| Match | MATCH | Blue | Red | Blue Gap (minutes) | Red Gap (minutes) | Winner moves to | Loser moves to |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | Upper Bracket Round 1 - MATCH 1 | ALLIANCE 8 | ALLIANCE 1 |  |  | Red - MATCH 7 | Red - MATCH 5 |
| 2 | Upper Bracket Round 1 - MATCH 2 | ALLIANCE 5 | ALLIANCE 4 |  |  | Blue - MATCH 7 | Blue - MATCH 5 |
| 3 | Upper Bracket Round 1 - MATCH 3 | ALLIANCE 7 | ALLIANCE 2 |  |  | Red - MATCH 8 | Red - MATCH 6 |
| 4 | Upper Bracket Round 1 - MATCH 4 | ALLIANCE 6 | ALLIANCE 3 |  |  | Blue - MATCH 8 | Blue - MATCH 6 |
| 5 | Lower Bracket Round 2 - MATCH 5 | Loser of MATCH 2 | Loser of MATCH 1 | 24m | 33m | Blue - MATCH 10 | $1^{\text {ST }}$ Eliminated |
| 6 | Lower Bracket Round 2 - MATCH 6 | Loser of MATCH 4 | Loser of MATCH 3 | 15m | 24m | Blue - MATCH 9 | $2^{\text {ND }}$ Eliminated |
| 7 | Upper Bracket Round 2 - MATCH 7 | Winner of MATCH 2 | Winner of MATCH 1 | 42m | 51m | Red - MATCH 11 | Red - MATCH 9 |
| 8 | Upper Bracket Round 2 - MATCH 8 | Winner of MATCH 4 | Winner of MATCH 3 | 33m | 42m | Blue - MATCH 11 | Red - MATCH 10 |
| 9 | Lower Bracket Round 3 - MATCH 9 | Winner of MATCH 6 | Loser of MATCH 7 | 24m | 15m | Red - MATCH 12 | $3{ }^{\text {RD }}$ Eliminated |
| 10 | Lower Bracket Round 3 - MATCH 10 | Winner of MATCH 5 | Loser of MATCH 8 | 42m | 15m | Blue - MATCH 12 | $4^{\text {TH }}$ Eliminated |

End of Round 3: 6-minute Break

1. Digital Animation Award video (trt 2:00) 2. Safety Animation Award video (trt 2:21) 3. Alumni video (trt :30) 4. Alumni in the Arts video (trt :54)

| 11 | Upper Bracket <br> Round 4-MATCH 11 | Winner of MATCH 8 | Winner of MATCH 7 | 27 m | 36 m | Red - Match 14 <br> $1^{\text {st }}$ Finalist Alliance |
| :---: | :---: | :---: | :--- | :--- | :--- | :---: |
| 12 | Lower Bracket <br> Round 4 - MATCH 12 | Winner of MATCH 9 MATCH 13 |  |  |  |  |

End of Round 4: 15-minute Awards Break

1. Imagery Award 2. Gracious Professionalism Award 3. Team Spirit Award 4. Rookie Inspiration Award

| 13 | Lower Bracket <br> Round $5-$ MATCH 13 | Winner of MATCH <br> 12 | Loser of MATCH 11 | 18 m | 27 m | Blue - MATCH 14 <br> $\mathbf{2}^{\text {nd }}$ Finalist Alliance |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |

End of Round 5: 15-minute Awards Break, Handshake then FINALS

1. Autonomous Award 2. Creativity Award sponsored by Rockwell Automation 3. Quality Award 4. Industrial Design Award sponsored by General Motors

Handshake / High Five with the Two Finalist Alliances
(When introduced, the Alliances come from behind their driver stations onto the field and line up facing the audience)

| Match | MATCH | Blue | Red | Blue Gap <br> (minutes) | Red Gap <br> (minutes) | Winner moves to |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Loser moves to |  |  |  |  |  |  |
| 14 | Finals MATCH 1 | Winner of MATCH 13 | Winner of MATCH 11 | 18 m | 48 m | MATCH 15 |

15-minute Awards Break

1. Innovation in Control Award 2. Excellence in Engineering Award 3. Team Sustainability Award sponsored by Dow 4. Judges Award

| 15 | Finals MATCH 2 | Winner of MATCH 13 | Winner of MATCH 11 | 18m | 18m | Winner Alliance or MATCH 16* | Finalist Alliance or MATCH 16* |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 15-minute Awards Break** / Final Awards** <br> Rookie All Star Award** 2. Dean's List Award** 3. Engineering Inspiration Award** FIRST Alumni 5. Current Seniors 6. Guest Speakers 7. Mentors/Parade 8. WFFA 9. VOY ie All Star Award (if being awarded) 11. Finalists 12. Winners 13. FIRST Impact Award |  |  |  |  |  |  |  |
| 16 | * Finals Tiebreaker* | Winner of MATCH 13 | Winner of MATCH 11 | 18m | 18m | Winner Alliance or MATCH 17* | Finalist Alliance or MATCH 17* |
| 15-minute Break* (Only if an overtime match is needed) <br> ***If FINALS are over: 1. Current FIRST Alumni 2. Current Seniors 3. Guest Speakers 4. Mentors/Parade 5. WFFA 6. VOY <br> Bring Judges on Field: 7. Rookie All Star Award (if being awarded) 8. Finalists 9. Winners 10. FIRST Impact Award |  |  |  |  |  |  |  |
| 17 | $\begin{gathered} * \text { Overtime } \\ \text { MATCH(es) } \\ \text { * Match 17, 18, } 19 \text { * } \end{gathered}$ | Winner of MATCH 13 | Winner of MATCH 11 |  |  | $\begin{gathered} \text { Winner Alliance } \\ \text { or MATCH (es) } \\ 18 \& 19^{*} \\ \hline \end{gathered}$ | Finalist Alliance or MATCH(es) 18 \&19* |

Final Awards
***After the last OVERTIME match: 1. Current FIRST Alumni 2. Current Seniors 3. Guest Speakers 4. Mentors/Parade 5. WFFA 6. VOY Bring Judges on Field: 7. Rookie All Star Award (if being awarded) 8. Finalists 9. Winners 10. FIRST Impact Award

* If Required
** Program Delivery Partners (PDPs) may choose to hold these awards until after all MATCHES are complete.
*** Applies only at District events. Regionals end Friday with this ceremony and these Awards.

| Order | Playoff MATCH Tiebreaker Criteria (Table 10-3) |
| :---: | :--- |
| $\mathbf{1}^{\text {st }}$ | Cumulative TECH FOUL points due to opponent rule violations |
| $\mathbf{2}^{\text {nd }}$ | ALLIANCE AUTO points |
| $\mathbf{3}^{\text {rd }}$ | ALLIANCE STAGE points |
| $\mathbf{4}^{\text {th }}$ | MATCH is replayed |

10.6.2.2 Playoff Finals ...If a Finals MATCH ends in a tie score, the tie is not broken using the criteria in Table 10-3, the MATCH remains a tie. ...the Playoffs proceed with up to 3 additional Finals MATCHES, called Overtime MATCHES, until an ALLIANCE has won 2 Finals MATCHES.

Reference: https://FIRSTfrc.blob.core.windows.net/frc2024/Manual/2024GameManual.pdf

Figure 10-2 Playoff MATCH bracket (Red ALLIANCE tops each pairing)


As shown in Figure 10-2 and Table 10-2, Playoff MATCHES consist of 6 rounds with breaks between later rounds and between 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 scheduled MATCH is the time indicated on the MATCH schedule or 15 minutes from the end of either ALLIANCE'S previous MATCH, whichever is later.
If a Playoff MATCH needs to be replayed as described in Section 10.2 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.

Table 10-2 Typical Playoff MATCH schedule

| 흘웅 | $\frac{\text { I }}{\frac{1}{4}}$ | Upper/ Lower | Gap <br> (min) |  |  |  | Next MATCH <br> (MATCH \# (ALLIANCE color)) |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | Blue | Red | Blue | Red | Winner | Loser |
| 1 | 1 | Upper | 8 | 1 |  |  | M7 (R) | M5 (R) |
|  | 2 | Upper | 5 | 4 |  |  | M7 (B) | M5 (B) |
|  | 3 | Upper | 7 | 2 |  |  | M8 (R) | M6 (R) |
|  | 4 | Upper | 6 | 3 |  |  | M8 (B) | M6 (B) |
| 2 | 5 | Lower | L2 | L1 | 0:24 | 0:33 | M10 (B) |  |
|  | 6 | Lower | L4 | L3 | 0:15 | 0:24 | M9 (B) |  |
|  | 7 | Upper | W2 | W1 | 0:42 | 0:51 | M11 (R) | M9 (R) |
|  | 8 | Upper | W4 | W3 | 0:33 | 0:42 | M11 (B) | M10 (R) |
| 3 | 9 | Lower | W6 | L7 | 0:24 | 0:15 | M12 (B) |  |
|  | 10 | Lower | W5 | L8 | 0:42 | 0:15 | M12 (R) |  |
| 6-minute break |  |  |  |  |  |  |  |  |
| 4 | 11 | Upper | W8 | W7 | 0:27 | 0:36 | M14 (R) | M13 (R) |
|  | 12 | Lower | W9 | W10 | 0:27 | 0:18 | M13 (B) |  |
| 15-minute awards break: Imagery, Gracious Professionalism, Team Spirit, and Rookie Inspiration |  |  |  |  |  |  |  |  |
| 5 | 13 | Lower | W12 | L11 | 0:18 | 0:27 | M14 (B) |  |
| 15-minute awards break: Autonomous, Creativity, Quality, and Industrial Design |  |  |  |  |  |  |  |  |
| Finals | 14 |  | W13 | W11 | 0:18 | 0:48 | M15 | M15 |
| 15-minute awards break: Innovation in Control, Excellence in Engineering, Team Sustainability, Judges |  |  |  |  |  |  |  |  |
| Finals | 15 |  | W13 | W11 | 0:18 | 0:18 | M16* | M16* |
| 15-minute awards break: Rookie All Star, Dean's List, Engineering Inspiration** |  |  |  |  |  |  |  |  |
| Finals | 16* |  | W13 | W11 | 0:18 | 0:18 |  |  |
| Awards: Remaining awards, Finalists, Winners, and FIRST Impact Award |  |  |  |  |  |  |  |  |

[^0]** Program Delivery Partners may choose to hold these awards until after all MATCHES are complete.


[^0]:    * if required

