Should this ball be counted as passed?

Answered by committee

The intent of this language in rule [SC5](#), "before it is Scored or leaves the Field," is to require both Robots to make independent contact with the Ball during the same Rapid Relay "cycle" in order to count as a Pass. This is further explained in [SC5](#) clause B, stating that "any previous Robot contact and/or Pass tracking is 'reset'" for a Ball when that Ball is Scored or leaves the Field.

In your example, a Pass should be recorded for that Ball since both Robots made independent contact with the Ball during the same Rapid Relay "cycle" (that period of time after the Ball is Loaded and before the Ball is Scored or leaves the Field). The Pass is counted at the moment independent contact has been made with both Robots. As

| such, there is no requirement for the Ball to be Scored or leave the Field in order to complete the process of a Pass.

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.

2384: Mobile Goal scored in corner with rings still in the corner.

12-Dec-2024

SC5

[<SC5>](#) During one of our matches, RED1 puts a mobile goal with blue rings in the negative corner, however there is still the 4 rings that began in the corner present. The mobile goal's edge (Not base) is over the tape line. Would this goal be considered scored? It does break the plane of the corner, however there are still rings in the corner.

Answered by committee

If the Mobile Goal meets all the criteria of [<SC5>](#), then it is considered Placed in the Corner. There is no requirement that the Corner be otherwise empty.

2361: Further Clarification of Independent Contact and Scoring

8-Dec-2024

SC5

[<SC5>](#) [<2220>](#) [<2286>](#) [<2305>](#) In our recent competition we ran into a understanding of this rule that I would like clarified.

One team, robot 1, spit the ball at another team so that it bounced off robot 2 and considered that a pass then robot 1 got the ball and scored.

Technically they both independently contacted it. Can the first robot get the ball again to score. Would this count as one goal and one pass?

In this same competition, Robot 1 attempts to score but misses then Robot 2 picks up that ball and counts it as a pass and then scores. Would this count as one goal and one pass?

Answered by committee

One team, robot 1, spit the ball at another team so that it bounced off robot 2 and considered that a pass then robot 1 got the ball and scored. Technically they both independently contacted it. Can the first robot get the ball again to score. Would this count as one goal and one pass?

Yes.

In this same competition, Robot 1 attempts to score but misses then Robot 2 picks up that ball and counts it as a pass and then scores. Would this count as one goal and one pass?

Yes.

If each Robot has contacted the Ball (at any time between that Ball being Loaded and leaving the Field) while the other Robot is *not* contacting the Ball, they have achieved a Pass.