



# 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 – Qualifications/Finals.....	2-3
3.5 – Tournament Rules.....	3

# Section 3 – The Tournament

## 3.1 – Overview

The CREATE Junior game will be played in a tournament format. Students as old as 6<sup>th</sup> grade are allowed to participate as well as younger students who are ready for this level of engineering challenge. Each tournament will include *qualification and finals matches* with *practice matches* available at the tournament organizers discretion. The top teams, no fewer than eight, 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.

*Finals Match* – The last two (or more at the discretion of the host) matches which determine the tournament finalist and champions.

*Practice Match* – An un-scored match used to provide time for teams to get acclimated 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.
- At the discretion of the event partner the lowest score for each team may be dropped in determining final rankings.
- There are three different size classifications of CREATE Junior tournaments. Tournaments with:
  - fewer than 16 teams have the top eight teams advance to the finals.
  - between 17 and 24 teams have the top twelve teams advance to the finals (at the discretion of event organizers).
  - more than 24 teams have the top sixteen teams advance to the finals (at the discretion of event organizers).
- The alliances will be formed by consecutively ranked teams; 1-4 in the top alliance, 5-8 in the next alliance and so on.
- In the event of a tie for the last qualifying spot another alliance will be added to the finals.

- The alliances will participate in the finals with the lowest ranked alliance competing first. For example, in an 18 team tournament, with 3 alliances in the finals, teams ranked 9<sup>th</sup>-12<sup>th</sup> would go first, followed by the alliance made up of the 5<sup>th</sup>-8<sup>th</sup> ranked teams. The last alliance to participate, the top seeded alliance would be made up of the 1<sup>st</sup>-4<sup>th</sup> ranked teams.
- The alliance with the highest single round score in the finals will be the tournament champions.

## 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 the two drivers.

**<T03>** Each team will be allotted ONE time out of no more than three minutes. The time out 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.

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