

Team Update 17

GENERAL

FIRST Championship Eligibility

The [FIRST Championship Eligibility webpage](#) has been updated as follows:

Pre-Qualifying Teams

Hall of Fame teams that earned their FIRST Championship Chairman's Award in the last ten years are **were invited to be** pre-qualified teams. This list ~~includes~~ **included** FRC Teams 27, 503, 597, 987, 1114, 1311, 1538, 1816, 1902, 2614, 2834, 3132, and 4613. If one of these teams ~~is not able to attend~~ **declined Pre-Qualified status**, another Hall of Fame team ~~may be~~ **was** selected by the Hall of Fame group as a replacement. **The final list of Pre-Qualified Hall of Fame teams is 27, 254, 341, 359, 365, 597, 503 (team number typo corrected Mar. 16, 2022), 987, 1538, 1816, 1902, 2614, and 2834.**

Wild Cards

If a team at a Regional earned a FIRST Championship spot prior to the Regional and then wins the Chairman's Award, Engineering Inspiration Award, or is the Winning Alliance's Captain or 1st Pick at that Regional or is already a Pre-Qualifying team, it generates a Wild Card, i.e. a FIRST Championship Merit-Based slot that is offered to another team. Teams that receive a FIRST Championship slot via a Priority or Open Waitlist do not generate Wild Cards.

Any team earning 2 qualifying spots at a single Regional generates 1 Wild Card.

Priority Waitlist

The process and selection criteria for pulling from the Priority Waitlist are ~~to be determined~~ described in [this Feb 16, 2022 blog](#).

Remote Judging Plans

The [list of events that have opted for remote interviews](#) no longer includes the [Minnesota North Star Regional](#) (though it is still [hosting remote Dean's List interviews](#)).

SECTION 6.4.1 POINT VALUES

A ROBOT may only earn points for a single RUNG. To qualify for HANGAR points from a given RUNG, a ROBOT may only be contacting:

- RUNG(S) at that level or higher (i.e. the level is determined by the lowest RUNG with which a ROBOT is in contact),
- truss structure,
- LAUNCH PADS,
- the ALLIANCE WALL,
- CARGO,
- guardrails,
- an opponent ROBOT, and/or
- another ROBOT qualified for any HANGAR points, **including those awarded per violation of G208.**

SECTION 8.3 BEFORE/AFTER THE MATCH

H301 *Be prompt/safe when coming to and going from the FIELD. DRIVE TEAMS may not cause significant or multiple delays during the event to the start of a MATCH, the FIELD reset after a MATCH, or continuation of MATCHES after a TIMEOUT.

Violation: If prior to the MATCH, the offending DRIVE TEAM'S ROBOT will be DISABLED. If after the MATCH, YELLOW CARD.

DRIVE TEAMS are expected to stage their ROBOTS for a MATCH, and remove it from the FIELD afterwards, safely and swiftly. Examples of violations include, but are not limited to:

- late arrival to the FIELD (including across different MATCHES and after a FIELD or ALLIANCE TIMEOUT),
- failing to exit the FIELD once a MATCH is ready to begin (indicated by the green LEDs having turned off),
- installing BUMPERS, charging pneumatic systems, or any other ROBOT maintenance once on the FIELD,
- time-consuming** use of alignment devices that are external to the ROBOT (e.g. a DRIVE TEAM could bring and use a measuring tape, as long as there is no delay to the MATCH by doing so), and
- failing to remove OPERATOR CONSOLES from the DRIVER STATIONS in a timely manner.

At the conclusion of a TIMEOUT, ROBOTS are expected to be staged on the FIELD prior to the timer displaying 0 and ready for the MATCH to start.

There are no rules that prohibit use of hand tools (including battery operated tools) while setting up and/or removing ROBOTS from the FIELD provided they do not cause significant delay or cause safety concerns.

SECTION 11.2.1 YELLOW AND RED CARDS

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.

SECTION 11.3 MATCH REPLAYS

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.

SECTION 11.7.6 SMALL EVENT EXCEPTIONS

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.