

## Chezy Champs 2024 Rule Changes

Version 1 - June 13, 2024

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 4.5 pounds of weight (up to 130 lbs total) 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. 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
- [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 12.2 of the 2024 FRC manual.
- [CC5] All robots at Chezy Champs must be equipped with VH-109 robot radios. Attending teams are responsible for obtaining their own radios prior to the event. The event will not have spares available.
- [CC6] R703 is revised to remove the option to have a network switch between the roboRIO and robot radio: The roboRIO Ethernet port must be directly connected to the "RIO" port on the VH-109 robot radio, except to allow for PoE injection.  
*Rationale: Eliminate a common point of failure for robot communications.*
- [CC7] The *Coopertition* Bonus is eliminated and the MELODY BONUS threshold is fixed at 25 NOTES. Pressing the *Coopertition* button on the AMP will not deduct a NOTE from the AMP "bank" nor have any other effect. The qualification rankings will reflect a *Coopertition* Bonus score of zero for all teams.  
*Rationale: Remove the ability of ALLIANCES to arbitrarily impact their opponents' rankings when seeded low enough for there to be no downside to doing so.*
- [CC8] The tape delineating the STAGE ZONE will be moved to the inside of the STAGE legs.  
*Rationale: Reduce potential for unintentional and inconsequential violations of G424.*
- [CC9] A time limit of three minutes will be imposed on each ALLIANCE selection invitation, measured from when the emcee asks the ALLIANCE CAPTAIN for their first selection (in the first round of selections) or when the immediately preceding ALLIANCE'S invitation is accepted (in subsequent rounds). If an ALLIANCE'S invitation is declined, the time limit is reset. Should the time limit be reached with the ALLIANCE CAPTAIN not immediately prepared to name their selection, the ALLIANCE will be skipped and the right of selection will transfer to the next ALLIANCE. After each subsequent selection is made, any previously skipped ALLIANCES will be revisited in their original selection order and may make their selection if immediately prepared to do so (and may only select from among the remaining available teams); otherwise they will be skipped again. A skipped ALLIANCE CAPTAIN may not be selected by another ALLIANCE.  
*Rationale: Provide ALLIANCES ample time to strategize before the start of the playoff tournament and improve event schedule predictability.*

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