

Q&A

VIQRC 2023-2024: Full Volume

Tagged: T5

Welcome to the official VEX IQ 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 VIQRC **Full Volume** 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 VIQRC Full Volume rules questions.

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

Index

[Special Needs Team Member](#)

[Strategic use of R3](#)

[<T5> Robots arriving late to a match](#)

[No Show Pass Points](#)

[T5/T6/Head Ref Cert Unit 6 -- Presence of robots on field when nonfunctional in alliance match](#)

[No show in Final match](#)

[<T5> Restrictions on Late Arrival for a Match](#)

2443: Special Needs Team Member

16-Jan-2025

T5

[<T5><T5><T5>](#) One of my students would like to be a driver at an event, but his hands were not formed correctly at birth and his hands are too weak for him to stand up, hold the controller, and drive at the same time. In order to drive well, he needs to sit down to use his legs to support his hands. Is it allowable for him to sit down while driving? This question would also apply to a child confined to a wheelchair. The definition of "driver" states that the person "stands" in the driver station, while other rules such as T5, just state that the driver needs to be "present" in the driver's station.

Answered by committee

Thank you for your question. A variance like the one you're requesting can be obtained through a [Needs-based Special Accommodation as described in this article in the REC Library](#).

2426: Strategic use of R3

10-Jan-2025

G1 G3 R3 T5 T6

[<G1>](#), [<G3>](#), [<R3>](#), [<T5>](#), [<T6>](#), Code of Conduct

If a team notices a problem with another team's robot, which would likely cause that team to fail a 'spot inspection', do they have an obligation to report that information in a timely manner? Or could they wait until it is strategically advantageous to do so?

Example: During qualification matches, Team A noticed that Team B's robot brain placement probably should not have passed inspection. Fixing the problem would have taken considerable time. Rather than approaching Team B and letting them know so they could fix their robot proactively, or informing the Head Referee directly, Team A waited until they were about to face Team B in a semi-final elimination match before pointing out the problem to the Head Referee.

Should Team B be allowed to play their match since they've played through all the qualification matches and it's at the Head Referee's discretion whether to conduct spot inspections? Or should their robot be removed from the field per R3, T5 & T6. Has Team A violated G1, G3, or the Code of Conduct?

Answered by committee

We believe that this scenario falls under rule [<G1>](#), "Treat everyone with respect." If you see anyone breaking a rule at a Match Field, you should immediately bring it to the Head Referee's attention and let them handle it as they deem appropriate. If you see a Violation away from the Field, you should alert the Event Partner. Teams must use extreme caution when handling these situations, and should remember to remain respectful, civil, truthful, and professional. Once the matter has been reported to the Head Referee or the Event Partner, their decisions and ruling will be final as described in rules [<T1>](#) and [<T4>](#).

If a Head Referee believes a Team is reporting potential Robot rule Violations strategically, maliciously, or speculatively, it should be treated as a [<G1>](#) Violation and immediately brought to the attention of the Event Partner who should then consult with the REC Foundation Regional Support Manager as described in the Violation Notes for [<G1>](#).

If a Team's Robot is found to be in Violation of a Robot rule during an event, rule [<R3>](#) (specifically clauses C, D, & E) will apply.

In the specific case you describe, in which a Team believes another Team's Robot Brain is in an unsafe location, Head Referees must apply judgment to determine whether or not the reported Team should be allowed to continue

| without modifying the Robot.

2312: <T5> Robots arriving late to a match

18-Nov-2024

G9 T5 T6

In the following scenarios a qualification match is scheduled to start and the head referee is ready. Both blue teams have robots on the field and are ready to go. Red 1 is ready and Red 2 arrives in the driver station:

1. While the 3 2 1 countdown before the match is going on
2. During autonomous
3. After autonomous ends but before driver control starts
4. After driver control starts but before the end of the match

In which of the following scenarios will Red 2:

- a) Be considered a no show per <T5>?
- b) Be allowed to place their robot on the field and participate in the match, considering <T6> and <G9>?

Does the answer change if a drive team member is in the drive station before the countdown starts, but the robot arrives at a later point?

Thanks Matthew and Zach :)

Answered by committee

The Red 2 Robot cannot be placed onto the Field in any of these scenarios. Red 2 is too late, and they have missed their opportunity to drive in the Match.

The intent of rule <T5> is to provide coverage for situations where a Team knows that their Robot won't be functional before their scheduled Match, or shows up to the Match with an issue that cannot be rectified before the scheduled start time.

<T5> is not intended to be an allowance for a team showing up late to their scheduled match, and Red 2 should receive a no-show in all of these scenarios unless a Drive Team Member was present in their Alliance Station before the 3-2-1 Match countdown begins.

2124: No Show Pass Points

7-Sep-2024

T5

<T5> If one team in a teamwork event receives a "No Show", does the other team automatically get points for passes, like in a skills match?

Answered by committee

No. Rules and scoring do not change for a Teamwork Match in which one of the Teams is marked as a "No Show." Because there is only one Robot in the resulting Match, only Goals and Cleared Switches can receive points.

1959: T5/T6/Head Ref Cert Unit 6 -- Presence of robots on field when nonfunctional in alliance match

15-Feb-2024

T5 T6

Relevant Sources: <T5> Be at your match on time. If no member of a Team is present in the Driver Station at the start of a Match, that Team is considered a “no show” and will receive zero (0) points. The other Team in the Alliance will still play and receive points for the Match.

<T6> Robots at the field must be ready to play. If a Team brings their Robot to the Field, it must be prepared to play (i.e., batteries charged, sized within the starting size constraint, etc.) Robots must be placed on the field promptly. Repeated failure to do so could result in a Violation of <G1> and/or removal of the Robot from the current Match at the Head Referee’s discretion.

Disablement – A penalty applied to a Team for a rule Violation. During Disablement, a Team is no longer allowed to operate their Robot, and the Drivers will be asked to place their Controller on the ground. A Disablement is not the same as a Disqualification.

Head Ref Unit 6 Quiz Question: What is the minimum requirement for a Team to get a score for a Match? Form *Correct Answer:* At least one member of the Team must be present in the Driver Station *Incorrect Answers:* The Team’s Robot must be in the Driver Station or on the Field The Team’s Robot must move during the Match At least one point must be Scored by the Team’s Robot during the Match

.....

We had a rule opinion dispute as a tournament recently between the three Head Ref-certified individuals that were present regarding whether a team **MUST** place and leave their robot on the field for a match, specifically when the robot is nonfunctional.

Two of us felt that having a broken robot on the field was **NOT** a rule requirement and **MAY** be placed on the field, but may also be kept off the field, assuming it is not part of a strategy. Doing so would allow that team to keep the robot off the field as a potential obstacle/entanglement for the functioning robot.

The other Head Ref certified individual stated they and another ref, who worked for REC, had encountered the same issue at a prior event, and the REC representative stated that the nonfunctioning robot **MUST** be placed on the field and would be considered to have disabled status if it was not functioning by the time the match began, which gave the ref discretion to disable the nonfunctioning team and force them to place their controller down for the match.

From the first perspective, and according to the Unit 6 quiz, the only requirement for the team to receive an alliance score is simply to be present in the Driver's Station on time. The team need not place their nonfunctional robot on the field, and they have committed no violation to be subject to disablement. According to the incorrect answers in the Quiz, the teams robot need not be in the Driver Station or the Field, move during the match, or score a point. This would seem to coincide with the reading of T5.

Alternatively, T6 seems to suggest that if the robot is present, it **MUST** be placed on the field and not being ready to play would be a violation of T6 by bringing a nonfunctional robot to the field. Assuming this is a rule violation, then Disablement could be applied, and with the controller on the ground, the robot isn't going to move and thus remains on the field during the match.

So is the intent here in the Rules that a nonfunctional robot never be brought to the field, or else the kids are forced to place their nonfunctioning robot on the field? That seems like an odd conflict, as otherwise the Manual-suggested common sense would allow the kids to try their best to repair their robots even up to the point of stepping into the Driver Station for a match, just as we allow them to attempt to repair their robots midmatch.

Thank you for the clarification

Answered by committee

Provided a Drive Team Member is at the field for the Match, there is no requirement that they put the Robot on the field (for example, the Robot could remain in the Driver Station for the Match). Rule <T6> is intended to apply in situations where the Team plans to operate their Robot on the field during the Match and is delaying the event while

they work to get the Robot ready to drive.

A Head Referee may require that a Robot be removed from the Field if it is not ready to play at the beginning of the Match (per [T6](#)) or if it does not meet all Robot inspection requirements (clauses C & D of [R3](#)).

1872: No show in Final match

14-Jan-2024

T5

https://www.robotevents.com/storage/game_manual/VIQRC_2023-2024_Full_Volume/rules/T5.html . 1 team of an alliance doesn't show up in the** final match** so TMO tick no-show in TM app. The result is that both team get 0 point. So [T5](#) only applies for Qualification matches or TM app is bugged?

Finals Match # 2

Alliance

	Goal #1	Goal #2	Goal #3		
Blocks Scored	20	8	10		
Fill Level	3	3	3		
Uniform	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/> Cleared Supply Zone		Red Blocks Removed from Starting Peg	3		
Robot 1	Partially Parked		Robot 2	Partially Parked	

For Finals Tiebreaker Matches Only (See Rule T19)

Match Stop Time 0

Team 1

Team 1 No Show DQ

Final Score: 0

Team 2

Team 5 No Show DQ

Final Score: 0

✔ These scores are official, click 'Unscore Match' to make the scores unofficial

Save ScoresReset ScoresUnscore MatchView Score History (2)

Answered by committee

Thank you for bringing this to our attention. Rule T5 is intended to apply for both Qualification and Finals Matches. We have passed this along to the REC Foundation & Tournament Manager developers, and this should be fixed in an upcoming release.

In the future, questions relating to possible TM issues can always be directed towards your [REC Foundation representative](#).

1522: [T5](#) Restrictions on Late Arrival for a Match

6-Jun-2023

<T5> A Team's Robot and/or Drive Team Member should attend every Match. A Robot or a Student member of the Team must report to the field for the Team's assigned Match, even if the Robot is not functional. If no Student Drive Team Members report to the field, the Team will be considered a "no-show" and receive zero (0) WP's, AP's, and SP's.

1. If a Team arrives 10 seconds after a Match starts, will they be considered a "no-show"?
2. If a Team arrives 15 seconds before a Match ends, will they be considered a "no-show"?
3. If a Team arrives while Scorekeeper Referees are scoring, will they be considered a "no-show"?
4. If a Team arrives while the Field is being reset, will they be considered a "no-show"?

Answered by committee

Thank you for your questions. It is impossible to issue a blanket answer beyond what is written in the Game Manual that encompasses all possible hypothetical scenarios. However, in the absence of any other case-by-case context or extenuating circumstances, the answer to all of your questions is "yes, all of these are no-shows."

The intent of rule <T5> is to provide coverage for situations where a Team knows that their Robot won't be functional before their scheduled Match, or shows up to the Match with an issue that cannot be rectified before the scheduled start time. Not receiving a "no-show" is an acknowledgment that the Team still made it to the field on time and did not delay the event.

<T5> is not intended to be an allowance for a team showing up late to their scheduled match.