

Q&A

VRC 2019-2020: Tower Takeover

Tagged: SG7



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 Tower Takeover 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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Index

[Hoarding Clarification](#)

[Hoarding Mobile Goals Under Alliance Platform](#)

[Hoarding SG7](#)

[Hoarding Clarification](#)

[Hoarding Violation of in Possession Multiple Mobile Goals](#)

[No limit on Mobile Goals a robot may possess](#)

[scoring in opponents home row during auton??](#)

[Intentional Use of a Center Ball for Interference](#)

[Cubes rolling into Inner Protected Zone](#)

[<SG2> Indirectly contacting opponent tiles, cubes via cube](#)

[Indirect Cube movement while Autonomous](#)

[SG3/SG7 Clarification- Can Game Objects Cross the Autonomous Line During Autonomous?](#)

[cube in possession of a robot is an extension of the robot \(G12\)](#)

[Bean Bag laied on Field Perimeter when Loading](#)

[SG7 / Load Zone Definition – Bean Bag Touching Load Zone Border Pieces](#)

[Double Park Mechanism](#)

[regarding DQ due to cross line in 15s auton](#)

[Incidental Contact with Blocks on the Autonomous Line](#)

[Q&A 2924 and SG7 clarification](#)

[SG7 Autonomous Line Clarification](#)

949: Hoarding Clarification

30-Nov-2021

SG7

Relevant rules/definitions:

Hoarding definition:

"A form of Possession. A Robot is Hoarding if it is in Possession of any Mobile Goal in either of the two (2) corners of the field in their own Alliance Home Zone (i.e. positioned in the corner roughly the size of one foam field tile). See SG7 for more information"

SG7:

"Hoarding of Mobile Goals is limited. Robots may not Hoard more than one (1) Mobile Goal at once. The intent of this rule is to prohibit one Alliance from actively stifling gameplay by "locking down" Mobile Goals in corners of the field. Its intent is not to make the corners of the field an area of edge-case accidental violations, just as it is not to prohibit Robots from Possessing multiple Mobile Goals while playing the game offensively. In general, unless a Robot or Alliance is intentionally and blatantly utilizing a Hoarding strategy, violations of this rule should be rare."

Relevant QA: <https://events.vex.com/VRC/2021-2022/QA/894>

Interpretation A: If you hold a mogo in a defensive manner you are hoarding. Meaning if you hold 2 mogos and are stifling gameplay or preventing access to 1 mogo in the corner then you are only hoarding the 1 mogo. To be hoarding you must be preventing access to the mogo from another team. And the definition of hoarding only applies to the mogo that is being impacted by the defensive action taken. Meaning if you are hold 1 mogo and shove another in the corner and keep a robot away from it then you are only hoarding 1 mogo. This is based on the clarification of **SG7** that

"The intent of this rule is to prohibit one Alliance from actively stifling gameplay by "locking down" Mobile Goals in corners of the field. Its intent is not to make the corners of the field an area of edge-case accidental violations, just as it is not to prohibit Robots from Possessing multiple Mobile Goals while playing the game offensively."

Meaning you must be playing clearly defensively and stifling gameplay and that calling all scenarios where a robot is in a corner possessing mogos would be contradictory to the intent of not wanting a bunch of edge cases or possession limits ("edge case" here refers to edges of the rules not edge cases in terms of infrequent occurrences of the action of being in the corner with mobile goals which happens pretty often) This interpretation means that a robot is only hoarding if it actively "stifles gameplay" (i.e prevents a robot, who is actively trying to get the mogo, from getting access) and that hoarding definition is only to apply to mogos that are being stifled not all mogos in your possession.

Interpretation B: Hoarding is purely possession based. meaning if I am possessing multiple mogos and in the physical position where it is considered hoarding (corners). QA 894 says that the robot is hoarding more than one mogo and the picture shows it hold 2 mogos and preventing access to 1 mogo. This means hoarding isn't just about preventing access but purely about possessing in a defensive manner. Possession no matter what is hoarding if it's in your corner and you are not clearly trying to score or moving. This interpretation means that a robot is hoarding anytime it possesses mobile goals in the corner and is not moving with them. Also this means that the hoarding definition applies to all mogos Meaning if a robot holds 2 mogos and sits in its corner then it is hoarding those 2 mogos regardless of whether another team is trying to get access to them or not.

1. Which interpretation is correct? or is the correct interpretation somewhere in between?
2. In this video is the red robot in the bottom left hoarding <https://youtu.be/ChNwwQ38fg4>? If so, how many mogos is it hoarding and how were you able to come to that conclusion? Was it the action of sitting in the corner with the mobile goals and not moving, the action of preventing a robot from getting access to the mobile or something else?

I understand it's impossible to issue a blanket statement for all hypotheticals but some guidance for what mental frameworks refs should use in this situation is appreciated.

Thank you

Answered by Game Design Committee

Thank you for taking the time to provide extensive explanations and quotes from the Game Manual. The v2.2 Game Manual update included revisions to the definitions of Possession and Hoarding, as well as <SG7>, that we feel address this question. We recommend reviewing the new definitions and rules, including the “red box” clarifications in <SG7>, for more information.

Notably, this included separating “Hoarding” such that it is no longer defined as “a form of Possession”, and the following example scenarios:

The intent of this rule is to prohibit one Alliance from actively stifling gameplay by “locking down” Mobile Goals against the field perimeter and / or underneath Platforms. The following examples are not considered violations of this rule:

- Possessing multiple Mobile Goals (i.e. carrying, holding, or controlling the movement of multiple Mobile Goals)
- Passively driving past a Mobile Goal while Possessing another Mobile Goal
- Parking next to multiple Mobile Goals while opponents are on the other side of the field, i.e. without “actively blocking” an opponent who is trying to access them
- Placing Mobile Goals on top of an Alliance’s own Platform

If this still does not answer your question, please feel free to rephrase and re-submit.

947: Hoarding Mobile Goals Under Alliance Platform

30-Nov-2021

SG7

Hello,

The definition of Hoarding is

Hoarding – A form of Possession. A Robot is Hoarding if it is in Possession of any Mobile Goal in either of the two (2) corners of the field in their own Alliance Home Zone (i.e. positioned in the corner roughly the size of one foam field tile).

Emphasis mine.

The definition of Possession is

Possession – A Robot is considered to be in Possession of a Mobile Goal if any one of the following criteria are met:

The Robot is carrying, holding or controlling the movement of a Mobile Goal such that if the Robot changes direction, the Mobile Goal will move with the Robot. Therefore, pushing / plowing Mobile Goals is not considered Possession, however using concave portions of your Robot to control the movement of Mobile Goals is considered Possession. See Figure 18. The Robot is actively blocking opposing Robot’s access to Mobile Goals, such as by expanding horizontally and restricting access to a portion of the field. See Figure 19. Robots on the same Alliance working in tandem to block access to Mobile Goals would share the Possession of said Mobile Goal. See Figure 20.

<SG7> Hoarding of Mobile Goals is limited. Robots may not Hoard more than one (1) Mobile Goal at once.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee’s discretion.

Note: Hoarding is not a time-based activity (i.e. a 5 second count, like Trapping). As soon as a Robot places multiple Mobile Goals in the corner of an Alliance Home Zone, they are at risk of causing a Hoarding violation.

The intent of this rule is to prohibit one Alliance from actively stifling gameplay by “locking down” Mobile Goals in corners of the field. Its intent is not to make the corners of the field an area of edge-case accidental violations, just as it is not to prohibit Robots from Possessing multiple Mobile Goals while playing the game offensively. In general, unless a Robot or Alliance is intentionally and blatantly utilizing a Hoarding strategy, violations of this rule should be rare.

Additionally, context was added in Q&A 940, <https://events.vex.com/VRC/2021-2022/QA/940>

In order to be considered Hoarding, the Robots in question must be Possessing the Mobile Goals in the "corners" of the field, where "corner" means roughly the size of the one foam field tile. If the Robots / Mobile Goals in question were not in this corner, then they were not meeting the definition of Hoarding, and were therefore not in violation of SG7.

Now my question is about the legality of a strategy implemented by a couple teams around our region which was deemed illegal due to violation of the intent of SG7 due to hoarding. The two teams on an alliance would shove all the neutral goals and their own color goals under their own platform causing the goals to become stuck under the platform, They would then block off access to the portion of the goals that are reachable. Example images of this strategy are attached.

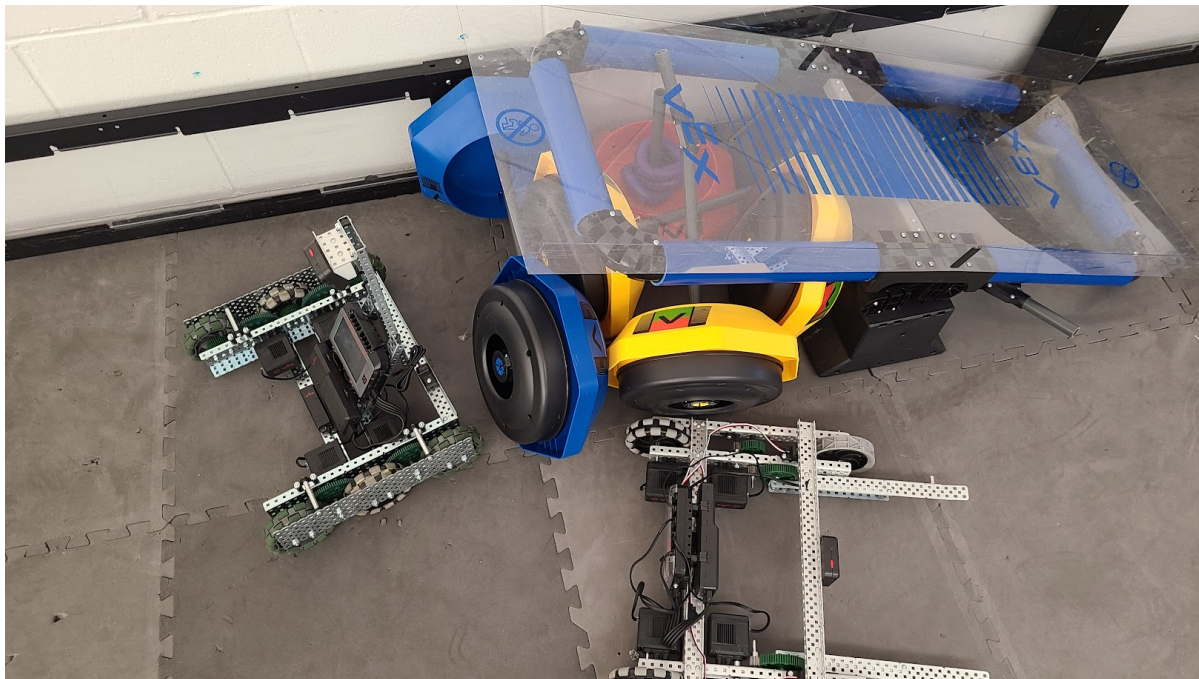
So the questions are

1. If both teams on an alliance are blocking off access to multiple goals (neutral and their own color goals)
2. If one team on an alliance is blocking off access to multiple goals (neutral and their own color goals)
3. If both team on an alliance is blocking off access to multiple goals (neutral and their opponent's color goals)

If any of these are no, could you explain why this would not be a violation of the intent of SG7?

As an Event Partner and a Head Ref, I believe that it is a violation of SG7 as by the intent of 1.

Thank you.





Answered by Game Design Committee

Thank you for taking the time to provide extensive examples and quotes from the Game Manual. The v2.2 Game Manual update included revisions to the definitions of Possession and Hoarding, as well as <SG7>, that we feel address this question. We recommend reviewing the new definitions and rules, including the “red box” clarifications in <SG7>, for more information.

Notably, this included separating “Hoarding” such that it is no longer defined as “a form of Possession”, and the following addition to its definition:

Hoarding may occur anywhere around the field perimeter and / or Platforms; there is no requirement for it to be in a specific corner of the field.

Therefore, under these new definitions/rules, the attached images would be considered Hoarding and therefore a violation of <SG7>.

If this still does not answer your question, please feel free to rephrase and re-submit.

924: Hoarding SG7

9-Nov-2021

SG7

Hoarding, is this a violation of rule SG7 or not. The blue robot is attempting to climb the ramp.



Answered by Game Design Committee

Edit 2021-12-07: The v2.2 Game Manual update included revisions to the definitions of Possession and Hoarding, as well as <SG7>, that we feel address this question more thoroughly than the original answer. We recommend reviewing the new definitions and rules, including the “red box” clarifications in <SG7>, for more information.

Notably, this included the following example clarification:

The intent of this rule is to prohibit one Alliance from actively stifling gameplay by “locking down” Mobile Goals against the field perimeter and / or underneath Platforms. The following examples are not considered violations of this rule:

- Possessing multiple Mobile Goals (i.e. carrying, holding, or controlling the movement of multiple Mobile Goals)
- Passively driving past a Mobile Goal while Possessing another Mobile Goal
- Parking next to multiple Mobile Goals while opponents are on the other side of

If this still does not answer your question, please feel free to rephrase and re-submit.

894: Hoarding Clarification

21-Oct-2021

SG7

Hello,

The definition of Hoarding is

Hoarding – A form of Possession. A Robot is Hoarding if it is in Possession of any Mobile Goal in either of the two (2) corners of the field in their own Alliance Home Zone (i.e. positioned in the corner **roughly** the size of one foam field tile).

Emphasis mine.

The definition of Possession is

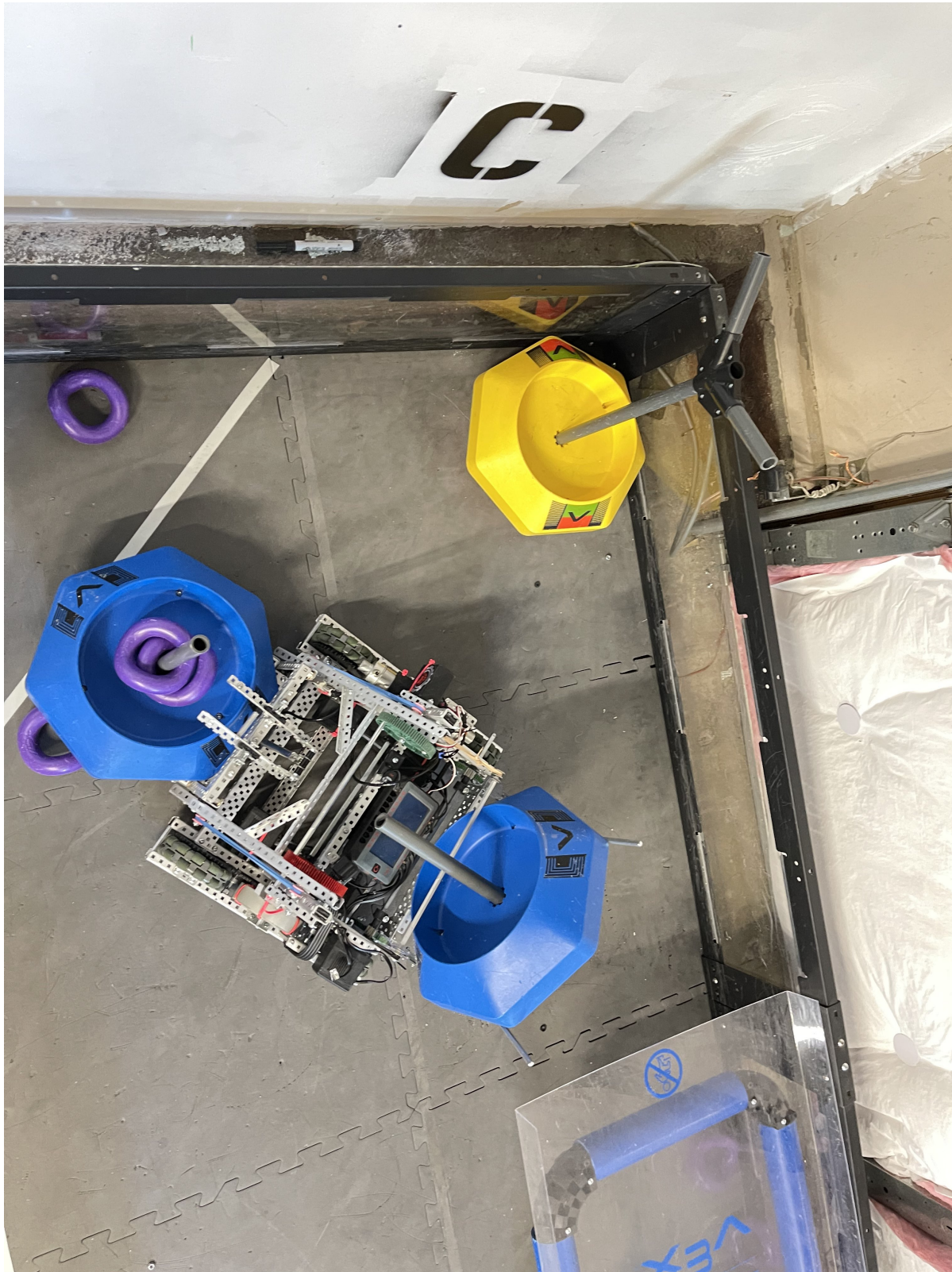
Possession – A Robot is considered to be in Possession of a Mobile Goal if any one of the following criteria are met:

1. The Robot is carrying, holding or controlling the movement of a Mobile Goal such that if the Robot changes direction, the Mobile Goal will move with the Robot. Therefore, pushing / plowing Mobile Goals is not considered Possession, however using concave portions of your Robot to control the movement of Mobile Goals is considered Possession. See Figure 18.
2. The Robot is actively blocking opposing Robot's access to Mobile Goals, such as by expanding horizontally and restricting access to a portion of the field. See Figure 19.
3. Robots on the same Alliance working in tandem to block access to Mobile Goals would share the Possession of said Mobile Goal. See Figure 20.

The robot in the image meets all of the definitions for possessing all three of these goals. There is only one goal in the corner, and two are close to the corner (inside the robot).

Does “roughly” one tile mean an extra half a tile in all directions? Or does it mean teams cannot use the corners of the field to defend Mobile Goals?

Thank you for your time!



Answered by Game Design Committee

Edit 2021-12-07: The v2.2 Game Manual update included revisions to the definitions of Possession and Hoarding, as well as <SG7>, that we feel address this question more thoroughly than the original answer. We recommend reviewing the new definitions and rules, including the “red box” clarifications in <SG7>, for more information.

Notably, the changes included this addition to the definition of Hoarding:

Hoarding may occur anywhere around the field perimeter and / or Platforms; there is no requirement for it to be in a specific corner of the field.

Per the new definitions/rule, the Robot in the attached image would be considered Possessing two Mobile Goals, and Hoarding one, thus making them not in violation of <SG7>.

863: Hoarding Violation of in Possession Multiple Mobile Goals

17-Sep-2021

SG7

Hi, just want to ask if there are multiple mobile goals have been placed on the corner of home zone not intendedly for hoarding (such as mobile goals just have been randomly pushed to the corner), and Alliance Robot want to defense the opposing robot to take them away which blocks the opposing robot to approach the mobile goals, does it consider as only possession multiple mobile goals but not hoarding multiple mobile goals? Or it's also a <SG7> hoarding violation?

For example, as the Figure 12, Figure 19 and Figure 20 in the manual shown, the caption said robot is hoarding and also in Possession of both Mobile Goals, but is it also a <SG7> violation?

Thanks.

Answered by Game Design Committee

Edit 2021-12-07: The v2.2 Game Manual update included revisions to the definitions of Possession and Hoarding, as well as <SG7>, that we feel address this question more thoroughly than the original answer. We recommend reviewing the new definitions and rules, including the "red box" clarifications in <SG7>, for more information.

Notably, this meant separating "Hoarding" such that it is no longer defined as "a form of Possession", and moving Figures 19 and 20 into the definition of Hoarding accordingly.

If this still does not answer your question, please feel free to rephrase and re-submit.

805: No limit on Mobile Goals a robot may possess

10-Jun-2021

SG7

Other than the Hoarding rule which applies to the corners of a robot's Alliance Home Zone, is there a rule that limits the number of Mobile Goals that a robot may possess?

Answered by Game Design Committee

There are no rules, other than SG7, which legislate how many Mobile Goals a Robot may Possess and/or Hoard.

However, due to the limited number of contested Mobile Goals on the field, Teams who choose to Possess and/or Hoard multiple Mobile Goals should expect vigorous interactions from opposing Robots. In most cases, these interactions will be considered "incidental".

773: scoring in opponents home row during auton??

1-Apr-2021

G13 SG2 SG3 SG7

Would it be legal to score a ball in one of the opponent's home row goals during the autonomous period? Rule that apply: <SG2> The robot itself isn't crossing the autonomous line. <SG3> The ball would not contact the field tiles on the opposing side. <SG7> The balls are being used to "play the game" and would not interfere with the opponents autonomous routine. <G13> This is an offensive strategy, which should get the "benefit of the doubt"

Thanks #50075 Margaret, Coach

Answered by Game Design Committee

Yes, this would be legal provided that the following are all true:

- The Goals of the opposing Alliance's Home Zone are not contacted by your Robot, per <SG2>
- No opposing Alliance Robots or Balls are contacted by your Robot, per <SG2>
- Balls that start on your Robot's side of the field do not contact the foam tiles or opposing Alliance Robots, per <SG3>
- The Balls do not leave the field while attempting to be Scored, per <SG6>

595: Intentional Use of a Center Ball for Interference

13-May-2020

SG3 SG7

SG3: Keep Balls on your side in Autonomous. Balls that start fully on one side of the Autonomous Line may not contact the foam tiles on the opposite side of the Autonomous Line during the Autonomous Period.

Incidental violations of this rule and have no impact on the opposing Alliance will result in a Warning. Violations of this rule that affect the opposing Alliance's autonomous routine will result in the Autonomous Bonus being awarded to the opposing Alliance. Examples of affecting the opposing Alliance could include, but are not limited to, a Ball moving another Ball or getting in the path of a Robot.

Note: Balls that start on the Autonomous Line are not included in this rule.

SG7: Use Balls to play the game. Balls may not be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms (e.g., Interfering with an opponent's Autonomous Period per <SG2>.)

The final note in SG3 states balls that start on the autonomous line are exempt from SG3. Does this mean robots may use the balls that start on the autonomous line to intentionally interfere with the opposing Alliance's autonomous routine? Or would this be a violation of SG7?

Answered by Game Design Committee

First, thank you for quoting the relevant rules in your question. However, there is one additional rule that is referenced in the Note, SG2:

<SG2> Stay on your side in Autonomous. During the Autonomous Period, Robots may not contact the foam tiles or Balls which are on the opposing Alliance's side of the Autonomous Line. Robots may not contact the Goals that are in the opposing Alliance's Home Zone.

Violations of this rule will result in the Autonomous Bonus being awarded to the opposing Alliance. Intentional, strategic, or egregious violations, such as intentional contact with an opposing Robot while completely across the Autonomous Line, will result in a Disqualification.

With that said..

The final note in SG3 states balls that start on the autonomous line are exempt from SG3. Does this mean robots may use the balls that start on the autonomous line to intentionally interfere with the opposing Alliance's autonomous routine?

No. It means that Robots may cause Balls that start on the Autonomous Line to contact the foam tiles on the opposite side of the Autonomous Line during the Autonomous Period without being considered a violation of SG3.

Or would this be a violation of SG7?

Using Balls, whether they start on the Autonomous Line or not, to intentionally, strategically, or egregiously interfere with the opposing Alliance's autonomous routine would be considered a violation of SG2 via SG7.

A Ball contacting a foam tile on the opposing side of the Autonomous Line, is not, in itself, a violation of SG2. It will be at the Head Referee's discretion whether a Ball which has crossed the Autonomous Line has interfered with an opponent's autonomous routine or not. Teams should bear this risk in mind when designing autonomous routines.

524: Cubes rolling into Inner Protected Zone

1-Feb-2020

SG3 SG7

Hello,

Here are some relevant quotes from the game manual for my question.

SG3 - Stay away from your opponent's protected areas. Robots may not intentionally or accidentally, directly or indirectly, perform the following actions:

Case E - Contact an opposing Alliance's Inner Protected Zone. Case E Violation - Any violation of points E, F, or G will result in a Disqualification, whether the interaction was Match Affecting or not.

SG7 - Use Cubes to play the game. Cubes may not be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms. Examples include (but are not limited to):

- Encroaching upon an opponent's Protected Zone per <SG3>
- Interfering with an opponent's Autonomous Period per <SG2>

If a team were to intentionally or accidentally, directly or indirectly, Match Affecting or not cause a cube to enter the opponents Inner Protected Zone (by intaking and it ejecting out of the robot, falling out of a tray/claw, etc.) this would be a violation of SG3-E via SG7 and result in a Disqualification. Is this a correct interpretation?

Thank you for your time.

Answered by Game Design Committee

If a team were to intentionally or accidentally, directly or indirectly, Match Affecting or not cause a cube to enter the opponents Inner Protected Zone (by intaking and it ejecting out of the robot, falling out of a tray/claw, etc.) this would be a violation of SG3-E via SG7 and result in a Disqualification. Is this a correct interpretation?

Thank you for quoting the relevant rules in your question. Yes, this is a correct interpretation.

Thank you for your time.

You're welcome.

446: <SG2> Indirectly contacting opponent tiles, cubes via cube

9-Dec-2019

SG2 SG7

<SG2> Stay on your side in Autonomous. During the Autonomous Period, Robots may not contact the foam tiles, Towers, or Cubes which are on the opposing Alliance's side of the Autonomous Line.

Violations of this rule will result in the Autonomous Bonus being awarded to the opposing Alliance. Intentional, strategic, or egregious violations, such as intentional contact with an opposing Robot while completely across the Autonomous Line, will result in a Disqualification.

Note: Towers and Cubes which begin the Match in contact with the Autonomous Line are not considered to be on either side, and may be utilized by either Alliance during the Autonomous Period. If attempting to utilize these Towers or Cubes, Teams should be cognizant of the possibility that opponent Robots may attempt to do the same. <SG7>, <G10>, <G11>, and <G12> will be taken into account when these types of Robot interactions occur.

<SG7> Use Cubes to play the game. Cubes may not be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms. Examples include (but are not limited to):

- Encroaching upon an opponent's Protected Zone per <SG3>.
- Interfering with an opponent's Autonomous Period per <SG2>.

a. According to QA 405, <https://events.vex.com/VEXU/2019-2020/QA/405> "violations could range **from** the Autonomous Bonus being awarded to the opposing Alliance, **to** a Disqualification, depending on the context of the interaction." Does this mean that if a cube has cross the autonomous line from red into the blue side, either unintentional or intentional, then that red alliance automatically lost autonomous bonus, since the word **from** is used?

b. If the robot is intaking a neutral cube(started contacting the autonomous line), then the second the robot touched the cube, the robot now has indirectly contacted the foam tile in opposing alliance. According to SG2 Note, cubes "may be utilized by either Alliance during the Autonomous Period." In this case, does this note take precedence over SG2 via SG7?

Answered by Game Design Committee

a. According to QA 405, <https://events.vex.com/VEXU/2019-2020/QA/405> "violations could range **from** the Autonomous Bonus being awarded to the opposing Alliance, **to** a Disqualification, depending on the context of the interaction." Does this mean that if a cube has cross the autonomous line from red into the blue side, either unintentional or intentional, then that red alliance automatically lost autonomous bonus, since the word **from** is used?

As noted in the Q&A that you linked, causing Cubes to interact with foam tiles, Towers, or Cubes on the opposing Alliance's side of the Autonomous Line would be considered a violation of SG2 via SG7. Interaction with foam tiles, regardless of whether it affects a Robot's autonomous routine or not, is always considered a violation of SG2. As you quoted, all violations of SG2 result in the Autonomous Bonus being awarded to the opposing Alliance. Intentional, strategic, or egregious violations, such as intentional contact with an opposing Robot while completely across the Autonomous Line, will result in a Disqualification.

b. If the robot is intaking a neutral cube(started contacting the autonomous line), then the second the robot touched the cube, the robot now has indirectly contacted the foam tile in opposing alliance. According to SG2 Note, cubes "may be utilized by either Alliance during the Autonomous Period." In this case, does this note take precedence over SG2 via SG7?

Yes.

When evaluating a possible violation of either of these cases, we would advise Teams and Head Referees to bear in mind rule G3 - "please remember that common sense always applies in the VEX Robotics Competition."

405: Indirect Cube movement while Autonomous

2-Nov-2019

G11 SG2 SG7

During the Autonomous period, if a red robot causes a cube from the vertical stack of four to fall while trying to get cubes from that stack and one or more of the cubes in that stack crosses the autonomous line and causes the other vertical blue alliance stack of four to fall is that a violation of any rule?

Additionally, if the other team is not running autonomous, is the answer the same?

The robot is not directly touching the cube that crosses the line-e.g. trying to get the bottom 2 cubes of the stack.

Answered by Game Design Committee

It is impossible to issue a blanket ruling based on a snapshot description of a hypothetical Match. In general, SG7 and SG2 would be the primary rules that a Head Referee would have to look at in this case:

<SG2> Stay on your side in Autonomous. During the Autonomous Period, Robots may not contact the foam tiles, Towers, or Cubes which are on the opposing Alliance's side of the Autonomous Line.

Violations of this rule will result in the Autonomous Bonus being awarded to the opposing Alliance. Intentional, strategic, or egregious violations, such as intentional contact with an opposing Robot while completely across the Autonomous Line, will result in a Disqualification.

Note: Towers and Cubes which begin the Match in contact with the Autonomous Line are not considered to be on either side, and may be utilized by either Alliance during the Autonomous Period. If attempting to utilize these Towers or Cubes, Teams should be cognizant of the possibility that opponent Robots may attempt to do the same. <SG7>, <G10>, <G11>, and <G12> will be taken into account when these types of Robot interactions occur.

<SG7> Use Cubes to play the game. Cubes may not be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms. Examples include (but are not limited to):

- Encroaching upon an opponent's Protected Zone per <SG3>.
- Interfering with an opponent's Autonomous Period per <SG2>.

Causing Cubes to interact with foam tiles, Towers, or Cubes on the opposing Alliance's side of the Autonomous Line would be considered a violation of SG2 via SG7. Per SG2, violations could range from the Autonomous Bonus being awarded to the opposing Alliance, to a Disqualification, depending on the context of the interaction.

4: SG3/SG7 Clarification- Can Game Objects Cross the Autonomous Line During Autonomous?

15-May-2018

SG3 SG7

Hello,

Would it be legal for Game objects to cross the autonomous line during autonomous without penalty? Specifically game objects that are not contacting the robot while doing so.

The rulebook currently implies this may be illegal because of SG7:

“Scoring Objects cannot be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms.”

An interpretation of this may be that game objects cannot cross the autonomous line as a robot mechanism cannot as in SG3:

“Robots may not do any of the following:

1. Contact the foam tiles on the opposing Alliance's side of the Autonomous Line.”

Additionally if this is ruled illegal would accidental or unintentional violations cause the alliance to lose the autonomous bonus or be disqualified, for example a ball rolls over the line after a robot flips a cap or a ball rebounds off the net and crosses the line?

Thank You in Advance

7975F - Download Complete

Answered by Game Design Committee

There are no rules prohibiting Game Objects from crossing the Autonomous Line during the Autonomous Period. For example, if a launched Ball deflects off of a Flag and crosses the line on its rebound, this is both legal and expected.

SG7 would come into play if game objects were used as an extension of your Robot to intentionally impact an opponent's autonomous mode. For example, driving across the Autonomous Line and blocking an opponent with your robot is clearly illegal. By SG7, intentionally placing a Cap on the other side of the Autonomous Line to block an opponent would also be illegal.

366: cube in possession of a robot is an extension of the robot (G12)

30-Sep-2019

G12 SG7

Could the update, G12 which states “game elements in possession of a robot are an extension of the robot” be clarified? It has been defined in defensive moves such as holding a cube to knock down stacks, etc. What about in an offensive situation like scoring of stacks at the end of a match? A referee questioned this at a tournament this weekend. Red had 1 stack of 6 scored. Their robot was in possession (not just touching) of a cube and that cube was touching the base cube of that stack. He felt that the way the rule is written, the stack should not be considered scored since the robot (through that cube in its possession) was touching the base of the stack. If the possession of a cube is an extension of the robot, referee felt the robot was touching the base cube of the stack since it possessed the cube that was touching it. We were referred to Figure 13 in the game manual where a robot is “touching” (not possessing a cube) and said cube was touching a stacked cube. All of the cubes of that second stack that that cube was touching were still considered scored. There is no other reference to a cube being an extension of the robot in the rules for offensive situations so either G12 only applies in defensive situations if the cubes are considered scored or it applies at all times, which mean some of the stacked cubes would not be considered scored. Hope I made his point clear. Please clarify. Thank you.

Answered by Game Design Committee

G12d states the following:

Game elements in possession of a Robot are an extension of that Robot. Therefore, Entanglement (e.g., grasping, hooking, attaching) with Cubes that are in the possession of an opposing Robot is a

violation of this rule.

SG7, a similar rule that utilizes the same principle, states the following:

<SG7> Use Cubes to play the game. Cubes may not be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms. Examples include (but are not limited to):

- Encroaching upon an opponent's Protected Zone per <SG3>.
- Interfering with an opponent's Autonomous Period per <SG2>.

Although both of these rules reference defensive interactions as their examples, they are intended to be applications of an overall principle that Robots and any Cubes they are possessing should be considered as one entity.

Their robot was in possession (not just touching) of a cube and that cube was touching the base cube of that stack. He felt that the way the rule is written, the stack should not be considered scored since the robot (through that cube in its possession) was touching the base of the stack. If the possession of a cube is an extension of the robot, referee felt the robot was touching the base cube of the stack since it possessed the cube that was touching it.

This is a correct interpretation (assuming that the Robot possessing the Cube was a Red robot). The Cube being contacted would not be considered a Base Cube, and the Scored status of all other Cubes in the Goal Zone would be affected accordingly.

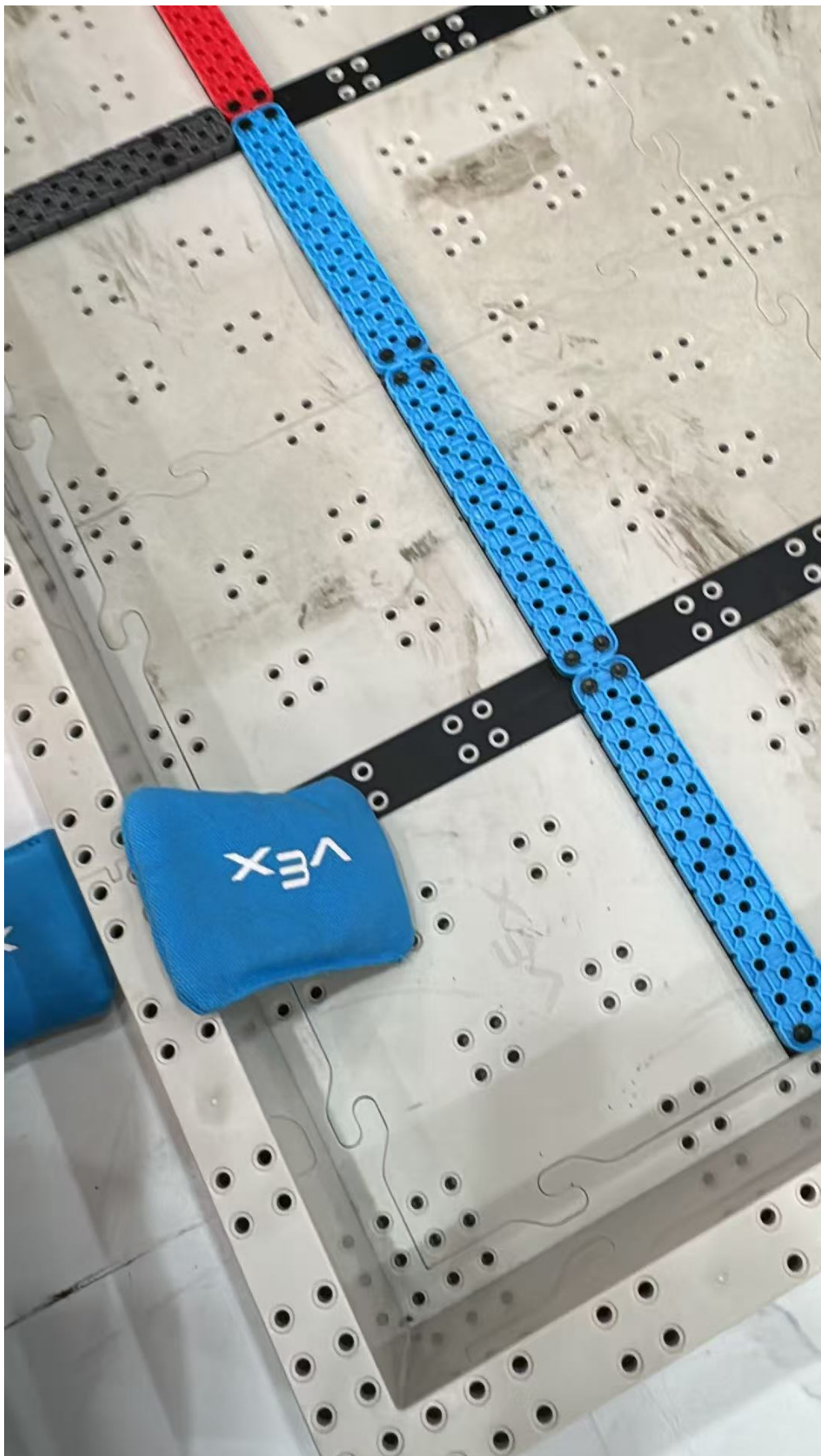
3184: Bean Bag laied on Field Perimeter when Loading

11-Jul-2026

SG4 SG7

If the Bean Bag rests against the Field Perimeter after being loaded, but does not exceed the outer edge of the Perimeter, is this loading operation valid?

[QA3177](#) only say IQ pieces.



Answered by Game Design Committee

The Bean Bag in your example is Loaded improperly.

The Load Zone is bordered by the inside of the Field Perimeter and the inside edges of the VEX IQ parts connected to the Floor. "Fully within the Load Zone" means no part of the Bean Bag is on top of the Field Perimeter or the VEX IQ parts that form the border of the Load Zone.

In [<SG7>](#) clause B, the parenthetical at the end of the sentence will be revised to more accurately reflect this.

3177: SG7 / Load Zone Definition – Bean Bag Touching Load Zone Border Pieces

29-Jun-2026

SG7

[<SG7>](#) The definition of Load Zone states:

"A segment of the Floor on a short end of the Field. Each Load Zone is bordered by the inside of the Field Perimeter and the inside edges of the VEX IQ pieces connected to the Floor."

Under SG7, a Bean Bag may be Loaded through the Load Zone if it meets the listed requirements, including being placed in contact with the Floor and remaining in contact with the Floor after it is released by the Loader until contacted by a Robot.

We would like clarification on how to judge whether a Bean Bag has been legally placed "in the Load Zone."

If a Loader places a Bean Bag so that it is touching the Floor within the Load Zone, but the Bean Bag is also touching one of the VEX IQ pieces connected to the Floor that forms the border of the Load Zone, is this a legal Load?

Or, because the Load Zone is defined as a segment of the Floor bordered by the inside edges of those VEX IQ pieces, must the Bean Bag be fully contained within the Load Zone boundaries and not be touching or crossing onto the border pieces?

In other words, for a Bean Bag to be legally Loaded under SG7, is it sufficient that it is placed in contact with the Floor within the Load Zone, or must the entire Bean Bag be fully inside the Load Zone boundary as defined by the inside edges of the Field Perimeter and VEX IQ pieces connected to the Floor?

If the Bean Bag is touching both the Floor inside the Load Zone and a bordering VEX IQ piece, should this be considered an improper Load that must be retrieved and reintroduced under SG7-f?

Answered by Game Design Committee

[<SG7>](#) clause B was revised in the July 2 game manual update to clarify this:

- b. The Bean Bag must be placed in contact with the Floor and fully within the Load Zone (i.e., not contacting any IQ pieces that form the border of the Load Zone).

A Bean Bag that is placed in contact with any VEX IQ pieces that border the Load Zone will be considered improperly Loaded, and that Bean Bag must be retrieved by the Loader and reintroduced if the Head Referee instructs the Loader to do so.

3097: Double Park Mechanism

16-Feb-2026

R7 SG1 SG7

We have built a double park mechanism that is a cage that holds a block. It follows the rule of SG1 and SG5. We are concerned about R7. We use one screw to tighten the c channel into a stand off to keep the block in the robot. We would need to unscrew it to get it out. R7 states easy removal and without power. Would unscrewing one screw to remove the block be considered easy removal?

Answered by Game Design Committee

Even though it's only one screw, you shouldn't have to take a Robot apart to any extent to remove Scoring Objects. Removing a Block from your Robot mechanism as described would not be considered easy removal, and would therefore be in violation of [<R7>](#).

It's acceptable to have to use your hands to rotate a mechanism out of the way (e.g., spin some rollers, pull open a claw, etc.) in order to remove Blocks. Generally speaking, that is all considered easy removal. It's not acceptable to require a Robot to be powered on to actuate those mechanisms, nor is it acceptable to have to unscrew parts, unhook rope/mesh, disconnect wires, or otherwise dismantle any part of your Robot to remove Scoring Objects.

3031: regarding DQ due to cross line in 15s auton

10-Jan-2026

SG7

[<SG7>](#) In a local tournament final, one of the robots on our alliance unexpectedly ran straight into the opponent's side during the 15s autonomous. This disrupted the ball placement on the opponent's side and blocked the opponent robot's autonomous route, but it did not cause any damage to the opponent's robot.

Our alliance explained to the referee that this behavior was caused by a loose odometry connection. However, the referee stated that they could not rule out whether the action was unintentional or intentional. This situation occurred only once during the entire tournament—specifically in the finals—and even the referee mentioned that they had never seen a similar incident before. As a result, we got ultimately disqualified in a final.

We would like to understand whether there is a clear rule or guideline that applies to this type of situation.

Answered by Game Design Committee

As described in our response in [Q&A 2924](#), if a Robot crosses the Autonomous Line and directly contacts a Robot or Block on the opponent's side of the Field, and that Robot/Block wasn't engaged with the Autonomous Line, the Team has committed a Violation (Major if the Head Referee decides it was intentional). As described in clause E of [<SG7>](#), the opponent will receive the Autonomous Bonus and an Autonomous Win Point unless they've also violated rules during auton.

The Head Referee must make a judgment call as to whether the Violation was intentional or egregious. As stated in the red box following rule [<T1>](#), "when a rule specifies "Head Referee's discretion" (or similar), then the "right" call is the one made by a Head Referee in the moment."

2984: Incidental Contact with Blocks on the Autonomous Line

10-Dec-2025

SG6 SG7

[<SG7>](#) Don't cross the Autonomous Line, and don't interfere with your opponents' actions. During the Autonomous Period, Robots may not contact foam tiles, Blocks, or Field Elements which are on the opposing Alliance's side of the Autonomous Line. [<R8>](#) Engage with the Autonomous Line at your own risk. Any Robot who engages with Blocks that begin the Match on the Autonomous Line should be aware that opponent Robots may also choose to do the same. Per [<GG12>](#) and [<GG13>](#), Teams are responsible for the actions of their Robots at all times.

We have seen different ways of ruling contact of blocks during the autonomous period and would like further clarification. Below are three scenarios and accompanying videos to clarify the rule.

Scenario 1: A blue alliance's robot, during autonomous, intakes scoring elements in contact with the autonomous line under the long goals, and on their side of the autonomous line. The blue alliance lightly contacts the blocks of the red alliance on the autonomous line, No other violations occur. [Scenario 1 Video](#)

Scenario 2: A blue alliance's robot, during autonomous, intakes scoring elements in contact with the autonomous line under the long goals, and on their side of the autonomous line. The blue alliance strikes contacts the blocks of the red alliance on the autonomous line, knocking the blocks well away from their starting position, No blocks contact red robots or other blocks. No other violations occur. [Scenario 2 Video](#)

Scenario 3: A blue alliance's robot, during autonomous, intakes scoring elements in contact with the autonomous line under the long goals, and on their side of the autonomous line. The blue alliance use a match loading mechanism to gather the blue blocks, but lightly contacts the blocks of the red alliance on the autonomous line, No other violations occur. [Scenario 3 Video](#)

How should a referee rule in each of these instances. Thank you for your time, we look forward to your response.

Answered by Game Design Committee

[<SG7>](#) d. Blocks that begin the Match in contact with the Autonomous Line are not considered to be on either side, and may be utilized by either Alliance during the Autonomous Period. For the purpose of this rule, all eight Blocks that begin the Match in groups that cross the Autonomous Line are considered to be in contact with the Autonomous Line. See Figure SG-7.

There are no [<SG7>](#) Violations in your scenarios, assuming the Robot never contacts the foam tiles on the opposing Alliance's side of the Autonomous Line. The four Blocks (two blue & two red) involved in your scenarios are all considered to be in contact with the Autonomous Line per [<SG7>](#) clause D, and may be utilized by either Alliance during the Autonomous Period.

2962: Q&A 2924 and SG7 clarification

4-Dec-2025

SG7

If a block that did not begin at/on the autonomous line crosses into the opponent's side of the field and stops rolling and doesn't contact anything and then the opponent's robot drives into it. Would that be a violation of SG7? Or would GG16 be considered in this scenario?

So, what if a few blocks that did not begin at/on the autonomous line crosses into the opponent's side of the field when trying to score them into the low center goal but miss the goal, stop rolling and don't touch anything and opponent's robot drives into them and takes them in and scores them giving the other alliance an autonomous win? Would that be a violation of SG7?

Answered by Game Design Committee

We cannot comment absolutely on hypothetical scenarios. The ultimate decision would be determined by the Head Referee(s) for the Match based on the larger context of the Match and Robot actions.

That said, scenarios like the one you describe should generally be considered incidental and not Violations of rule [<SG7>](#) if the Head Referee determines they weren't intentional, strategic, or egregious.

See [Q&A 2647](#) for one example of a deliberate defensive autonomous strategy that is related to your question, and which should be considered an [<SG7>](#) Violation.

2916: SG7 Autonomous Line Clarification

13-Nov-2025

SG7

Hello!

As per SG7 and the Game-Specific Definitions, the Autonomous Line is defined as such

Autonomous Line - The pair of white tape lines that run across the Field, and the space between those lines. SG7 prohibits teams from crossing said line

In SG7, the rule states

During the Autonomous Period, Robots may not contact foam tiles, Blocks, or Field Elements which are on the opposing Alliance's side of the Autonomous Line.

However, it does not specify whether the white tape line would be considered as part of the opposing Alliance's foam tiles on their side.

Would the following situation be considered a violation: A robot contacts the white tape line that is furthest from them during the autonomous period (the one on the other alliance's side), but does not contact the part of the tile that is not taped.

Thanks, Team 1523W

Answered by Game Design Committee

Hello, Team 1523W!

The tape itself is considered part of the Autonomous Line, as quoted in your question. Contacting the tape, and the space between the two tape lines, is allowed.

Contacting the foam tile past the tape is not.