

# Q&A

## VIQRC 2023-2024: Full Volume

Tagged: T19

Welcome to the official VEX IQ 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 VIQRC **Full Volume** 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 VIQRC Full Volume rules questions.

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

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### 1661: <T19> Clarification on tiebreaker matches

24-Sep-2023

T19

[<T19>](#)

Hello! Recently at an event we have found some confusion about the wording of T19, where different teams have interpreted it differently. I wanted to double check whether teams could request a stop-time in finals matches that have not gone to a tiebreaker match?

For instance lets say two teams both made finals, lets call them Alliance A and B, both of these teams notify the head ref that they wish to stop at some stage of the non-tiebreaker match.

Alliance A scores 95 points and requests to stop with 16 seconds remaining Alliance B scores 95 points and requests to stop with 13 seconds remaining

Given this was a standard finals match, should stop times be considered at all or ignored? Would this scenario lead to tiebreaker matches which than include a stop time?

Cheers

#### Answered by committee

Match Stop Times are only recorded for tiebreaker Finals Matches, as described in the definition of Match Stop Time in the game manual (bold formatting added 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.

...and rule [<T13>](#) :

If the Match is a tiebreaker Finals Match, then the Match Stop Time will also be recorded.

Note that Skills Stop Time is separate from Match Stop Time, and is subject to different rules as described in Appendix B of the game manual.

To directly answer your question:

Given this was a standard finals match, should stop times be considered at all or ignored?

Match Stop Time does not exist / should not be recorded / can be ignored during a standard Finals Match.