

Q&A

VEX V5 Robotics Competition 2024-2025: High Stakes

Tagged: T1

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 High Stakes 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 High Stakes rules questions.

- For event, registration, or other competition support questions, please contact your [REC Foundation 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.

435: <R12> Non-functional decoration.

27-Nov-2019

R12 T1

In the Game Manual it states in <R12> that the Inspector will have final say as to whether as to what is considered non-functional decoration. Given that Inspectors do not go through the same training as many Head Referees, what happens when a Head Referee deems something as functional? <T1> says the Head Referee has the ultimate say about what is permissible in matches.

Which has precedent? <R12> or <T1>?

Answered by committee

This scenario is covered by rule R2-e, which states the following:

If a Robot has passed inspection, but is later found to be in violation of a Robot rule during a Match, then they will be Disqualified from that Match and <R2d> will apply until the violation is remedied and the Team is re-inspected.

R2-e is primarily intended for a scenario where a Robot has been modified since inspection. However, it is also intended as a "catch" for a scenario where a Head Referee identifies a violation that an inspector may have missed.

Most Robot rules can be considered as "inspection rules", in the context that there may not be a Head Referee present during inspection. So, statements such as "inspectors have the final say" imply that this is being questioned during inspection. Once a Robot passes inspection, R2-e and T1 come into effect for the duration of the Tournament.

2289: <T1>Head Referees have ultimate and final authority on all gameplay ruling decisions during the competition.

11-Nov-2024

T1

<T1>

Is the RSM allowed to overturn an existing ruling from the head referee of an event midway through the matches, causing multiple teams to be DQed in their currently playing matches? The head referee in this event has completed and passed the certification, the ruling that was overturned pertained to R9G and visual feedback.

Answered by committee

No. As stated in rule <T1>, "The Head Referee has ultimate and final authority on all gameplay ruling decisions during the competition." Additionally, the introduction to *Section 3: The Robot* in the game manual states that, "The Head Referee has final authority regarding all Robot rules, since it is ultimately their decision whether a Robot takes the field for a Match after inspection has concluded (per <R3d> and <R3e>)."

REC Foundation staff members, the Event Partner, and other volunteers may provide the Head Referee with information about rules and rulings from official Q&As, but the final decision and ruling on any gameplay matter must always come from the Head Referee. If multiple Head Referees are working together and both observe a Match for which a ruling must be made, they must work together to reach a ruling.

As stated in the Commitment to Event Excellence, which is agreed to by every Event Partner, the REC Foundation has the right to modify volunteer and Key Volunteer assignments at events. However, RECF staff do not have the right to overturn or make rulings about game play or robots.

1961: Match Anomaly Log Publicity

19-Feb-2024

T1

<T1> states referees should record violations on the Match Anomaly log. I am asking about the visibility of this anomaly log.

Which of the following would be legal / preferred at an event? The match anomaly log is:

1. Kept completely private, only for referees and not to be shown to teams
2. Only show violations from a team to the team members
3. Only show violations from a team to the team members or their alliance partners' team members
4. Kept completely public, for all teams to see to see all other teams' violations

Answered by committee

Given the often sensitive information included in Match Anomaly logs, they should not be made available for Teams to view. Discussing and disclosing Violations awarded during the event (Violation counts, rule numbers, match numbers, etc.) with the Team that earned them is fine, but the logs themselves shouldn't be shared beyond the Head Referees and other field staff.