

Chezy Champs 2021 Rule Changes

Last updated Aug 23, 2021

Chezy Champs 2021 will be played using the rules outlined in the 2021 FRC Game manual ([link](#)) including the 2020 to 2021 changes ([link](#)), with the following modifications:

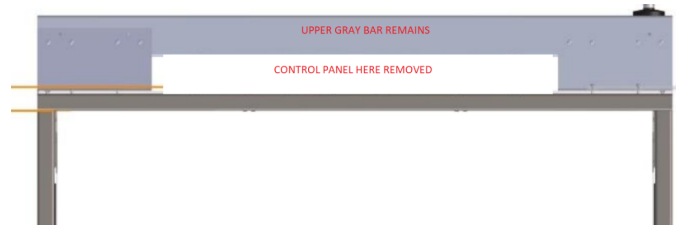
[CC1] No ROBOT INSPECTIONS. Teams are allowed an extra 5 pounds weight for repairs and modifications. Event organizers may conduct ad-hoc INSPECTIONS at any time; violations identified must be corrected before the ROBOT can participate in subsequent MATCHES, and teams may be retroactively DISQUALIFIED from past MATCHES for egregious violations that resulted in a competitive advantage.

[CC2] Chezy Champs will use four-team playoff ALLIANCES. All rules governing their selection and operation will be identical to those for Championship playoff ALLIANCES in Section 11.10.1 of the 2020 FRC manual ([link](#)).

[CC3] In general, minor violations of game rules that, in the best judgement of the REFEREES, meet ALL of the below conditions, will not be penalized:

- Are accidental
- Do not pose a safety hazard
- Do not change the difficulty of the game for either ALLIANCE

[CC4] The control panel will be entirely removed. The gray bar above it will remain (so as to not alter its impact on the difficulty of scoring POWER CELLS).



[CC5] The “SHIELD GENERATOR ENERGIZED” ranking point will be earned after a total of 50 POWER CELLS are scored for the ALLIANCE, with no other requirements.

[CC6] Event organizers may issue YELLOW and RED CARDS or remove teams from the event without refund for team member (student, mentor, parent, chaperone, teacher, coach, etc) refusal to comply with the CC2021 COVID protocols, or for other egregious conduct violations, at the discretion of event organizers.

For clarity, a redlined version of Table 4-2 including the CC2021 changes is provided below:

Award	Awarded for...	AUTO	TELEOP	Qual.
INITIATION LINE	exit the infinite vertical volume created by the corresponding ALLIANCE'S INITIATION LINE any time before the end of AUTO (per ROBOT)	5	-	-
POWER CELLS	scored in BOTTOM PORT	2	1	-
	scored in OUTER PORT	4	2	-
	scored in INNER PORT	6	3	-
CONTROL PANEL	ROTATION CONTROL	-	15	-
	POSITION CONTROL	-	20	-
ENDGAME Points	HANG (per ROBOT)	-	25	-
	PARK (per ROBOT)	-	5	-
	LEVEL with 1-3 ROBOTS HANGING (per ALLIANCE)	-	15	-
SHIELD GENERATOR OPERATIONAL	earning at least sixty-five (65) ENDGAME points	-	-	1 Ranking Point
SHIELD GENERATOR ENERGIZED	Stage 3 ACTIVATED SCORE 50 BALLS (ANY GOAL & ANYTIME BEFORE T=0)	-	-	1 Ranking Point
Tie	completing a MATCH with the same number of points as your opponent	-	-	1 Ranking Point
Win	completing a MATCH with more points than your opponent	-	-	2 Ranking Point

An ALLIANCE can earn up to four (4) Ranking Points (RP) per Qualification MATCH, as described in Table 4-2. There are no RP, or comparable point bonuses, in Playoff MATCHES.

Questions? Email chezychamps@team254.com