

# Team Update 14

## General

The [2023-PlayoffAllianceCommunication.pdf](#) is used to summarize important Playoff Tournament information for participating DRIVE TEAMS soon after ALLIANCE pairing is complete. Paper copies are distributed to Playoff teams at events. It is now posted in the “Additional Season Materials” section of the [Game & Season Materials webpage](#).

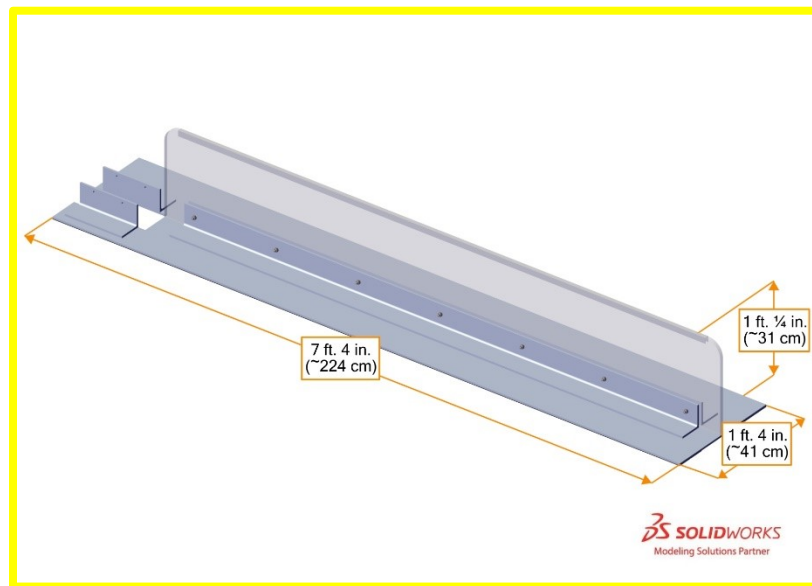
## Section 1.10 Question and Answer System

- a. Questions from “FRC  $\Theta$  99999” represent content asked by key volunteers (e.g., REFEREES, INSPECTORS, etc.), answered by FIRST, and are considered relevant to teams.

## Section 5.3 BARRIER

All related assets (additional applicable manual images, official field drawings & CAD models, etc.) are updated to reflect the addition of white tape described in Section 5.3.

Figure 5-8: BARRIER



A BARRIER is a 7 ft. 4 in. (~224 cm) long assembly that separates each COMMUNITY from its adjacent LOADING ZONE. The BARRIER has a base that is 1 ft. 4 in. (~41 cm) wide and 1/4 in. (~6 mm) tall. The base supports a 1/2 in. (~13 mm) thick, 1 ft. 1/4 in. (~31 cm) tall polycarbonate wall. **A strip of white tape traces the top of the BARRIER plastic as shown in Figure 5-8.**

## Section 8.3 Before/After the MATCH

**H301 \*Be prompt.** DRIVE TEAMS may not cause significant delays to the start of their MATCH. Causing a significant delay requires both of the following to be true:

- A. The expected MATCH start time has passed, and

Event volunteers communicate schedule delays with teams to the best of their ability. The Pit Display (which is typically located near the Pit Administration desk) shows any event timing delay. Announcements on the FIELD and in the pits also provide information on delays, and any team uncertain of when to queue for a MATCH should communicate with queuing volunteers.

During Qualification MATCHES, the expected start time of the MATCH is the time indicated on the MATCH schedule or ~4 minutes from the end of the previous MATCH (which is reflected on the schedule on the Pit Display), whichever is later.

During Playoff MATCHES, the expected start time of the MATCH is the time indicated on the MATCH schedule or 15 minutes from either ALLIANCE'S previous MATCH, whichever is later.

- B. The DRIVE TEAM **has access to the FIELD and** is neither MATCH ready nor making a good faith effort, as perceived by the Head REFEREE, to quickly become MATCH ready.

Teams that have violated [H305](#) or have 1 DRIVE TEAM member present and have informed event staff that their ROBOT will not be participating in the MATCH are considered MATCH ready and not in violation of this rule.

*Violation: Verbal warning, or if a subsequent violation within the tournament phase (i.e. Qualifications or Playoffs), TECH FOUL applied to their upcoming MATCH. If the DRIVE TEAM is not MATCH ready within 2 minutes of the verbal warning/TECH FOUL and the Head REFEREE perceives no good faith effort by the DRIVE TEAM to quickly become MATCH ready, DISABLED.*

## Section 11.8.1.3 Playoff ~~Round~~ Performance

Note that the phrase "Playoff Round Performance" is replaced by "Playoff Performance" throughout the manual to avoid confusion with "rounds" used to describe Playoff tournament phases.

Table 11-8 District Playoff ~~Round~~ Performance

ALLIANCE Finish	ALLIANCE Advancement Points
Winner	30
Finalist	20
3 <sup>rd</sup> Place (loser of MATCH 13)	13
4 <sup>th</sup> Place (loser of MATCH 12)	7

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In most cases, unless a BACKUP is recruited, a team plays in 100% of the Playoff MATCHES won by their ALLIANCE, thus their Playoff Round Performance points simply equals their ALLIANCE Advancement points. If a team does not play 100% of the Playoff MATCHES won by their ALLIANCE, their Playoff Round Performance points equals their ALLIANCE Advancement points multiplied by the percentage of Playoff MATCHES won by their ALLIANCE in which that team was a participant. For example, if Team X's ALLIANCE wins the event, but Team X only played in 4 of the 5 Playoff MATCHES won by their ALLIANCE, Team X's Playoff Round Performance points are  $30 \times (4/5) = 24$  points. **If the result is not a whole number, the value is rounded up to the nearest integer.**