

# 11 TOURNAMENTS

Each 2022 *FIRST*® Robotics Competition event is played in a tournament format. Each tournament consists of 3 sets of MATCHES called Practice MATCHES (not played at Single-Day Events and not necessarily played at all District Events), Qualification MATCHES, and Playoff MATCHES.

Practice MATCHES provide each team with an opportunity to operate its ROBOT on the FIELD prior to the start of the Qualification 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.

Figure 11-1 Sample MATCH 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

DRIVER STATION number  
1, 2, or 3

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

## 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 H202, 1 STUDENT from that DRIVE TEAM should address the Head REFEREE after the ARENA Reset Signal (e.g. FIELD lights turn green). 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 and TECH FOULS; as a result, we don't expect REFEREES to recall details about what FOULS and TECH FOULS were made, when they occurred, and against whom.

Any reasonable question is fair game in the Question Box, and Head REFEREES will make 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 *2022 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.

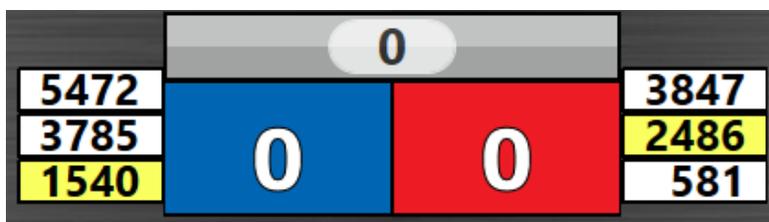
As noted in [Section 6.5 Rule Violations](#) and H201, the Head REFEREE may assign a YELLOW CARD as a warning, or a RED CARD for DISQUALIFICATION in MATCH for egregious behavior inappropriate at a FIRST Robotics Competition event.

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

Per [Section 6.5 Rule Violations](#), 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 DRIVER 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 Example audience screen graphic showing YELLOW CARD indicators



All YELLOW CARDS are cleared in FMS at the conclusion of Practice, Qualification, and division Playoff MATCHES. Verbal warnings are cleared after Practice MATCHES and persist from Qualification MATCHES through subsequent tournament phases. The Head REFEREE may opt to perpetuate a verbal warning or YELLOW CARD earned during Practice MATCHES through to Qualification MATCHES for particularly egregious behavior.

During the Playoff MATCHES, a team receives a YELLOW or RED CARD for their entire ALLIANCE. If 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 CARDS 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 [Section 6.5.1 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 DRIVER STATION is not considered a power failure),
- C. improper activation by the FMS, and
- D. errors by FIELD STAFF (except those listed in [Section 6.7 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. FIRST Headquarters reserves the right to, with consultation of the Head REFEREE and the FTA, replay a MATCH in which an ARENA FAULT impacts the outcome of an event.

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.

The outcome of an event is affected if an error occurs that, in the judgement of FIRST Headquarters, changes the assignment of Ranking Points or has a dramatic effect on points used for ranking criteria.

All reasonable effort is made to create the same conditions when replaying a MATCH caused by an ARENA FAULT or FIELD damage. 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, and
- d. any adjustment or delay in assignment of a penalty (including those made after the MATCH).

## 11.4 Measurement

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At each event, the ARENA will be open for at least 30 minutes 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 that the FIELD is open will be communicated to teams at the event. Teams may bring specific questions or comments to the FTA.

**T401 \*Freeze, ROBOT.** During the period when the ARENA is open for measurement, ROBOTS can be enabled, but may neither drive, extend outside their frame perimeter, nor interact with (e.g. score, push, pickup, etc.) CARGO, the HUB, the HANGAR, or other FIELD elements.

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

## 11.5 Practice MATCHES

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Practice MATCHES are played before Qualification MATCHES. The Practice MATCH schedule is available as soon as possible, but no later than the start of Practice MATCHES. For Regional events, it will also be published and available online at the [FIRST Robotics Event Results site](#), except during exceptional circumstances. Practice MATCHES are randomly assigned, and teams may not switch scheduled Practice MATCHES. Each team is assigned an equal number of Practice MATCHES unless the number of teams multiplied by number of Practice MATCHES is not divisible by 6. In this case, the FMS randomly selects some teams to play an extra Practice MATCH.

Practice MATCHES are not part of Single-Day Events and are not guaranteed at District Events due to event schedule constraints.

### 11.5.1 Filler Line

A Filler Line is used to fill open slots at events that employ scheduled Practice MATCHES or all slots at events with an open Practice MATCH schedule. Teams from the Filler Line are used on a first come, first served basis to fill empty spots in Practice MATCHES left by other teams that do not report to Queuing. The number of teams in the Filler Line is dependent upon space at venues.

Only teams that meet all criteria below qualify for the Filler Line:

- A. ROBOTS in the Filler Line must have passed inspection (this requirement may be waived for events with open Practice MATCH schedules),
- B. DRIVE TEAMS must join the Filler Line with their ROBOT,
- C. teams may not work on their ROBOT while in the Filler Line,
- D. teams may not occupy more than 1 spot in the Filler Line, and
- E. if a team is queued for their Practice MATCH, they may not also join the Filler Line.

## 11.6 Qualification MATCHES

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### 11.6.1 Schedule

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

### 11.6.2 MATCH Assignment

FMS assigns each team 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, 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 DRIVER 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 6. 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.

### 11.6.3 Qualification Ranking

Ranking Points 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 6-1.

Exceptions to Ranking Point assignment are as follows:

- A. A SURROGATE receives 0 Ranking Points.

- B. A DISQUALIFIED team, as determined by the Head REFEREE, receives 0 Ranking Points in a Qualification MATCH or causes their ALLIANCE to receive 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 H305). A team is declared a no-show if no member of the DRIVE TEAM is in the ALLIANCE AREA 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 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 <sup>st</sup>	Ranking Score
2 <sup>nd</sup>	Average ALLIANCE MATCH points, not including FOULS
3 <sup>rd</sup>	Average ALLIANCE HANGAR points
4 <sup>th</sup>	Average ALLIANCE TAXI + AUTO CARGO points
5 <sup>th</sup>	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 2 MATCHES advances.

In the case where the Quarterfinal or 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 0 MATCH points in a Playoff MATCH.

In Finals MATCHES, the Champion ALLIANCE is the first ALLIANCE to win 2 MATCHES. In the case where an ALLIANCE hasn’t won 2 MATCHES after 3 MATCHES have been played (because of tied MATCHES), the Playoffs proceed with up to 3 additional Finals MATCHES, called Overtime MATCHES, until an ALLIANCE has won 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 <sup>st</sup>	Cumulative FOUL and TECH FOUL points due to opponent rule violations
2 <sup>nd</sup>	ALLIANCE HANGAR points

3 <sup>rd</sup>	ALLIANCE TAXI + AUTO CARGO points
4 <sup>th</sup>	MATCH is replayed

### 11.7.1 ALLIANCE Selection Process

At the end of the Qualification MATCHES, the top 8 seeded teams become the ALLIANCE Leads. The seeded ALLIANCES are designated, in order, ALLIANCE 1, ALLIANCE 2, etc., down to ALLIANCE 8. Using the ALLIANCE selection process described in this section, each ALLIANCE Lead chooses 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 1 spot. The next highest-ranked team moves up to become the ALLIANCE 8 Lead.

Each team chooses a STUDENT team representative who proceeds to the ARENA at the designated time (typically before the lunch break on the final day of the event) 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 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 1 to ALLIANCE 8), 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 8 ALLIANCE to another ALLIANCE Lead is accepted, all lower ALLIANCE Leads are promoted 1 spot. The next highest-seeded, unselected team moves up to become the ALLIANCE 8 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 8 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 8 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 8 picking first and ALLIANCE 1 picking last. This process results in 8 ALLIANCES of 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 8 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.

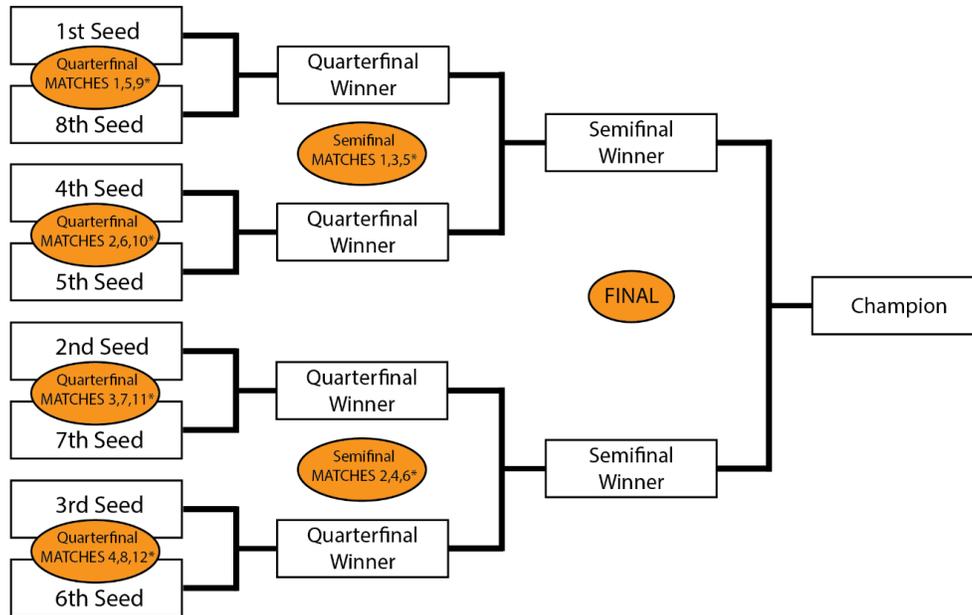
### 11.7.2 Playoff MATCH Bracket

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

For Quarterfinal MATCHES, the higher seeded ALLIANCE is assigned to the red ALLIANCE. Beyond the Quarterfinal 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



\*If necessary

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

Table 11-4 Playoff order

Quarterfinal Round 1	Quarterfinal Round 2	Quarterfinal Round 3	Semifinals	Finals
Quarterfinal 1 (1 vs. 8)	Quarterfinal 5 (1 vs. 8)	Quarterfinal Tiebreaker 1 <sup>1</sup>	Semifinal 1	Final 1
Quarterfinal 2 (4 vs. 5)	Quarterfinal 6 (4 vs. 5)	Quarterfinal Tiebreaker 2 <sup>1</sup>	Semifinal 2	FIELD TIMEOUT
Quarterfinal 3 (2 vs. 7)	Quarterfinal 7 (2 vs. 7)	Quarterfinal Tiebreaker 3 <sup>1</sup>	Semifinal 3	Final 2
Quarterfinal 4 (3 vs. 6)	Quarterfinal 8 (3 vs. 6)	Quarterfinal Tiebreaker 4 <sup>1</sup>	Semifinal 4	FIELD TIMEOUT
	FIELD TIMEOUT <sup>1</sup>	FIELD TIMEOUT <sup>1</sup>	Semifinal Tiebreaker 1 <sup>1</sup>	Final Tiebreakers (Overtime) <sup>1</sup>
		Any Replays due to ties <sup>1</sup>	Semifinal Tiebreaker 2 <sup>1</sup>	Any Replays due to ties <sup>1</sup>
			FIELD TIMEOUT <sup>1</sup>	
			Any Replays due to ties <sup>1</sup>	

<sup>1</sup> - 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 3 additional pit crew members who can also help with needed ROBOT repairs/maintenance.

### 11.7.4 TIMEOUTS

A TIMEOUT is a period of up to 8 minutes between MATCHES which is used to pause Playoff MATCH progression.

During a TIMEOUT, the ARENA timer displays the time remaining in the TIMEOUT. Both ALLIANCES enjoy the complete 8-minute window. 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 both ALLIANCES are ready to play before the TIMEOUT expires, the next MATCH will start.

There are no TIMEOUTS for Practice or Qualification MATCHES.

If circumstances require an ALLIANCE to play in back-to-back MATCHES during the Playoff 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 and begin once the HANGARS are clear of ROBOTS and the MATCH results have been posted.

Figure 11-4 TIMEOUT and BACKUP Coupon timeline if teams not in back-to-back MATCHES

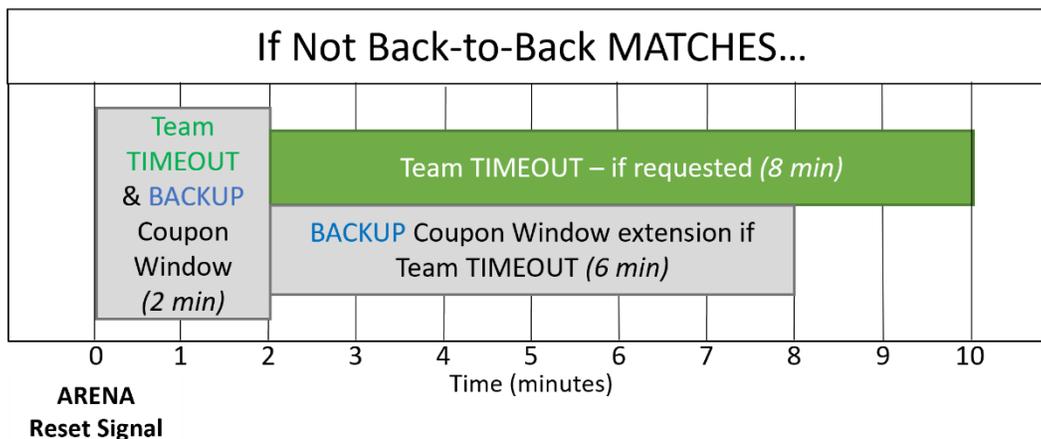
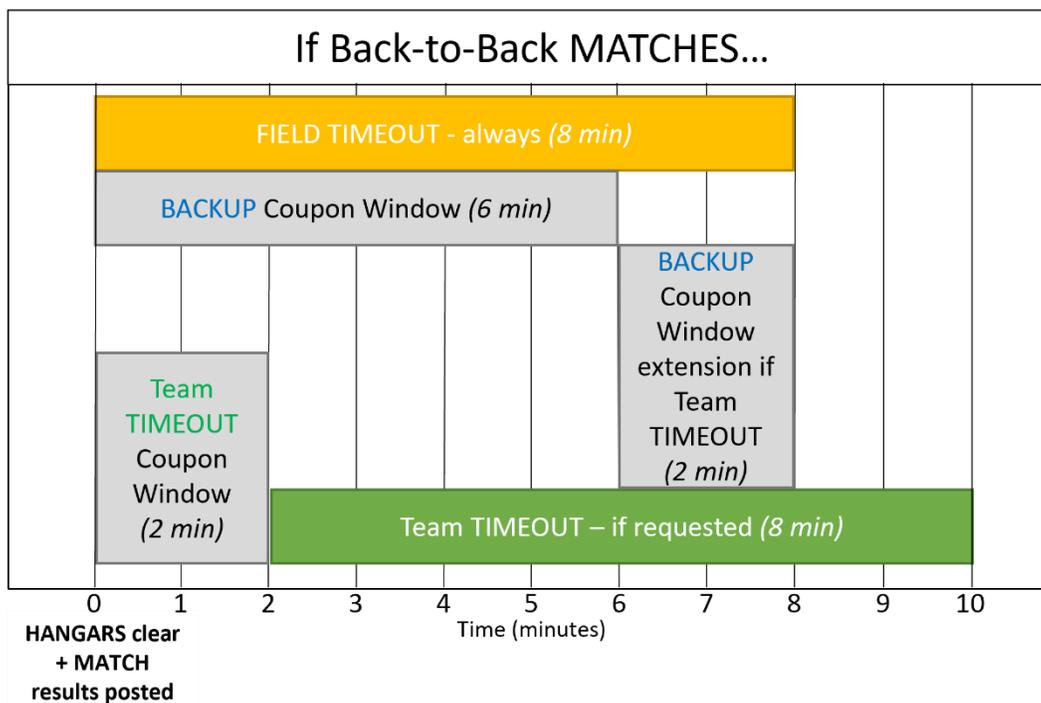


Figure 11-5 TIMEOUT and BACKUP Coupon timeline if teams in back-to-back MATCHES



Each ALLIANCE in the Playoff tournament is issued 1 TIMEOUT.

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 H301.

**T701** \*There's a window for TIMEOUT coupons. If an ALLIANCE wishes to use their TIMEOUT, the ALLIANCE CAPTAIN must submit their TIMEOUT coupon to the Head REFEREE within 2 minutes of the ARENA reset signal preceding their MATCH (if not a back-to-back MATCH) or when the HANGARS are clear and the MATCH results are posted (if a back-to-back MATCH). If there is no preceding MATCH, the TIMEOUT coupon must be submitted no later than 2 minutes before the

scheduled MATCH time. The TIMEOUT begins at the end of the Team TIMEOUT Coupon Window depicted in Figure 11-4 and Figure 11-5.

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

There are no cascading TIMEOUTS. If an ALLIANCE calls a TIMEOUT during a FIELD TIMEOUT, the FIELD TIMEOUT will expire 2 minutes after the HANGARS are clear and MATCH results are posted, 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 2 minutes of the HANGARS being clear and the MATCH results being posted preceding their MATCH.

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.

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### 11.7.5 BACKUP TEAMS

In the Playoff MATCHES, it may be necessary for an ALLIANCE to replace 1 of its members due to a faulty ROBOT. Examples of ROBOT faults include, but are not limited to, the following:

1. mechanical damage,
2. electrical issues, and
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 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 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 2 (or even 1) ROBOTS.

Example: 3 teams, A, B and C, form an ALLIANCE going into the Playoff MATCHES. The highest seeded team not on 1 of the 8 ALLIANCES is Team D. During 1 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 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 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 2 minutes of the Head REFEREE issuing the ARENA reset signal preceding their MATCH. If there is no preceding MATCH, the BACKUP TEAM coupon must be submitted no later than 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.

**T702 \*No coupons if MATCH stopped prematurely.** 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 this rule, the Head REFEREE has the option of calling a FIELD TIMEOUT.

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### 11.7.6 Small Event Exceptions

The scheduling algorithm described in [Section 11.6.2 MATCH Assignment](#) works to minimize teams playing in back-to-back MATCHES. However, at events with fewer than 24 teams, back-to-back plays may occur. If any team is scheduled to play in back-to-back MATCHES, the Head REFEREE issues a FIELD TIMEOUT unless a longer break is already scheduled to occur (e.g. lunch.) See [Section 11.7.4 TIMEOUTS](#) for details.

Multi-day events with 24 teams or fewer employ a modified Playoff MATCH format. Instead of 8 ALLIANCES, these events proceed through ALLIANCE SELECTION and the Playoff Tournament with the maximum number of complete 3-team ALLIANCES that can be formed while leaving at least 1 BACKUP TEAM (e.g. a 24-team event creates 7 ALLIANCES, a 20-team event creates 6 ALLIANCES).

$$ALLIANCE\ Count = \frac{Team\ count - 1\ BACKUP\ TEAM}{3}, rounded\ down$$

The Playoff Bracket remains as shown in Figure 11-3, with any matchup against a non-existent ALLIANCE resulting in a bye (i.e. automatic advancement to the next round). An ALLIANCE assigned a bye-MATCH is invited, though not required, to practice together in a null MATCH (i.e. it has no bearing on the Playoff tournament) before Playoff MATCHES begin.

District points for Draft Order Acceptance (per [Section 11.8.1.2 ALLIANCE Selection Results](#)) are awarded as if a full set of ALLIANCES was selected (i.e. the second selection of the 3-seed ALLIANCE still receive 3 points regardless of how many ALLIANCES are formed). District points for Playoff performance consider an ALLIANCE that has a bye to have achieved the typical 2 wins for advancing from that round (i.e. the ALLIANCE members earn 10 district points).

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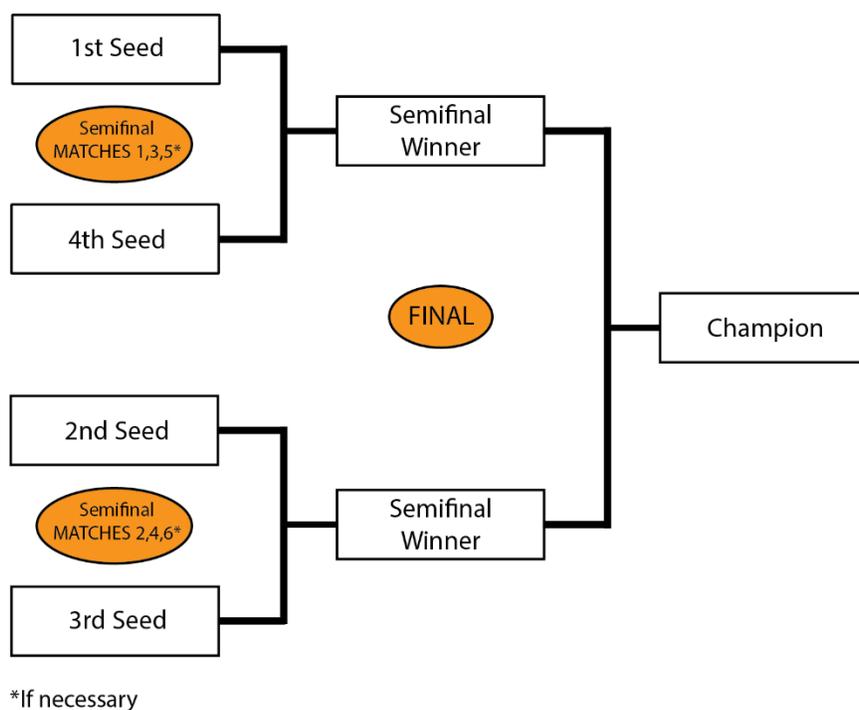
### 11.7.7 Single-Day Event Exceptions

Some events are restricted to hosting teams 1 day at a time and are called Single-Day Events. Single-Day Events have a minimum of 13 and a maximum of 24 teams.

District points are modified as described in [Section 11.8.1 District Events](#).

Single-Day Events employ a 4-ALLIANCE Playoff bracket as shown in Figure 11-6 (and if the event is a District, points are not awarded for advancement through the Quarterfinal round). These MATCHES follow the same order as the Semifinal and Final rounds shown in Table 11-4.

Figure 11-6 Single-Day Event Playoff bracket



To create the 4 ALLIANCES, ALLIANCE selection proceeds in the same general fashion as described in [Section 11.7.1](#), however with only 4 ALLIANCE Leads instead of 8.

While each day is independent of the other days with regards to the ROBOT competition, judged awards span all days included in that event series (i.e. a team participating in the first day competes with teams participating in the second day for judged awards). All judging is conducted remotely, and full details are included in the [2022 Single-Day Event Plan](#).

## 11.8 Advancement Through the District Model

Teams advance through the season depending on the events at which they compete: Regional or District. This section details how District teams advance from District qualifying events, to their District Championship.

### 11.8.1 District Events

District teams are ranked throughout the season based on the points they earn at their first 2 home District events they attend, as well as at their District Championship. Points are awarded to teams as follows:

Table 11-5 District Point Assignment

Category	Points
<b>Qualification Round Performance</b>	$QualificationPoints(R, N, \alpha) = \left[ \operatorname{InvERF} \left( \frac{N - 2R + 2}{\alpha N} \right) \left( \frac{10}{\operatorname{InvERF} \left( \frac{1}{\alpha} \right)} \right) + 12 \right]$ <p>(For a typically sized District event, this will result in a minimum of 4 points being awarded for Qualification round performance. For events of all sizes, a maximum of 22 points will be awarded.)</p>
<b>ALLIANCE CAPTAINS</b>	<p>Equal to 17 minus the ALLIANCE CAPTAIN number (e.g. 14 points for ALLIANCE #3 Captain)</p> <p>For Single-Day Events, ALLIANCE CAPTAINS #1, 2, 3, and 4 receive 16, 14, 12, and 10 points respectively.</p>
<b>Draft Order Acceptance</b>	<p>Equal to 17 minus the Draft Order Acceptance Number (e.g. 12 points for the team that is fifth to accept an invitation)</p> <p>For Single-Day Events, first through eighth picks receive 16, 14, 12, 10, 8, 6, 4, and 2 points respectively.</p>
<b>Playoff Advancement</b>	<p>Points awarded based on team participation in individual playoff rounds, and whether or not the ALLIANCE advances. See <a href="#">Section 11.8.1.3</a> for details.</p>
<b>Judged Team Awards</b>	<p>10 points for Chairman’s Award</p> <p>8 points each for Engineering Inspiration and Rookie All Star Awards</p> <p>5 points each for all other judged team awards</p>
<b>Team Age</b>	<p>10 points for 2021 and 2022 rookie teams</p> <p>5 points for 2020 rookie teams</p>
<b>Back-to-Back Play</b>	<p>2 points for teams playing 2 Single-Day Events on 1 weekend, provided the 2 events are the team’s first 2 events</p>

Points earned at District Championships are multiplied by 3 and then added to points earned at District events, to determine the final season point total for the team.

If there is a tie in the season point total between teams, those items are broken using the following sorting criteria:

Table 11-6 District team sort criteria

Order Sort	Criteria
1 <sup>st</sup>	Total Playoff Round Performance Points
2 <sup>nd</sup>	Best Playoff Round Finish at a single event
3 <sup>rd</sup>	Total ALLIANCE Selection Results Points
4 <sup>th</sup>	Highest Qualification Round Seed or Draft Order Acceptance (i.e. Highest ALLIANCE Selection points at a single event)
5 <sup>th</sup>	Total Qualification Round Performance Points
6 <sup>th</sup>	Highest Individual MATCH Score, regardless of whether that score occurred in a Qualification or Playoff MATCH
7 <sup>th</sup>	Second highest Individual MATCH Score, regardless of whether that score occurred in a Qualification or Playoff MATCH
8 <sup>th</sup>	Third highest Individual MATCH Score, regardless of whether that score occurred in a Qualification or Playoff MATCH
9 <sup>th</sup>	Random Selection

### 11.8.1.1 Qualification Round Performance

The calculation of Qualification performance points is done using the equation (an inverse error function) in Table 11-5. The equation utilizes the following variables:

- R – the qualification rank of the team at the event at the conclusion of Qualification MATCHES (as reported by FMS)
- N – the number of FIRST Robotics Competition teams participating in the Qualification rounds at the event
- Alpha ( $\alpha$ ) – a static value (1.07) used to standardize the distribution of points at events

This formula generates an approximately normal distribution of Qualification Round Performance points at an event, based on rank, with most teams getting a moderate number of points, and fewer teams getting the highest or lowest numbers of points available.

Table 11-7 displays sample Qualification Round Performance points for variously ranked teams at a 40-team event. The system will automatically generate the appropriate points for each team based on their rank and the number of teams at the event.

Table 11-7 Sample Qualification Round point assignments

<b>Rank</b>	1	2	3	4	...	19	20	21	...	37	38	39	40
<b>Points</b>	22	21	20	19	...	13	13	12	...	6	6	5	4

### 11.8.1.2 ALLIANCE Selection Results

This attribute measures both individual team qualification round seeding performance and recognition by peers.

ALLIANCE CAPTAINS are recognized based on their qualification round seeding rank. This rank is a result of the rules of the game, which typically incorporate several team performance attributes, and are designed to eliminate ties in rank. Non-ALLIANCE CAPTAINS are rewarded based on peer recognition. To be invited to join an ALLIANCE, a team's peers have decided that the team has attributes that are desirable. Giving points for ALLIANCE selection also supports come-from-behind teams. A team taking several MATCHES to optimize their performance may be recognized as a late bloomer by a top seeded team, even if that performance isn't reflected in the rankings because of poor performance in early MATCHES. These points also have the potential to recognize teams employing a minority strategy with their ROBOT. Teams with unique or divergent ROBOT capabilities that complement the strengths of other ALLIANCE members may be selected to fill a strategic niche.

Note also that ALLIANCE CAPTAINS are given the same number of points as the team drafted in the same sequence. For example, the third ALLIANCE CAPTAIN gets the same number of points as the third draft. Numerical analysis supports the idea that ALLIANCE CAPTAINS are about as strong in ROBOT performance as equivalently drafted teams. As an additional minor benefit, awarding the same points for ALLIANCE CAPTAINS and equivalent drafts lubricates the acceptance of draft offers between ALLIANCE CAPTAINS, which gives teams out of the top 8 (or 4, if a Single-Day Event) the chance to experience being ALLIANCE CAPTAINS themselves.

#### 11.8.1.3 *Playoff Round Performance*

This attribute measures team performance as part of an ALLIANCE.

All teams on the ALLIANCE winning a particular playoff series, who participate in MATCHES with their ROBOTS, receive 5 points per MATCH won. In most cases, teams receive 10 points at each of the Quarterfinal, Semifinal, and Final levels, unless a BACKUP ROBOT is called in to play. For Single-Day Events, there is no Quarterfinal level so teams can receive up to 20 points for winning at the Semifinal and Final levels.

#### 11.8.1.4 *Awards*

This attribute measures team performance with respect to team awards judged at the event.

The points earned for team awards in this system are not intended to capture the full value of the award to the team winning the award, or to represent the full value of the award to *FIRST*. In many ways, the team's experience in being selected for awards, especially the Chairman's Award, the Engineering Inspiration Award, and the Rookie All Star Award (which is optional for District Championship events), is beyond measure, and could not be fully captured in its entirety by any points-based system. Points are being assigned to awards in this system only to help teams recognize that *FIRST* continues to be "More than Robots<sup>SM</sup>," with the emphasis on our cultural awards, and to assist in elevating award-winning teams above non-award-winning teams in the ranking system.

Teams only get points for team awards judged at the event. If an award is not judged (e.g. Rookie Highest Seed), is not for a team (e.g. the Dean's List Award) or is not judged at the event (e.g. Safety Animation Award, sponsored by UL), no points are earned.

#### 11.8.1.5 *Team Age*

This attribute recognizes the difficulty in being a rookie or relatively new team.

Points are awarded to 2020, 2021, and 2022 rookie teams in recognition of the unique challenges teams face in those early years, and to increase the chance that they will make it to the District Championship to compete with their ROBOTS. Like our dedicated Rookie awards, these additional points are intended to recognize and motivate newer participants in *FIRST* Robotics Competition. These points are awarded

once at the beginning of the season. Rookie year is calculated based on the year in which *FIRST* recognizes the team as a rookie.

The assignment of Team Age points is different in 2022 from previous seasons. Please see this [blog post](#) for additional information.

### 11.8.1.6 Regional Participation

District teams do not earn points for their actions at any Regionals they may attend, nor are eligible for *FIRST* Championship qualifying judged awards at those events. However, if a District team does earn a slot at the *FIRST* Championship while attending a Regional event, that slot does count as part of the total Championship allocation the District is receiving for the season.

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## 11.8.2 District Championship Eligibility

A team competing in a District qualifies for their District Championship by meeting 1 of the following criteria:

- A. District Chairman’s Award Winner,
- B. District Ranking (based on total points earned at their first 2 home District events as detailed in District Events),

Teams do not earn points at third or subsequent District events, nor at any inter-district or Regional events at which they compete during the season.  
If a team declines an invitation to the District Championship, the next highest uninvited team on the list is invited, and so on, until the event capacity is filled.

- C. District Engineering Inspiration winner (qualifies to compete for the award only), and
- D. District Rookie All Star winner (qualifies to compete for the award only).

The capacity of each District Championship is shown in Table 11-8. Each District determines the number of teams that qualify for their District Championship. These limits are based on factors including but not limited to the total number of teams in the District, available venue capacity, etc.

*Table 11-8 2022 District Championship Capacities*

District Championship	Capacity
<b>FIRST Chesapeake District Championship</b>	60
<b>FIRST Israel District Championship</b>	40
<b>FIRST Mid-Atlantic District Championship</b>	60
<b>FIRST North Carolina State Championship</b>	32
<b>FIRST Ontario Provincial Championship</b>	80
<b>FIRST in Texas District Championship</b>	80
<b>Indiana State Championship</b>	32
<b>Michigan State Championship</b>	160
<b>New England District Championship</b>	80

District Championship	Capacity
Pacific Northwest District Championship	50
Peachtree District State Championship	32

### 11.8.3 District Championships with Multiple Divisions

Some District Championships have a sufficient number of teams to justify using more than 1 division. Teams are assigned divisions by *FIRST* using a process developed by *FIRST* in Michigan.

The process employs a “brute force iterative randomizer” and is executed as follows:

1. The district team list is sorted in order of cumulative district points earned as described in District Events.
2. The list is divided into quartiles based on rank (e.g. the first quartile has the top 25% ranked teams).
3. Division assignments are randomly generated using equal contribution from each quartile.
4. 3 criteria are calculated for each division:
  - a. average strength: the arithmetic mean of the district point values of teams in a division
  - b. distribution of strength: the Signal to Noise Ratio (SNR) of the district point values of teams in a division. SNR is calculated as follows:

$$SNR = 10 \left( \log \frac{\bar{x}^2}{\sigma^2} \right)$$

$\bar{x}$  = arithmetic mean of the district points in a division

$\sigma$  = standard deviation of the district points in a division

- c. distribution of strength for “top” teams: The SNR of the district point values of teams in the first quartile of a division
5. The 3 criteria for each division are compared to the other division(s). If the difference between the division’s value and any other division’s value exceeds the limits in Table 11-9, the criteria is not met.

Table 11-9 District Championship division Evaluation Limits

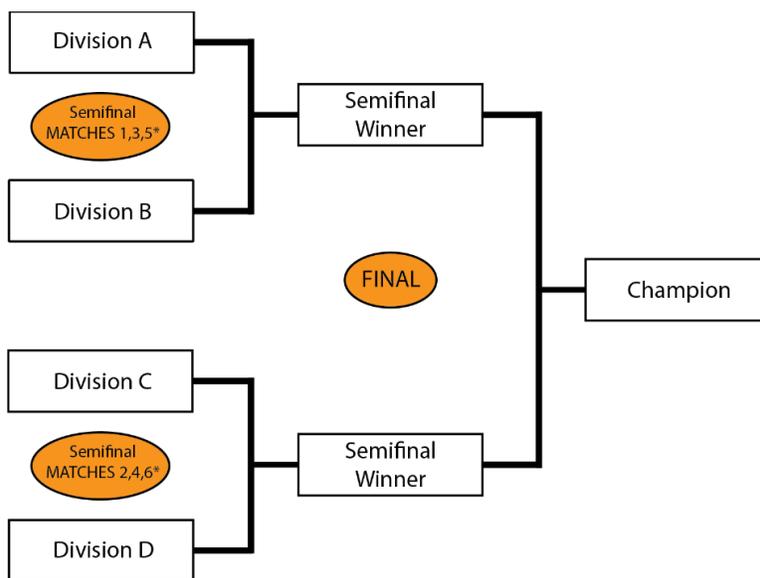
	2 divisions	4 divisions
Average strength	1	2
Distribution of strength	1	2.5
Distribution of strength for “top” teams	1.5	2

6. If all 3 criteria met, event organizers publish the assignments. If any of the 3 criteria are not met, assignments are rejected, and the process returns to Step 3.

In these cases:

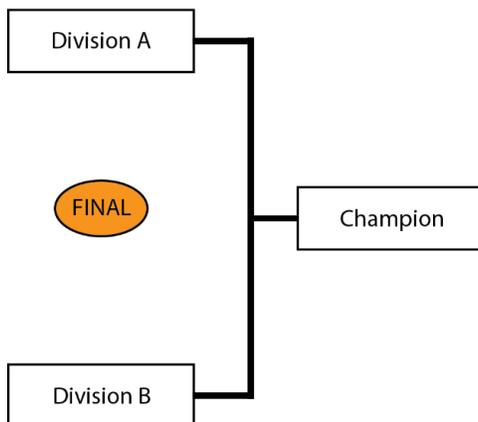
- Division winning ALLIANCES play each other in District Championship Playoffs, employing the bracket below that corresponds to their District, until a winning ALLIANCE for the event is determined.

Figure 11-7 4 division District Championship Playoff Bracket



\*If necessary

Figure 11-8 2 division District Championship Playoff Bracket



- Teams participating in District Championship Playoffs earn Playoff round performance District points as described in Playoff Round Performance.
- If an ALLIANCE in a District Championship Playoff has not yet adopted a BACKUP ROBOT per BACKUP TEAMS, the ALLIANCE CAPTAIN may bring in only the highest seeded team from their division’s pool of available teams to join its ALLIANCE.

## 11.9 FIRST Championship: Additions and Exceptions

At the 2022 FIRST Championship, teams are split into 6 divisions. The process used to assign teams to their division is as follows:

1. Rookies are assigned randomly, team by team, sequentially to divisions (i.e. a team in Division 1, a team in Division 2, a team in Division 3, a team in Division 4, a team in Division 5, a team in Division 6, then back to Division 1 again, until Rookies are all assigned to a division).
2. Step 1 is repeated with veteran teams.

Each division plays a standard tournament as described in Qualification MATCHES and Playoff MATCHES to produce the division Champions. Those 6 division Champions proceed to the Championship Playoffs, on the Einstein FIELDS, to determine the 2022 *FIRST* Robotics Competition Championship Winners, per *FIRST* Championship Playoffs.

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### 11.9.1 Advancement to the *FIRST* Championship

Details on how teams earn eligibility to attend the *FIRST* Championship are posted on the [FIRST Championship eligibility webpage](#).

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### 11.9.2 4 ROBOT ALLIANCES

There is no provision for BACKUP TEAMS at the *FIRST* Championship.

Instead, before each division Playoff Tournament, ALLIANCES are selected per the process as described in [Section 11.7.1 ALLIANCE Selection Process](#), however the process continues with a third round of selection as follows.

**Round 3:** The same method is used for each ALLIANCE CAPTAIN'S third choice except the selection order is reversed again, with ALLIANCE 1 picking first and ALLIANCE 8 picking last. This process results in 8 ALLIANCES of 4 teams each.

ALLIANCES may start with any 3 of the 4 ROBOTS on their ALLIANCE during division Playoff MATCHES and during the Championship Playoffs. The list of 3 teams participating in the MATCH and their selected DRIVER STATIONS is called the LINEUP. A single representative from the team not on the LINEUP is allowed as a sixteenth ALLIANCE member. This additional representative may only serve in an advisory role and will be considered a COACH (e.g. can't be a HUMAN PLAYER).

The LINEUP is kept confidential until the FIELD is set for the MATCH, at which point each ALLIANCE'S LINEUP appears on the Team Signs.

If an ALLIANCE does not submit a LINEUP for their first of the division Playoffs or the Championship Playoffs within 2 minutes before the scheduled MATCH time, the LINEUP is the ALLIANCE Lead, first ALLIANCE selection, and second ALLIANCE selection. If any of these 3 ROBOTS are unable to play, the ALLIANCE must play the MATCH with only 2 (or even 1) ROBOT(S).

If an ALLIANCE would like to change their LINEUP after their first division Playoff or Championship Playoff MATCH, the ALLIANCE CAPTAIN must report the LINEUP to the Head REFEREE, or their designee, in writing prior to end of the preceding MATCH (e.g. the LINEUPS for Quarterfinal 2 must be submitted before the end of Quarterfinal 1). If the Head REFEREE is busy and there is no designee defined, the ALLIANCE CAPTAIN waits in the question box to report the LINEUP.

Once the LINEUP is declared, it cannot be changed unless there is a team or FIELD TIMEOUT. If there is a TIMEOUT, the ALLIANCE CAPTAIN may submit a different LINEUP, but must do so while there are still more than 2 minutes remaining in the TIMEOUT.

Example: 4 teams, A, B, C and D, form an ALLIANCE going into the Playoff MATCHES on their division FIELD. During 1 of the Playoff MATCHES, Team C's ROBOT becomes inoperable. The ALLIANCE decides to bring in Team D to replace Team C. Team C repairs their ROBOT and may play in any subsequent Playoff MATCHES replacing Team A, B, or D. All 4 ALLIANCE members are also eligible to play MATCHES during the Championship Playoffs should the ALLIANCE win the division Tournament.

If a MATCH must be replayed due to an ARENA FAULT, the LINEUP for the replayed MATCH is the same as the original MATCH. The sole exception is if the ARENA FAULT rendered a ROBOT inoperable, in which case the LINEUP can be changed.

### 11.9.3 FIRST Championship Pit Crews

FIRST distributes buttons to the ALLIANCE CAPTAINS during the ALLIANCE CAPTAIN meeting, which takes place on the division FIELDS. These buttons provide the necessary access to the ARENA for pit crew members.

**T901 \*Wear your buttons.** Only team members wearing proper buttons are allowed on the ARENA floor during division and Playoff MATCHES.

*Violation: MATCH won't start until the situation is corrected. Those not displaying identification must leave the ARENA.*

Teams should assume they may be chosen for an ALLIANCE and think about the logistics of button distribution and set a plan prior to the ALLIANCE selection process. It is each ALLIANCE CAPTAIN'S responsibility to distribute buttons to their pit crew members.

### 11.9.4 FIRST Championship Playoffs

The 6 division Champions play a round-robin style tournament to determine the 2022 FIRST Robotics Competition Champions. In this format, each division Champion plays 1 MATCH against each of the other division Champions. The order of MATCHES is shown in Table 11-10.

Table 11-10 FIRST Championship MATCH order

Round	MATCH	Mass		Energy	
		Red	Blue	Red	Blue
1	1	Carver	Turing		
	2			Galileo	Roebing
	3	Hopper	Newton		
2	4			Carver	Roebing
	5	Turing	Newton		
	6			Galileo	Hopper
3	7	Carver	Newton		
	8			Roebing	Hopper
	9	Turing	Galileo		
4	10			Hopper	Carver
	11	Newton	Galileo		
	12			Roebing	Turing
5	13	Galileo	Carver		
	14			Hopper	Turing
	15	Newton	Roebing		

In the Championship Playoffs, ALLIANCES do not earn Ranking Points; they earn Championship Points. Championship Points are units credited to an ALLIANCE based on their performance in each MATCH and are awarded at the completion of each Round Robin tournament MATCH.

- A. The winning ALLIANCE receives 2 Championship Points.
- B. The losing ALLIANCE receives 0 Championship Points.
- C. In the event of a tied score, each ALLIANCE receives 1 Championship Point.

Exceptions to A-C are as follows:

- D. A DISQUALIFIED team, as determined by the Head REFEREE, causes their ALLIANCE to receive 0 Championship points.

The total number of Championship Points earned by a team throughout the round robin MATCHES divided by the number of round robin MATCHES in which they've been scheduled is their Championship Score (CS).

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

*Table 11-11 Einstein Tournament Ranking Criteria*

Order Sort	Criteria
1 <sup>st</sup>	Championship Score
2 <sup>nd</sup>	Average ALLIANCE HANGAR points
3 <sup>rd</sup>	Average ALLIANCE TAXI + AUTO CARGO points
4 <sup>th</sup>	Average ALLIANCE MATCH points, including FOULS
5 <sup>th</sup>	If tie affects which ALLIANCES advance to Playoffs, a tiebreaker MATCH is played between the affected ALLIANCES.  If tie is between ALLIANCES advancing to Playoffs, FMS randomly seeds tied ALLIANCES to determine ALLIANCE color.

The 2 ALLIANCES with the highest Championship Scores at the conclusion of the round robin tournament advance to the Einstein Finals. In the Einstein Finals, ALLIANCES do not earn points, they earn a Win, Loss or Tie. The first ALLIANCE to win 2 MATCHES is declared the 2022 FIRST Robotics Competition Champions.

During the Einstein Finals, if the MATCH score of each ALLIANCE is equal, the MATCH is replayed. In this circumstance, the LINEUP may be changed.

### 11.9.5 FIRST Championship TIMEOUTS

There are no TIMEOUTS for teams in the Einstein tournament.

