

Section  
**3**



# The Tournament

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# Section 3 – The Tournament

## 3.1 – Overview

The CREATE Junior game will be played in a tournament format. Each tournament will include *qualification and finals matches* with *practice matches* available at the tournament organizers discretion. The top teams, no fewer than four, with the highest cumulative qualifying scores will participate in the finals. The number of teams that advance to the finals matches is at the discretion of the event organizers.

## 3.2 – Tournament Definitions

*Team Captain* – A person chosen to represent their team.

*Crystal Assignment* – The designated radio frequency crystal that a team will use for a given match. These crystals will be provided to teams at the beginning of the day or before each match (if applicable and if crystals are used).

*Finals Match* – The last two matches which determine the tournament finalist and champions.

*Practice Match* – An un-scored match used to provide time for teams to get acquainted to the official playing field.

*Qualification Match* – A match used to determine the rankings for each team.

## 3.3 – Practice Matches

At the event, *Practice matches* may be played during the team registration time until the Drivers Meeting begins.

## 3.4 – Qualification Matches

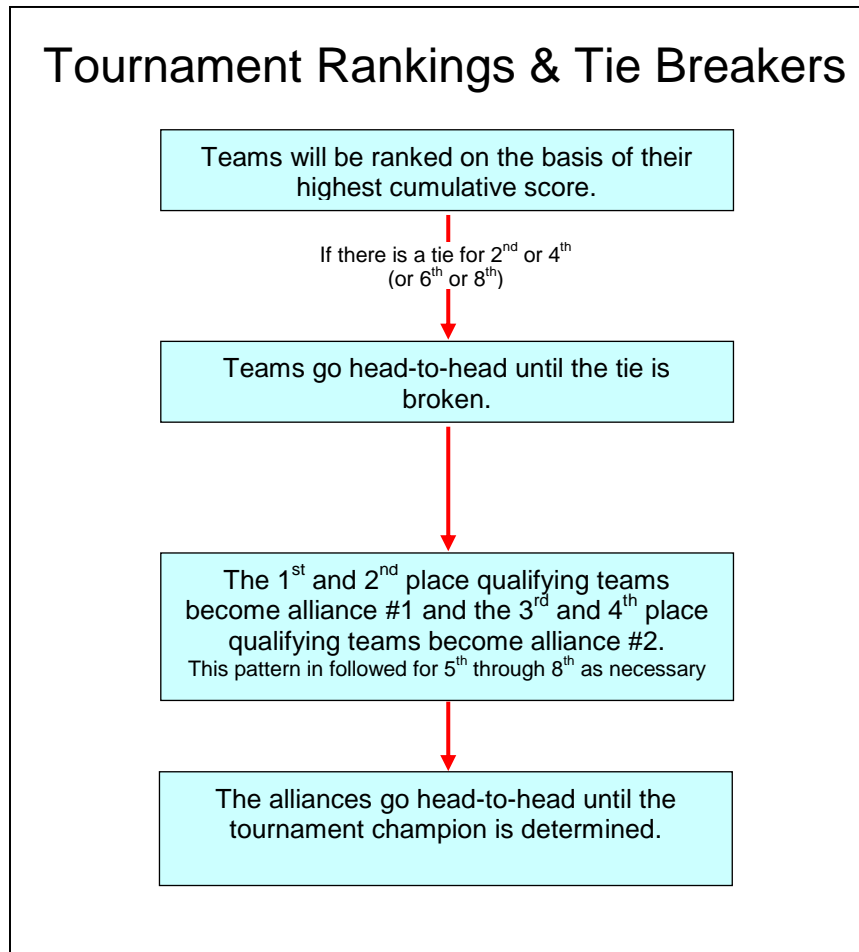
### 3.4.1 – Schedule

- The *qualification match* schedule will be available immediately after the driver's meeting.
- All teams will be **scored** on the same number of *qualification matches*.

### 3.4.2 – Qualifications/Finals

- After each match, rankings of all teams will be posted.
- There are three different size classifications of CREATE Junior tournaments. Tournaments with...
  - fewer than 16 teams have the top four teams advance to the finals.
  - between 17 and 24 teams have the top six teams advance to the finals (at the discretion of event organizers).
  - more than 24 teams have the top eight teams advance to the finals (at the discretion of event organizers).
- The alliances will be formed by consecutively ranked teams; 1<sup>st</sup> with 2<sup>nd</sup> and 3<sup>rd</sup> with 4<sup>th</sup> as necessary to create the final alliances.
- In the event of a tie for 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, or 8<sup>th</sup> place (depending on the tournament size), each team will take the field alone. The team with the higher single round score will receive the higher place.

- The alliances will go with the lower ranks alliances competing first. For example, in an 18 team tournament, the order would be 5<sup>th</sup> with 6<sup>th</sup> competing first, followed by 3<sup>rd</sup> and 4<sup>th</sup> and then 1<sup>st</sup> and 2<sup>nd</sup>.
- The alliance with the highest single round score will be the tournament champions.



## 3.5 – Tournament Rules

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

- The referees will not review any recorded replays.
- Any questions for the referees must be brought forward by a driver within the time period of two (2) matches.

<T02> The only people permitted by the playing field are the two drivers.

<T03> Each team will be allotted ONE time out of no more than three minutes. The timeout can only be called directly preceding a team's match and **cannot** be taken during a match. Time outs can only be taken during the finals of a tournament. The matches must progress according to schedule.

- If a robot cannot report for a match, at least one member of the team should report to the field for the match.