

<GS11> Teams are not allowed to touch their *Robots* once the IR beacons have been placed in their designated location for the *Match*. If this occurs, a *Minor Penalty* will be assessed to the violating *Alliance* and the affected Team's *Robot* is not eligible to *Score* the 40-point or 20-point *Autonomous Pendulum Goal Score*.

<GS12> Robots may grab, grasp, grapple, and attach to the *Pull-Up Bar*, *Flag Assembly Crank*, and *Blocks*.

1.6 Penalty Summary

There are two types of *Penalties* in *FTC Block Party!* – *Minor* (10 points) and *Major* (50 points). The following table shows the possible rule violations and their consequences:

Violation	Consequence	Rule
GENERAL GAME RULES		
Use of electronic communications after being called for a <i>Match</i> .	Warning to Team; followed by <i>Minor Penalty</i> per offense. May lead to <i>Disqualification</i> for the <i>Match</i> .	<G2>
<i>Drive Team</i> outside of <i>Alliance Station</i> .	Warning to Team; followed by <i>Minor Penalty</i> per offense. May lead to <i>Disqualification</i> for the <i>Match</i> .	<G3>
<i>Drive Team</i> contacts Field or Game object.	Warning to Team; followed by <i>Minor Penalty</i> per offense. May lead to <i>Disqualification</i> for the <i>Match</i> .	<G4>
<i>Coach</i> touches Gamepad controller after start of <i>Match</i> .	Warning for first offense. Repeated offense will result in a <i>Major Penalty</i> per offense. May lead to <i>Disqualification</i> for the <i>Match</i> .	<G5>
<i>Robot</i> deliberately detaches parts on <i>Playing Field</i> that prevent additional <i>Scoring</i> .	<i>Robot</i> is <i>Disabled</i> and team <i>Disqualified</i> for <i>Match</i> . Multiple infractions may result in <i>Disqualification</i> for the entire Tournament.	<G7>
<i>Robot</i> grabs or attaches to <i>Playing Field</i> Element or structure other than the excepted items.	Warning for first offense. Repeated offense will result in a <i>Major Penalty</i> per offense. May lead to <i>Disqualification</i> for the <i>Match</i> .	<G8>
Deliberate tipping, entanglement, or damage.	<i>Robot Disabled</i> and Team <i>Disqualified</i> .	<G9>
<i>Pinning</i> or <i>Trapping</i> .	<i>Minor Penalty</i> per occurrence of offense. May lead to <i>Disqualification</i> for the <i>Match</i> .	<G10>
Team delays start of <i>Match</i> .	<i>Minor Penalty</i> per offense. May lead to <i>Disqualification</i> for the <i>Match</i> .	<G13>
Deliberately removing Game Elements from the <i>Playing Field</i> .	<i>Minor Penalty</i> per offense. May lead to <i>Disqualification</i> .	<G17>
Egregious <i>Robot</i> or <i>Team</i> member behavior.	<i>Major Penalty</i> per offense. May lead to <i>Disqualification</i> for the <i>Match</i> .	<G18>
FTC BLOCK PARTY! SPECIFIC GAME RULES		
<i>Robots Possessing</i> or <i>Controlling</i> more than 4 <i>Blocks</i> .	<i>Minor Penalty</i> per offense per 5-seconds. <i>Blocks</i> will not <i>Score</i> if rule is violated.	<GS1>
Contact with opposing <i>Alliance's Pendulum</i> when not in the act of <i>Scoring</i> .	<i>Major Penalty</i> per occurrence.	<GS2>
<i>Scoring</i> in opposing <i>Alliance's Pendulum</i> during <i>End Game</i> .	<i>Major Penalty</i> per occurrence. Opposing <i>Alliance</i> also awarded a <i>Balanced Pendulum</i> .	<GS3>
<i>De-Score Blocks</i> from the <i>Pendulum Goals</i> regardless of ownership.	<i>Major Penalty</i> per occurrence.	<GS4>

Violation	Consequence	Rule
More than 2 <i>Blocks Scored</i> during <i>Autonomous Period</i> .	<i>Autonomous Period Block Score</i> for the <i>Alliance</i> is zero.	<GS6>
Interfering with an opposing <i>Robot</i> that is attempting to <i>Hang</i> during the <i>End Game</i> .	<i>Major Penalty</i> per occurrence.	<GS7>
Making contact with opposing <i>Alliance's Flag Assembly</i> .	<i>Major Penalty</i> per occurrence.	<GS8>
Denying access to opposing <i>Alliance's Flag Zone</i> during the <i>End Game</i> .	<i>Major Penalty</i> per occurrence.	<GS9>
Hanging on <i>Pull-Up Bar</i> or Raising <i>Flag</i> before the <i>End Game</i> .	<i>End Game Hanging Score</i> and/or <i>Flag Score</i> for the <i>Alliance</i> is zero.	<GS10>
<i>Drive Teams</i> touching <i>Robots</i> after IR beacons placed.	<i>Minor Penalty</i> per occurrence and <i>Autonomous Block</i> for the <i>Robot</i> will have zero <i>Pendulum Goal</i> value.	<GS11>