

# Q&A

## VRC 2022-2023: Spin Up

Tagged: SC4

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 Spin Up 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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  - For VEX technical support, contact [support@vex.com](mailto:support@vex.com) or [sales@vex.com](mailto:sales@vex.com).
- For game questions, suggestions, or concerns outside of specific and official rules questions, contact [GDC@vex.com](mailto:GDC@vex.com).

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## Contact Zone

SC4

[<SC4>](#)

My team sets up in the expansion zone and touches the contact zone without going over the fence. I cannot find anything in the roles that says that's necessary. What's the official policy?

### Answered by committee

Currently, this is permitted.

However, the April 5 Game Manual update for VEX Worlds will include further clarifications. Specifically, going "around" the Fence (i.e. outside of the Field) and/or "through" the Fence structure will both be prohibited.

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## Bonus arm and touching fence

SC4

[<SC4>](#) can the bonus mechanism be touching the fence anywhere to be counted? our mechanism when we throw it at times rest on the fence is this legal or is the arm not allowed to touch the fence at all?

### Answered by committee

There is no rule against contacting the Fence during a Slapshot match, provided no other rules are broken in the process and that no damage is caused to the Fence.

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## Contact Bonus - A point bonus achieved at the end of a Match.

SC4

Could you please provide clarification on the definition of "end of Match." I cannot find anything that states "when" or at what time a driver is supposed to go to the expansion zone and extend their robot. I noticed one team not receive any points for extending their robot prior to the last ten seconds of the match, even though they placed the remote down to signal they were done with 19 seconds left on the clock. The other team was clearly not done and had continued driving until the last 3 seconds on the clock when they deployed their expansion over on the other side. Can one team decide to be done earlier and that constitutes the "end of Match" for them? [<SC4>](#)

### Answered by committee

All Match scoring, including Contact Bonuses, is based entirely on the locations and states of Robots and Discs immediately after the Match ends as described in rule [<SC1>](#)--regardless of how or when they got there.

Teams may legally expand across the Fence and contact a Contact Zone as described in rule [<SC4>](#) at any time during the Match while in contact with an Expansion Zone. However, based on the definition of Contact Bonus, the point bonus achieved is only earned if the Robot meets the requirements of [<SC4>](#) when the Match timer reaches zero (0) and everything has come to rest as described in rule [<SC1>](#).

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## Bonus points for partner DQ'ed due to illegal expansion at non-expansion zone

G13 G14 SC4

Does alliance partner get the contact bonus from the other partner during qualifications if the other partner touch down for contact bonus but didn't expand in the legal expansion zone?

Here is a link to Q & A about some of the confusion but it doesn't answer everything clearly.

<https://www.robotevents.com/VIQC/2022-2023/QA/1306>

So from my understanding is if an contact arm is expanded beyond the horizontal size limitation of 11x19 inches and isn't touching the expansion zone floor and doesn't affect the score, then that is a minor violation. Teams will need to pull their robot off the field, contract the arm and reset robot into the starting position before they can start controlling the robot again.

However based on the Q&A, if a robot touches a contact zone for additional points but is not touching the expansion zone floor, that team is automatically DQed for that match since their expansion makes the robot larger than the size limitations when the robot isn't touching the expansion zone and the contact arm is game affecting since the contact arm results in additional points.

During qualifications matches in past years if a team is DQed, the other team still gets the total points from the match and the team that is DQed gets zero. So for example last season if a team got balls in the high goal but then were DQed, those balls still counted as points to the other team.

So here is my question, if say a alliance partner touches a contact zone and says gets 20 additional points for contact but their robot isn't touching the expansion zone floor, they would get an automatic DQ. Does those 20 points still count towards the match and the other team?<G13><G13><SC4>

### Answered by committee

So here is my question, if an alliance partner touches a contact zone and gets 20 additional points for contact but their robot isn't touching the expansion zone floor, they would get an automatic DQ. Do those 20 points still count towards the match and the other team?

Yes. The non-Disqualified Team will receive the full score for the Qualification Match, including the Disqualified Team's Contact Bonus, unless that Team has also earned a Disqualification.

Note that in Finals Matches, the Disqualification would extend to the Alliance Partner, and both Teams would receive a score of 0 for the Match.

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## Robot touching contact zone at end of match when sitting slightly outside of expansion zone?

SC4 G13 G14

<G13>

<G14>

<SC4>

What happens when a robot is accidentally outside of the expansion zone at the end of the match, but has made contact with a contact zone across the fence?

Crossing the fence accidentally has already been answered (on here) as a minor violation if not score-affecting.

But does contact in a contact zone "affect the score," and thus elevate it to a major violation?

In our case, the student was standing on the opposite side of the field and couldn't see that his tire was *slightly* outside of the expansion zone. In fact, it was an Omni wheel, and the wheel was actually *over* the expansion zone, but just barely not touching the light gray plastic, because of the curvature of the wheel rubber.

There were two discs inside the relevant zone. The judges said, "That would be +2 points for contact, so it's score affecting, so it's a Major Violation, which results in disqualification and a score of 0."

But it seems more logical (and charitable) to say, "Since you weren't quite in the expansion zone, accidentally, the +2 points don't count, so this isn't score affecting, so it's a minor violation."

This has happened to three different teams, so far today, in our first regional tournament. In each case, the judges ruled a major violation and disqualified the teams.

There are several rules that could be clarified here.

### Answered by committee

Thank you for your question. Rule [<SC4>](#) specifies that a Robot achieves a Contact Bonus if any part of the Robot is contacting the Floor inside of a Contact Zone. Because [<SC4>](#) doesn't mention an exception for rule [<G14>](#), this bonus is earned whether the Robot is or is not in violation of [<G13>](#) or [<G14>](#).

If a Robot earns a Contact Bonus while *not* in contact with an Expansion Zone, it becomes a Score Affecting violation of rule [<G14>](#) (and [<G13>](#) if it expands horizontally beyond 11"x19" in the process) if at least one Disc is in the Goal Zone that corresponds to that Robot's Contact Zone.

Because there are no specific Violation notes for rules [<G13>](#) or [<G14>](#), the flowchart on page 9 of the Slapshot Game Manual should be used to determine the appropriate violation. In this case, if there is at least one Disc in the Goal Zone that corresponds to the Robot's Contact Zone, the Violation is Score Affecting and should result in a Major Violation and DQ.

Based on the scenarios you've described, the Head Referee correctly interpreted these rules and their intent.

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## Spinning the roller using the gear and not the PVC pipe

### SC4

According to the game manual, rule SC4: [<SC4>](#) A Roller is Owned by an Alliance if the area between the Roller's pointers is entirely that Alliance's color, when viewed from above. If a Roller is "too close to call" between two states, then referees are advised to give the "benefit of the doubt" to the color that is within the two pointers. For example, in Figure 16, if either Roller was positioned such that the color boundary was directly beneath the pointer and it was "too close to call," then it should be considered Owned by the blue Alliance.

My team cannot find anywhere in the rules where it states how the roller has to be turned. They have built a mechanism that turns the gear that the roller is attached to. Would this be a legal way to turn the roller?

### Answered by committee

My team cannot find anywhere in the rules where it states how the roller has to be turned.

As a general rule of thumb - if there are no rules prohibiting something, then it is legal.

As long as no rules are Violated, such as damaging a Field Element (S1), this would be legal.