

## 15 FIRST Championship (C)

At the 2025-26 FIRST Championship, teams are split into 6 divisions. Each division plays a standard tournament as described in section [13.6 Qualification MATCHES](#) and section [13.7 Playoff MATCHES](#) to produce the Division Winning ALLIANCES. Those 6 Division Winning ALLIANCES proceed to the Championship Playoffs, on the FIRST Championship FIELD(s), to determine the 2025-26 FIRST Tech Challenge Championship Winners, per [15.5 FIRST Championship](#).

### 15.1 Awards Modifications

The Judging process may be modified for the FIRST Championship to accommodate for venue limitations and the large number of teams at the event. Any process or awards modifications will be published in or before the last regularly scheduled Team Update as described in section [1.8 Team Updates](#).

Awards from section [6 Awards \(A\)](#) are all awarded in each division only, except for as shown in Table 15-1.

Table 15-1: FIRST Championship Awards

Award	Per Division	FIRST Championship
Inspire Award	1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> Place	1 <sup>st</sup> Place
Dean's List	0	10
Compass Award	0	1

### 15.2 Game Modification

The number, type, and distribution of SCORING ELEMENTS and scoring achievement (RP) thresholds may be adjusted for the FIRST Championship DECODE tournament. Any game modifications will be published in or before the last regularly scheduled Team Update as described in section [1.8 Team Updates](#).

All division FIELDS will be placed on risers which are elevated approximately 24 in. (60.95 cm) from the floor. All DRIVE TEAM members and FIELD STAFF will be at floor level. Approximately 50% of the practice FIELDS will also be elevated for teams to use. To see examples of how the elevated FIELD looks, please watch the field tour video from Kickoff.

Some or all division FIELDS may also have additional modifications which change their appearance, including different or additional decals, metal coatings, material changes, and lights. Every effort will be made to ensure these modifications are exclusively aesthetic in nature and will not affect the performance of the FIELD or impact ROBOT designs. The details of these modifications will be published in or before the last regularly scheduled Team Update as described in section [1.8 Team Updates](#).

### 15.3 3-ROBOT ALLIANCES

ALLIANCES at the FIRST Championship will be made up of 3 ROBOTS. Before each division playoff tournament, ALLIANCES are selected per the process as described in section [13.7.1 ALLIANCE Selection Process](#); however, the process continues with a 2<sup>nd</sup> round of selection as follows:

**Round 2:** The same method is used for each ALLIANCE lead's second choice except the selection order is reversed, with ALLIANCE 8 picking first and ALLIANCE 1 picking last. This process results in 8 ALLIANCES of 3 teams each.

ALLIANCES may start each of their MATCHES with any 2 of the 3 ROBOTS on their ALLIANCE during Division and Championship Playoff MATCHES. ALLIANCES do not need to inform FIELD STAFF of which 2 ROBOTS will play ahead of the MATCH but must not delay the start of the MATCH per [G301](#) by making a late decision.

For example, an ALLIANCE deciding a different set of 2 ROBOTS will be playing in the MATCH after 2 ROBOTS have left queuing is likely a delay of MATCH.

**C301 \*Replays use the same ROBOTS.** If a Playoff MATCH must be replayed, the 2 ROBOTS used in the replay must be the same as in the original MATCH. The sole exception is: if, in the opinion of the Head REFEREE, the ARENA FAULT rendered a ROBOT inoperable, in which case the ROBOTS can be changed. If an additional MATCH is played due to a tie, any 2 of the 3 ROBOTS may be played in the additional MATCH.

*FIRST Tech Challenge teams play significantly more matches at the FIRST Championship than they do at most events, and there are significantly more teams at the event. Drafting a 3<sup>rd</sup> ROBOT provides each ALLIANCE with a built-in backup ROBOT and flexibility to draft for different MATCH strategies in mind.*

## 15.4 FIRST Championship Pit Crews

Each team on an ALLIANCE playing in the FIRST Championship Playoffs may have an additional 3 pit crew team members inside the ARENA to assist with pre-MATCH strategy, ROBOT repair and maintenance, and other team support functions per [T704](#). Additional pit crew members must stay in the pit areas of the ARENA.

The additional team members may be adults or STUDENTS.

## 15.5 FIRST Championship Playoffs

*More information about the FIRST Championship playoff tournament structure will be released as part of a future Team Update.*

