

FRC Standard District Points Ranking System Summary r1

Summary

FRC Teams will accumulate points at the first two District events they attend in chronological order, as well as at the District Championship. Teams will not earn any points at third or subsequent District events, nor at any Regional events they attend during the 2014 season.

Points earned at District Championships will be multiplied by three and then added to points earned at District events, to determine the final season points total for the Team.

Points will be awarded to Teams as follows:

Point Category	Points
Win-Loss-Tie Record during Event Qualifying Rounds	
Win Loss Tie	2 for each match won 0 for each match lost 1 for each match tied
Alliance Selection Results after Selection is Complete	
Alliance Captains	Equal to 17 minus the Alliance Captain Number [e.g.: 14 points for Alliance #3 Captain]
Draft Order Acceptance	Equal to 17 minus the Draft Order Acceptance Number [e.g.: 12 points for the Team that is 5 th to accept an offer of Alliance]
Elimination Round Performance	
Teams on Alliances winning a particular playoff series [e.g.: An Alliance winning a particular Quarter Final best two of three match series]	5 points for every match won in which a Team's robot participated, only for the Alliance that wins the series
Awards	
Judged Team Awards	10 Points for Chairman's Award 8 Points each for Engineering Inspiration and Rookie All Star Awards 5 points for all other judged Team awards
Team Age (Awarded once per season)	
Team Age	10 points for Rookie Teams 5 points for second-year Teams

Notes on Points Categories

Win-Loss-Tie Record during Qualification Rounds

This attribute measures the individual match performance of a Team.

Alliance Selection Results

This attribute measures both individual Team qualification round seeding performance and recognition by peers.

Alliance Captains are recognized based on their qualification round seeding rank. This rank is a result of the rules for each game, which incorporate more attributes than simple Win-Loss-Tie performance. There may be several Teams with identical Win-Loss-Tie records at an event, but FRC games are typically set up to eliminate the chance of ties with regards to Team ranking.

Non-Alliance Captains are rewarded based on peer recognition. To be invited to join an Alliance, a Team's peers have decided that the Team has attributes that are desirable. Giving points for Alliance selection also supports come-from-behind Teams. A Team taking several matches to optimize their performance may be recognized as a late bloomer by a top seeded Team, even if that performance isn't reflected in Win-Loss-Tie record or seeding rank because of early losses. These points also have the potential to recognize Teams employing a minority strategy with their robot. Teams with unique or divergent robot capabilities that complement the strengths of other alliance members may be selected to fill a strategic niche.

Note also that Alliance Captains are given the same number of points as the Team drafted in the same sequence. For example, the third Alliance Captain gets the same number of points as the third draft. Numerical analysis supports the idea that Alliance Captains are about as strong in robot performance as equivalently drafted Teams. As an additional minor benefit, awarding the same points for Alliance Captains and equivalent drafts lubricates the acceptance of draft offers between Alliance Captains, which gives Teams out of the top eight the chance to experience being Alliance Captains themselves.

Elimination Round Performance

This attribute measures Team performance as part of an Alliance.

All Teams on the Alliance winning a particular playoff series, who participate in matches with their robots, receive 5 points per match won. In practice, this will usually mean Teams will receive 10 points at each of the Quarter Final, Semi-Final, and Final levels, unless a backup robot is called in to play

Awards

This attribute measures Team performance with respect to judged Team awards.

The points earned for Team awards in this system are not intended to capture the full value of the award to the Team winning the award, or to represent the full value of the award to *FIRST*. In many ways, the Team's experience in winning awards, especially the Chairman's Award, the Engineering Inspiration Award, and the Rookie All Star Award, is beyond measure, and could not be fully captured in its entirety by any points-based system. Points are being assigned to awards

in this system only to help Teams recognize that *FIRST* continues to be more than ‘just about the robot’, with the emphasis on our cultural awards, and to assist in elevating award-winning Teams above non-award winning Teams in the ranking system.

Chairman’s Award winning Teams at the District event level get automatic byes to the District Championship, where they will compete both with their robots and for the District Championship Chairman’s Awards. Winning a District Championship Chairman’s Award will earn the Team a slot at the *FIRST* Championship regardless of their final rank in their district.

Engineering Inspiration and Rookie All-Star Award winners at the District event level will compete at the District Championship level for those specific awards, even if they do not rank high enough to compete with their robots. Winning one of these awards at the District Championship will also earn them a slot at the *FIRST* Championship regardless of their final rank in their districts.

Note that Teams only get points for judged Team awards. If an award is not judged, for example, Rookie Highest Seed, or is not for a Team, for example, the Dean’s List Award, no points are earned.

Team Age

This attribute recognizes the difficulty in being a Rookie or second year Team

Extra points are awarded to Rookie and second year Teams in recognition of the special challenges Teams face in those early years, and to increase the chance that they will make it to the District Championship to compete with their robots. Like our dedicated Rookie awards, these additional points are intended to recognize and motivate newer participants in FRC.

These points are awarded once per season, not once per event.

Additional Notes

- **Third District Event Participation**

District Teams participating in three or more district events during the season do *not* earn points for their actions at any district events that follow the first two they attend chronologically, though they will still be eligible for awards at those later events, and any benefits that go along with winning those awards. As an example, this would include the automatic bye to the District Championship for winning the Chairman’s Award.

- **Regional Participation**

District Teams do *not* earn points for their actions at any Regionals they may attend, but are still eligible for Team awards at those events, and any benefits that may go along with winning those awards, such as earning their way to the *FIRST* Championship. However, if a District Team does earn a slot at the *FIRST* Championship while attending a Regional event, that slot does count against the total Championship allocation the District is receiving for the season.

- **Multiple Awards**

District Teams will only be able to win FRC’s most prestigious awards – Chairman’s Award, Engineering Inspiration Award, and Rookie All Star Award – once per season at the District level. This supports the broader distribution of those awards.

- **Ties**

Teams earning the same points in this system will be sorted in rank using the hierarchy below.

1st Order Sort: Total Elimination Round Performance Points

- Total of the Elimination Round Points earned in the first two District events attended chronologically and the District Championship event, with District Championship points being multiplied by three

2nd Order Sort: Highest Elimination Round Finish Points

- Maximum Elimination Round Points earned in either the first two District events attended chronologically or the District Championship event, with the District Championship points being multiplied by three

3rd Order Sort: Total Alliance Selection Results Points

- Total of the Alliance Selection Results Points earned in the first two District events attended chronologically and the District Championship event, with District Championship points being multiplied by three

4th Order Sort: Highest Alliance Selection Results Points

- Maximum Alliance Selection Results Points earned in either the first two District events attended chronologically or the District Championship event, with the District Championship points being multiplied by three

5th Order Sort: Total Qualification Round Win-Loss-Tie Points

- Total of the Qualification Round Win-Loss-Tie Points earned in the first two District events attended chronologically and the District Championship event, with District Championship points being multiplied by three

6th Order Sort: Total Number of Qualification Match Wins

- Total number of Qualification Match Wins earned in the first two District events attended chronologically and the District Championship event, with the number of District Championship Qualification Match Wins being multiplied by three

7th Order Sort: Highest Individual Qualification Match Score

- Maximum Qualification Match Score earned in either the first two District events attended chronologically or the District Championship event, regardless of win or loss

8th Order Sort: Second Highest Individual Qualification Match Score

- Same as above, but using second highest score

9th Order Sort: Third Highest Individual Match Score

- Same as above, but using third highest score

10th Order Sort: Random Selection