

Important: All volunteers supporting regular season events in the United States and Canada must be screened and assigned using the Volunteer Management System and are required to complete their certification test using the [online volunteer certification](#) system.

This test is provided publicly for team use and volunteer certification as needed at events outside of the United States and Canada.

| Revision History | |
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| Revision | Description |
| V25-26.1 | Initial 2025-26 Season Release |

Questions

- Q1. ROBOTS are required to start each MATCH in a legal configuration. ROBOTS that are unable to establish and maintain an appropriate STARTING CONFIGURATION during Pre-MATCH Setup should be:
- A. Removed from the FIELD at the discretion of the Head REFEREE, FTA, or LRI
 - B. Allowed to play after AUTO
 - C. DISABLED for the entire MATCH
 - D. Both A and C
- Q2. MINOR FOULS add ____ points to the non-offending ALLIANCE'S score per occurrence; MAJOR FOULS add ____ points to the non-offending ALLIANCE'S score per occurrence.
- A. 5 and 10
 - B. 5 and 15
 - C. 10 and 30
 - D. 20 and 100
- Q3. Which circumstances allow for replay of a MATCH? (select all that apply, not an all-inclusive list)
- A. Failure of the MATCH timer display
 - B. Verified, wide-spread Wi-Fi interference
 - C. ROBOT electrical failures
 - D. Unexpected ROBOT behavior
 - E. GATE closing unexpectedly during normal gameplay
 - F. GATE breaking mid-MATCH during normal gameplay
 - G. A MATCH stopped early by FIELD STAFF due to anticipated FIELD damage or personal injury.

- Q4. In addition to the REFEREE roles and responsibilities, a Head REFEREE must also:
- A. Serve as a knowledge reference and training resource for the REFEREE crew
 - B. Communicate and interact clearly and effectively with teams
 - C. Help manage the event schedule
 - D. Work together with all other key volunteers
 - E. All of the above
- Q5. When answering team questions, the Head REFEREE should:
- A. Listen to the concerns from an adult representative
 - B. Listen patiently to the team representative and hear them out completely
 - C. Allow the entire team to ask their question
 - D. Engage in a debate with a team representative
- Q6. Teams who ask questions of the Head REFEREE about a call are encouraged to bring supporting documentation.
- A. True
 - B. False
- Q7. As a Head REFEREE, it is your role to:
- A. Be patient and listen to team questions and hear out their concerns completely.
 - B. Act as a role model to teams
 - C. Reinforce positive behaviors displayed by the teams
 - D. All of the above
- Q8. If a team does not agree with the Head REFEREE's decision, they are allowed to:
- A. Engage in repeated attempts to reopen the discussion about the decision
 - B. Send an adult over to discuss the decision with the referee
 - C. Send multiple students over to discuss the decision
 - D. None of the above, the decision made by the Head REFEREE is final
- Q9. The results of a MATCH have been posted, but need to be updated by request of the Head REFEREE and the update will change the results of the MATCH (i.e., the blue ALLIANCE now wins, versus the red ALLIANCE that originally won the MATCH), the Head REFEREE should:
- A. Change and post the new score immediately
 - B. Pause the event
 - C. Speak with each team involved in the MATCH prior to making the change and posting it.
 - D. Deny that they made a mistake & avoid changing the score.

- Q10. The event is running 10 minutes behind. It has been at least 4 minutes since the last MATCH ended. A team in the upcoming Qualification MATCH is not yet ready, but they are working with the FTA to resolve a connection issue. This is their first time not being promptly ready for a MATCH. The Head REFEREE should:
- A. Issue a VERBAL WARNING to the team.
 - B. DISABLE the ROBOT.
 - C. Issue a VERBAL WARNING and start a 2-minute timer; DISABLE the ROBOT after 2 minutes if the issue persists.
 - D. Discuss with the FTA an appropriate timeframe to allow for resolution of the issue.
 - E. Wait until the FTA has resolved the issue.
- Q11. Prior to a Playoff MATCH, a team has an issue getting their ROBOT setup on the FIELD after the expected MATCH start time has passed. They bring out tools to disassemble and fix a MECHANISM on their ROBOT. This previously happened during a Qualification MATCH with this team, when they were issued a VERBAL WARNING. There have been no other MATCH start delays for any team during Playoff MATCHES. The Head REFEREE should:
- A. Issue a VERBAL WARNING to the team and start a 2-minute timer; DISABLE the ROBOT after 2 minutes if the issue persists.
 - B. Issue a VERBAL WARNING to the ALLIANCE and start a 2-minute timer; DISABLE the ROBOT after 2 minutes if the issue persists.
 - C. Issue a MAJOR FOUL to the team and start a 2-minute timer; DISABLE the ROBOT after 2 minutes if the issue persists.
 - D. Issue a MAJOR FOUL to the ALLIANCE and start a 2-minute timer; DISABLE the ROBOT after 2 minutes if the issue persists.
 - E. Discuss with the FTA an appropriate timeframe to allow for resolution of the issue.
 - F. Wait until the FTA has resolved the issue.
- Q12. The recommended standard Head REFEREE/FTA handoff at a FIELD is:
- A. The Head REFEREE always owns the FIELD.
 - B. The FTA always owns the FIELD.
 - C. The FTA owns the FIELD between MATCHES, including randomization of the OBELISK; the Head REFEREE owns the FIELD once randomization is complete: MATCH start through scoring finalization. The FTA and Head REFEREE should clearly signal each other when they hand off (end of randomization; end of scoring).
 - D. The FTA owns the FIELD between MATCHES, up until all teams & the FIELD are ready; the Head REFEREE owns the FIELD during randomization of the OBELISK, MATCH start, and scoring finalization (teams and FIELD are ready; end of scoring).

- Q13. There is 1 timeout of 3 minutes per ALLIANCE in Playoffs. It must be called at least 2 minutes prior to the scheduled start of the next MATCH.
- A. True
 - B. False
- Q14. Head REFEREES should record and track rule violations that result in:
- A. Any VERBAL WARNING
 - B. Any MINOR or MAJOR FOUL
 - C. Any YELLOW CARD
 - D. Any RED CARD
 - E. Any RANKING POINTS being awarded
 - F. Any ALLIANCE being ineligible for any RANKING POINT
 - G. Only VERBAL WARNINGS that explicitly can escalate when a subsequent violation occurs during the event
 - H. Only MINOR or MAJOR FOULS that explicitly can escalate when a subsequent violation occurs during the event
- Q15. The Head REFEREE is the ultimate and final authority on gameplay at the event. This means that they should (select all that are apply):
- A. Listen patiently to input from other volunteers.
 - B. Ignore input from other volunteers.
 - C. Defend their stance endlessly if a REFEREE points to specific rule wording in the Competition Manual that contradicts what you remember.
 - D. Allow a REFEREE who seems well read on the Competition Manual to make most of the rulings.
 - E. Reverse their decisions every time they are challenged by a team with reference material.
 - F. Carefully consider MATCH score changes (due to, e.g., REFEREE miscommunication in recording the score) and apply them with clear explanation to the teams involved.
 - G. Never change a MATCH score.

- Q16. A team has earned a YELLOW CARD for their ROBOT deliberately tipping an opponent ROBOT in Qualification MATCH 2. During Qualification MATCH 10, the team's ROBOT CONTROLLED 4 ARTIFACTS 5 times, resulting in a YELLOW CARD. Following the conclusion of Qualification MATCH 10, the Head REFEREE should:
- A. Issue a YELLOW CARD on the Head REFEREE tablet (yellow) or by having the Scorekeeper check the "YC" box for the appropriate team during the MATCH. Show the team a YELLOW CARD and tell them they have earned a YELLOW CARD.
 - B. Issue a 2nd YELLOW CARD on the Head REFEREE tablet ("yellow/red") or by having the Scorekeeper check the "YC" and "RC" boxes for the appropriate team during the MATCH. Show the team both a YELLOW CARD and a RED CARD and tell them they have earned a second YELLOW CARD, resulting in a RED CARD and a MATCH DISQUALIFICATION.
 - C. Issue a RED CARD on the Head REFEREE tablet ("red") or by having the Scorekeeper check the "RC" box for the appropriate team during the MATCH. Show the team a RED CARD and tell them they have earned a RED CARD and a MATCH DISQUALIFICATION.
 - D. Issue a VERBAL WARNING. These rules aren't related, so the team shouldn't be punished too harshly.
- Q17. A team comes to the Question Box to report that another team is welding in their pit. The Head REFEREE should:
- A. Leave the ARENA immediately to issue a VERBAL WARNING to the team.
 - B. Inform *FIRST* Headquarters immediately.
 - C. Inform the Event Director immediately & defer to them.
 - D. Immediately DISQUALIFY the team from the competition.
- Q18. Following multiple announcements regarding reminders about turning off hot spots and warning about the impact of wireless interference at the event, the FTA & Event Director have determined that someone is maliciously and repeatedly interfering with wireless networks of many teams and the *FIRST* Event Management System in the venue. The responsible party has been identified. The Event Director asks the Head REFEREE for their opinion. The Head REFEREE should advise the Event Director to:
- A. Issue a VERBAL WARNING to the team/individual
 - B. DISQUALIFY the team from all MATCHES
 - C. Inform the JA of the situation and DISQUALIFY the team from all JUDGED AWARDS
 - D. Call *FIRST* Headquarters
 - E. Both B and C

- Q19. A blue ROBOT briefly contacts the outside of the FIELD wall before safely returning completely into the FIELD. The Head REFEREE should:
- A. DISABLE the ROBOT immediately and issue a VERBAL WARNING.
 - B. Issue a YELLOW CARD after the MATCH.
 - C. DISABLE the ROBOT immediately and issue a YELLOW CARD after the MATCH.
 - D. Do nothing, as no violation has occurred.
- Q20. Part of a red ROBOT breaks and begins to drag under the ROBOT, creating a gash in the TILE whenever the red ROBOT drives around the FIELD. The ROBOT has not damaged the FIELD prior to this instance. The Head REFEREE should (select all that apply):
- A. Issue a VERBAL WARNING to the team.
 - B. DISABLE the ROBOT.
 - C. Issue a YELLOW CARD after the MATCH.
 - D. After the MATCH, request that the team repair the ROBOT and have it re-inspected.

Answer Key

| Question | Correct Response | Explanation | Rule / Reference |
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| Q1 | D | <p>Head REFEREES should enforce Pre-Match Setup requirements for all non-practice MATCHES. If a ROBOT does not meet the requirements to start a MATCH and cannot without violating G301, the ROBOT may be DISABLED and optionally removed from the FIELD at the discretion of the Head REFEREE FTA, or LRI.</p> <p>It is recommended that the Head REFEREE encourage teams to remove the ROBOT from the FIELD and ARENA to allow them more time to work on a resolution, enabling participation in future MATCHES. The team should keep one student present at the FIELD in order to not be DISQUALIFIED per G208.</p> | Section 3.3 , G301 , G303 , G304 , G208 |
| Q2 | B | See Table 10-4. | Section 10.6 |
| Q3 | A, B, F, G | <p>MATCH replays based on an ARENA FAULT require: an ARENA FAULT occurred, that ARENA FAULT affected the outcome of the MATCH, and a team on an affected ALLIANCE requests the replay.</p> <p>ARENA FAULTS explicitly include the GATE breaking during normal gameplay, verified/widespread wireless interference, and failure of the MATCH timer display.</p> <p>Note that MATCHES stopped early by FIELD STAFF due to safety concerns, i.e., Option G, are always replayed.</p> | T301 , Section 9.8.3 |
| Q4 | E | Please refer to the Head REFEREE role and responsibility list in the Head Referee Manual. | Head Referee Manual |
| Q5 | B | It is important that a Head REFEREE engages with teams in an equitable manner. The question box and the restrictions placed on it offer teams an equal opportunity to approach the Head REFEREE with a question. Head REFEREE etiquette includes politely enforcing the rules outlined in 13.4 and listening patiently to student team members. | Section 13.4 , T401 , T403 , Head Referee Manual |

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| Q6 | A | Team members asking questions in the Question Box are encouraged to bring supporting documentation such as the Competition Manual or Team Q&A. | T403 |
| Q7 | D | Please refer to the Head REFEREE role and responsibility list in the Head Referee Manual. | Head Referee Manual |
| Q8 | D | The Head REFEREE's decisions are final. While teams are encouraged to ask questions in order to understand the Head REFEREE's rulings, they are not allowed to egregiously engage in prolonged debate or violate the question box policies in order to attempt to change the Head REFEREE's rulings. | T401 , G201 , Section 10.7 |
| Q9 | C | The Head REFEREE should ensure that scores are as accurate as possible, including by updating scores after they have been posted, when needed. The Head REFEREE must follow the process outlined in the Head Referee Manual, which includes informing all teams involved in the MATCH prior to making the score change and posting it. | Head Referee Manual |
| Q10 | D | Per G301, the team working with the FTA on a technical issue is considered a "good faith effort" to become MATCH ready, so there is no G301 violation. It is appropriate to briefly discuss with the FTA the timing of a resolution and how long it may take to resolve, or if they do not think the problem can be solved at the FIELD. FIELD STAFF should work together to allow all teams to play in all MATCHES and also keep the event moving | G301 |
| Q11 | B | Per G301, the team is delaying the MATCH start and is not making a good faith effort to become MATCH ready by using tools to fix a mechanism. Any Qualification violations or escalations of G301 are reset prior to Playoff MATCHES, when the violations apply to the ALLIANCE. As this is the first violation for this ALLIANCE, the ALLIANCE should be issued a VERBAL WARNING and a 2-minute timer should be started. If the team is unable to transition to making good faith efforts to become MATCH ready before the timer is up, the ROBOT in question should be DISABLED. | G301 |

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| Q12 | D | The Head REFEREE owns the FIELD during randomization, MATCH start, all MATCH periods, and MATCH scoring, at which point they signal for teams to access the FIELD to retrieve ROBOTS and for the FTA to resume control of the FIELD, per the FTA & Head Referee Workflow in the Field Operations Guide. | Field Operations Guide |
| Q13 | B | No ALLIANCE requested timeouts are allowed at any phase of any event. | T206 |
| Q14 | C, D, E, F, G, H | The Head REFEREE should track any violations that can escalate, including VERBAL WARNINGS and FOULS. These should be communicated with any other Head REFEREES at the event. The Head REFEREE must track YELLOW/RED CARDS and RP-impacts and their reason. The Head REFEREE should not track VERBAL WARNINGS, MINOR FOULS, or MAJOR FOULS that do not explicitly escalate. | Referee Manual , Head Referee Manual |
| Q15 | A, F | The Head REFEREE should be confident in their calls, which should always be based on the Competition Manual, but also accept reasonable feedback from other volunteers. Score changes are permitted with valid reason, but these should be carefully considered and confirmed by the REFEREE crew. | Head Referee Manual |
| Q16 | B | A second violation resulting in a YELLOW CARD in the same tournament phase, regardless of the violation, results in a second YELLOW CARD which is automatically converted to a RED CARD. The Head REFEREE must enter both a YELLOW and RED CARD and show both a YELLOW and RED CARD to the team (or ALLIANCE, in Playoffs). | Section 10.6.1 |
| Q17 | C | The Event Director is the final authority on non-gameplay decisions during the event, including Event Rules in Section 5 Event Rules (E) regarding activities in the pit and safety matters. The Head REFEREE should not leave the ARENA for enforcement of rules under the Event Director's purview. If the Event Director asks for the Head REFEREE's opinion on a non-gameplay rule or decision, they should come to the Head REFEREE in the ARENA. The Head REFEREE should refer the Event Director to the rules in the Competition Manual and provide their opinion as a consulted key volunteer. | T203 , Section 5 , E506 |

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| Q18 | D | <p>The Event Director is the final authority on non-gameplay decisions during the event, including Event Rules in Section 5 Event Rules (E) regarding wireless interference at the event. The Head REFEREE should refer the Event Director to the rules in the Competition Manual and provide their opinion as a consulted key volunteer.</p> <p>For serious matters such as widespread malicious wireless interference that have repeatedly impacted an event, the Head REFEREE should advise the Event Director to consult <i>FIRST</i> Headquarters. Any consideration of multiple MATCH replays, potential DISQUALIFICATIONS, or more serious actions should result in the Event Director consulting <i>FIRST</i> Headquarters.</p> | T203, Section 5, E302 |
| Q19 | D | <p>There is no rule prohibiting a ROBOT from contacting something outside the FIELD, which includes the outside of the FIELD wall. A violation of G409 includes ROBOT actions such as disruption of something outside the FIELD or contacting a HUMAN outside the FIELD.</p> <p>A REFEREE incorrectly applying G409 and DISABLING a ROBOT that contacts but does not disrupt a non-human object outside of the FIELD would be an ARENA FAULT under T301.E.</p> | G409 |
| Q20 | A, B, D | <p>If a ROBOT is damaging FIELD TILES, it is in violation of G412 (don't damage the FIELD). The team should be issued a VERBAL WARNING and DISABLED, as the Head REFEREE has determined that the damage will continue to occur if the ROBOT continues to drive. A YELLOW CARD is not appropriate in this scenario, even if the ROBOT damaged the FIELD in multiple places before being DISABLED, as a G412 YELLOW CARD requires a subsequent violation later in the event. Additionally, as the ROBOT requires a corrective action in order to not damage the FIELD, repair and reinspection should be required to help the team avoid additional FIELD damage and a subsequent violation.</p> | G412 |