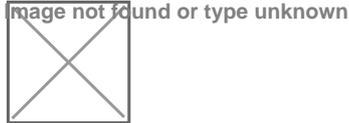


Q&A

VRC 2020-2021: Change Up

Tagged: Tournament Structure



Welcome to the official VEX Robotics Competition Question & Answer system, where all registered teams have the opportunity to ask for official rules interpretations and clarifications. This Q&A system is the only source for official VRC Change Up rules clarifications, and the clarifications made here from the Game Design Committee (GDC) are considered as official and binding as the written [Game Manual](#) itself.

Please review the [Q&A Usage Guidelines](#) before posting. This system is only intended for specific VRC Change Up rules questions.

- For event, registration, or other competition support questions, please contact your [REC Foundation Regional Support Manager](#).
- For VEX technical support, contact support@vex.com or sales@vex.com.
- For game questions, suggestions, or concerns outside of specific and official rules questions, contact GDC@vex.com.

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ONE STEM VIDEO Per event or Per season.

Tournament Structure

Hi All, anyone know if the STEM video is one per event or one for the entire season. In other words, out kids will learn more as the year goes on however they want to submit a STEM research project for the first tournament - can they improve on the video / PPT and submit a revised version to subsequent tournaments?

Thanks! Keep calm and robot on.

Answered by Game Design Committee

The purpose of the VEX IQ Challenge Q&A System is to clarify rules for the VEX IQ Challenge game, Next Level. For questions related to judging, please post in the official Judging Q&A, located on the VEX IQ Forum:

<http://www.vexiqforum.com/forum/vex-iq-challenge-discussion/general-vex-iq-challenge-discussion/judging-q-a>

In Person Driver's Skills Driver's station

Tournament Structure

Driver Station – The regions on each end of the Field, where the Drivers must remain during their Match unless legally interacting with their Robot.

In previous Q&A's for remote events, the interpretations from the GDC said that teams didn't have to stand in the driver's stations and could stand in the "normal" area behind the field.

Can teams stand behind the field for in-person driver's skills, or do they have to pick one of the zones on the side?

Answered by Game Design Committee

The relevant previous Q&A can be found here: www.robotevents.com/VIQC/2020-2021/QA/686

To quote a portion of that response:

we would advise Teams, Head Referees, and Event Partners to use common sense and give Teams the "benefit of the doubt" when dealing with inconsistent remote setups.

The intent of flexible Driver Stations was primarily to accommodate inconsistent remote setups, such as those where the traditional locations are blocked by a wall. At in-person events, Driver Stations should remain fixed at the locations depicted by the Game Manual.

LRT3 Driver Station

Tournament Structure

Rule LRT2 states that this rule is an extension of rule G8. During a Live Remote Tournament Match, Drivers must still stand in a Driver Station.

Rule LRT3 states In a Live Remote Tournament Match, each field is set up with six (6) Orange Risers, six (6) Purple Risers, and six (6) Teal Risers, as shown below in figure 21. All other pre-Match setup rules, such as still apply. Note: In a Live Remote Tournament, Drivers may stand in either of the Driver Station options shown in Figure 20.

In a our previous question regarding rule G8, you have confirmed that we are able to stand in the traditional driver station for remote skills tournament (see below). At the time there were no Live Remote Tournaments being held.

www.robotevents.com/VIQC/2020-2021/QA/701 Q: Can we choose to drive from traditional driver station for single driver remote skills tournaments? A: Yes, this is permissible.

We have since been practicing all of our driving based on those rules and have participated in RECF Live Remote Tournaments as such. We have recently been challenged that the rule does not apply to Live Remote Tournaments. Under the same spirit of your previous answer, our understanding is that Rule LRT2 is an extension of Rule G8 which means we can still choose to drive from traditional driver station. The rationale for permitting us to drive in the traditional driver station is the same for Live Remote Tournament. LRT3 seems to only be a reference to the driver station diagram to support LRT2.

Our question is can we choose to drive from traditional driver station for Live Remote Tournaments just as we can for single driver remote skills tournaments?

Thank you.

Answered by Game Design Committee

Our question is can we choose to drive from traditional driver station for Live Remote Tournaments just as we can for single driver remote skills tournaments?

Yes, this is permissible, provided that the full field is still fully visible within the camera's frame and no other rules are violated.

LRT4 riser scoring question in the same goal

Tournament Structure

<LRT4> To score Risers and Completed Rows, both Teams' fields are "combined". Note: Similar to a normal Teamwork Match, only three (3) Risers can be considered as Scored for any particular Goal Label. Any additional Risers will not count as Scored. If there are different color Risers in the same Goal Label on each field, it would not be eligible for a Completed Row or Completed Stack

For LRT competition, if one team scored a stack in one goal, and partner scored 1 riser in the same color in the same goal, assuming we have risers from team to complete the row. Will the stack count as a stack even though it overlapped with partner?

Answered by Game Design Committee

LRT5 states the following:

<LRT5> To score a Completed Stack, the Goal must meet the criteria of a Completed Stack on one (1) Team's field.

a. <LRT5> applies to Completed Stacks. A Completed Stack must be within a Completed Row, but the Completed Row does not need to be contained within the same Team's field as the Completed Stack.

The definition of Completed Stack is as follows:

A Goal Status. A Completed Stack is when the Goal is part of a Completed Row and has exactly three (3) Scored Risers. Each Goal can only count as one (1) Completed Stack.

As you quoted, LRT4 also applies:

Note: Similar to a normal Teamwork Match, only three (3) Risers can be considered as Scored for any particular Goal Label. Any additional Risers will not count as Scored. If there are different color Risers in the same Goal Label on each field, it would not be eligible for a Completed Row or Completed Stack.

Based on LRT4, only three (3) of the Risers would be considered Scored. Based on the definition of a Completed Stack and LRT5, yes, these three Risers would be considered a Completed Stack.

Prerecorded Events Clarification

Tournament Structure RSC5

Question: For Clarification on my Q&A that I posted yesterday, 12/16, the specific situation is a student competed in my Pre-recorded Skills event but in all Skills runs he started the robot in the wrong Starting Position. In a regular or remote Skills Event the Head Ref would have corrected that action before the Skills run even took place. The coach is asking to resubmit a new Pre-recorded Skills video with the robot in the correct starting position.

1. How can a team seek clarification on a Head Ref score during a Prerecorded event?
2. Can a team submit more than one Prerecorded skills video in one event?

Answered by Game Design Committee

1. How can a team seek clarification on a Head Ref score during a Prerecorded event?

We would advise reaching out to the Head Referee or Event Partner for the event, just as you would during an in-person event. Just as any rulings are explained to the Team during an in-person event (per rule T1-d), an explanation should be provided for any rulings that result from a remote submission.

2. Can a team submit more than one Prerecorded skills video in one event?

There are no rules specifying how many videos can be submitted for a Pre-Recorded Skills-Only Event. However, since it would generally be assumed that Teams are only submitting one video to their Event Partner, we would advise making sure that Teams who choose to submit multiple videos make it abundantly clear to the Event Partner why multiple videos are being submitted, and which one(s) should be scored.

<RSE1c> Legality of Livestream Isolated from Meeting Environment

Tournament Structure

Rule <RSE1c>, from the *Skills-Only Event: Remote, Live* section of [Appendix B](#), states the following:

The online meeting environment must not be accessed or viewed by the general online public while the event is live, e.g. the event must be password protected or invite-only.

- i. Guests invited by the *Event Partner* can be able to view, but may not have use of their microphone

- or camera or display anything for teams to see or hear.
- ii. One example that would satisfy this requirement would be to use an online video conferencing application that allows for a large number of people who must register to attend. The *Event Partner* would approve spectators who can view the matches, but would only give *Teams* the ability to share their screen, camera, or microphone.
- iii. After the event is over, there are no such restrictions (i.e. the *Event Partner* may post a recording of the event if they wish).

Would it be a violation of this rule for the general public to be able to view matches while the event is live, without allowing access to view or participate in the meeting environment itself?

For instance, suppose the camera feed from the active team (exclusively the camera feed, with no elements of the meeting environment) is livestreamed to a platform such as Twitch or YouTube. No public visibility into the actual meeting environment is granted, and there would be no possible way for the general public to communicate visually or audibly within the meeting environment to teams participating in the event.

This configuration seems to be in line with the spirit and intent of <RSE1c>. Would it be considered legal to host a Remote, Live Skills-Only Event with this setup?

Answered by Game Design Committee

Yes, the configuration you have described would be permissible, at the Event Partner's discretion.

The primary intent of RSE1c is to keep any interactions within the "online meeting environment" solely between the Event Partner, Head Referee, Team, and any additional volunteers or spectators who have been explicitly invited by the Event Partner.

To use an in-person event analogy, the "online meeting environment" can be thought of as the "scoring table" area. General public and spectators are often welcome to view matches being played from a distance, but are typically not permitted to walk directly up to the field and interact with Head Referees, scorekeepers, Drive Team Members, etc.

Methods for Facilitating the Skills Stop Time

Tournament Structure

The definition of *Skills Stop Time*, from [Appendix B](#), is as follows:

Skills Stop Time — The time remaining in a *Robot Skills Match* when a *Team* ends the *Match* early. If a *Team* does not end the *Match* early, they receive a default *Skills Stop Time* of 0.

- a. The moment when the *Match* ends early is defined as the moment when the *Robot* is “disabled” by the field control system. See the “Skills Stop Time” section for more details.
- b. If a V5 Robot Brain or Tournament Manager display is being used for field control, then the *Skills Stop Time* is the time shown on the display when the *Match* is ended early (i.e. in 1-second increments).
- c. If a VEXnet Competition Switch is being used for field control, in conjunction with a manual timer that counts down to 0 with greater accuracy than 1-second increments, then the time shown on the timer should be rounded up to the nearest second.
 - i. For example, if the *Robot* is disabled and the stopwatch shows 25.2 seconds, then the *Skills Stop Time* should be recorded as 26.

Relevant sections from the “Skills Stop Time” section of [Appendix B](#), clarifying the methods by which a tournament can facilitate the *Skills Stop Time*, are quoted below:

- If the event is utilizing a V5 Robot Brain or TM Mobile app for Robot Skills Challenge field control, a *Drive Team Member* may elect to start and stop their own *Robot Skills Match*

- This V5 Robot Brain, or device running the TM Mobile app, will be used to start the *Robot Skills Match* (i.e. “enable” the *Robot*), end their *Robot Skills Match* (i.e. “disable” the *Robot*), and display the official *Skills Stop Time* to be recorded.
- At events which do not have a V5 Robot Brain or TM Mobile available for Robot Skills Challenge field control, *Drive Team Members* and field staff must agree prior to the *Match* on the signal that will be used to end the *Match* early.
 - As noted in the definition of *Skills Stop Time*, the moment when the *Match* ends early is defined as the moment when the *Robot* is “disabled” by the field control system.

Which, if either, of the following would be acceptable for facilitating the *Skills Stop Time*?

Given that any method(s) ruled here to be legal, if selected by an *Event Partner*, would be both clearly communicated to *Teams* and made equally available to all *Teams* at all fields on which *Robot Skills Matches* are played.

A device that can unambiguously indicate to field staff when a *Team* wishes to end early.

For example, a simple circuit consisting of a [latching push?button](#) which, when pressed, turns on an easily visible indicator light.

This system could be used as an unambiguous alternative to hand signals, verbal cues, and other signals highly susceptible to human interpretation. This could also allow Tournament Manager?based field control and a field timer display in cases where TM Mobile is not available, if the indicator light is placed in view of the TM operator.

A discrete physical device that can directly start and stop the *Robot Skills Match*.

For example, a [momentary push?button](#) connected to an [Arduino Leonardo](#) (or similar) such that, when the button is pressed, the mouse on a computer running Tournament Manager clicks the respective “Start Match” or “End Early” button.

This solution is mainly proposed as a way to allow *Teams* to start and stop their own *Robot Skills Matches* with a contact surface that is trivially easy to clean (the head of a large, mushroom-style, waterproof button) as opposed to the touchscreen of a V5 Robot Brain or TM Mobile tablet. This solution would allow myself and other EPs to provide the best possible experience for *Teams* without sacrificing hygiene standards which are crucial to hosting safe tournaments this season.

If the GDC rules that such a solution is not legal within the current rules, I strongly urge the GDC to reconsider this ruling, for the reasons listed above, as part of a future manual update.

Answered by Game Design Committee

Which, if either, of the following would be acceptable for facilitating the *Skills Stop Time*?

A device that can unambiguously indicate to field staff when a *Team* wishes to end early. For example, a simple circuit consisting of a [latching push?button](#) which, when pressed, turns on an easily

visible indicator light.

Provided that this was clearly communicated and made equally available to all Teams, then yes, this would be considered an acceptable indication.

A discrete physical device that can directly start and stop the *Robot Skills Match*. For example, a [momentary push?button](#) connected to an [Arduino Leonardo](#) (or similar) such that, when the button is pressed, the mouse on a computer running Tournament Manager clicks the respective "Start Match" or "End Early" button.

If we are understanding the hypothetical proposal correctly, it would effectively be no different than pushing the "End Early" button with a really long stick. Provided that this is a correct interpretation, and Tournament Manager (or a V5 Robot Brain running field control software) is still the primary interface being used to enable/disable Robots, then there are no rules prohibiting this.

<T12> Alliance Selection Communication

G7 Tournament Structure

Hello, asking a question about communication devices being used during Alliance Selection. To clarify, communication devices such as using cell phones or headsets to communicate with their team members that aren't up near the fields for alliance selection. This is beyond just having notes/app on a device. These team members could be in the stands or in the pits.

A tangentially related rule is G7, which states: During a Match, each Team may have up to three (3) Drive Team Members in their Alliance Station and all Drive Team Members must remain in their Alliance Station for the duration of the Match. Drive Team Members are not allowed to use any sort of communication devices while in the Alliance Station. Devices with communication features turned off (e.g. a phone in airplane mode) are allowed.

It's clear that teams communicating from the stands or elsewhere to a drive team during a match is not ok. Does this also extend to alliance selection in terms of limited communication?

Answered by Game Design Committee

There are no rules preventing this, thus it is legal.

<T2> Score Disputes — Opportunity for Score Verification

Tournament Structure

Rule <T2> reads as follows:

<T2> The Drive Team is permitted to immediately appeal the Head Referee's ruling. If the Drivers wish to dispute a score or ruling, those Drivers must stay in the *Alliance Station* until the *Head Referee* talks with them. The *Head Referee* may choose to meet with the Drivers at another location and/or at a later time so that the *Head Referee* has time to reference materials or resources to help with the decision. Once the *Head Referee* announces that his or her decision has been made final, the issue is over and no more appeals may be made. The *Event Partner* may not overrule the *Head Referee's* decision.

Violations of this rule may result in the *Team* being disqualified from the *Match* in question and/or the event and is up to the discretion of the *Head Referee*.

Based on <T2>, is it a correct interpretation that *Teams* must be given an opportunity to verify the score for a *Match* before being dismissed from the field? If so, to what extent is this opportunity for score verification *mandatory* versus merely *recommended*? It is my understanding that providing such an opportunity to *Teams* has historically been considered a good practice but never an explicit requirement.

The motivation for this question primarily concerns events which may be short on time, where *Teams* may be asked to wait for the score to be entered and published in the computer, at which point it will likely be too late to dispute the score.

Answered by Game Design Committee

As quoted, T2 states that after the Drive Team Members leave the Alliance Station, they may no longer dispute the score or any rulings. If a Team has concerns that there may be a possible scoring discrepancy, we suggest that they do not leave the Alliance Station until they see the score. If a referee forgets to show them a score, we suggest that they stay until they see it. The purpose of this interaction is to eliminate scoring mistakes as much as possible.

Is STEM Video the required method of Judging

Tournament Structure Other

Is the video submission for the STEM Presentation Awards a requirement? Can a local event skip the video judging process and do in person judging on the day of the event, instead?

If video judging is a requirement, would we be able to narrow down the top 5 STEM Presentations videos and perform in person judging with the top 5 video judging submissions?

Or must the determination of the STEM Presentation Award be made solely on the Video Submission prior to the start of the event?

Answered by Game Design Committee

The purpose of the VEX IQ Challenge Q&A System is to clarify rules for the VEX IQ Challenge game, Next Level. For questions related to judging, please post in the official Judging Q&A, located on the VEX IQ Forum:

www.vexiqforum.com/forum/vex-iq-challenge-discussion/general-vex-iq-challenge-discussion/judging-q-a

2nd Tiebreaker Disadvantage

Tournament Structure

It seems to me that if the 2nd tiebreaker that takes into account the match time is run one after the other, the second alliance would have an advantage knowing that once they reach the same score as the previous alliance they can set their controller down before the buzzer and win. Is that correct? Should/could both alliances be run at the same time?

Answered by Game Design Committee

The two tiebreaker matches should not be run simultaneously. The lower-seeded Alliance should play their match first, followed by the higher-seeded Alliance. This is a similar advantage that higher seeded Alliances have in a standard (no tiebreakers) Finals structure, as they will know what the "score to beat" is when going into their match.

This was included in the August 17th Game Manual update.

If there is a tie for first place, the tied Alliances will each play one tiebreaker Match. **The lower seeded Alliance will play their Match first, followed by the higher seeded Alliance.** The Alliance with the highest score in their tiebreaker Match will be declared the winner.

VRC Phone use during alliance selection

Tournament Structure

A question arose in the EP Q&A which impacts teams. Are you allowed to use a phone (or any communication device) as the team representative to get information from other team members or non-members during alliance selection?

Answered by Game Design Committee

There are no rules prohibiting this, thus it is legal.

Of course, this topic is also a good opportunity to remind participants that VRC is intended to be a student-centered program, as explained by this example in G2:

During Match play, it is...

...okay for an adult to provide cheerful, positive encouragement as a spectator.

...not okay for an adult to explicitly shout step-by-step commands from the audience.

Do teams have to put their controllers down at the end of a match?

Tournament Structure Hanging G10

At the 2018 VIQC World Championships teams were asked to put their controllers down at the end of a match. In addition I believe it is common practice for refs to ask them to.

The definition of *match stop time* says that students put their controllers down to set their match stop time if they want to end early.

As far as I can see the manual never states that teams must put their controllers down at the end of a match. This would possibly allow a team to hold onto their controller and keep pressing a button to keep their robot high hanging.

Please could you clarify what teams can/must do with their controllers at the end of a match. I request a rule be added that requires teams to put the controllers down as they can use software to hold the robot up if they want to.

Answered by Game Design Committee

The end of the match procedure is currently defined by G10:

<G10> When it's over, it's over. Scores will be calculated for all Matches immediately after the Match is complete and once all objects on the Field come to rest. Any Scoring, Removing, Parking, or Hanging that takes place after the Match due to Robots continuing to drive will not count.

The key words in this rule are "Robots continuing to drive". The intent of this rule is for all Driver inputs and all Robot motion to cease at T=0. Holding a button down to continue moving after a Match would be outside the intent of this

rule. However, a Robot holding its position steady (i.e. the default Driver Control behavior) would be permissible.

We highly recommend that Drivers place their controllers on the ground, or otherwise let go of them, to make it perfectly clear to referees that they have stopped driving. However, it is not an explicit requirement of the rule. We will look at clarifying this further in the August manual update.

Clarification on AP Points

Tournament Structure Scoring

The definition for Autonomous Points states that "An Alliance who wins the Autonomous Bonus during a Qualification Match earns four (4) Autonomous Points." This appears to fit with last year's autonomous point values, and not the Tower Takeover values - causing points earned from the Autonomous Bonus and Autonomous Points to not have the same value. Is this interpretation correct?

Answered by Game Design Committee

Thank you for pointing this out. This was a typo and will be fixed in the June 14th Game Manual Update. You are correct, the Alliance who wins the Autonomous Bonus should receive six (6) AP's.

T01 and REC participation in local rulings

Tournament Structure

> <T01> Referees have ultimate authority during the competition. **Their rulings are final.**

- a. The referees will not review any photo or video Match recordings.
- b. Any questions for the referees must be brought forward by a Student Drive Team Member (not an adult) from the affected Team within a time period of two (2) Qualifying Matches, or immediately after the score is announced of an Elimination Match.
- c. Any concerns regarding the Match score must be raised by a Student Drive Team Member (not an adult) before the playing field has been reset for the next Match. Once the field has been cleared, scores may no longer be disputed.

In a semi-final match at the Southwest Texas Regional Qualifier, there was a disputed call which led to a narrow loss. The affected (losing) team questioned the head referee immediately after the score was called, prior to any robots or scoring objects being moved. The head referee conferred with the teams and confirmed the ruling. Finalists were announced and queued to the field. The losing semi-finalist team left to the pits and then the stands, no longer contesting the ruling.

At that point there began a delay of over an hour while the REC regional coordinator conferred with the entire referee crew and persons unknown over the phone. The regional coordinator then announced that, in conjunction with the local referees, himself as a representative of the REC and other persons from the REC (by phone), the previous ruling was overturned. The previous winners waiting at the finals field were disqualified from the finals, and (after even more delay) the finals were played.

Two questions:

1: At what point and in what circumstances may the REC overrule local decisions? T01 seems clear on the referees having the final decision, but was overruled in this case. In other words, on what basis may remote, non-observers rule on a game-play violation observed first-hand by the local referee staff?

2: At what point may persons other than students on the affected team advocate for a rule interpretation? In this case, despite the affected team accepting the ruling, it was overruled due to the advocacy of unnamed persons. Neither the affected team nor the alliance later disqualified was a part of the very lengthy discussion that led to the disqualification.

(edited for formatting and grammar)

Answered by Game Design Committee

Both of your specific questions can be directly answered by <T01> as quoted in your question. While it is always impossible to issue a blanket ruling based on a snapshot description, the scenario laid out in this question would not be consistent with the guidelines and intended chain of communication set forth by this rule.

The GDC cannot comment on a specific event staff's decision-making process, and the scenario described in the question is under investigation by the REC Foundation outside of the context of this Q&A forum.

V5 vs Cortex - not a level playing field

Tournament Structure

Not really a question but rather an observation from a middle school still waiting for their two V5 kits since September. Are there others waiting and/or having success getting their purchased kits more quickly? My teams are generally OK with where we're at in our rankings and likely not going to states, as we have in the past, but we all noticed a very clear difference in abilities and power between V5 & Cortex bots. There's nothing to do now but I wish that V5 bots would compete against V5 bots and Cortex bots against cortex bots. The V5 bots have a real advantage and I feel that it was truly unfortunate that many teams are still waiting for their kits to arrive 6 months after they've been ordered and promised. I am surprised I don't see more posts about VEX's practice of taking a team's money and not being able to provide the teams their products during the standard competition time... I saw posts from VEX U teams but not middle and high school teams and wonder if somehow we're the only ones still waiting? I'm not interested creating any drama or legal issues, but I am frustrated on behalf of my team & feel taken advantage of by VEX. I just want to advocate for my kids and am curious if others have had success getting kits more quickly and/or have gotten any "handicaps" at competitions because of having the cortex bots. Again, I am NOT interested in starting a struggle... I am just making sure I am advocating for my team or not missing out on any accommodations. Thanks from a newbie middle school mentor/coach!

Answered by Game Design Committee

Thank you for your post and for visiting the VRC Q&A. Please review the official [Q&A Usage Guidelines](#) before posting. The intent of the Q&A is to provide official clarifications on specific VRC Turning Point rules.

If you have programmatic feedback, feel free to contact GDC@vex.com. If you are interested in starting a conversation with other VEX Robotics Competition teams, please visit www.vexforum.com.

Match Stop Time

Tournament Structure

I'm I understanding the rule correct? The match stop time only comes into play during a tie breaker match.

Or should the match stop times be recorded throughout all qualifying and finals matches?

Where's what I saw at a tournament. During the finals, three alliances all scored 17 points, which was the high score for most of the finals rounds. It ended up that the top seated Alliance ended up beating that score so it wasn't ultimately an issue. But I can definitely see a scenario where at least a two way tie happens.

Ultimately, my question is, do refs and Tournament Managers need to worry about Match Stop Teams for most of the

day? Or only in the case of a tie breaker?

Thanks.

Answered by Game Design Committee

Let's look at the definition of Match Stop Time from the Game Manual, with a portion bolded for emphasis:

Match Stop Time – The time remaining (i.e. displayed on the timer or audience display) **in a tiebreaker Finals Match** when an Alliance ends the Match early by placing their controllers on the ground. The Match Stop Time is rounded down to the nearest even number. For example, if controllers are set down when the displayed time is 13 seconds, the Match Stop Time is recorded as 12 seconds. If an Alliance does not finish the Match early, they receive a default Match Stop Time of 0 seconds.

As well as the following portions of the "Teamwork Challenge Finals Matches" section:

- If there is a tie for first place, the tied Alliances will each play one tiebreaker Match. The lower seeded Alliance will play their Match first, followed by the higher seeded Alliance. The Alliance with the highest score in their tiebreaker Match will be declared the winner.

- o If there is a tie in the tiebreaker Matches, the Alliance with the higher Match Stop Time will be declared the winner.

[...]

- If there is a tie other than first place, the higher seeded Alliance will receive the higher rank. For example, if the #4 and #6 Alliances both post a score that ties them for 3rd place, the #4 Alliance will be considered the 3rd place Alliance, and the #6 Alliance would be considered the 4th place Alliance.

Thus, Match Stop Time only becomes relevant during a tiebreaker Finals Match, and tiebreaker Finals Matches only occur if there is a tie for first place.

Invitations to Worlds

Tournament Structure

I heard somewhere that Jan 15th was the date when it is decided officially how many Worlds invitations will be given at each state competition. Where can I find that information? Thanks!

Answered by Game Design Committee

Please review the [Q&A Usage Guidelines](#) before posting. The Q&A system is intended for specific rules clarifications regarding the current VEX IQ Challenge game, Next Level. For event, registration, or other competition support questions, please contact your [REC Foundation Regional Support Manager](#).

Second set of tiebreakers in finals

Tournament Structure

Teamwork Challenge Finals Matches ...

? If there is a tie for first place, the tied Alliances will each play one tiebreaker Match. The Alliance with the highest score in their tiebreaker Match will be declared the winner.

o If there is a tie in the tiebreaker Matches, a second set of tiebreaker Matches (one (1) per Alliance) will take place. The Team with the highest score in the second tiebreaker Match will be declared the winner. ...

? If there is a tie other than first place, the higher seeded Alliance will receive the higher rank. For example, if the #4 and #6 Alliances both post a score that ties them for 3rd place, the #4 Alliance will be considered the 3rd place Alliance, and the #6 Alliance would be considered the 4th place Alliance.

Is the second set of tiebreakers only for the teams that tied for all of the teams that initially tied?

(I also think it should read "The Alliance with the highest score...", not "The Team ...")

Answered by Game Design Committee

The second set of tiebreaker Matches is only played by the Alliances who tied for first place in their Finals Match, and only played if they tied again in their tiebreaker Match. The scores of other Alliances are not considered in these tiebreaker Matches.

Please also note the Match Stop Time provision for a Finals tiebreaker match, added in the June 15th Game Manual update. In the first tiebreaker Finals Match, a Match Stop Time will be recorded, and could be used to break the tie, should the Alliances tie again in their tiebreaker Match.

Match Stop Time – The time remaining (i.e. displayed on the timer or audience display) in a tiebreaker Finals Match when an Alliance ends the Match early by placing their controllers on the ground. The Match Stop Time is rounded down to the nearest even number. For example, if controllers are set down when the displayed time is 13 seconds, the Match Stop Time is recorded as 12 seconds. If an Alliance does not finish the Match early, they receive a default Match Stop Time of 0 seconds

If this does not answer your question, please feel free to rephrase and re-submit.

<T03> Can an elimination time out occur during a match?

Tournament Structure

[edit - This apparently was answered during Toss Up season, and the answer was that it was not the GDC's intention. Given the situation raised in VEX forum it appears that it is still not clear to some. I would recommend that that the words "prior to the start of the match" be added to T03 in future game manuals.]

An interesting discussion on VEXforum on time outs. A poster noted that a team asked for a time out during a match, and was given it by disabling all the robots on the field:

This reminds me of Chinese teams were calling timeout during the match..... Yes, during the match, like when there is 1 min left and they call "timeout", field comp got cut and teams start discussing strategies. I scratched my head and searched for the rules, it does not explicitly say timeout cant be called during the match.....

Was this proper procedure to follow - shutting down the match because a team asked for it.

The game manual does not specify that a time out must be prior to the start of a match:

<T03> There are no time outs in Qualifying Matches; in the elimination rounds, each Alliance will be allotted ONE time out of no more than three (3) minutes, as permitted by the head referee. The Matches must progress according to schedule.

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The intent of T03 is for a time-out to be held between Matches, not during a Match. We will look at making this verbiage more clear in the future.