15 *FIRST* Championship (C)

At the 2024-25 *FIRST* Championship, teams are manually split into four (4) divisions.

Each division plays a standard tournament as described in section `13.5 Qualification MATCHES` and section `13.6 Playoff MATCHES` to produce the Division Winning ALLIANCES. Those four Division Winning ALLIANCES proceed to the Championship playoffs, on the *FIRST* Championship FIELDS, to determine the 2024-25 *FIRST* Tech Challenge Championship Winners, per `15.5 FIRST Championship playoffs`.

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	1st, 2nd and 3rd Place	1st Place
Dean's List	0	10
Compass Award	0	1

15.1   Advancement to the *FIRST* Championship

Advancement to the *FIRST* Championship is set by *FIRST* Headquarters based on the number of teams registered in each region as of December 1st. Advancement for regions outside of North America will be based on previous season registration numbers, if higher.

15.2   Game Modification

The number, type, and distribution of SCORING ELEMENTS may be adjusted for the *FIRST* Championship INTO THE DEEP tournament. Any game modifications will be published in or before the last regularly scheduled Team Update as described in section `1.9 Team Updates`.

At the 2025 *FIRST* Championship, the following modifications will be made to the INTO THE DEEP game:

- 5 additional red SAMPLES (25 total)
- 5 additional blue SAMPLES (25 total)

The 10 additional SAMPLES will be added to the SUBMERSIBLE ZONE during pre-match setup. No additional CLIPS will be provided. This game modification is an exception to pre-match setup described in section `10.3.1 SCORING ELEMENTS` and will only apply to the *FIRST* Championship.

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 `13.6.1 ALLIANCE Selection Process`, however the process continues with a second 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 two ROBOTS will play ahead of the MATCH but must not delay the start of the MATCH per G301 by making a late decision.

C301   ***Replays use the same ROBOTS.** If a playoff MATCH must be replayed, the two 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.
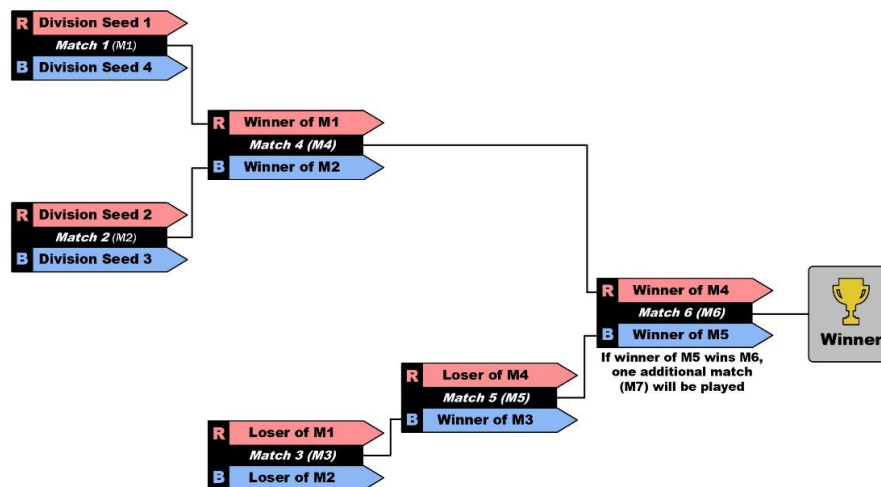
15.4 *FIRST* Championship Pit Crews

Each team on an ALLIANCE playing in the *FIRST* Championship playoffs may have an additional 2 pit crew team members inside the ARENA to assist with pre-MATCH strategy, ROBOT repair and maintenance, and other team support functions. 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

The 4 Division Winning ALLIANCES play a double elimination style tournament as described in section 13.6 Playoff MATCHES to determine the 2024-25 INTO THE DEEP *FIRST* Tech Challenge Championship Winners. Exact MATCH timing is provided to *FIRST* Championship playoff teams. Divisions are ranked by the criteria in Table 13-1 excluding Rank Score. ALLIANCES are paired as shown in Figure 15-1.

Figure 15-1: FIRST Championship playoff bracket

During the *FIRST* Championship playoffs, if an additional MATCH is played due to a tie, any two of the three ROBOTS may be played in the additional MATCH.