

## Chezy Champs 2022 Rule Changes

Last updated August 8, 2022

Chezy Champs will be played using the rules in the FRC Game manual ([link](#)) with the following modifications:

- [CC1] 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) egregious conduct violations (including refusal to comply with public health protocols), at the discretion of event organizers.
- [CC2] 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.
- [CC3] In general, minor violations of game rules that, in the best judgment 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
- Note that this rule signifies that violations of G204 that meet the above conditions will not be penalized.
- [CC4] 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 11.9.2 of the 2022 FRC manual.
- [CC5] The Chezy Champs playoffs will comprise a double-elimination bracket. Each matchup of ALLIANCES will require only a single win to advance, except the final series between the winning ALLIANCES from each of the winners' and losers' brackets, which will be best-of-three. *Detailed bracket will be provided at a later date.*
- [CC6] One additional preload CARGO will be made available to each ROBOT before the start of the MATCH, bringing the total number of CARGO for each ALLIANCE to 14. If a ROBOT has two preloaded CARGO, the second one must be in contact with any part of the ROBOT (including its BUMPERS) and not contacting any other ROBOTS, but does not have to be fully supported by the ROBOT. Any unused preloads will continue to be staged between the opponent's ALLIANCE WALL and the adjacent CARGO LINE.
- Rationale: Relax artificial constraints on CARGO throughput at the highest levels of play.*
- [CC7] The QUINTET is eliminated and the CARGO BONUS threshold is unaffected by AUTO CARGO scoring.
- Rationale: Scoring more CARGO in AUTO is its own reward; the QUINTET had limited impact.*
- [CC8] The CARGO BONUS ranking point threshold is raised to 30.
- Rationale: The in-season threshold of 20 is too easy, especially with more available CARGO.*
- [CC9] The HANGAR BONUS ranking point threshold is raised to 20.
- Rationale: Require at least two HIGH RUNGS, or a TRAVERSAL RUNG plus a MID RUNG.*
- [CC10] A fifth, "DOUBLE BONUS", ranking point will be awarded for achieving either 40 scored CARGO or 40 HANGAR points (one additional RP is awarded if either or both conditions are met).
- Rationale: Leads to rankings that better reflect the strength of teams and alliances.*
- [CC11] HUMAN PLAYERS may enter CARGO during TELEOP in all of the same ways as they can during AUTO.
- Rationale: Restrictions have limited impact on match play and impose a burden on REFEREES.*

Questions? Email [chezychamps@team254.com](mailto:chezychamps@team254.com)

**THIS VERSION IS OUTDATED  
VISIT CHEZYCHAMPS.COM FOR LATEST**