Q&A

VEX V5 Robotics Competition 2026-2027: Override

Otagowane: GG14

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.

Please review the Q&A Usage Guidelines before posting. This system is only intended for specific V5RC game rules questions.

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

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3121: Forcing an opponent to become 'stuck'

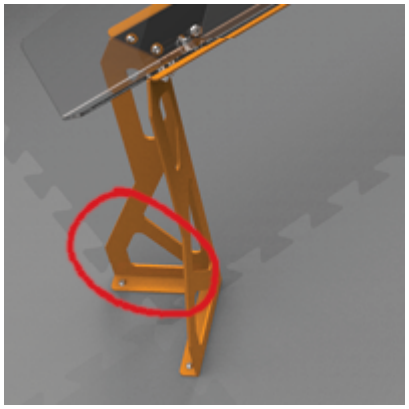
4-Mar-2026
GG9 GG14 GG16 GG18

Is it legal for a RED robot to intentionally push BLUE onto blocks in an attempt to get them 'stuck' and unable to move for the rest of the game. Or is this a <GG18> and <GG14> violation?

Similarly, how should refs rule interactions where RED forces BLUE to become 'stuck' to field elements, e.g:

- Wedged between the bottom of the long goal and the foam tiles
- Temporarily unable to move out of the gaps in the bottom of the long goal (part of the robot is inside of the red circled area)
- Otherwise unable to move away from the park zone or a loader

Would this count as forcing an opponent to become entangled with the field, taking into account <GG9>, <GG14>, and <GG16>?



Odpowied? committee

There is no rule that prohibits pushing a Robot onto Blocks, against a Goal, into a Loader, or into the Park Zone unless it's determined to be part of a strategy specifically intended to damage an opposing Robot. If a Robot becomes entangled as a result of one of these interactions, it should generally be considered incidental to gameplay and no Violations should be awarded.

3013: Do the color of blocks during incidental moments of gameplay matter?

2-Jan-2026
GG14 GG15

Note: This question was revised by the GDC for clarity and readability.

Should the color of the blocks involved in incidents that require the ruling of a head referee be irrelevant in most cases?

Regarding a situation where the offensive and defensive robots are not clear, such that the situation is at this point equally incidental, must the color of the relevant scoring elements be brought into consideration to establish a more offensive than defensive robot for a ruling?

Odpowied? committee

> Should the color of the blocks involved in incidents that require the ruling of a head referee be irrelevant in most cases?

Yes. In most cases, the color of Blocks is irrelevant.

> Regarding a situation where the offensive and defensive robots are not clear, such that the situation is at this point equally incidental, must the color of the relevant scoring elements be brought into consideration to establish a more offensive than defensive robot for a ruling?

Block color is one factor that can be considered when a Head Referee must decide which of two Robots is "more defensive." In our opinion, this will almost always be a very minor, or tie-breaker, consideration.

2975: Definition of Offensive Directly Contradicts <SG10a>

7-Dec-2025
GG9 GG14 GG15 SG10

<GG9> Don’t hook your Robot to the Field, and don’t get Entangled. <GG14> Don’t destroy other Robots. <GG15> Offensive Robots get the “benefit of the doubt” when judgment calls are required. <SG10> Don’t reach inside enclosed sections of Goals, and no Goalkeeping. Definition of "Offensive" and "Defensive"

The definition of "Offensive" states that "Changing the status of a Field Element or scoring object that acts as a multiplier or scoring bonus for their Alliance", which I will interpret as attempting to push your Alliance's colored Blocks into the Control Zone for an additional 10 points.

<SG10a> states that "Reaching inside the open top portion of a Goal to affect Blocks within that Goal is an inherently Defensive position, and will not get the benefit of the doubt (<GG15>) if judgment calls are required."

Scenario 1: Red 1 is attempting to push their Blocks into the Control Zone of the Long Goal with their wing/arm mechanism. Blue Alliance currently controls the Control Zone, so Blue 2 is pushing back towards Red 1. During this altercation, Red 1 tips backwards and is rendered unable to move for the rest of the match. Blue Alliance ends up winning the match. What would be the call by the refs here?

Would it be: A. A disqualification for the Blue Alliance, because the attempt to push blocks is an "Offensive" move and will get the benefit of the doubt for <GG15>, and Blue recieves the DQ for <GG14>. B. Neither Alliance will receive disqualifications because Red 1's wing/arm mechanism inside of the Long Goal is an "inherently Defensive" position according to <SG10a>, therefore they will not receive the benefit of the doubt for <GG15>, and Blue does not receive a DQ for <GG14>.

Scenario 2: Red 1 is attempting to push their Blocks into the Control Zone of the Long Goal with their wing/arm mechanism. Blue Alliance currently controls the Control Zone, so Blue 2 is pushing back towards Red 1. During this altercation, Blue 2 tips backwards and is rendered unable to move for the rest of the match. Red Alliance ends up winning the match. What would be the call by the refs here?

Would it be: A. A disqualification for the Red Alliance, because the presence of the wing/arm mechanism inside of the Long Goal is an "inherently Defensive" position according to <SG10a>, and will not get the benefit of the doubt for <GG15>, and Red recieves the DQ for <GG14>. B. Neither Alliance will receive disqualifications because Red 1's wing/arm mechanism inside of the Long Goal is an "Offensive" move and will get the benefit of the doubt for <GG15>, Blue 2's tipping is regarded as regular match play, and Red does not receive a DQ for <GG14>.

> **Odpowied? committee**
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> ***This answer was revised on January 14, 2026, after further consideration by the GDC.***
>
> <GG15> should only be applied as a "tiebreaker" when a judgment call is required, for example when multiple Teams have committed simultaneous Violations that overlap and impact each other. Categorizing Robot actions as Defensive or Offensive is unnecessary in most cases. In our opinion, neither of your scenarios requires a judgment call or application of rule <GG15>.
>
> Additionally, we cannot comment absolutely on hypothetical scenarios. The ultimate decision in your scenarios would be determined by the Head Referee(s) at the Match, based on the larger context of the Match.
>
> **In both of your scenarios, Robots tip as an incidental side effect of normal gameplay. No Offensive/Defensive judgment call is required, and no Teams should receive <GG14> Violations.**

2908: Guidance on GG14 Egregious Tipping Examples

10-Nov-2025
GG14

GG14 Section B. states “Some incidental tipping, Entanglement, and damage may occur as a part of normal gameplay without Violation. It will be up to the Head Referee’s discretion whether the interaction was incidental or intentional.”

The violation notes also state “Intentional and/or egregious tipping, Entanglement, or damage may be considered a Major Violation at the Head Referee’s discretion.”

Could the GDC provide some more guidance on how to determine if a tip was egregious or not? Some examples have been provided below:

Scenario 1: red robot drives into blue robot; the blue robot begins to tip over. The red robot continues to push into blue, instead of backing up causing the blue robot to tip over for the remainder of the match. There’s over a minute remaining in the match.

Scenario 2: Same as scenario 1; however there is 30 seconds remaining in the match.

Scenario 3: red and blue collide causing blue to tip over; there was no way for red to back off to prevent the tip. There’s over a minute remaining in the match.

Scenario 4: Same as scenario 3; however there is 30 seconds remaining in the match.

Would any of these scenarios change if the blue robot was able to right-themselves? Would the minor/major violation ruling change if red robot removed themselves from play and did not continue to contribute to a winning match score?

Odpowied? committee

Thanks for your questions, Paige!

We're unable to provide blanket guidance to easily categorize tipping, entanglement, or damaging interactions as egregious or not. Head Referees should consider many factors:

- How much of the 2-minute Match time was affected?
- Was the affected Robot engaged in offensive or defensive play?
- Where they trying to score or de-score?
- Could the affected Robot have changed the outcome of the Match if they hadn't been tipped/entangled/damaged?
- Was the affected Robot design prone to tipping, entanglement, or damage?
- Was the interaction caused by one Robot, or was it a mutual outcome of standard gameplay?
- Did the "offender" try to stop the Violation after it began?
- Did the "offender" take any action to help afterward?

This guidance in the V5RC Head Referee Guide in the RECF Library also applies:

"When deciding whether tipping, entanglement, or damage should be penalized for being intentional or egregious, pay attention to whether the 'pushing' robot backs away when their opponent begins to tip, become entangled, or risk damage or if they continue to force the other robot over or into entanglement or damage. A team that backs away should generally *not* be penalized based on intent, and the one that continues to push probably should. Clear verbal warnings are important in this situation, to give all teams opportunities to avoid violations. For more information on these interactions, view the Head Referee training videos from the Turning Point or Change Up seasons (note that the pertinent rule number has changed since these seasons, and some of the game-specific information no longer applies)."

2875: Ramming an opponent

25-Oct-2025
GG14

<GG14>[<GG14>] At a competition, a team has entered just a bare chassis, no scoring capabilities. Every match they play, they can only be defensive, however, they are delibertly ramming opposing robots. Slamming into them, backing up and slamming into them again. There is no attempt to get in their way, no attempt at blocking no attempt to move up against them and try to hold them. just ramming over and over again. One offensive robot lost some parts after several deliberate collisions.

How should this be ruled?

-david

Odpowied? committee

Hi, David & Team 6079R, and thanks for your question.

Rule <GG14> prohibits strategies that are "aimed solely at the destruction, damage, tipping over, or Entanglement of opposing Robots".

The Head Referee for that Match is responsible for determining if a Robot's actions are in Violation of rule <GG14>, and must consider the larger context of that Match. We cannot issue a blanket ruling that appropriately covers all possible scenarios.