Leagues

All the Competition, spread over time!

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ROBOTICS EDUCATION &
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Mission & Vision

✔ ## Mission

The Robotics Education & Competition Foundation's global mission is to provide every educator with competition, education, and workforce readiness programs to increase student engagement in science, technology, engineering, math, and computer science.

✔ ## Vision

We see a future where every student designs and innovates as part of a team, overcomes failure, perseveres, and emerges confident in their ability to meet global challenges.

Inspiring students, one robot at a time.

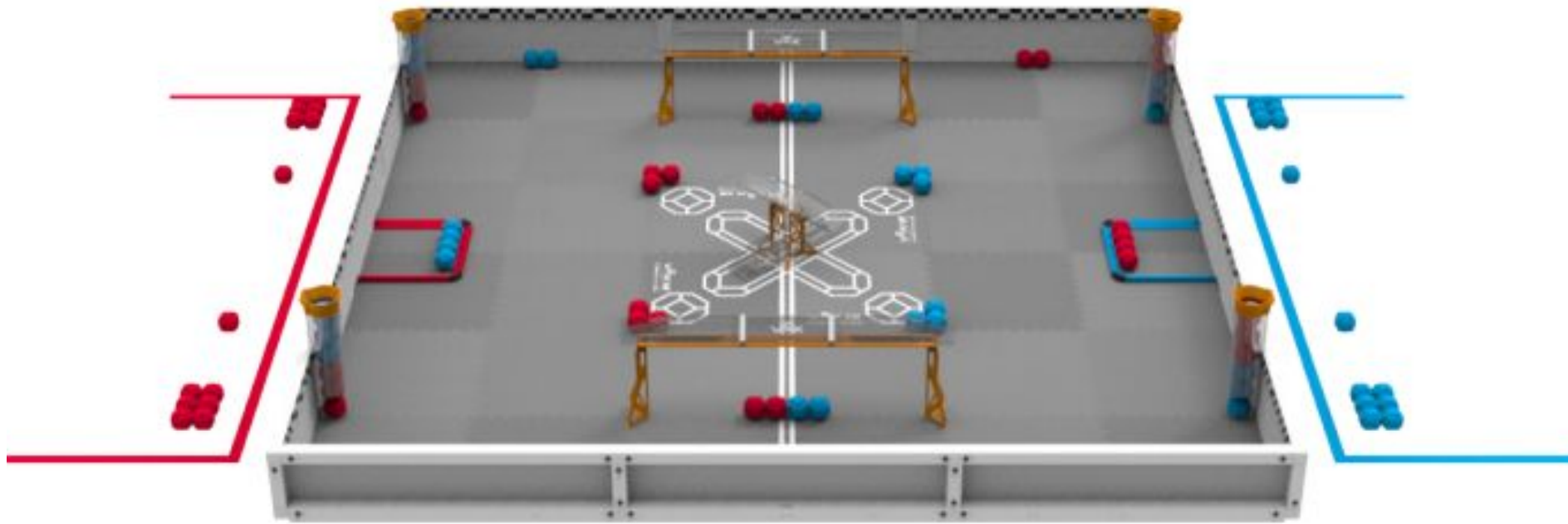General Information

Leagues

- Leagues must have a minimum of three Ranking Sessions plus one Finals Session.

  - There can be additional Ranking Sessions.

- Each Ranking Session and the Finals Session **must** be listed as separate Event Dates on RobotEvents.

- Multiple sessions on the same date must be listed as separate sessions with the same date on RobotEvents.

- Leagues can be an **INVITATIONAL.**

  - The Event Partner determines who competes in the league.

  - Teams will have to register for the league via the Waitlist tab.

Library Articles

Running Leagues

Tournament Manager

Leagues

- Leagues are most effective for team development when the sessions are one or more weeks apart.

- For Finals matches, teams that participated **in fewer than 60% of all Qualifying Matches** will be ranked lower than the teams that participated in **more than 60% of all Qualifying Matches.**

Robot Skills

Leagues

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Robot Skills

Robot Skills at events must follow these guidelines pertaining to Leagues.

Leagues with 24 or more teams registered must offer Driving and Programming Skills Challenge Matches.

- Skills Challenge Matches are highly recommended for all leagues.

Leagues offering Robot Skills Challenge must offer both Driving and Programming Skills Challenge attempts.

- The maximum number of matches is 3 of each skill per Ranking Session and Finals Session.

- Event Partners should use Tournament manager for tracking Robot Skills attempts in each League Ranking and Championship Session.

Leagues
Robot Skills

Robot Skills at events must follow these guidelines pertaining to Leagues.

- Skills Challenge scores for all official qualifying leagues will be included in the World Skills Standings (WSS) on RobotEvents.com

- Teams can only play in skills matches if they are also included in the match schedule during Ranking Sessions.

- Teams may not skip a Qualifying Match to play in a Skills Match.

How to Organize a League

Event Partners with support from their Regional Support Manager are responsible for hosting leagues

Develop interest in starting a league among local teams.

- Teams must commit to playing together multiple times.

- Teams will then know that they have a place to play and not be concerned with other tournaments "filling up."

Form a Planning Team to Organize the league

- Select dates and venues for the Ranking and Finals sessions. Usually the Event Partner's venue.

- Find other EP's or coaches who are willing to host a session to spread the workload.

- The Planning Team will need to oversee the budget, volunteer recruitment, and communication to the teams.

Determine how many Ranking sessions will be played.
Secure facilities needed for each session including the final session.

How to Organize a League

Awards (Performance and Judged)
Develop interest in starting a league among local teams.

- Determine the number of sessions to be offered.
  - Judged awards are judged and awarded at the League Finals.
- Judged awards at the League Finals need to be in the Pit area, not a closed room.
- Determine when teams will play their Robot Skills Matches during the Ranking Sessions and/or Finals Session.

- Performance Awards are:
  - Teamwork/Tournament Champions
  - Robot Skills Champion
- The minimum judged awards are:
  - Excellence Award
  - Design Award
  - Judges Award
  - Innovate Award

How to Organize a League

League Budget
Develop interest in starting a league among local teams.

- The cost of each venue and associated costs of that venue, including custodial fees (if at more than 1 location)
- The cost of fields and game elements
- The cost of trophies (6 are provided free, only pay shipping) to the 1st event for an Event Partner in a season
- The cost of food for volunteers and possible volunteer apparel
- Other revenue streams, such as concessions and sponsorships

Coordinate with your Regional Support Manager to post your League on Robot Events.

You will need to list all of the League session dates and venue(s).

Posting the League on RobotEvents.com

League Schedule

- Ensure you have confirmed dates and venues for the Ranking Sessions and Finals session.

- Create the League Event at RobotEvents.com. The first Ranking Session date should be entered as the first Start and Stop date.

- Add a new date for each ranking session and the finals session, even if the sessions will be on the same day. Each session must have its own entry in Event Dates / Venue.

- Include the agendas for all Ranking Sessions and the Final Session in the Agenda content block.

Ranking Sessions

Share resources.

Just because it's your turn to host an event doesn't mean you need to reinvent the wheel. Use equipment, volunteers, and ideas from the other sessions as a starting point.

Certified Volunteers

- Make sure the Head Referee is certified
  - Although not required, asking the Referee Scorekeepers to be certified is helpful too.
- Judge Advisors must be certified.

Plan for time to do inspections at each session.

Use a "sticker system/color zip tie" to speed up the process.

Tips

- 3 fields minimum
  - 2 Match and 1 Skills
- Inspect all robots each night
- Very Slow Pace on the first night and then ramp into full schedule as the league progresses.
- Scorekeeper/Student Drivers reset the fields.

Ranking Sessions

Keep it simple

- Run V5RC fields on a competition switch if you do not have field electronics.

- Use one computer with a single Audience display.

- Only play 3-4 Qualification Rounds at each Ranking session to keep the session short. For VIQRC, offer 4 matches per team if possible in the time frame.

- Score matches using tablets for speed and accuracy.

Ranking Sessions

- Assigning pits is optional. Depending on the number of teams at the session, either assign pits or simply have tables ready for the teams to choose their own location, with charging stations around the room. Please avoid the safety issue of excessive wires on the floor.

- **Do NOT offer any judging during the Ranking Sessions. Save this for the Championship/Finals Session.**

- **Do offer** Robot Skills Challenge Matches at Rankings Sessions

- It's recommended to provide drinks and snacks for volunteers.
  A happy and well-fed volunteer is likely to help at a future event!

Ranking Sessions

- Start the Finals session with Judging and Robot Skills Challenge Matches. Once Judging and Skills are both completed, then continue to the Alliance Selection for V5RC or Elimination/Finals Matches for VURC and VIQRC.

- It is possible to have two additional ranking matches on the date of the League Championship to encourage attendance.

- Follow the Qualifying criteria for the Number of alliances in both V5RC and VIQRC.

- For awards that do not come with a trophy, provide a certificate. These can be found in the Reports section of Tournament Manager, and will auto-populate the winners to create an official certificate with the team number and names included.

Suggested League Models

After School League

Nearby teams can play after school once every few weeks, either at one location or multiple locations.

Combine a Workshop with a League

For example, run a workshop topic in the morning. Include time for teams to deploy what they learned on their competition robots. Then run a ranking session in the afternoon so teams can implement what they learned. Example workshop topics might be autonomous programming, controller programming, game strategy, etc.

Suggested League Models

Statewide League

Many league events across the state culminate in a league finals event.

Regional League

League attendance may be based on a region.

Run two different leagues on the same day at the same venue at different times.

This might be a V5RC MS/VIQRC MS session in the morning and a V5RC HS/VIQRC ES session in the afternoon. Running two on the same day allows more teams to participate and requires less equipment and fewer volunteers than running on separate days.

Questions

Contact

We are here for you

Coaches, Event Partners, and Volunteers are the core of our competition program here at the REC Foundation. Please reach out to us with any questions or concerns. Thank you for all of your support.

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Resources

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