

VEX[®] WORLDS

PRESENTED BY

NORTHROP GRUMMAN
Foundation



VRC Round-Robin Criteria

Upon completion of division finals, the top Alliance from each Division will advance to the Round-Robin competition. The top two Alliances from the Round-Robin will advance to compete for the title of “World Champion.”

The Round-Robin competition will be conducted as follows:

- Alliances will be ranked based on their W-L-T record.
- Each of the 6 Alliances will play the other Alliances once for a total of 5 matches per Alliance.
- There is a total of 15 Round-Robin Matches.
- There will be NO timeouts allowed during the Round-Robin matches.
- Division Champion Round-Robin Tournament matches will be played immediately following each other. A table close to the fields should be prepared with extra charged batteries and key items readily available.
- During the Round Robin, the Red Alliance has the right to place its Robots on the field last. Once a team has placed its Robot on the field, its position cannot be readjusted prior to the Match. A team that violates this rule will have its Robots randomly re-positioned by the Referees.
- After the Round-Robin the top 2 Alliances in the standings will move on to play for the World Championship.
- If there is a tie between two or more Alliances tiebreakers will be decided as follows:
 1. Head-to-head results between the Alliances with the same record
 2. Total points scored by an Alliance in their 4 Round-Robin matches
 3. Highest single match score by an Alliance in their 5 Round-Robin matches
 4. Total points scored against an Alliance in their 5 Round-Robin matches
- The order of Division pairings for the competition will be as shown on the **table at right**.
- Referees have ultimate authority during the competition.
 - Their rulings are final.
 - Referees will not review any recorded replays.
- Any questions for the Referees must be brought forward by a student Drive Team member immediately after the score is announced for the match.
- The only people from a team permitted by the playing field are the three Drive Team members who are identified by Drive Team badges. These badges are interchangeable but not during a match.

RR Match #	Red Division Champion	Blue Division Champion
1	Science	Technology
2	Research	Engineering
3	Art	Math
4	Technology	Research
5	Engineering	Art
6	Math	Science
7	Art	Technology
8	Research	Science
9	Engineering	Math
10	Science	Art
11	Technology	Engineering
12	Math	Research
13	Engineering	Science
14	Math	Technology
15	Research	Art

Table 1: Order of Division pairings