

Section

4



The Tournament

4.1 Practice Rounds

Practice rounds will be held 1 day before the actual start of the competition. Each team will get an equal amount of practice rounds lasting 2 minutes each. Practice rounds will be done just like the real competition rounds. Teams are encouraged to take advantage of all the practice rounds available to them. If a team is unable to make it to a practice round, they will not be given extra ones.

4.2 Qualification Rounds

4.2.1 Schedule

The Qualifying Rounds mark the start of the Competition. After each match, the Playing Field is reset.

4.2.2 Match Assignments

Each team will have an opportunity to challenge each other team at least once. All teams should have an equal number of qualification rounds.

4.2.3 Match Qualification points & Ranking

At the end of all the qualification matches, each team's scores are averaged and their wins, loses, and ties are totaled up. Teams are ranked by total number of wins. If 2 or more teams have the same record, the team with the higher average score is ranked higher.

4.3 Elimination Matches

4.3.1 Match Assignments

The first ranked team will challenge the last rank team. The second ranked team will challenge the second to the last ranked team and so on. If there are an odd number of teams, the first rank team gets a bye.

4.3.2 The Matches

First team to win 2 matches advances to the next round.

4.4 Tournament Rules

<T01> Referees have authority during the competition. Their rulings are final!

<T02> Each team is allotted 1 timeout during Qualifying Rounds and 1 timeout during the Elimination Matches. Each timeout lasts for 5 minutes. If a team does not use a timeout during Qualifying Rounds, the timeout will not be carried over to the Elimination Matches.

<T03> Robots must be tethered while in the pit area unless there are enough frequencies for everyone to operate on without interference.