Welcome to the Playoff Tournament!

General

- **Alliance Captain** = 1 Drive Team Student from the Alliance Captain team
  - **wears** an armband or other marker
  - Markers **can transfer** to another student on that drive team.
  - Markers must be worn/**easily visible** while the alliance is in the tournament.
- **Yellow Cards** from Qualification Matches are **cleared**.
- **Verbal warnings** from before the Playoff tournament **persist (except G301)**.
- **New cards** apply to the **entire Alliance** and **persist** through the Playoffs.
  - If an Alliance gets a Red Card, directly or via 2 Yellow Cards, the Alliance is Disqualified for the Match.
- Each team may have **3 additional team members** in the Arena ("Pit Crew").
  - does not guarantee that a team can relocate their pit; the Lead Queuer can provide guidance.
  - **Drive Team/Pit Crew** are the only ones who can **work on the Robot** in the Arena,
  - **Pit Crew/Media may not interact** with Drive Team members during their Match.
- A team's **Alliance color may change** as the Playoff tournament progresses; **be ready** with both bumper colors.
- **Work with the LRI before** making Robot **changes** to expedite any needed reinspection.
- If a Playoff Match must be replayed, it must be replayed before the next round begins.

LINEUPS

- Lineups are **due to the Head Referee 2 minutes before** the match (T609)
  - **If no/late lineup**, the alliance's **most recent** lineup is used.
  - **If no previous lineup**, the Alliance Lead is put in station 2,1st pick gets station 1, and 2nd pick gets station 3.
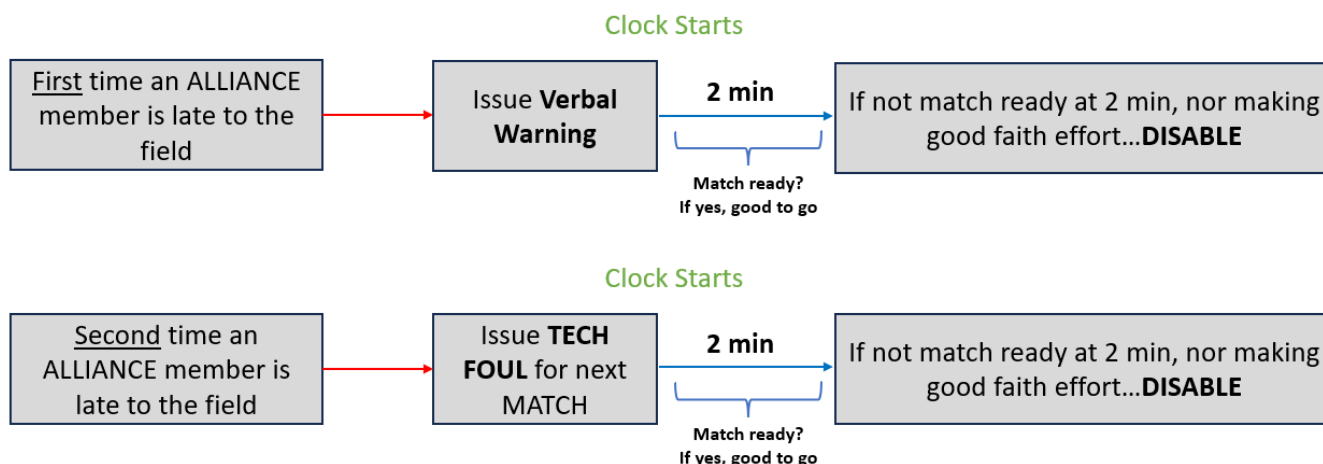
BACKUP TEAMS

- The next backup is the highest-seeded unselected team (you can't pick).
- A backup **can't be used** in the alliance's **first match** (T604)
- **Only captains** can **submit the coupon** (with the captain's initials & a circle around the team being replaced)
  - may submit **2 minutes before** their next match's expected start time
  - **once submitted**, the coupon is **not returned**.
- Once called, the **backup must** be in the alliance's **next lineup/match**. (T605)
- If an alliance has 4 teams, **someone** from the team not on the lineup **can be in the alliance area** as a coach (Section 10.6.4.1).

Questions? Head to the Question Box!

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How timing works in regard to G301:

Clock Starts

| First time an ALLIANCE member is late to the field | → | Issue **Verbal Warning** | 2 min → Match ready? If yes, good to go | If not match ready at 2 min, nor making good faith effort…**DISABLE** |

Clock Starts

| Second time an ALLIANCE member is late to the field | → | Issue **TECH FOUL** for next MATCH | 2 min → Match ready? If yes, good to go | If not match ready at 2 min, nor making good faith effort…**DISABLE** |

Good faith effort:

Examples of good faith efforts to quickly become MATCH ready include but are not limited to:

a. walking safely towards the FIELD with a ROBOT that a team is not actively modifying,
b. applying quick fixes such as tape or cable ties to make the ROBOT compliant with STARTING CONFIGURATION requirements,
c. waiting for an OPERATOR CONSOLE computer to boot, and
d. working with FIELD STAFF to get the ROBOT connected to the FIELD.

Examples that are not considered good faith efforts to quickly become MATCH ready include but are not limited to:

e. a ROBOT not moving to the FIELD,
f. a ROBOT moving to the FIELD but being actively modified while doing so,
g. a DRIVE TEAM member remaining on the FIELD once a MATCH is ready to begin (indicated by the green LEDs having turned off),
h. installing BUMPERS, charging pneumatic systems, or any other ROBOT maintenance not considered a quick fix as described in item b above once on the FIELD,
i. 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
j. repairs more substantial than those described in B.