

Section  
**3**



# The Tournament

## Table of Contents

- Section 3 – The Tournament.....2
- 3.1 – Overview.....2
- 3.2 – Tournament Definitions.....2
- 3.3 – Practice Matches.....2
- 3.4 – Qualifying Matches.....2
  - 3.4.1 – Schedule.....2
  - 3.4.2 – Rankings.....2
- 3.6 – Tournament Rules.....3

# Section 3 – The Tournament

## 3.1 – Overview

The CREATE Junior game will be played in a tournament format. Each tournament will include *practice, qualification and finals matches*. Each team will be allowed multiple practice matches. Each team will be given a minimum of 6 *qualification matches*. The top four teams with the highest cumulative qualifying scores will participate in the finals.

## 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 before each match.

*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* will be played in the morning 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.
- The *qualification matches* will start after the last team interviews.
- All teams will be **scored** on the same number of *qualification matches* (minimum of 6).

### 3.4.2 – Qualifications/Finals

- After each match rankings of all teams will be posted.
- The top four teams advance to the finals. The 1<sup>st</sup> place qualifying team is allied with the 2<sup>nd</sup> place team to form the first alliance. The other alliance in the finals is made up the the 3<sup>rd</sup> and 4<sup>th</sup> place qualifiers. In the case of a tie for 2<sup>nd</sup> or 4<sup>th</sup> place each robot will take the field alone. The top scoring robot will receive the higher place. Once the alliances are determined each will have one last opportunity to score as many points as possible. The alliance with the highest score in their finals match will be the tournament champions.

## Tournament Rankings & Tie Breakers

Teams will be ranked on the basis of their highest cumulative score.

If there is a tie for 2<sup>nd</sup> or 4<sup>th</sup>

Teams go head-to-head until the tie is broken.

The 1<sup>st</sup> and 2<sup>nd</sup> place qualifying teams become alliance #1 and the 3<sup>rd</sup> and 4<sup>th</sup> place qualifying teams become alliance #2.

Alliance 1 and alliance 2 go head-to-head until the tournament champion is determined.

### 3.5 – Tournament Rules

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

- a. The referees will not review any recorded replays.
- b. 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 three drive team members. (Two drivers and one coach or observer.)

<T03> Each team will be allotted ONE time out of no more than three minutes. The matches must progress according to schedule.

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