CIJE-Tech Robotics

Tournament Info

A robotics tournament is a fast-paced competitive environment that can be overwhelming for first time competitors. The following information is designed to help guide a team through a robotics event.

- **Teams**
  - **Each robot is its own team.** There is no "school team" or "school average". Each robot has its own score, regardless of how many robots a school brings.
  - The teacher should assign each robot from a school a number. For example, if Xavier Academy brought 3 robots, they would be named: 1_Xavier, 2_Xavier and 3_Xavier.
- **Match locations**
  - Matches can take place in any of the rinks associated with your grade level. Each of your matches can be in a different rink. Rinks are labeled as follows:
    - Lower School: Lower School 1, Lower School 2, etc.
    - Middle School: Red1, Red2, Blue1, Blue2, Green1, etc.
    - High School: HS1, HS2, HS3, etc.
- **Schedule (IMPORTANT)**
  - The schedules each have a list of matches. Each team should check which **match number** they are playing in **AND** where that match is taking place. For example, a MS schedule for your team for the day might look like this:

    Match 27 @ RED2 , Match 32 @ BLUE1 , Match 54 @ GREEN2, etc.
- **Points**
  - Lower School – Two robots play together as an alliance. They EACH GET whatever points are scored in that match, regardless of which robot scored them.
  - Middle School – Two robots play together as an alliance. They EACH GET whatever points are scored in that match, regardless of which robot scored them.
  - High School – Four robots play in two alliances. Each alliance is trying to get their own points (and take away from the other). Each robot in an alliance gets THE SAME points, regardless of which robot scored them.
- **Abstention**
  - If a team doesn't show up to a match, then it's played without them. **No substitutes**. Their alliance partner for that match is potentially at a loss. Same game, regular scoring. The missing team does not receive any points.

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- **Rules** – all rules and regulations are stipulated in the official CIJE-Tech robotics rule book.
- **Dimensions**
  - Robots larger than the allowable dimensions cannot play until corrected. Please check the official CIJE Rules handbook for a particular year and grade level to see the dimension requirements.
- **Score**
  - Lower School: Your robot's score is an **average of all your scores,** (NOT the sum of your scores). The big screens throughout the room will be continuously updated with your team's ranking.
  - Middle School: Your robot's score is an **average of all your scores,** (NOT the sum of your scores). The big screens throughout the room will be continuously updated with your team's ranking.
  - High School: There are 2 methods of scoring:
    - WP = Win Points are the primary method for determining standings. 2 for a win and 1 for a tie.
    - SP = Strength of Schedule Points. Equal to the sum of scores of the teams you defeated. Is a barometer of how hard your schedule was, and is used in determining a tiebreaker in the standings. A higher score indicates you played harder teams.
- **Playoffs**
  - Lower School: Winners are determined by the standings at the end of regular match play. There is no separate playoff.
  - Middle School: The top 16 teams go to playoffs, with alliances determined as shown below. Each alliance plays 1 match, with the highest score determining the winner.

    Alliance 1: Robot #1 and Robot #2
    Alliance 2: Robot #3 and Robot #4
    Alliance 3: Robot #5 and Robot #6
    Etc.
  - High School: The top 16 teams advance to a bracket style playoff, with alliances determined as follows:

    Alliance 1: Robot #1 and Robot #9
    Alliance 2: Robot #2 and Robot #10
    Alliance 3: Robot #3 and Robot #11
    Etc.
- **Judges**
  - If the adult team leader feels there has been an error regarding tournament play, they may bring it exclusively to the attention of the head referee, stationed at the judge's table, without involving students. Their decision will be the final say in the matter.