



2020 - 2021
VEX Worlds Update

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Introduction

This year, VEX Worlds will feature over 1600 teams from around the globe competing in the first-ever Live Remote World Championship. In addition to the traditional problem-solving found in the VEX Robotics Competition, these new Live Remote Skills Challenge and Live Remote Tournament formats present a unique set of challenges that have been embraced by teams and Event Partners throughout the VEX community.

VEX Worlds 2021 will be the first time in competitive robotics history that this new type of gameplay has been experienced on such a large scale, and we are looking forward to seeing these teams competing on the world stage once again. The intent of this Game Manual update is to capture some of the GDC's lessons learned over the course of the 300 Live Remote Tournaments this season, and provide insight into how some of these rules will be enforced at Live Remote VEX Worlds.

There will be a Team & Drivers' Meeting on Sunday, May 16, 2021 from 12:00pm - 1:00pm CT to provide further clarifications as needed, and answer as many team questions as possible. The official Q&A will be closed for the season once this update has been posted; to pre-submit a question for it to be answered during the Team & Drivers' Meeting, please email GDC@vex.com.

The event Agenda can be found here: <https://www.roboticseducation.org/documents/2020/01/vex-robotics-world-championship-agenda.pdf/>

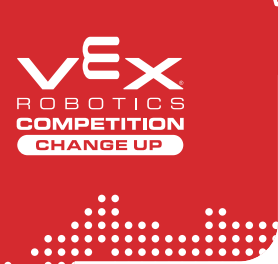
Fields & Inspection

- All Teams will be required to undergo a Robot & Field inspection on Sunday, May 16, 2021. Inspection will be open from 7:30am - 8:00pm CT. Passing inspection during this time will be mandatory in order to compete; there will be no exceptions or allowances.
 - More information about what to expect during inspection can be found here: <https://www.roboticseducation.org/documents/2021/04/live-remote-vex-worlds-inspection.pdf>
- Per Appendix A: "All Goals and Game Objects must be visible to all spectators and volunteers. If using the recommended DIY Field Perimeter (built out of PVC pipe and hardboard paneling) the side(s) of the field which face the audience (or camera) should be replaced with a transparent surface. The official Spare Competition Field Lexan panels (VEX SKU 275-1202) are a recommended way to inexpensively achieve this goal."
 - This will be **strictly enforced**. Scorekeepers must be able to clearly see the contents of all Goals, especially Goals G, H, and I.
 - Teams who have built a field perimeter with opaque panels must replace the "front" wall with transparent panels, or cut "windows" around Goals G, H, and I.
 - Drive Team Members may not stand in a position which obstructs any Goals, Robots, or Balls.
- Per <G19> and Appendix A, all four corner Goals must include either a 4" Standoff or 11" Zip Ties to aid in proper function of the Goal. See page 17 ("Sheet 10") of Appendix A for more details.
- All white tape lines must be applied as noted in Appendix A.

- Per <G20>, Match Replays are at the discretion of the Event Partner and Head Referee. However, just as it is the Team's responsibility to ensure that their Robot is built as intended (and legally) during an in-person event, it is also their responsibility to ensure that the playing field is set up correctly during a Live Remote Tournament. Therefore, the Field Fault issues listed in rule <G20> (or any other incorrect field setup issues) may not be considered eligible reasons for a replay.
- Teams must be prepared to demonstrate any inspection item upon request by a Head Referee prior to any given Match. This could include, but is not limited to:
 - Sizing checks (i.e. Teams must have a sizing tool or measuring device available)
 - Robot checks (e.g. number of motors, illegal part usage)
 - Field checks (e.g. Goal construction)
- This is a modification to rule <LRT2>. Teams may stand in any Alliance Station position that they would like, provided that the full playing field (i.e. all Goals, Balls, and Robots) is visible at all times.
 - All other portions of <LRT2> still apply. "Sideline coaching" from Adults or other Students is strictly prohibited.
- Violations of any Field Inspection rule, e.g. arriving to a Live Remote Match without tape lines or with Goals that are obstructed from the camera's view, will result in a Team not being permitted to participate in the Match until the situation is rectified. If the Team is unable to remedy the situation promptly, they will not be permitted to participate in the Match.

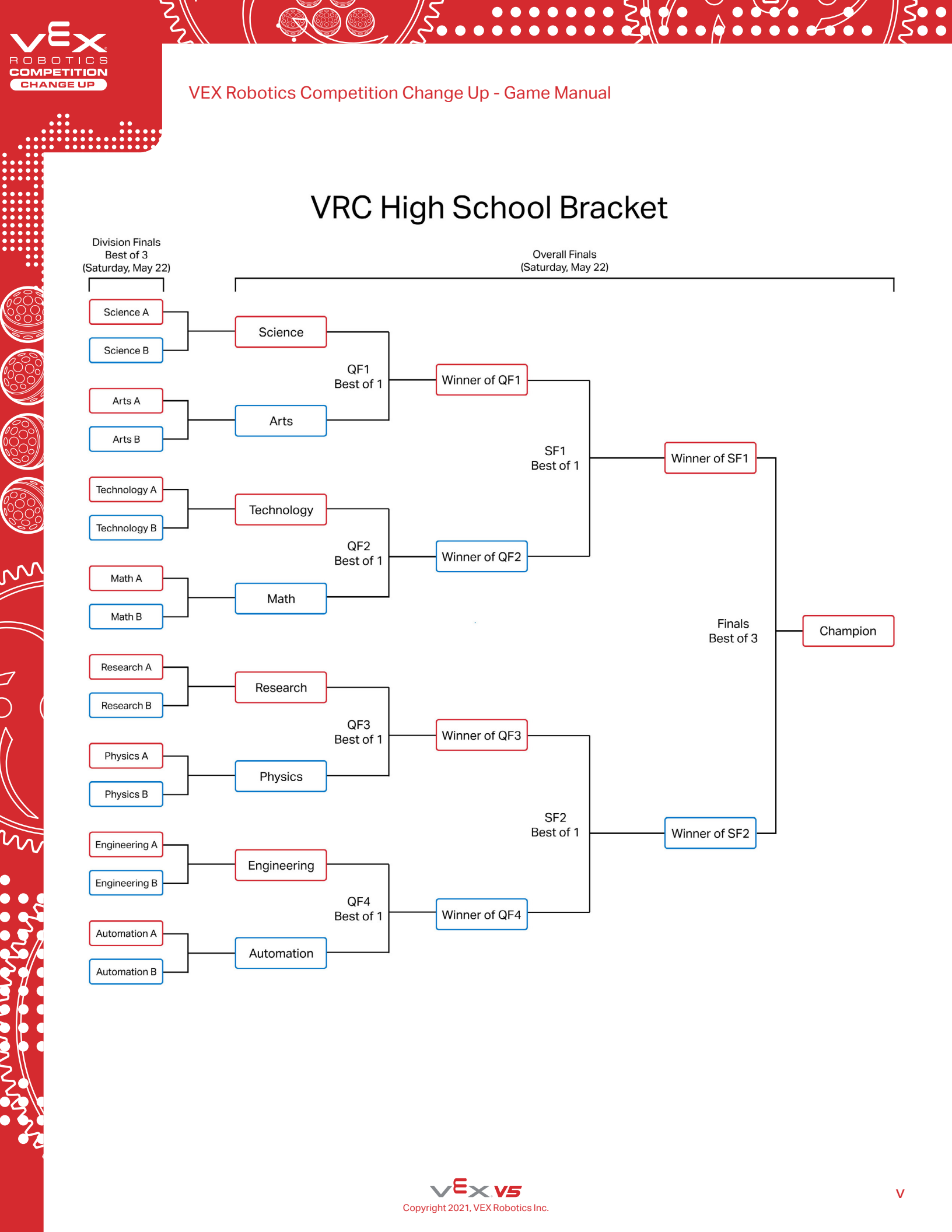
Gameplay

- This is an addition to rule <SG6>. If a Ball is on its way out of the Field (as determined by the Head Referee), but is deflected back into the field by a Driver, field monitor, ceiling / wall, or other external factor, <SG6> would apply. This Ball should be considered "out of the field" and removed from gameplay. If the redirection occurred due to contact with a Driver, it will be at the Head Referee's discretion whether <SG6> or <G9> should apply.
- Scores will be confirmed with Teams at the end of each Match. If, at a later time, a Team competing in a Live Remote Tournament Sub-Division wishes to dispute a score that has been entered, they will have the opportunity to file a one-time Scoring Dispute for that Match.
 - To submit a Scoring Dispute, a Team must contact their Division Manager directly via the direct message system within the LRT interface.
 - Teams will be required to locate the timestamp for the start of their Match on the official webcast stream and confirm what they believe to be the correct score. The Dispute will be reviewed by event staff and corrected if necessary.
 - Disputes must be submitted prior to the start of the following day's Qualification Matches. For example, a Team who is in an afternoon Sub-Division may submit their dispute the following morning, before the afternoon Matches begin.
 - The Dispute system will close 30 minutes after the close of the Qualification rounds for each grade level (i.e. 6:00pm CT on Tuesday, May 18 for Middle School, and 6:00pm CT on Friday, May 21 for High School).

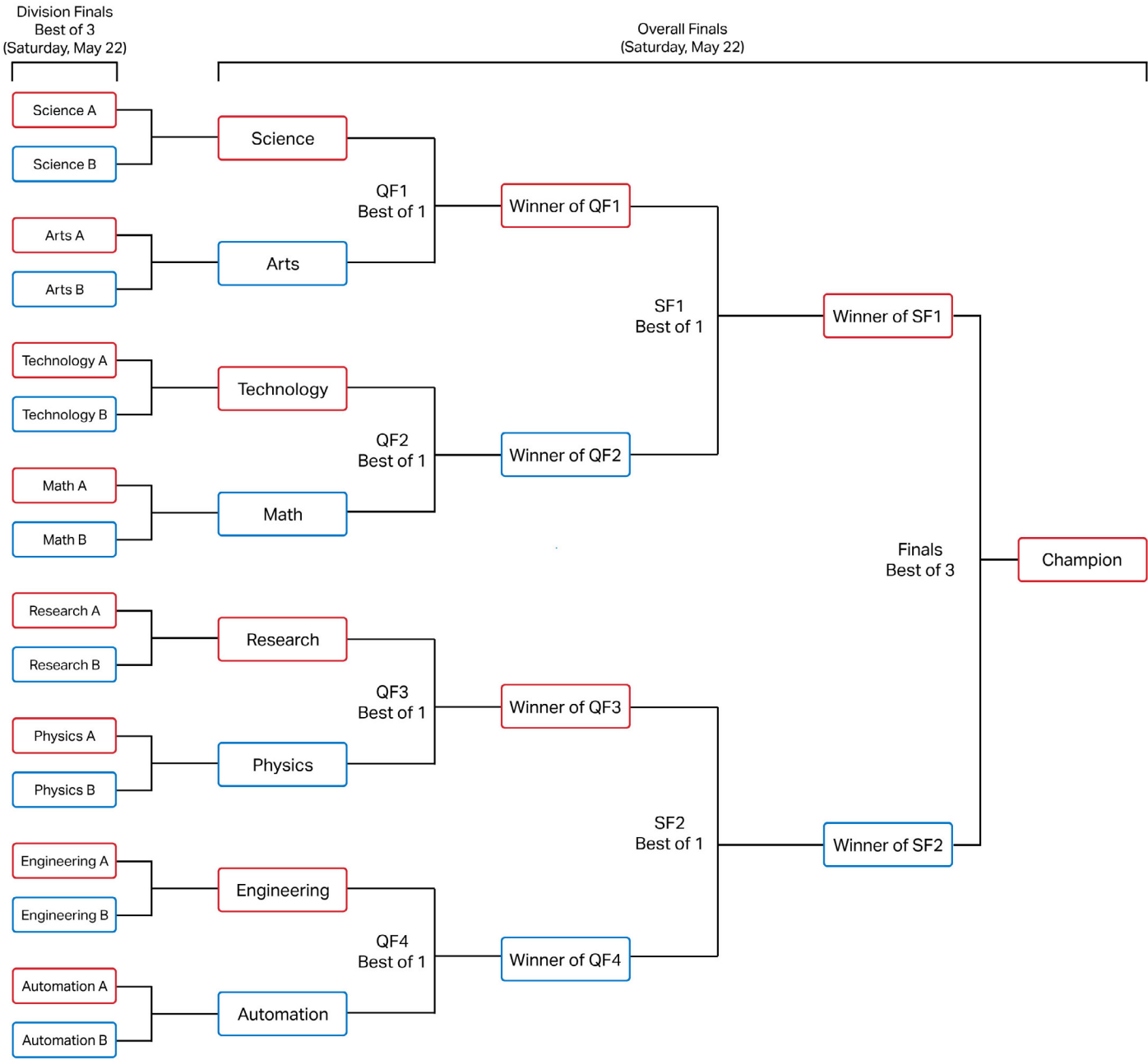


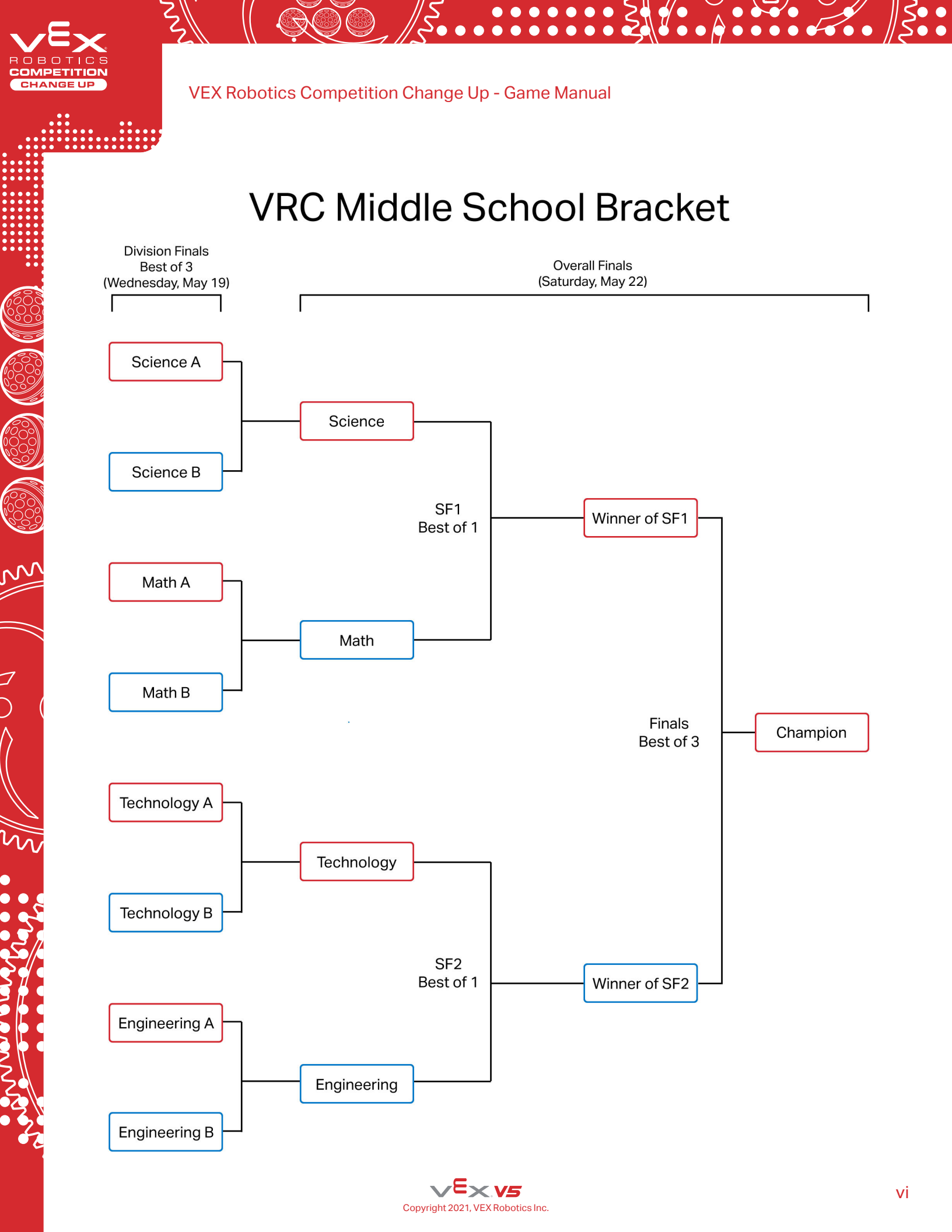
Tournament Structure

- Each Sub-Division will play a standard Elimination bracket with eight (8) Alliances.
 - All Elimination Matches within the subdivision will be played as “best of 1”.
- The two Sub-Division champions in a given Division (e.g. Science A and Science B) will play each other in a set of “best of 3” Matches to determine the Division Champion during the Division Finals & Awards.
- The Division Champions will then play each other during the Overall Finals & Awards Ceremony according to the bracket shown below (e.g. the Science Division Champion will play the Technology Division Champion).
 - Quarterfinal and Semifinal Matches will be played as “best of 1”.
 - The World Championship Finals Matches will be played as “best of 3”.



VRC High School Bracket





VRC Middle School Bracket

