

Section
3



The Tournament

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Section 3 – The Tournament

3.1 – Overview

The CREATE Open will be played in a tournament format. Each tournament will include *practice*, *qualifying*, and *elimination matches*. After the *qualifying matches*, teams will be ranked based on their performance. The top teams will then participate in the *elimination matches* to determine the event champions.

3.2 – Tournament Definitions

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. (If WiFi is used there will be no Crystal Assignment.)

Elimination Match – A match used to determine the championship team. Teams face off in a best two of three series. The first team to win two matches will proceed to the next round.

Practice Match – An un-scored match used to provide time for teams to get acquainted to the official playing field.

Qualifying Match – A match used to determine the rankings for seedings for the elimination ladder. Teams compete to earn *Qualifying Points* and *Ranking Points*.

Qualifying Points (QPs) – The first basis of ranking teams. *Qualifying Points* are awarded for winning (two points) and tying (one point) a *Qualifying Match*.

Ranking Points (RPs) – The second basis of ranking teams. *Ranking points* are awarded in the amount of the score of the losing team in a *Qualifying Match*.

3.3 – Practice Matches

At the event *Practice matches* will be played during the team registration time until the Drivers Meeting begins. Every effort will be made to equalize practice time for all teams, but will be conducted on a first-come, first-served basis. These matches are not scored, and will not affect team ranking.

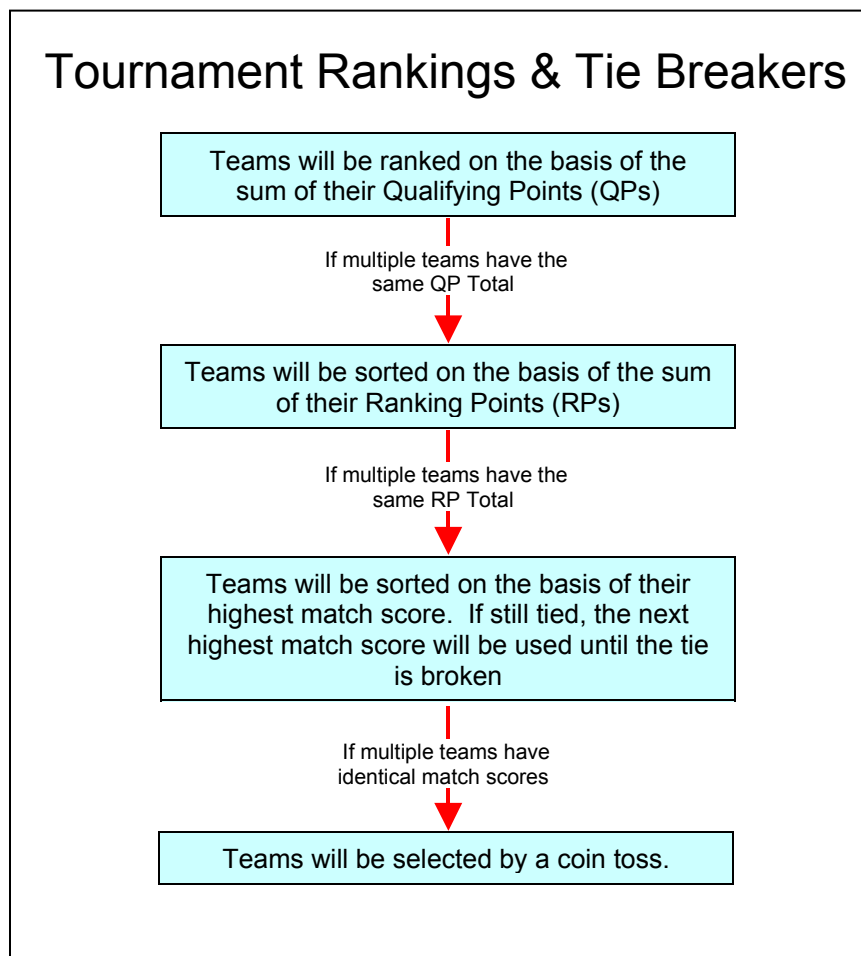
3.4 – Qualifying Matches

3.4.1 – Schedule

- The *qualifying match* schedule will be available prior to opening ceremonies on the day of competition. This schedule will indicate team match pairings. It will also indicate the team's color – red or blue – and your team's starting position for each match. This starting position is used to determine the placement of each team within the driver station, as well as your *crystal assignment*.
- The *qualifying matches* will start immediately after the driver's meeting in accordance with the qualifying match schedule.
- All teams will be **scored** on the same number of *qualifying matches*.
- In some cases, a team will be asked to play in an additional *qualifying match*, but will not receive credit for playing this extra match.

3.4.2 – Rankings

- At the conclusion of each match, *Qualifying Points (QP)* will be issued:
 - Winning teams of a *qualifying match* receive two (2) *QP*
 - Losing teams of a *qualifying match* receive zero (0) *QP*
 - If a *qualifying match* ends in a tie, all four teams receive one (1) *QP*
 - If a team is disqualified they receive zero (0) *QP*
- All teams in each *Qualifying Match* will also receive *Ranking Points (RP)*.
 - The number of ranking points assigned for each match, is that of the losing team's score.
 - In the event of a tie, both teams will receive the same *RP* (equal to the tie score).
 - If a team is disqualified they receive zero (0) *RP*
 - If a team is disqualified, the winning team will be awarded their own score as their *RP* for that match.
- For a *qualifying match*, if **no** member of a team is present in the driver station at the start of a match, that team is declared a "no show" and will receive zero (0) *QP* and zero (0) *RP*.

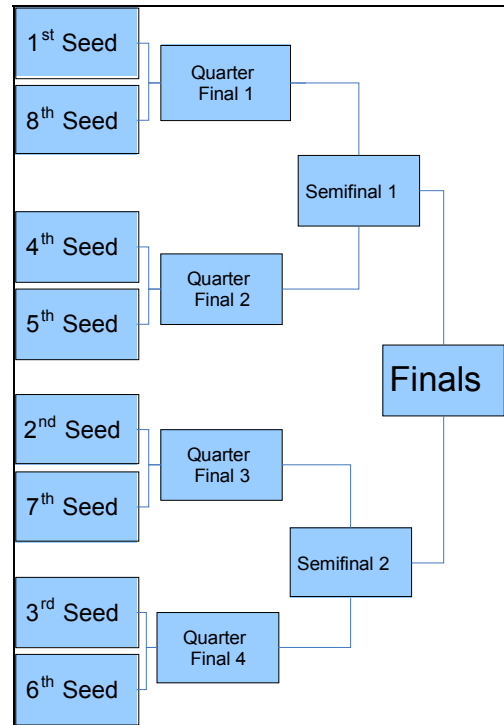


3.5 – Elimination Matches

- The top eight teams move on to the elimination rounds.
- These eight teams will participate in a tournament to determine the event champions.
- If a team is disqualified during an *elimination match*, then the opposing team is awarded the win.

3.5.1 – Match Ladder

The *elimination matches* will play in a ladder format as shown on the right.



3.5.2 – Elimination Scoring

In the elimination rounds, teams do not get *qualifying points*; they get a win, loss or tie. Within each bracket of the Elimination Match Ladder, matches will be played to determine which team advances, as follows:

- The first team to win two matches advances.
- Any tied matches will be replayed until one team has two wins, and advances.

3.6 – 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> There are no time outs in the qualifying rounds; in the elimination rounds, 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.

<T04> All team members, including coaches, **must** wear safety glasses or glasses with side shields while in the pit or driver stations during matches.