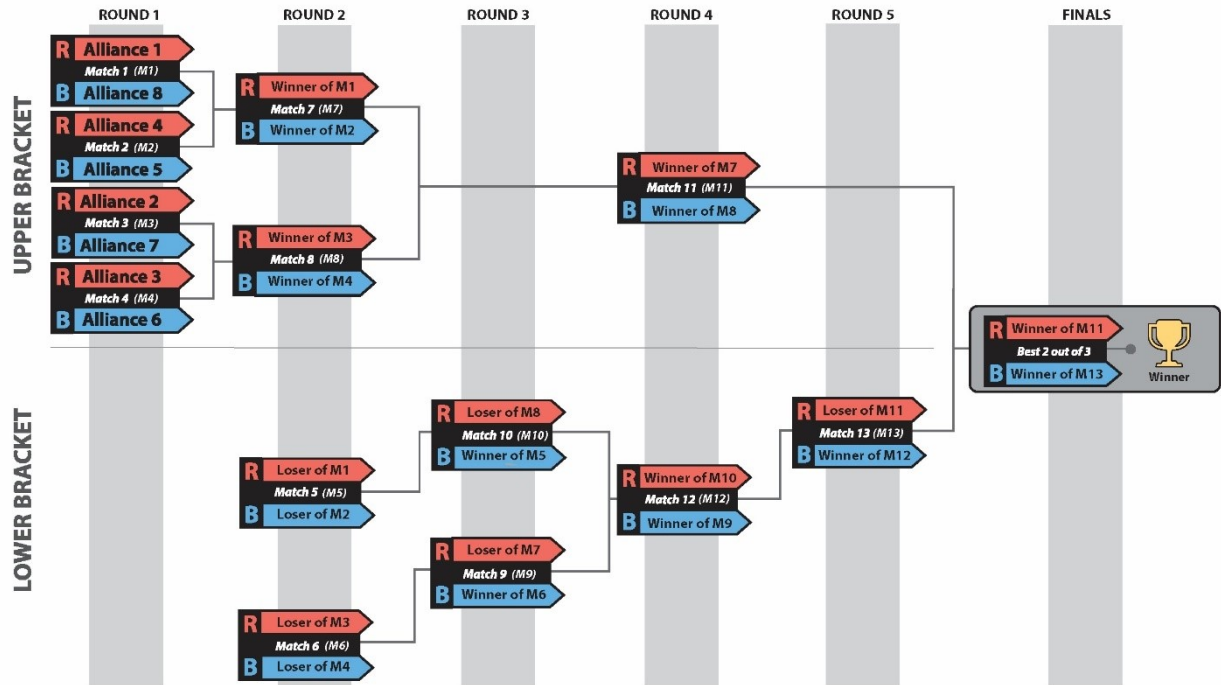


Figure 11-3 Playoff MATCH bracket (Red ALLIANCE tops each pairing)



As shown in Figure 11-3 and Table 11-3, Playoff MATCHES consist of 6 rounds with breaks between rounds and between the Finals MATCHES. Breaks begin after the FIELD has been cleared from the previous MATCH. The Blue and Red Gap columns indicate the approximate time between each ALLIANCE'S MATCHES. The expected start time of the MATCH is the time indicated on the MATCH schedule or 15 minutes from the end of either ALLIANCE'S previous MATCH, whichever is later.

Table 11-3 Typical Playoff MATCH Schedule

MATCH	Blue	Red	Blue Gap (minutes)	Red Gap (minutes)	Winner moves to	Loser moves to
Upper Bracket – Round 1 – MATCH 1	ALLIANCE 8	ALLIANCE 1			Red – MATCH 7	Red – MATCH 5
Upper Bracket – Round 1 – MATCH 2	ALLIANCE 5	ALLIANCE 4			Blue – MATCH 7	Blue – MATCH 5
Upper Bracket – Round 1 – MATCH 3	ALLIANCE 7	ALLIANCE 2			Red – MATCH 8	Red – MATCH 6
Upper Bracket – Round 1 – MATCH 4	ALLIANCE 6	ALLIANCE 3			Blue – MATCH 8	Blue – MATCH 6
8-minute Break						
Lower Bracket – Round 2 – MATCH 5	Loser of MATCH 2	Loser of MATCH 1	24m	31m	Blue – MATCH 10	
Lower Bracket – Round 2 - MATCH 6	Loser of MATCH 4	Loser of MATCH 3	17m	24m	Blue – MATCH 9	
Upper Bracket – Round 2 - MATCH 7	Winner of MATCH 2	Winner of MATCH 1	38m	45m	Red – MATCH 11	Red – MATCH 9
Upper Bracket – Round 2 - MATCH 8	Winner of MATCH 4	Winner of MATCH 3	31m	38m	Blue – MATCH 11	Red – MATCH 10
8-minute Break						

Lower Bracket – Round 3 - MATCH 9	Winner of MATCH 6	Loser of MATCH 7	24m	17m	Red – MATCH 12	
Lower Bracket – Round 3 - MATCH 10	Winner of MATCH 5	Loser of MATCH 8	38m	17m	Blue – MATCH 12	
8-minute Break						
Upper Bracket – Round 4 - MATCH 11	Winner of MATCH 8	Winner of MATCH 7	30m	37m	Red – Match 14	Red – MATCH 13
Lower Bracket – Round 4 - MATCH 12	Winner of MATCH 10	Winner of MATCH 9	17m	24m	Blue – MATCH 13	
15-minute Awards Break						
Lower Bracket – Round 5 - MATCH 13	Winner of MATCH 12	Loser of MATCH 11	24m	17m	Blue – MATCH 14	
15-minute Awards Break						
Finals – Match 14	Winner of MATCH 13	Winner of MATCH 11	17m	37m	MATCH 15	MATCH 15
15-minute Awards Break						
Finals – Match 15	Winner of MATCH 13	Winner of MATCH 11	17m	17m	MATCH 16*	MATCH 16*
15-minute Awards Break *						
Finals – Match 16 *	Winner of MATCH 13	Winner of MATCH 11	17m	17m		

* if required

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 st	Cumulative TECH FOUL points due to opponent rule violations
2 nd	ALLIANCE CHARGE STATION points
3 rd	ALLIANCE AUTO points
4 th	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 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