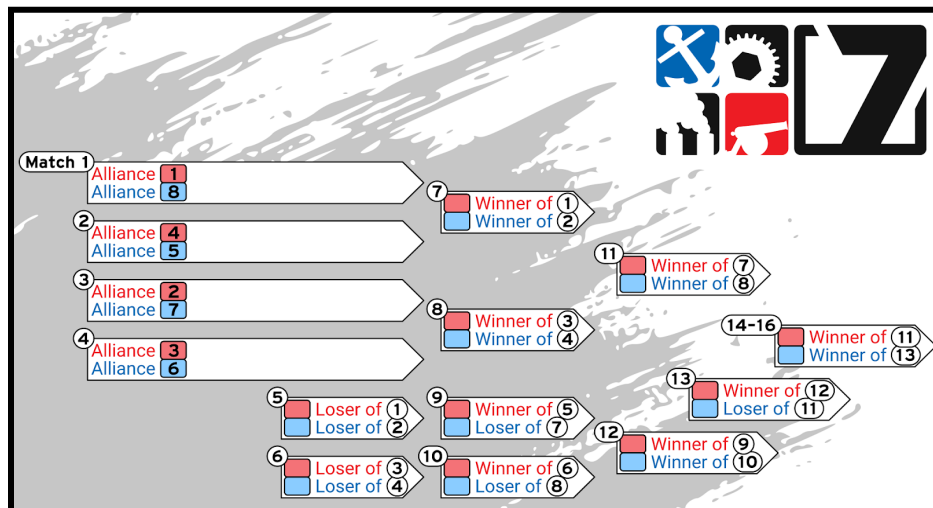


## Rumble in the Roads

### Rule and Tournament Changes

Rumble in the Roads will play a minimally modified version of the 2022 FIRST Robotics Competition game RAPID REACT. All official rules will be enforced except as listed below:

- There will be no ROBOT inspections. Teams are expected to comply with all 2022 build rules as listed in the official game manual. Components deemed by field staff to be unsafe or damaging to the ARENA will be required to be corrected.
- [April Tags](#) (visual fiducials) will be placed in the ARENA as described in the “[2022 Rapid React Vision Tag Field Assembly Manual](#)” developed by [PhotonVision](#).
- If CARGO are ejected out of bounds, field volunteers will attempt to return the CARGO to the nearest of the ALLIANCE’s HUMAN PLAYERS for reintroduction to the field.
- HUMAN PLAYERS may introduce CARGO to the FIELD through a TERMINAL AREA, through the GUARD, or thrown over the TERMINAL, during both AUTO and TELEOP.
- Playoff Matches will follow a double-elimination format similar to the draft bracket below. Each matchup of ALLIANCES will be best of one, except the final matchup (between the winners of the upper and lower brackets) will be best of three. Queuers will help teams navigate the bracket, as it’s understood that this will be unusual for most participants.



Draft double elimination tournament bracket. Match numbering and alliance colors may change.

---

#### Changes

8 Sep 2022 Initial release