

Team Update 19

SECTION 11.3 MATCH REPLAYS

All reasonable effort is made to create the same conditions when replaying a MATCH caused by an ARENA FAULT or FIELD damage.

SECTION 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 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

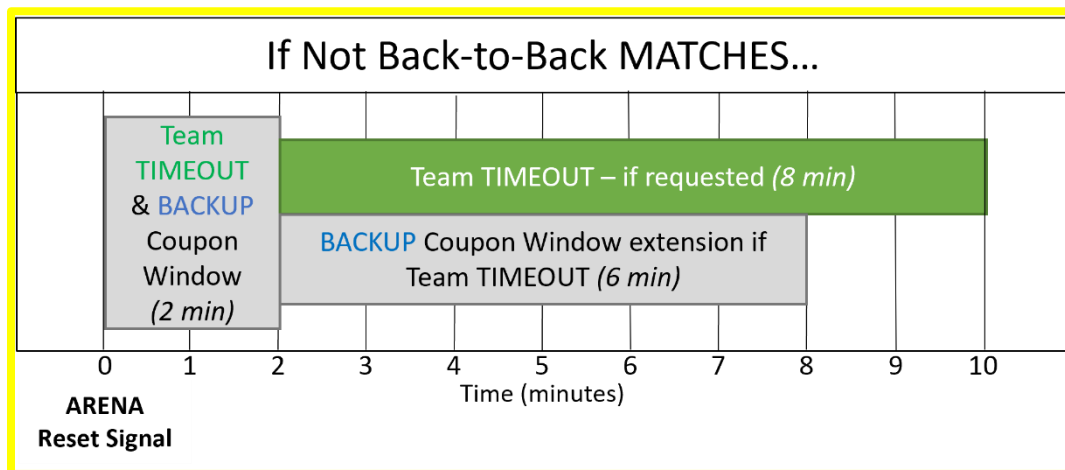
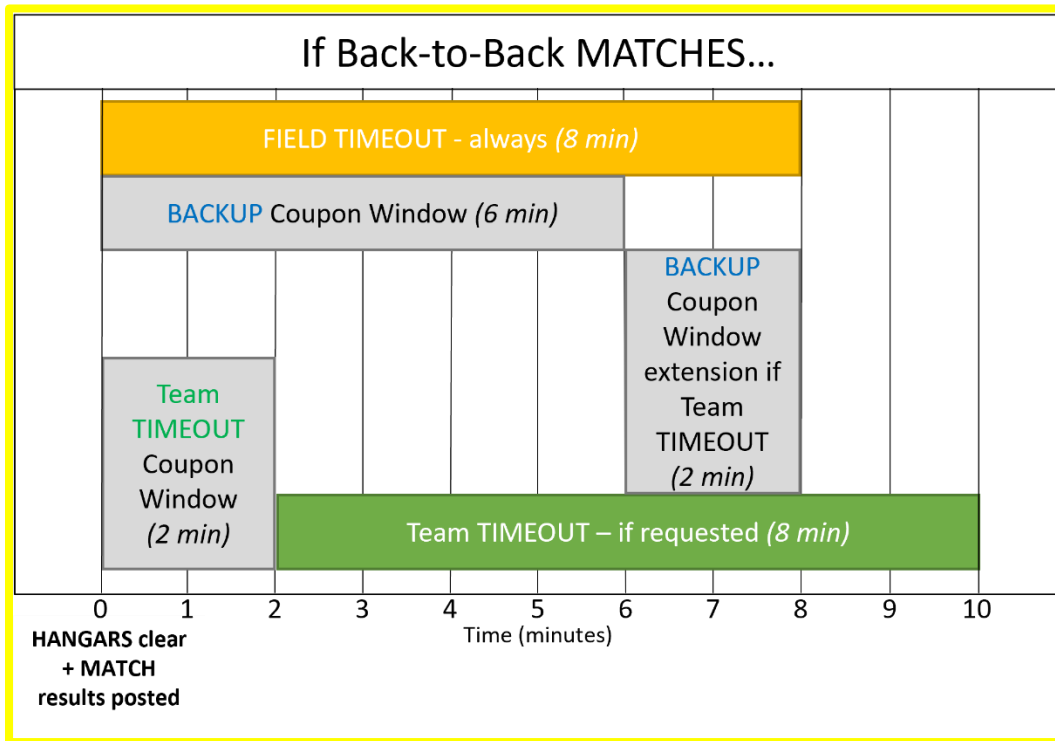


Figure 11-5 TIMEOUT and BACKUP Coupon timeline if teams in back-to-back MATCHES



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 will begin 2 minutes after the ARENA reset signal (i.e. at the end of the Team TIMEOUT Coupon Window depicted in Figure 11-4 and Figure 11-5.)

There are no cascading TIMEOUTS. If an ALLIANCE calls a TIMEOUT during a FIELD TIMEOUT, the FIELD TIMEOUT will expire 2 minutes after the ARENA reset signal 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 ARENA reset signal HANGARS being clear and the MATCH results being posted preceding their MATCH, per T701.

SECTION 11.8.2 DISTRICT CHAMPIONSHIP ELIGIBILITY

Table 11-8 2022 District Championship Capacities

District Championship	Capacity
FIRST Israel District Championship	36 40

SECTION 12 GLOSSARY

Term	Definition
TIMEOUT	a period of up to 6 8 minutes between MATCHES which is used to pause Playoff MATCH progression