

ROBCON2020 HONG KONG CONTEST LOCAL RULE Q&A SHEET

No	Question	Answer
1	Is there any limitation in the contact time between the kicking mechanism and the kick ball?	No limitation - 3 minutes of game time, not mentioned in the rule book.
2	For placing a kick ball by a team member, could he/she set multiple kick balls at the same time?	<p>Yes it is allowed.</p> <p>FAQ Supplement 1 for Kick About the process from 'try' to 'kick'</p> <ol style="list-style-type: none"> 1. If the team moves to the goal kick process after a try, the team member must declare to the referee the number of kick ball/s to pick up and get permission. This is called "kick declaration". The process from "kick declaration" to the end of goal kick is called "goal kick process". <ul style="list-style-type: none"> * The "kick declaration" can be made at the following three timing: <ol style="list-style-type: none"> a. Immediately after a new successful try b. At retry (<u>However, you cannot announce 'Kick Declaration' while TR or PR is holding a Try Ball</u>) <u>Added on Dec 13 2019.</u> c. Immediately after kicking all the picked up ball/s 2. Team members pick up kick ball/s. 3. <u>Teams must choose one of the following;</u> <ol style="list-style-type: none"> I. Place all kick balls picked up by team members under article 2 in KZ. II. All kick balls picked up by team members under article 2 <u>must be loaded into either PR or TR (one robot only).</u> 4. In both cases of I and II of article 3, the team must report to the referee and get permission before starting the robot. 5. The robot enters the KZ and performs a goal kick by fulfilling rule book 0-20 (a) to (d) on page 8. At this time, one robot must kick all kick balls picked up a time. 6. The team can move on to the next action only after kicking all the balls picked up under

		article 2.
3	For loading kick ball to the robot, could we load the kick ball to one of the robots inside its respective starting zone but another is moving outside kick zone?	<p>Yes it is allowed.</p> <p>FAQ Supplement 1 for Kick About the process from 'try' to 'kick'</p> <p>1 If the team moves to the goal kick process after a try, the team member must declare to the referee the number of kick ball/s to pick up and get permission. This is called "kick declaration". The process from "kick declaration" to the end of goal kick is called "goal kick process".</p> <p>* The "kick declaration" can be made at the following three timing:</p> <ol style="list-style-type: none"> Immediately after a new successful try At retry <u>(However, you cannot announce 'Kick Declaration' while TR or PR is holding a Try Ball) Added on Dec 13 2019.</u> Immediately after kicking all the picked up ball/s <p>2 Team members pick up kick ball/s.</p> <p>3 Teams must choose one of the following;</p> <ol style="list-style-type: none"> Place all kick balls picked up by team members under article 2 in KZ. All kick balls picked up by team members under article 2 <u>must be loaded into either PR or TR (one robot only).</u> <p>4 In both cases of I and II of article 3, the team must report to the referee and get permission before starting the robot.</p> <p>5 The robot enters the KZ and performs a goal kick by fulfilling rule book 0-20 (a) to (d) on page 8. At this time, one robot must kick all kick balls picked up a time.</p> <p>6 The team can move on to the next action only after kicking all the balls picked up under article 2.</p>
4	Could we load the kick balls to our robots with the assistance of magazines that would be placed outside the game field afterwards?	No, it is not allowed. The use of jigs is only allowed during setting time and retry.
5	Could we touch kick balls before the robots enter	FAQ #1.3-1

	the start zone?	Can a team member touch and adjust the Try Balls placed in the Ball Rack before the game starts? No. Team members can ask for a retry to touch and adjust balls after the game starts.
6	What would be the orientation of the try ball placed on the ball rack at the beginning of the game?	FAQ #1.3-2 How will the Try Balls be arranged on the Ball Rack? For every hole of the Ball Rack, one Try Ball will be placed in the way that the major axis of the ellipse becomes almost vertical .
7	How will the following procedures be executed? Refer to Rulebook 1.6. Task in the Kicking Zone a) After TR has successfully placed ONE Try Ball in the Try Spot, the team is allowed to use ONE Kick Ball.	FAQ Supplement 1 for Kick About the process from 'try' to 'kick' 1 If the team moves to the goal kick process after a try, the team member must declare to the referee the number of kick ball/s to pick up and get permission. This is called "kick declaration". The process from "kick declaration" to the end of goal kick is called "goal kick process". * The "kick declaration" can be made at the following three timing: a. Immediately after a new successful try b. At retry (<u>However, you cannot announce 'Kick Declaration' while TR or PR is holding a Try Ball</u>) Added on Dec 13 2019. c. Immediately after kicking all the picked up ball/s 2 Team members pick up kick ball/s. 3 Teams must choose one of the following; III. Place all kick balls picked up by team members under article 2 in KZ. IV. All kick balls picked up by team members under article 2 must be loaded into either PR or TR (one robot only) . 4 In both cases of I and II of article 3, the team must report to the referee and get permission before starting the robot. 5 The robot enters the KZ and performs a goal kick by fulfilling rule book 0-20 (a) to (d) on page 8. At this time, one robot must kick all kick balls picked up a time. 6 The team can move on to the next action only after kicking all the balls picked up under

		<p>article 2.</p>
8	<p>How can a team member get the kick ball when they are allowed to?</p> <p>Are we supposed to personally pick up the kick ball from the rack (after permission of the judge)?</p>	<p>Yes – 2.</p> <p>FAQ Supplement 1 for Kick About the process from ‘try’ to ‘kick’</p> <p>1 If the team moves to the goal kick process after a try, the team member must declare to the referee the number of kick ball/s to pick up and get permission. This is called “kick declaration”. The process from “kick declaration” to the end of goal kick is called “goal kick process”.</p> <p>* The “kick declaration” can be made at the following three timing:</p> <ul style="list-style-type: none"> a. Immediately after a new successful try

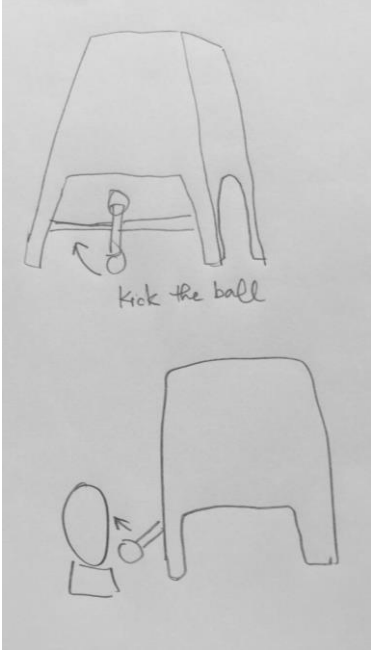
	<p>Then is jigs or tool for assistance allowed in this case?</p> <p>And how can the judge be sure of which team is allowed to get the last ball if they see 2 flags raise at the same time (2 team try at the same time)?</p>	<p>b. At retry <u>(However, you cannot announce 'Kick Declaration' while TR or PR is holding a Try Ball)</u> Added on Dec 13 2019.</p> <p>c. Immediately after kicking all the picked up ball/s</p> <p>2 Team members pick up kick ball/s.</p> <p>3 Teams must choose one of the following;</p> <p>V. Place all kick balls picked up by team members under article 2 in KZ.</p> <p>VI. All kick balls picked up by team members under article 2 <u>must be</u> loaded into either PR or TR (one robot only).</p> <p>4 In both cases of I and II of article 3, the team must report to the referee and get permission before starting the robot.</p> <p>5 The robot enters the KZ and performs a goal kick by fulfilling rule book 0-20 (a) to (d) on page 8. At this time, one robot must kick all kick balls picked up a time.</p> <p>6 The team can move on to the next action only after kicking all the balls picked up under article 2..</p> <p>FAQ #9-1 The use of jigs is only allowed in the Start Zone during setting or retry. The use of jigs to kick ball and try balls is not allowed.</p> <p>Referees' judgments.</p>
9	<p><i>Definition 21_Goal</i> "For a successful Goal, the Kick Ball must pass over the crossbar in between the sticks of the H-shaped stationary post (Conversion Post)"</p> <p>Does it mean the valid scoring area is from the cross bar all the way to the roof of the floor?</p>	<p>FAQ #0.20-1 There is no height limit as long as the ball passes over the crossbar.</p>


10	Are we going to be given 5 tees for each team at the beginning of the game?	Yes														
11	Can we leave the tee on the kick zone after kicking the kick ball?	<p>You can leave the tee or put away as long as it is in your team's zone.</p> <p>FAQ #1.6-2 You can leave the tee or put away as long as it is in your team's zone. If the tee enters the opponent team's zone, 10 points will be added to the opponent team as with the Kick Ball, and the tee will be picked up by a referee. The tee cannot be used again..</p>														
12	Can we drag the tee all around the game field?	<p>Yes, provided it does not fall onto the opponent's field.</p> <p>FAQ #1.6-2 You can leave the tee or put away as long as it is in your team's zone. If the tee enters the opponent team's zone, 10 points will be added to the opponent team as with the Kick Ball, and the tee will be picked up by a referee. The tee cannot be used again.</p>														
13	Can our robot touch the top surface of the try ball rack?	<p>FAQ #5-1 Lands and comes to a stop on the Border Zone' means the top surface of the Border Zone. It is not a foul if the ball touches the side of the Border Zone.</p> <div data-bbox="913 852 1998 1232" style="border: 1px solid black; padding: 10px; margin: 10px 0;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; padding: 5px;">5-1</td> <td style="padding: 5px;">Regarding the Rulebook 5.Foul e), what is the state of 'land and comes to a stop on the Border Zone'?</td> <td style="padding: 5px;"></td> </tr> <tr> <td style="padding: 5px;"></td> <td style="padding: 5px;">5 e) The Try Ball lands and comes to a stop on the Border Zone.</td> <td style="padding: 5px;"></td> </tr> <tr> <td style="padding: 5px;"></td> <td style="padding: 5px;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; padding: 5px;">Border Zone</td> <td style="padding: 5px;">The yellow area that divides the Try Spots. Robots cannot touch the top surface of the Border Zones. However, they can enter the space above the Border Zones and touch the sides of the Border Zones.</td> </tr> </table> </td> <td style="padding: 5px; vertical-align: top;"> <p>'Lands and comes to a stop on the Border Zone' means the top surface of the Border Zone. It is not a foul if the ball touches the side of the Border Zone.</p> </td> </tr> <tr> <td style="padding: 5px;"></td> <td colspan="2" style="padding: 5px;">For instance, will it be a foul if a ball, after a successful try, rolls and rests against the Border Zone.</td> </tr> </table> </div>	5-1	Regarding the Rulebook 5.Foul e), what is the state of 'land and comes to a stop on the Border Zone'?			5 e) The Try Ball lands and comes to a stop on the Border Zone.			<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; padding: 5px;">Border Zone</td> <td style="padding: 5px;">The yellow area that divides the Try Spots. Robots cannot touch the top surface of the Border Zones. However, they can enter the space above the Border Zones and touch the sides of the Border Zones.</td> </tr> </table>	Border Zone	The yellow area that divides the Try Spots. Robots cannot touch the top surface of the Border Zones. However, they can enter the space above the Border Zones and touch the sides of the Border Zones.	<p>'Lands and comes to a stop on the Border Zone' means the top surface of the Border Zone. It is not a foul if the ball touches the side of the Border Zone.</p>		For instance, will it be a foul if a ball, after a successful try, rolls and rests against the Border Zone.	
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14	Are we (operator) allowed to climb over the fence in between the kick zone and the passing zone?	No, it is not allowed (answer from ABU)														

15	<p>Are we allowed to touch the 2 side except the top side of the fence in between the kick zone and the passing zone at the same time (can 2 side except the top side consider as the inner side at the same time)?</p> <p><i>Definition 15_Fence</i> “Barriers used to restrict the movement of the robots. Robots cannot touch the top surface and outer side of the Fence. However, they can enter the space above the Fence and touch the inner side of the Fence.”</p>	<p>FAQ #0.15-1 and #0.15-2 Not allowed to touch the side of the fence opposite to itself.</p> <p>When the robot is grounded with both the Passing Zone and the Kicking Zone, the robot cannot touch either side of the fence and the robots cannot cross over the fence.</p> <table border="1" data-bbox="918 295 2004 683"> <tr> <td data-bbox="918 295 1008 598">0.15-1</td> <td data-bbox="1008 295 1568 598">Does Rulebook, Terms and Conditions 0.15 apply to the fence which divides the Passing Zone and Kicking Zone? Specifically, can the robot in the Passing Zone touch the side of the fence of the Kicking Zone? If not, what is allowed for the robot which is grounded with both the Passing Zone and Kicking Zone?</td> <td data-bbox="1568 295 2004 598">Yes, the Rulebook 0.15 applies to the fence which divides the Passing Zone and Kicking Zone. Therefore, the robot is not allowed to touch the side of the fence opposite to itself. When the robot is grounded with both the Passing Zone and the Kicking Zone, the robot cannot touch either side of the fence.</td> </tr> <tr> <td data-bbox="918 598 1008 683">0.15-2</td> <td data-bbox="1008 598 1568 683">Regarding Rulebook 0.15, can robots cross over the fence?</td> <td data-bbox="1568 598 2004 683">No, the robots cannot cross over the fence.</td> </tr> </table>	0.15-1	Does Rulebook, Terms and Conditions 0.15 apply to the fence which divides the Passing Zone and Kicking Zone? Specifically, can the robot in the Passing Zone touch the side of the fence of the Kicking Zone? If not, what is allowed for the robot which is grounded with both the Passing Zone and Kicking Zone?	Yes, the Rulebook 0.15 applies to the fence which divides the Passing Zone and Kicking Zone. Therefore, the robot is not allowed to touch the side of the fence opposite to itself . When the robot is grounded with both the Passing Zone and the Kicking Zone, the robot cannot touch either side of the fence.	0.15-2	Regarding Rulebook 0.15, can robots cross over the fence?	No, the robots cannot cross over the fence.
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0.15-2	Regarding Rulebook 0.15, can robots cross over the fence?	No, the robots cannot cross over the fence.						

New Questions Asked in 2nd Contestant Briefing 14.3.2020

16 Kicking	Can we kick multiple kick balls at once?	<p>FAQ #1.6-7</p> <p>No. You must kick one ball at a time.</p> <p>If you pick multiple kick balls then you need to place all the kick balls in the kicking zone at once before the kick process</p> <p>Or</p> <p>Load all the kick balls onto the kicking robot at once before the kick process.</p> <p>Then the kicking robot will kick one kick ball at a time</p>
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<p>17 Kicking</p>	<p>Can balls be kicked from the centre bottom of a machine, like this the below image?</p> 	<p>Q 17, Q18, Q19 are in the same category.</p> <p>[How would POJ/ referee make the judgements?]</p> <p>[For automatic robots, how will the kicking process be conducted since declaration/ signal is required to referee before the start of a '<u>kicking process</u>']</p> <p>Rulebook definition 20a) The robot must not stay in touch with the Kick Ball before it starts the kicking. (Before starting the kicking process, the kicking robot must come to halt in the following status. The orthogonal projection to the field of the robot must not overlap the orthogonal projection to the field of the ball & tee)</p> <p>FAQ Supplement 1 for Kick If the team moves to the goal kick process after a try, the team member <u>must declare</u> to the referee the number of kick ball/s to pick up and <u>get permission</u>. This is called "kick declaration". The process from "kick declaration" to the end of goal kick is called "goal kick process".</p> <p>*The "kick declaration" can be made at the following three timing:</p> <ol style="list-style-type: none"> 1) Immediately after a new successful try 2) At retry (However, you cannot announce 'Kick Declaration' while TR is holding a Try Ball) Added on Dec 13 2019. 3) Immediately after kicking all the picked up ball/s
<p>18 Kicking</p>	<p>During the kicking process, can we overlap if before the kicking process it is not overlapped the orthogonal projection of the ball and the tee?</p>	<p>POJ notes:</p> <ul style="list-style-type: none"> • Robot must come to a halt before each and all kicking processes. (Referee will verify at this halt position, upon team declaration.)
<p>19 Kicking</p>	<p>According to the rule book, "Before starting the kicking process, the orthogonal projection to the field of the robot must not overlap the orthogonal projection to the field of the ball & tee", how will you verify it during the game?</p>	<p>POJ notes:</p> <ul style="list-style-type: none"> • Robot must come to a halt before each and all kicking processes. (Referee will verify at this halt position, upon team declaration.)

		
20 Kicking	<p>Can the kick ball be placed into the robot and to the field by hand at the same time?</p> <ul style="list-style-type: none"> - Robot places kick ball automatically, at the same time member place kick ball on the field as well? 	<p>No.</p> <p>FAQ Supplement 1 for Kick If the team moves to the goal kick process after a try, the team member <u>must declare</u> to the referee the number of kick ball/s to pick up and <u>get permission</u>. This is called “kick declaration”. The process from “kick declaration” to the end of goal kick is called “goal kick process”.</p> <p>*The “kick declaration” can be made at the following three timing:</p> <ol style="list-style-type: none"> 1) Immediately after a new successful try 2) At retry (However, you cannot announce ‘Kick Declaration’ while TR is holding a Try Ball) <p>Added on Dec 13 2019.</p> <ol style="list-style-type: none"> 3) Immediately after kicking all the picked up ball/s
21 Kicking	<p>Scenario: The game with 1 second left, Team kicks the ball, it then goes into the conversion post after the game ends (3:00). Does that score count?</p>	<p>Rule book reference: 3.2. Game results a) The game result is announced at the end of the 3-minutes game as a referee checks and confirms completion of each task. Goal definition: For a successful Goal, the Kick Ball must pass over the crossbar in between the sticks of the H-shaped stationary post (Conversion Post).</p> <p>Yes, it still counts. If the time when passing H is after (3:00), should count.</p>

		<p>Third thing to note about the rules of rugby is that even when the whistle goes, the game is not over as long as the ball is in play.</p> <p>And that made the last few seconds of the 2003 Rugby World Cup game in the video above even more nail biting. Despite the whistle having gone, the game was not over until the ball is dead. Ian Robertson was desperate for the ball to be kicked off the pitch. Because he knew the rules/laws of rugby. And he knew of times, in the past, when rugby teams at the very top levels have stolen the game in the dying seconds.</p>
22 Try Kicking	<p>If the Try ball is still inside the TR, can we kick?</p> <p>Try balls are being carried. When there is still a Try Ball in the Try Robot, can the team indicate to Kick a Kick ball in between?</p>	<p>No / Yes?</p> <p>FAQ Supplement 1 for Kick</p> <p>If the team moves to the goal kick process after a try, the team member <u>must declare</u> to the referee the number of kick ball/s to pick up and <u>get permission</u>. This is called “kick declaration”. The process from “kick declaration” to the end of goal kick is called “goal kick process”.</p> <p>*The “kick declaration” can be made at the following three timing:</p> <ol style="list-style-type: none"> 1) Immediately after a new successful try 2) At retry (However, you cannot announce ‘Kick Declaration’ while TR is holding a Try Ball) <p>Added on Dec 13 2019.</p> <ol style="list-style-type: none"> 3) Immediately after kicking all the picked up ball/s
23 Try	How to count a successful try ? Once it touches the spot or waits till the ball gets stable then count?	<p>Rule book reference:</p> <p>Try means placing the Try Ball in one of the <u>5</u> Try Spots.</p> <p>A successful Try means:</p>
24 Try	According to the rule book, "when the Try Ball touches the surface of the Try Spot for the first time, TR and Try Ball has to be in contact with each other."	<ol style="list-style-type: none"> a) when the Try Ball touches the surface of the Try Spot for the first time, TR and Try Ball has to be in contact with each other. b) With the moment of a), the Try Ball must not touch the boundaries of the Try Spots. c) After the Try, the Try Ball must remain within the Try Spot.

	Is it necessary that TR touch the Try Ball for a long time(3S), or just a moment (e.g: 0.1s)?	How long does the ball have to remain on the try spot to qualify as try? 2 SEC			
25 Try	Can the ball be rolled over onto the try spot? Would that be counted as a successful try?	NO Rulebook – 1.5 e). <u>PR can pick up the next Try Ball when the TR has successfully placed the Try Ball in the Try Spot or the current ball moves out of the game field excluding the Try Spots.</u>			
26 Try	Is TR allowed to touch the top surface of the Try ball “ball rack”?	Yes if referring to the square steel tubes <table border="1" data-bbox="913 512 2175 660"> <tr> <td>0.11-1</td> <td>Are the square steel tubes of 10mmx10mm in the Try Spot considered as a part of the Border Zone?</td> <td>No, they are not a part of the Border Zone. TR is allowed to touch it.</td> </tr> </table>	0.11-1	Are the square steel tubes of 10mmx10mm in the Try Spot considered as a part of the Border Zone?	No, they are not a part of the Border Zone. TR is allowed to touch it.
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27 Robot	Is it allowed that a part of the robot is over the fence without touching?	Rule book reference: <i>Definition 15_Fence</i> “Barriers used to restrict the movement of the robots. Robots cannot touch the top surface and outer side of the Fence. However, they can <i>enter the space above the Fence</i> and touch the inner side of the Fence.” <table border="1" data-bbox="913 965 2056 1203"> <tr> <td>1.6-12</td> <td>When the Kick Ball is placed in the KZ, is it OK if the part of it protrudes into the space above the fence, Passing Zone and Receiving Zone?</td> <td>It is OK.</td> </tr> </table>	1.6-12	When the Kick Ball is placed in the KZ, is it OK if the part of it protrudes into the space above the fence, Passing Zone and Receiving Zone?	It is OK.
1.6-12	When the Kick Ball is placed in the KZ, is it OK if the part of it protrudes into the space above the fence, Passing Zone and Receiving Zone?	It is OK.			

28 Ball spec	Will the ball be pumped to specified air pressure (9.5-10psi) and checked before every game starts?	Rugby balls will be pumped to the official pressure range and checked before afternoon D day.
29	Can the driver stand wherever he wants?	Rulebook 1.2 - It depends If PR or TR is manually controlled then the operator is allowed to be inside the game field. The operator must not run while controlling the manual robot. All other team members have to be outside the game field except when the ball is set manually.
30	Can the driver cross over the fence?	No , but not included the 4 outer most boundaries. Fence = inner Barriers = Outer 4 square
31	Clarify more on how the ball touches hands e.g: The ball touches the robot's hands/ The robot's hands touch the ball ...	POJ makes the final decision
32	After picking up the ball, can they pick up the ball for further adjustment?	Yes
33	Symmetric Design 1) Have a fixed time as a break for fine adjustment in between 2 matches? 2) Have two identical design for changes (Which means a total of THREE robots)	1) Yes, minimum 5' 2) NO Rules: only TWO robots
34 Try	Try ball passed, the robot touched the ball but dropped. Can retry and reuse the same ball?	2 parts What to do with the passing ball when receiving robot drops the ball after receiving? RETRY What to do with the passing ball when receiving robot drops the ball while receiving? RETRY Rulebook 2D, 2E

		<p>d) If a retry is required before the 'receive' the Try Ball must be placed on the Ball Rack. If a retry is required after the 'receive' is complete, the Try Ball must be placed into the TR in the Try Robot Start Zone.</p> <p>e) A retry is compulsory when the robots drop the Try Ball in the Kicking Zone and Passing Zone or did not make a Try.</p> <p>Retry: Yes, need to put back the ball to try ball rack. Reuse the same ball: Yes</p>
35 Appeal	<p><u>Ball hitting operator</u></p> <p>Will there be a violation if the ball accidentally hits the operator during the game? (unintentionally touches the operator)</p>	<p>No, if unintentional. Judged by referee and POJ</p>