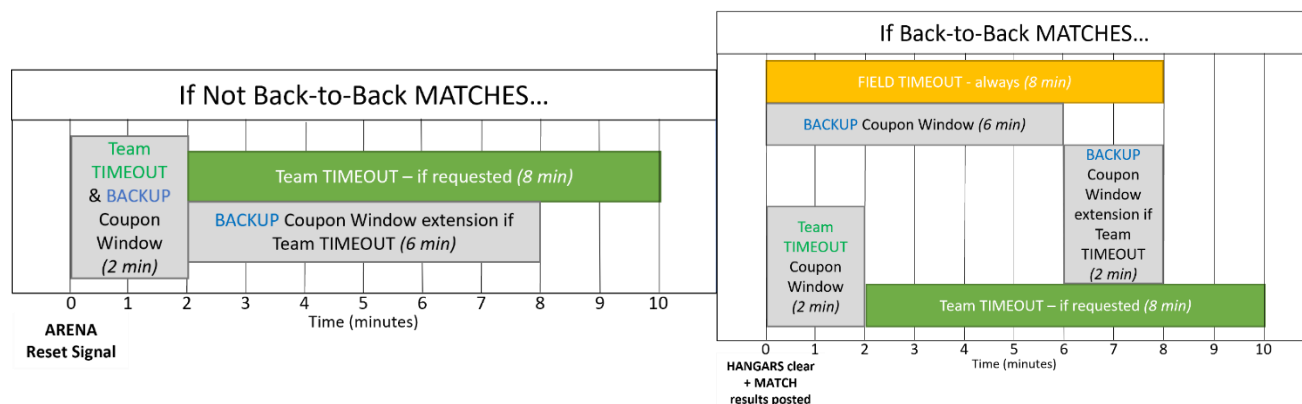


Congratulations on advancing to the Playoff Matches!

Here are some key items your team should familiarize yourself with before your first Quarterfinals Match. Playoffs are stressful and the ARENA staff is here to help! If you have any questions, please don't hesitate to send a student to the Question Box.

TIMEOUTS (Team and Field) and BACKUP ROBOTS:



TIMEOUTS:

- **ALLIANCE CAPTAINS only** – TIMEOUT Coupons can only be submitted by the ALLIANCE CAPTAIN.
- **Timers** - The official timers during TIMEOUTS are the timers on the FIELD.
- **Timeout Communication** - A REFEREE will communicate the time remaining in the TIMEOUT to the ALLIANCE CAPTAIN. It is the ALLIANCE CAPTAIN's responsibility to ensure their entire ALLIANCE is staged on the FIELD by the end of the TIMEOUT.
- **FIELD TIMEOUTS** - FIELD TIMEOUTS automatically occur anytime an ALLIANCE must play in back-to-back matches.
 - FIELD TIMEOUTS begin after the HANGAR is clear and the score from the MATCH is displayed.
 - If you are in a back-to-back MATCH and don't have to leave the ARENA, it is recommended that you don't. Note: the 3 Pit Crew members can assist in the ARENA.
 - If you plan to stay on the FIELD, make sure to get permission from the Head REFEREE or FTA if you need to tether to the ROBOT (see H302).
- **TIMEOUT Coupons** - An ALLIANCE CAPTAIN may submit a TIMEOUT Coupon:
 - If **not** during a FIELD TIMEOUT: the coupon must be submitted within 2 minutes of the ARENA reset signal of the preceding MATCH
 - If **during** a FIELD TIMEOUT: the coupon must be submitted within the first 2 minutes of the FIELD TIMEOUT.
 - The FIELD TIMEOUT will then end, and the Team TIMEOUT will begin.
 - Team TIMEOUTS cannot cascade, meaning two ALLIANCES cannot both submit a TIMEOUT coupon for additional time beyond what is described above.
- **Additional Logistics**
 - Once submitted, the coupon will not be returned. ALLIANCE'S only get 1 TIMEOUT Coupon for the entirety of Playoff MATCHES.
 - Per H301, ROBOTS are expected to be on the FIELD at the end of the TIMEOUT, and ready for the MATCH to start.

BACKUP TEAMS:

- **ALLIANCE CAPTAINS only** – BACKUP Coupons can only be submitted by the ALLIANCE CAPTAIN
- **BACKUP Coupon** - Per Section 11.7.4 and Figure 11-4 (shown above), an ALLIANCE CAPTAIN may submit a BACKUP TEAM Coupon:
 - If **not** during a TIMEOUT: the coupon must be submitted within 2 minutes of the ARENA reset signal of the preceding MATCH
 - If **during** a TIMEOUT (Team TIME OUT of FIELD TIMEOUT): the coupon must be submitted while there is at least 2 minutes remaining on the ARENA timer.
- **Additional Logistics**
 - The ALLIANCE CAPTAIN must circle the team being replaced and initial the coupon
 - Once submitted, the coupon will not be returned. ALLIANCE'S only get 1 BACKUP Coupon for the entirety of Playoff MATCHES.
 - An ALLIANCE cannot choose the BACKUP TEAM. It will be the highest seeded team available.
 - In the event that the ALLIANCE CAPTAIN's team ends up requiring a BACKUP TEAM, then the ALLIANCE CAPTAIN may be present in the ALLIANCE AREA as a 16th ALLIANCE member, in addition to the other 3 teams, per Section 11.7.5.
 - The ALLIANCE CAPTAIN marker does not move to a different team.

General Notes:

- ALLIANCE CAPTAIN = 1 DRIVE TEAM STUDENT from the ALLIANCE CAPTAIN team (identified with a marker provided by the Event, e.g. arm band).
 - Markers can pass to any teammate that fits the above description.
 - Markers must be worn (so it's easily visible) unless/until an ALLIANCE is eliminated.
- **Cards:** Any YELLOW CARDS from the qualification matches are cleared. Any verbal warnings given are still in force.
 - Any new CARDS are attributed to the whole ALLIANCE and will continue through the Playoffs. If the ALLIANCE gets a RED CARD, including through accumulating two YELLOW CARDS, the whole ALLIANCE is DISQUALIFIED for the MATCH.
- **Pit Crew:** Each team will be allowed an additional 3 team members ("Pit Crew") to accompany them to the ARENA. This does NOT guarantee that you can move your pit to the Queueing area/ARENA. Please talk to your Lead Queuer for guidance.
 - While in the ARENA, only the DRIVE TEAM and Pit Crew are allowed to work on the ROBOT.
 - Pit Crew members and any team members with Media Badges are NOT allowed to interact with DRIVE TEAM members **during** a MATCH.
- **ALLIANCE color:** Your ALLIANCE color may change as you progress through the Playoff tournament, make sure to be prepared with both colors of BUMPERS.
- **Modifications:** Before making any modifications to your ROBOT, work with the LRI to make sure they are approved in a timely manner.