

11 TOURNAMENTS



Each 2021 FIRST® Robotics Competition event is played in a tournament format. Each tournament consists of two sets of MATCHES called Qualification MATCHES and Playoff MATCHES.

Qualification MATCHES allow each team to earn Ranking Points which determine their seeding position and may qualify them for participation in the Playoff MATCHES.

Playoff MATCHES determine the event Champions.

11.1 MATCH Schedules

A MATCH schedule is used to coordinate MATCHES at an Event. Figure 11-1 details information shown on each schedule.

Qualification Match Schedule

Event Name								
Matches Per Team		10	ALLIANCE Red or Blue					
Time	Description	Match	Blue 1	Blue 2	Blue 3	Red 1	Red 2	Red 3
Thu 2:30	Qualification 1	1	1	2	3	4	5	6
Thu 2:37	Qualification 2	2	7	8	9	10	11*	12
Thu 2:44	Qualification 3	3	13	14	15*	16	17	18

PLAYER STATION number
1, 2, or 3

MATCH Start Time MATCH Type MATCH Number Asterisk (*) indicates SURROGATE MATCH

Figure 11-1 Sample MATCH schedule

11.2 REFEREE Interaction

The Head REFEREE has the ultimate authority in the ARENA during the event, but may receive input from additional sources, e.g. Game Designers, FIRST personnel, FTA, and technical staff. The Head REFEREE rulings are final. No event personnel, including the Head REFEREE, will review video, photos, artistic renderings, etc. of any MATCH, from any source, under any circumstances.

If a DRIVE TEAM needs clarification on a ruling or score, per C9, one (1) pre-college student from that DRIVE TEAM should address the Head REFEREE after the ARENA Reset Signal (e.g. FIELD lights turn green or green with white). A DRIVE TEAM member signals their desire to speak with the Head REFEREE by standing in the corresponding Red or Blue Question Box, which are located on the floor near each end of the scoring table. Depending on timing, the Head REFEREE may postpone any requested discussion until the end of the subsequent MATCH as necessary.

While FMS tracks quantities of FOULS, FIRST instructs REFEREES to not self-track details about FOULS; as a result, we don't expect REFEREES to recall details about what FOULS were made, when they occurred, and against whom.

Any reasonable question is fair game in the Question Box, and Head REFEREES will do good faith efforts to provide helpful feedback (e.g. how/why certain FOULS are being called, why a particular ROBOT may be susceptible to certain FOULS based on its

design or game play, how specific rules are being called or interpreted), but please know that they will likely not be able to supply specific details.

11.2.1 YELLOW and RED CARDS

In addition to rule violations explicitly listed throughout the *2021 Game Manual*, YELLOW CARDS and RED CARDS are used in FIRST Robotics Competition to address team and ROBOT behavior that does not align with the mission, values, and culture of FIRST.

As noted in [Rule Violations](#) and C1, the Head REFEREE may assign a YELLOW CARD as a warning, or a RED CARD for DISQUALIFICATION in MATCH for egregious behavior inappropriate at a FIRST Robotics Competition event.

A YELLOW or RED CARD is indicated by the Head REFEREE standing in front of the team's PLAYER STATION and holding a YELLOW and/or RED CARD in the air.

YELLOW CARDS are additive, meaning that a second YELLOW CARD is automatically converted to a RED CARD. A team is issued a RED CARD for any subsequent incident in which they receive an additional YELLOW CARD, including earning a second YELLOW CARD during a single MATCH. A second YELLOW CARD is indicated by the Head REFEREE standing in front of the team's PLAYER STATION and holding a YELLOW CARD and RED CARD in the air simultaneously after the completion of the MATCH. A team that has received either a YELLOW CARD or a RED CARD carries a YELLOW CARD into subsequent MATCHES, except as noted below.

Once a team receives a YELLOW or RED CARD, its team number is presented with a yellow background on the Audience Screen at the beginning of all subsequent MATCHES, including any replays, as a reminder to the team, the REFEREES, and the audience that they carry a YELLOW CARD.

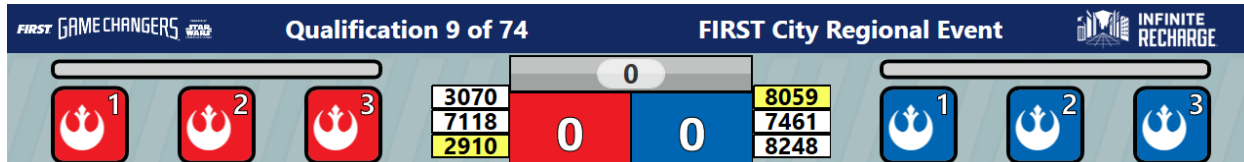


Figure 11-2 Audience Screen graphic showing YELLOW CARD indicators

All YELLOW CARDS are cleared in FMS at the conclusion of Qualification MATCHES.

During the Playoff MATCHES, a team receives a YELLOW or RED CARD for their entire ALLIANCE. If two (2) YELLOW CARDS are accrued by an ALLIANCE, the entire ALLIANCE is issued a RED CARD. A RED CARD results in DISQUALIFICATION and the ALLIANCE loses the MATCH. If both ALLIANCES receive RED CARDS, the ALLIANCE which committed the action earning the RED CARD first chronologically is DISQUALIFIED and loses the MATCH.

YELLOW and RED CARDS are applied based on the following:

Table 11-1 YELLOW and RED CARD application

Time YELLOW or RED CARD earned:	MATCH to which CARD is applied:
prior to the start of Qualification MATCHES	team's first Qualification MATCH
during the Qualification MATCHES	team's current (or just-completed) MATCH. In the case where the team participated as a SURROGATE in the current (or just completed) MATCH, the card is applied to the team's previous MATCH (i.e. the team's second Qualification MATCH.)
between the end of Qualification MATCHES and the start of Playoff MATCHES	ALLIANCE'S first Playoff MATCH
during the Playoff MATCHES	ALLIANCE'S current (or just-completed) MATCH.

Please see examples of the application of YELLOW AND RED CARDS as shown in [Violation Details](#).

11.3 MATCH Replays

Over the course of the Tournament it may be necessary for a MATCH to be replayed. Typical causes for replays are MATCHES that end in a tie during the Playoffs, MATCHES that are stopped because FIELD STAFF anticipated FIELD damage or personal injury, or if there is an ARENA FAULT. An ARENA FAULT is an error in ARENA operation that includes, but is not limited to:

- A. broken FIELD elements due to
 - a. normal, expected game play or
 - b. ROBOT abuse of FIELD elements that affects the outcome of the MATCH for their opponents.

A broken FIELD element caused by ROBOT abuse that affects the outcome of the MATCH for their ALLIANCE is not an ARENA FAULT.

- B. power failure to a portion of the FIELD (tripping the circuit breaker in the PLAYER STATION is not considered a power failure)
- C. improper activation by the FMS
- D. errors by FIELD STAFF (except those listed in [Other Logistics](#))

If, in the judgment of the Head REFEREE, an ARENA FAULT occurs that affects the outcome of the MATCH and any team on the affected ALLIANCE desires a replay, the MATCH will be replayed.

The outcome of the MATCH is affected if an error occurs that, in the judgement of the Head REFEREE, changes which ALLIANCE would have won the MATCH and/or the assignment of Ranking Points.

All reasonable effort is made to create the same conditions when replaying a MATCH. This means, for example, that a team that was BYPASSED prior to the start of the MATCH which is to be replayed, is BYPASSED for the replay MATCH. ROBOT and DRIVE TEAM starting locations do not need to be replicated when replaying a MATCH.

Note that an ARENA FAULT that does not affect MATCH outcome in the judgement of the Head REFEREE does not lead to a MATCH replay. Examples include, but are not limited to:

- a. a piece of FIELD plastic falls into the FIELD, far away from any human or ROBOT activity, and in such a way that it does not affect MATCH outcome
- b. delay in the playing of an ARENA sound
- c. mismatch between the timer on the Audience Screen and the ARENA Timer
- d. any adjustment or delay in assignment of a penalty (including those made after the MATCH)

11.4 Measurement

At each event, time permitting, the ARENA will be open prior to the start of Qualification MATCHES, during which time teams may survey and/or measure the ARENA and bring ROBOTS on the FIELD to perform sensor calibration. The specific time and duration that the FIELD is open will be communicated to teams at the event. Teams may bring specific questions or comments to the FTA.

T1. Freeze, ROBOT. During the period when the ARENA is open for measurement, ROBOTS can be enabled, but cannot move (i.e. neither the ROBOT, nor anything on the ROBOT, can move), nor can they interact with (e.g. shoot, push, pickup, etc.) POWER CELLS, POWER PORTS, GENERATOR SWITCHES, CONTROL PANELS, or other FIELD elements.

Violation: Verbal warning. If repeated at any point during the event or egregious YELLOW CARD.

11.5 Practice MATCHES

Information about Practice MATCHES has been removed since One Day Events will not include them. This section will be populated if/when appropriate for the 2021 season, via a Team Update. For more information, see the [FIRST Inspire Blog](#), specifically "[Update: 2020-2021 FIRST Season Extended.](#)"

11.6 Qualification MATCHES

11.6.1 Schedule

The Qualification MATCH schedule is made available as soon as possible, but no later than thirty (30) minutes before Qualification MATCHES are scheduled to begin. Teams receive one (1) hard copy and it is also available at the [FIRST Robotics Event Results site](#), except during exceptional circumstances. Each Qualification schedule consists of a series of rounds in which each team plays one (1) MATCH per round.

11.6.2 MATCH Assignment

FMS assigns each team two (2) ALLIANCE partners for each Qualification MATCH using a predefined algorithm, and teams may not switch Qualification MATCH assignments. The algorithm employs the following criteria at events with 24 or more teams, listed in order of priority:

1. maximize time between each MATCH played for all teams
2. minimize the number of times a team plays opposite any team
3. minimize the number of times a team is allied with any team
4. minimize the use of SURROGATES (teams randomly assigned by the FMS to play an extra Qualification MATCH)
5. provide even distribution of MATCHES played on Blue and Red ALLIANCE
6. provide even distribution of MATCHES played in each PLAYER STATION number.

At events with fewer than 24 participating teams, the criteria are similar, however criterion #5 is changed to minimize the number of times a team swaps between the Blue and Red ALLIANCE rather than an even distribution.

All teams are assigned the same number of Qualification MATCHES, equal to the number of rounds, unless the number of teams multiplied by number of MATCHES is not divisible by six. In this case, the FMS randomly selects some teams to play an extra MATCH. For the purpose of seeding calculations, those teams are designated as SURROGATES for the extra MATCH. If a team plays a MATCH as a SURROGATE, it is indicated on the MATCH schedule, it is always their third Qualification MATCH, and the outcome of the MATCH has no effect on the team's ranking. YELLOW and RED CARDS assigned to SURROGATES, however, do carry forward to subsequent MATCHES.

The scheduling algorithm works to minimize teams playing in back-to-back MATCHES. However, due to the limited number of teams permitted in the One Day Event structure for the 2021 season, back-to-back plays may occur. If any team is scheduled to play in back-to-back MATCHES, the Head REFEREE will issue a FIELD TIMEOUT unless a longer break is already scheduled to occur (e.g. lunch.) See TIMEOUTS for details.

11.6.3 Qualification Ranking

Ranking Points (RP) are units credited to a team based on their ALLIANCE'S performance in Qualification MATCHES. Ranking Points are awarded to each eligible team at the completion of each Qualification MATCH per Table 4-2.

Exceptions to Ranking Point assignment are as follows:

- A. A SURROGATE receives zero (0) Ranking Points.
- B. A DISQUALIFIED team, as determined by the Head REFEREE, receives zero (0) Ranking Points in a Qualification MATCH or causes their ALLIANCE to receive zero (0) MATCH points in a Playoff MATCH.
- C. A "no-show" team is either DISQUALIFIED from or issued a RED CARD for that MATCH (see C6). A team is declared a no-show if no member of the DRIVE TEAM is in the ALLIANCE STATION at the start of the MATCH.

The total number of Ranking Points earned by a team throughout their Qualification MATCHES divided by the number of MATCHES they've been scheduled to play (minus any SURROGATE MATCH), then truncated to two (2) decimal places, is their Ranking Score (RS).

All teams participating in Qualification MATCHES are ranked by Ranking Score. If the number of teams in attendance is 'n', they are ranked '1' through 'n', with '1' being the team with the highest Ranking Score and 'n' being the team with the lowest Ranking Score.

Teams are ranked in order, using the sorting criteria defined in Table 11-2.

Table 11-2 Qualification MATCH ranking criteria

Order Sort	Criteria
1 st	Ranking Score
2 nd	Cumulative AUTO points
3 rd	Cumulative ENDGAME points
4 th	Cumulative TELEOP POWER CELL and CONTROL PANEL points
5 th	Random sorting by the FMS

11.7 Playoff MATCHES

In Playoff MATCHES, teams do not earn Ranking Points; they earn a Win, Loss or Tie. Within each series of the [Playoff MATCH Bracket](#), the first ALLIANCE to win two (2) MATCHES advances.

In the case where the Semifinal MATCH scores for both ALLIANCES are equal, the Win is awarded to the ALLIANCE per criteria listed in Table 11-3. A DISQUALIFIED team, as determined by the Head REFEREE, causes their ALLIANCE to receive zero (0) MATCH points in a Playoff MATCH.

In Finals MATCHES, the Champion ALLIANCE is the first ALLIANCE to win two (2) MATCHES. In the case where an ALLIANCE hasn't won two (2) MATCHES after three (3) MATCHES, the Playoffs proceed with up to three (3) additional Finals MATCHES, called Overtime MATCHES, until an ALLIANCE has won two (2) Finals MATCHES. In the case where the Overtime MATCH scores for both ALLIANCES are equal, the win for that Overtime MATCH is awarded based on the criteria listed in Table 11-3.

Table 11-3 Playoff MATCH Tiebreaker Criteria

Order Sort	Criteria
1 st	Cumulative FOUL and TECH FOUL points due to opponent rule violations
2 nd	Cumulative AUTO points
3 rd	Cumulative ENDGAME points
4 th	Cumulative TELEOP POWER CELL and CONTROL PANEL points
5 th	MATCH is replayed

11.7.1 ALLIANCE Selection Process

At the end of the Qualification MATCHES, the top four (4) seeded teams become the ALLIANCE Leads. The seeded ALLIANCES are designated, in order, ALLIANCE One, ALLIANCE Two, etc., down to ALLIANCE Four. Using the ALLIANCE selection process described in this section, each ALLIANCE Lead chooses two (2) other teams to join their ALLIANCE.

If a team declines the ALLIANCE Lead position or doesn't send a student representative for ALLIANCE selection, they are ineligible to participate in the Playoff Tournament. If the declining/absent team would have been an ALLIANCE Lead, all lower ranked ALLIANCE Leads are promoted one spot. The next highest-ranked team moves up to become the ALLIANCE Four Lead.

Each team chooses a student team representative who proceeds to the ARENA at the designated time to represent their team. The designated student representative from each ALLIANCE in a Playoff MATCH is called the ALLIANCE CAPTAIN.

The ALLIANCE selection process consists of two (2) rounds during which each ALLIANCE CAPTAIN invites a team seeded below them in the standings to join their ALLIANCE. The invited team must not already have declined an invitation.

Round 1: In descending order (ALLIANCE One to ALLIANCE Four), each ALLIANCE CAPTAIN invites a single team. The invited team's representative steps forward and either accepts or declines the invitation.

If the team accepts, it becomes a member of that ALLIANCE. If an invitation from a top four ALLIANCE to another ALLIANCE Lead is accepted, all lower ALLIANCE Leads are promoted one spot. The next highest-seeded, unselected team moves up to become the ALLIANCE Four Lead.

If the team declines, that team is not eligible to be picked again or to be a BACKUP TEAM (see [Playoff MATCH Bracket](#)), and the ALLIANCE CAPTAIN extends another invitation to a different team. If an invitation from a top four ALLIANCE to another ALLIANCE Lead is declined, the declining team may still invite teams to join their ALLIANCE; however, it cannot accept invitations from other ALLIANCES.

The process continues until ALLIANCE Four makes a successful invitation.

Round 2: The same method is used for each ALLIANCE CAPTAIN'S second choice except the selection order is reversed, with ALLIANCE Four picking first and ALLIANCE One picking last. This process results in four (4) ALLIANCES of three (3) teams each.

Of the remaining eligible teams, the highest seeded teams must either accept or decline to be included in a pool of available teams until there are up to four (4) teams that accept to be added into the pool. FIELD STAFF will coordinate the assembly of this BACKUP pool immediately after the top ranked ALLIANCE has made their final pick. If a team is not available to accept inclusion in the BACKUP pool, it will be assumed they have declined the invitation.

11.7.2 Playoff MATCH Bracket

The Playoff MATCHES take place following the completion of the Qualification MATCHES and the ALLIANCE selection process. Playoff MATCHES are played in a bracket format as shown in Figure 11-3.

ALLIANCE Leads are assigned to PLAYER STATION 2, the first picks are assigned to their left in PLAYER STATION 1, and second picks are assigned to the ALLIANCE Lead's right in PLAYER STATION 3. If a BACKUP TEAM is in play, they will be assigned to the PLAYER STATION that was assigned to the DRIVE TEAM they're replacing. Teams cannot change assignments.

For Semifinal MATCHES, the higher seeded ALLIANCE is assigned to the Red ALLIANCE. Beyond the Semifinal MATCHES, the ALLIANCE on the top of each MATCH in Figure 11-3 is assigned to the Red ALLIANCE, regardless of whether they are the higher seeded ALLIANCE in that particular MATCH.

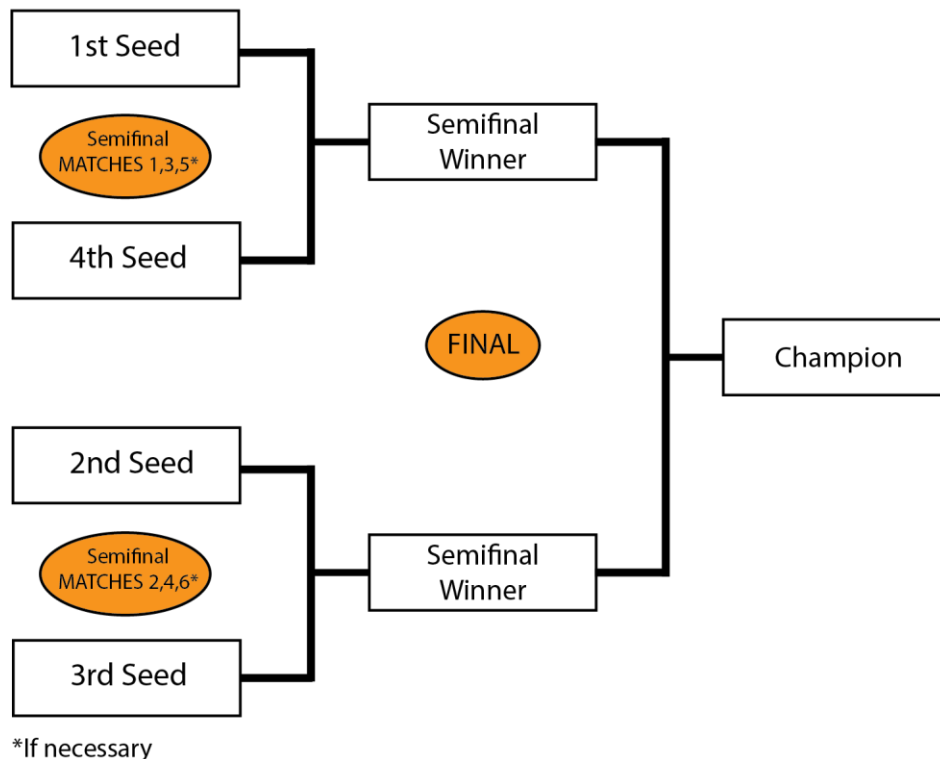


Figure 11-3 Playoff MATCH bracket

In order to allow time between MATCHES for all ALLIANCES, the order of play is as follows:

Table 11-4 Playoff order

Semifinal Round 1	Semifinal Round 2	Semifinal Round 3	Finals
Semifinal 1 (1 vs. 4)	Semifinal 3 (1 vs. 4)	Semifinal Tiebreaker 1 ¹	Final 1
Semifinal 2 (2 vs. 3)	Semifinal 4 (2 vs.3)	Semifinal Tiebreaker 2 ¹	FIELD TIMEOUT
	FIELD TIMEOUT ¹	FIELD TIMEOUT ¹	Final 2
		Any Replays due to ties ¹	FIELD TIMEOUT
			Final Tiebreakers (Overtime) ¹
			Any Replays due to ties ¹

¹ - if required

11.7.3 Pit Crews

During the Playoff MATCHES, extra team members may be needed to maintain the ROBOT between MATCHES because of the distance between the FIELD and the pit area. Each team is permitted to have three (3) additional pit crew members who can also help with needed ROBOT repairs/maintenance.

11.7.4 TIMEOUTS

This section has been moved to 11.8 and has been updated for One Day Events.

11.7.5 BACKUP TEAMS

In the Playoff MATCHES, it may be necessary for an ALLIANCE to replace one of its members due to a faulty ROBOT. ROBOT faults include but are not limited to:

1. mechanical damage,
2. electrical issues, or
3. software problems.

In this situation, the ALLIANCE CAPTAIN has the option to bring in only the highest seeded team from the pool of available teams to join its ALLIANCE. The team whose ROBOT and DRIVE TEAM replaces another ROBOT and DRIVE TEAM on an ALLIANCE during the Playoff MATCHES is called the BACKUP TEAM.

The resulting ALLIANCE is then composed of four (4) teams. The replaced team remains a member of the ALLIANCE for awards, but cannot return to play, even if their ROBOT is repaired.

Each ALLIANCE is allotted one (1) BACKUP TEAM Coupon during the Playoff MATCHES. If a second ROBOT from the ALLIANCE becomes inoperable, then the ALLIANCE must play the following MATCHES with only two (2) (or even one (1)) ROBOTS.

Example: Three (3) teams, A, B and C, form an ALLIANCE going into the Playoff MATCHES. The highest seeded team not on one of the eight (8) ALLIANCES is Team D. During one of the Playoff MATCHES, Team C's ROBOT suffers damage to its mechanical arm. The ALLIANCE CAPTAIN decides to bring in Team D to replace Team C. Team C and their ROBOT are not eligible to play in any subsequent Playoff MATCHES. The new ALLIANCE of Teams A, B, and D are successful in advancing to the Finals and win the event. Teams A, B, C, and D are all recognized as members of the Winning ALLIANCE and receive awards

In the case where a BACKUP TEAM is part of the Winning or Finalist ALLIANCE, there will be a four (4)-team Winning or Finalist ALLIANCE.

If during a TIMEOUT an ALLIANCE CAPTAIN determines that they need to call up a BACKUP TEAM, they must submit their BACKUP TEAM coupon to the Head REFEREE while there are still at least two (2) minutes remaining on the ARENA Timer. After that point, they will not be allowed to utilize the BACKUP TEAM.

Alternatively, an ALLIANCE CAPTAIN may choose to call up a BACKUP TEAM without using their TIMEOUT by informing the Head REFEREE directly within two (2) minutes of the Head REFEREE issuing the GENERATOR SWITCH Clear Signal preceding their MATCH. If there is no preceding MATCH, the BACKUP TEAM coupon must be submitted no later than two (2) minutes before the scheduled MATCH time.

In the case where the ALLIANCE CAPTAIN'S ROBOT is replaced by a BACKUP TEAM, the ALLIANCE CAPTAIN is allowed as a sixteenth ALLIANCE DRIVE TEAM member. This additional representative may only serve in an advisory role and is considered a COACH (e.g. can't be a HUMAN PLAYER)

The Head REFEREE will not accept the BACKUP TEAM coupon unless it lists the number of the team whose ROBOT is being replaced and is initialed by the ALLIANCE CAPTAIN. Once a BACKUP TEAM coupon is submitted and accepted by the Head REFEREE, the BACKUP TEAM coupon may not be withdrawn by the ALLIANCE.

T2. An ALLIANCE may not request a TIMEOUT or a BACKUP TEAM after a Playoff MATCH is stopped by the Head REFEREE (e.g. due to an ARENA FAULT or a safety issue). The sole exception is if the replay is due to an ARENA FAULT that rendered a ROBOT inoperable.

Violation: A request presented outside parameters defined will be denied.

If a Playoff MATCH is replayed per T2, the Head REFEREE has the option of calling a FIELD TIMEOUT.

11.8 TIMEOUTS

A TIMEOUT is a period of up to six (6) minutes between MATCHES which is used to pause Qualification or Playoff MATCH progression. If circumstances require any team to play in back-to-back MATCHES, the Head REFEREE will issue a FIELD TIMEOUT to allow teams to prepare for the next MATCH. FIELD TIMEOUTS are the same time duration as TIMEOUTS.

During a TIMEOUT, the ARENA Timer displays the time remaining in the TIMEOUT. Both ALLIANCES enjoy the complete six (6) minute window. During Qualification MATCHES, if the ROBOT(S) who are playing in back-to-back MATCHES completes their repairs before the ARENA Time expires, the team(s) are encouraged to inform the Head REFEREE that they are ready to play. During Playoff MATCHES, if an ALLIANCE completes their repairs before the ARENA Timer expires, the ALLIANCE CAPTAIN is

encouraged to inform the Head REFEREE that they are ready to play. If all ROBOTS/ALLIANCES are ready to play before the TIMEOUT expires, the next MATCH will start.

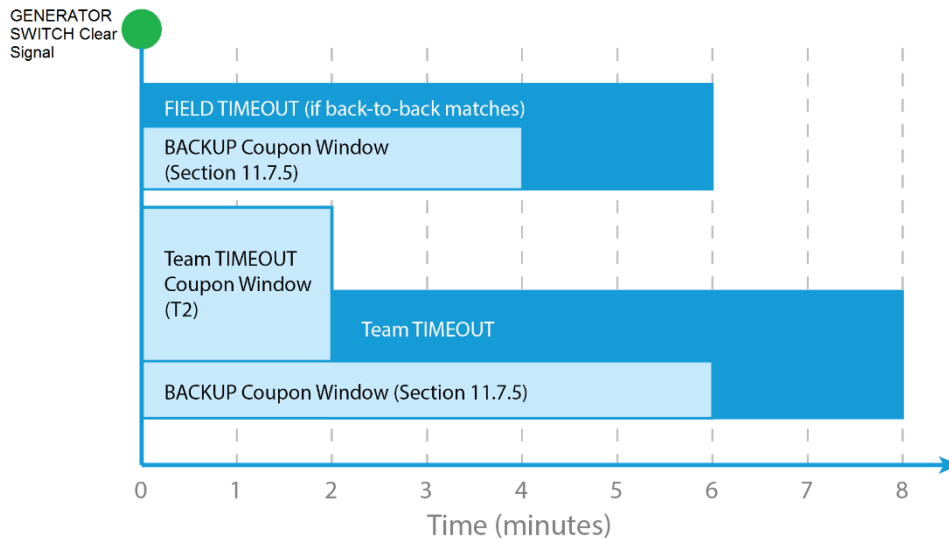


Figure 11-4 TIMEOUT and BACKUP Coupon Timeline

The GENERATOR SWITCH Clear Signal is indicated to teams with a change in the POWER PORT lights from green with white to fully green, as seen in Table 3-2 and Figure 3-19. FIELD STAFF will manually trigger the GENERATOR SWITCH Clear Signal after all ROBOTS have been removed from their GENERATOR SWITCH.

Teams are expected to have their ROBOTS staged on the FIELD by the end of the TIMEOUT. Teams that cause a delay to the start of a MATCH after a TIMEOUT are at risk of being in violation of C7.

11.8.1 TIMEOUTS in Playoff MATCHES

Each ALLIANCE in the Playoff tournament is issued (1) TIMEOUT.

T3. If an ALLIANCE wishes to use their TIMEOUT, the ALLIANCE CAPTAIN must submit their TIMEOUT coupon to the Head REFEREE within two (2) minutes of the GENERATOR SWITCH Clear signal preceding their MATCH. If there is no preceding MATCH, the TIMEOUT coupon must be submitted no later than two (2) minutes before the scheduled MATCH time. The TIMEOUT will begin two (2) minutes after the GENERATOR SWITCH Clear signal (i.e. at the end of the Team TIMEOUT Coupon Window depicted in Figure 11-4)

A request presented outside the defined parameters in T2 will be denied.

There are no cascading TIMEOUTS. If an ALLIANCE calls a TIMEOUT during a FIELD TIMEOUT, the FIELD TIMEOUT will expire two (2) minutes after the GENERATOR SWITCH Clear signal and the ALLIANCE'S TIMEOUT will begin.

If an ALLIANCE wishes to call a TIMEOUT during a FIELD TIMEOUT, it must still do so within two (2) minutes of the GENERATOR SWITCH Clear signal preceding their MATCH, per T3.

TIMEOUTS are not transferrable between ALLIANCES, meaning an ALLIANCE cannot hand their designated TIMEOUT coupon to another ALLIANCE to use, however an ALLIANCE may use their own coupon for any purpose they wish.

If a Playoff MATCH is replayed because of an ARENA FAULT which rendered a ROBOT inoperable, the Head REFEREE has the option of calling a FIELD TIMEOUT.

11.9 Advancement Through the District Model

Information about advancement through the District Model has been removed. This section will be populated if/when appropriate for the 2021 season, via a Team Update. For more information, see the [FIRST Inspire Blog](#), specifically “[Update: 2020-2021 FIRST Season Extended.](#)”

11.10 Advancement to the *FIRST*[®] Championship

Information about advancement to the *FIRST* Championship has been removed. This section will be populated if/when appropriate for the 2021 season, via a Team Update. For more information, see the [FIRST Inspire Blog](#), specifically “[Update: 2020-2021 FIRST Season Extended.](#)”

11.11 *FIRST*[®] Championship: Additions and Exceptions

Information about additions and exceptions for the 2021 *FIRST* Championship events has been removed. This section will be populated if/when appropriate for the 2021 season, via a Team Update. For more information, see the [FIRST Inspire Blog](#), specifically “[Update: 2020-2021 FIRST Season Extended.](#)”



