

## Chezy Champs 2025 Rule Changes

Version 1 - July 10, 2025

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, at the discretion of event organizers.
- [CC2] No ROBOT INSPECTIONS. Teams are allowed an extra 5 pounds of weight (up to 120 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 13.2 of the 2025 FRC manual.
- [CC5] There will be an additional 6-minute field break following Playoff Match 8.  
*Rationale: The losing alliances of Matches 7 and 8 only have a one-match gap, which, as enforced in practice, often affords them less than the 15 minutes prescribed by the schedule.*
- [CC6] G404 (“No throwing in AUTO”) is removed. HUMAN PLAYERS may enter ALGAE onto the field during AUTO.  
*Rationale: Removes an avenue for unintentional fouls that have no strategic gain.*
- [CC7] The *Coopertition* Bonus is eliminated; the CORAL RP is only awarded when at least 7 CORAL are scored on each of the 4 levels.  
*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 BARGE RP is awarded if (and only if) at least 36 BARGE + ALGAE points are scored.  
*Rationale: Improve ability of bonus RPs to reflect individual team performance and reduce impact of being randomly paired with CAGE-incompatible teams.*
- [CC9] A robot who is otherwise qualified for CAGE points will remain so in the following scenarios:
- Inconsequential contact with a partner ROBOT not qualified for CAGE points
  - Inconsequential contact with an ANCHOR
  - Contact with the carpet at the exact time of assessment which ceases immediately after (i.e. caused by swinging)

*Rationale: Avoid penalizing teams who achieved the game objective for factors beyond their control.*

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