

# Post Week 1 NOTES from Emcee & GA call March 7, 2023

- Good sightlines, lots of movement across the field
- Endgame triple is common
- Review rules of docked and engaged
- Robots can be placed back on the field anytime during the three 8 minute breaks between Rounds or after the Awards are all presented during the 15 minute breaks
- Yellow cards and Red cards were given out for “intentional tipping”. It can be aggressive at mid-field
- Before starting the Finals, remind teams that there are more Awards to be presented after the final match. Also remind them before 2<sup>nd</sup> Finals match.
- Alliance Selection script has been updated to include a note about switching Captain students from a team- this needs to happen before the Head Ref meeting at conclusion of Alliance Selection
- Start Playoff intro on time. Game animation is optional and plays before the Playoff start time.
- Playoffs script- please use it to help your audience and teams navigate the Playoffs.
- A reminder that Awards scripts are printed from the Scorekeepers computer.
- review the tiebreaker rules (below)

## 11.7.2.1 Playoff MATCH ties

If final MATCH scores for both ALLIANCES are equal, the win is awarded to the ALLIANCE per criteria listed in Table 11-4.

Table 11-4 Playoff MATCH Tiebreaker Criteria

Order Sort	Criteria
1 <sup>st</sup>	Cumulative TECH FOUL points due to opponent rule violations
2 <sup>nd</sup>	ALLIANCE CHARGE STATION points
3 <sup>rd</sup>	ALLIANCE AUTO points
4 <sup>th</sup>	MATCH is replayed

## 11.7.2.2 Playoff Finals

Once a single ALLIANCE remains in each Upper and Lower bracket, those ALLIANCES proceed to the Finals round. The first ALLIANCE to win 2 MATCHES in the Finals becomes the event’s Champions.

If a Finals MATCH ends in a tie score, the tie is not broken using the criteria in Table 11-4, the MATCH remains a tie. In the case where an ALLIANCE hasn’t won 2 MATCHES after 3 MATCHES have been played (because of tied MATCHES), the Playoffs proceed with up to 3 additional Finals MATCHES, called Overtime MATCHES, until an ALLIANCE has won 2 Finals MATCHES. In the case where the Overtime



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MATCH scores for both ALLIANCES are equal, the win for that Overtime MATCH is awarded based on the criteria listed in Table 11-4.

If a Playoff MATCH needs to be replayed as described in [Section 11.3 MATCH Replays](#), teams are notified of when the replay will occur. A minimum 10-minute delay is provided for teams to reset their ROBOTS prior to the replay unless all teams are ready sooner. The affected MATCH must be replayed before the next round begins.