



Touch Penalties Assessed During the Match Guide

Follow the Annual Challenge Missions & Rules Document to identify the Touch Penalty Mission Object. There are 5 Touch Penalties mission objects located across the Mat at the start of the Match.

Referee actions should be done in a way that does not interrupt Team Members as much as possible.

Touch Penalty Process

1. When a Touch Penalty is assessed, the Referee notifies the Team.
2. The Team must restart their robot in the Safe Zone.
3. Any "Deliverable" or "Retrievable" object(s) the robot controls are removed from the robot by the Referee.
4. The Referee places the Deliverable or Retrievable object(s) in approximately the location the robot was at the time of the Touch Penalty was assessed.
The Team may have the robot act on these objects in future runs during the Match.
5. The Referee removes 1 Touch Penalty mission object from the field.
The Referee removes the Touch Penalty located closest to the West Wall at the time the Touch Penalty is assessed.
The Touch Penalty mission object may be removed from the Safe Zone and Extension of Safe Zone. Just make sure the Touch Penalty mission object taken is the Western most, as related to other Touch Penalty mission objects located across the mat.
6. The Referee places the Touch Penalty mission object(s) taken in a location away from the Team, and convenient for the Referee.

*Touch Penalty Mission Objects taken from the Safe Zone by the Referee may be aloud or not aloud depending on the Rules followed in the Annual Challenge Missions & Rules Document.

**THE REFEREE SHOULD NOT HANDLE THE ROBOT UNLESS A TEAM MEMBER ASKS FOR HELP. If the Referee does aid the Team by touching the robot , at the Team Member's request, The Team is assessed a Touch Penalty as if the Team Member had touched the robot outside the Safe Zone themselves.

