



FTC Skystone Penalties

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Types of Penalties



- Safety Rules
 - Safe robot operation
 - Wear safety gear
- General Rules
 - Similar to prior years
 - Basic rules of how to play the game
- Game Specific Rules
 - Specific to Skystone game

Safety Rules

- S1 – No unsafe robot operation or field damage
 - Warning/Disable possible yellow/red card
- S2 – No contact outside of playing field
 - Yellow card and possible Disable
- S3 – Must wear safety gear
 - Safety glasses cover eyes!!
 - Closed toe and heel shoes worn
 - Warning
 - 30 secs to remedy



General Rules



- Mostly the same as last year
- Covers:
- Robot set up and starting volume
- Starting game play early or stopping game play late
- Pinning, trapping and blocking
- Removal of game elements from playing field
- No destruction, damage or tipping of opposing robot



General Rules



- Additional areas covered
- Only get one scoring area points
- Game element/field tolerances +/- 1.0 inch
- Replay decided by Head Referee for verified failures only
- No egregious behavior
- Cannot use game elements to make game easier or more difficult
- Read definition of Inconsequential and Inadvertent



General Rules



- A couple of new revised rules
- Cannot interfere with opposing alliance drive team/human players
- Cannot interfere with opposing alliance Stone supply
- Definition of Parked versus stopped to end game period



Penalty Score



- Each major penalty counts for 20 points
- Each minor penalty counts for 5 points
- Penalty points are added to the alliance who did not incur the penalty
- Tie breaker points awarded to all alliances in a match are the score of the losing alliance prior to the addition of any penalties
- Incurring penalties does not increase your tie breaker points
- Some penalties or repeated penalties can lead to yellow or red cards



New Type of Penalty



- Human Player-related Rules
 - Similar to FRC Team structure (i.e. Drivers, Coach, Human Player)
 - Alliances must choose which team's human player will compete in a given match.
 - Human Player station will be adjacent to opposing alliance's station.



Human Player-related Penalties



- G1 (Drive Team)
 - Using disallowed electronic communication (**Warning -> Minor**)
- G3 (Pre-Match Robot Placement)
 - Human Player “completely inside” station (**Minor**)
- G6a* (Alliance and Human Player Stations)
 - During the match, Human Player must remain in station (**Warning -> Minor**)
- G6b (Alliance and Human Player Stations)
 - During the match, Opposing Alliances on same side of field cannot distract / interfere with one another (**Major -> Yellow Card**)

* = Safety reasons will not result in a warning or penalty.



Human Player-related Penalties



- G11 (Drive Team contact with the Playing Field or Robot)
 - Prohibited from making contact with Playing Field, any Robots, or any Game Elements (except for allowed Human Player activities) (**Warning -> Minor**)
- GS1a (Illegal introduction of Stones and Capstones)
 - Human Player may not deliver Stones / Capstones prior to start of Driver-Controlled Period (**Minor**)
- GS1c (Illegal introduction of Stones and Capstones)
 - Human Player cannot break vertical plane of perimeter walls (**Minor**)
- GS1d (Illegal introduction of Stones and Capstones)
 - Human Player cannot hand-deliver a Stone / Capstone into Playing Field when a Robot or Scoring Element is in the Depot (**Minor**)



Game Specific Rules



- GS2 – Cannot interfere with opposing alliance robot scoring attempt during autonomous or contact/disrupt opposing alliance Stones or Skystones in Quarry
 - Major penalty per occurrence and no points if using opposing alliance Stones or Skystones
- GS3 – Only can control/possess one Stone (or one Skystone) and/or Capstone
 - Minor penalty per Stone and every 5 seconds
 - Major penalty for control/possession of opposing alliance Capstone



Game Specific Rules



- GS4 – Robots/Human Players cannot launch game elements
 - Minor penalty per occurrence
- GS5 – Cannot be in opposing alliance foundation at anytime or interfere with opposing *Robots In the Foundation*
 - Major penalty plus Minor penalty each 5 seconds in violation



Game Specific Rules



- GS6 – Cannot block access to opposing alliance Depot
 - Warning then Major penalty plus Minor for each 5 seconds blocking access
 - Must move back 36 inches when blocking called
 - Disabled robot not a safety hazard so Stones and Capstones can still be placed
 - Disabled robot in the opposing *Alliance's Depot* may incur Yellow Card



Game Specific Rules



- GS7 – Skybridge penalty summary
 - Cannot grasp or hang on Skybridge pipes results in Major penalty per occurrence
 - Cannot move from Building Zone to Loading Zone or vice versa thru opposing alliance Skybridge results in Major penalty per occurrence
 - Cannot block opposing alliance robot from moving between zones via Neutral Skybridge penalties applied per G18 Blocking rules



Game Specific Rules



- GS8 – Cannot control opposing alliance Foundation in Building site or during end game
 - Major penalty per occurrence with Minor Penalty per 5 seconds of violation could lead to Yellow Card
- GS9 – Cannot descore or reposition Stones or Capstones in opposing alliance Foundation
 - Double major (GS9 text says double minor and the rules summary in 4.8 says double major) penalty per Stone single major penalty for Capstone



Game Specific Rules



- GS10 – Foundation must remain completely In Building Zone at all times
 - Minor penalty per 5 seconds of violation
- GS11- Cannot step over Skybridge
 - Warning then Minor Penalty then Major Penalty then Yellow card



General Penalties



- General Penalty Take Away
 - 27 of the 36 Game Rules do not require a warning to be issued prior to the penalty (i.e. “know the rules” before you “play the game”).



Questions?

Comments?