

Table 10-2 Typical Playoff MATCH Schedule

[illegible]

Match	MATCH	Blue	Red	Blue Gap (minutes)	Red Gap (minutes)	Winner moves to	Loser moves to
14	Finals MATCH 1 Match 14	Winner of MATCH 13	Winner of MATCH 11	18m	48m	MATCH 15	MATCH 15
15-minute Awards Break 1. Innovation in Control Award 2. Excellence in Engineering Award 3. Team Sustainability Award sponsored by Dow 4. Judges Award							
15	Finals MATCH 2 Match 15	Winner of MATCH 13	Winner of MATCH 11	18m	18m	Winner Alliance or MATCH 16*	Finalist Alliance or MATCH 16*
15-minute Awards Break** / Final Awards** If a TIEBREAKER is needed: 1. Rookie All Star Award** 2. Dean's List Award** 3. Engineering Inspiration Award** If FINALS are over: 4. Current FIRST Alumni 5. Current Seniors 6. Guest Speakers 7. Mentors/Parade 8. WFFA 9. VOY Bring Judges on Field: 10. Rookie All Star Award (if being awarded) 11. Finalists 12. Winners 13. FIRST Impact Award							
16	* Finals Tiebreaker* * Match 16 *	Winner of MATCH 13	Winner of MATCH 11	18m	18m	Winner Alliance or MATCH 17*	Finalist Alliance or MATCH 17*
15-minute Break* (Only if an overtime match is needed) If FINALS are over: 1. Current FIRST Alumni 2. Current Seniors 3. Guest Speakers 4. Mentors/Parade 5. WFFA 6. VOY Bring Judges on Field: 7. Rookie All Star Award (if being awarded) 8. Finalists 9. Winners 10. FIRST Impact Award							
17	* Overtime MATCH(es) * * Match 17, 18, 19 *	Winner of MATCH 13	Winner of MATCH 11			Winner Alliance or MATCH (es) 18 & 19*	Finalist Alliance or MATCH(es) 18 & 19*
Final Awards After the last OVERTIME match: 1. Current FIRST Alumni 2. Current Seniors 3. Guest Speakers 4. Mentors/Parade 5. WFFA 6. VOY Bring Judges on Field: 7. Rookie All Star Award (if being awarded) 8. Finalists 9. Winners 10. FIRST Impact Award							

* If Required

** Program Delivery Partners (PDPs) may choose to hold these awards until after all MATCHES are complete.

Table 10-3 Playoff MATCH Tiebreaker Criteria

Order Sort	Criteria
1st	Cumulative TECH FOUL points due to opponent rule violations
2nd	ALLIANCE AUTO points
3rd	ALLIANCE STAGE points
4th	MATCH is replayed

10.6.2.2 Playoff Finals ...If a Finals MATCH ends in a tie score, the tie is not broken using the criteria in Table 10-3, the MATCH remains a tie. ...the Playoffs proceed with up to 3 additional Finals MATCHES, called Overtime MATCHES, until an ALLIANCE has won 2 Finals MATCHES.

Table 10-2 Typical Playoff MATCH schedule

Round	MATCH	Upper/ Lower			Gap (min)		Next MATCH (MATCH # (ALLIANCE color))	
			Blue	Red	Blue	Red	Winner	Loser
1	1	Upper	8	1			M7 (R)	M5 (R)
	2	Upper	5	4			M7 (B)	M5 (B)
	3	Upper	7	2			M8 (R)	M6 (R)
	4	Upper	6	3			M8 (B)	M6 (B)
2	5	Lower	L2	L1	0:24	0:33	M10 (B)	
	6	Lower	L4	L3	0:15	0:24	M9 (B)	
	7	Upper	W2	W1	0:42	0:51	M11 (R)	M9 (R)
	8	Upper	W4	W3	0:33	0:42	M11 (B)	M10 (R)
3	9	Lower	W6	L7	0:24	0:15	M12 (B)	
	10	Lower	W5	L8	0:42	0:15	M12 (R)	
6-minute break								
4	11	Upper	W8	W7	0:27	0:36	M14 (R)	M13 (R)
	12	Lower	W9	W10	0:27	0:18	M13 (B)	
15-minute awards break: Imagery, Gracious Professionalism, Team Spirit, and Rookie Inspiration								
5	13	Lower	W12	L11	0:18	0:27	M14 (B)	
15-minute awards break: Autonomous, Creativity, Quality, and Industrial Design								
Finals	14		W13	W11	0:18	0:48	M15	M15
15-minute awards break: Innovation in Control, Excellence in Engineering, Team Sustainability, Judges								
Finals	15		W13	W11	0:18	0:18	M16*	M16*
15-minute awards break: Rookie All Star, Dean's List, Engineering Inspiration**								
Finals	16*		W13	W11	0:18	0:18		
Awards: Remaining awards, Finalists, Winners, and FIRST Impact Award								

* if required

** Program Delivery Partners may choose to hold these awards until after all MATCHES are complete.