

Type	Event	2019			Proposal		
		Action	Stop	How to restart	Action (Change)	Stop Proposal	How to restart
Minor Offense	Lack Of Progress	Stop -> Force Start	TRUE	Force Start	Reduce timeout from 10s to 5s	TRUE	Force Start
Minor Offense	Kick timeout	Stop -> Freekick	TRUE	Freekick	Continue with force start	FALSE	Force Start
Minor Offense	Double Touch	Stop -> Freekick	TRUE	Freekick	Remove	FALSE	-
Minor Offense	Attacker In Defense Area	Stop -> Freekick	TRUE	Freekick	continue, but don't count goals within a certain time window Foul-Counter++	FALSE	-
Minor Offense	Excessive Dribbling	Stop -> Freekick	TRUE	Freekick	Continue Foul-Counter++	FALSE	-
Minor Offense	Ball Speed	Stop -> Freekick	TRUE	Freekick	continue, but do not count goals with exceeded kick speed Foul-Counter++	FALSE	-
Foul	Multiple Fouls	Stop -> Freekick	TRUE	Freekick	Stop -> Yellow Card	FALSE	Freekick
Foul	Attacker Touches Robot In Opponent Defense Area	Stop -> Freekick	TRUE	Freekick	continue, but don't count goals within a certain time window	FALSE	-
Foul	Robot Too Close To Opponent Defense Area	Stop -> Freekick	TRUE	Freekick		TRUE	Freekick
Foul	Ball Placement Interference	Stop -> restart placement counter	TRUE	ball placement	Only add ~10s to counter	TRUE	ball placement
Foul	Crashing	Stop -> Freekick	TRUE	Freekick	continue	FALSE	-
Foul	Crashingskipped (advantage rule)	continue	FALSE	-		FALSE	-
Foul	Crashing draw	continue	FALSE	-		FALSE	-
Foul	Pushing	Stop -> Freekick	TRUE	freekick		TRUE	freekick
Foul	Ball Holding	Stop -> Freekick	TRUE	freekick		TRUE	freekick
Foul	Tipping Over Or Dropping Parts	Referee decision -> continue/stop/halt	TRUE	freekick		TRUE	freekick
Foul	Robot Stop Speed	-	FALSE	-	remove for ball placement	FALSE	-
Foul	Defender Too Close To Ball	Stop -> Freekick	TRUE	Freekick	continue	FALSE	-
Foul	Multiple Defenderspartially	Stop -> Freekick	TRUE	freekick		TRUE	freekick
Foul	Multiple Defendersentirely	Stop -> Penalty Kick	TRUE	penalty kick	red card -> free kick	TRUE	freekick