



Misc.

There will be no playoff tiebreakers; all ties in Playoffs will be replayed.

G38

Driving over or getting stuck on a boulder while holding another boulder will not be a violation.

2.2.2.1 DEFENSES

A DEFENSE is one (1) of five (5) obstacles in the OUTER WORKS and on a PLATFORM. There are a total of **seven (7)** unique, selectable DEFENSES. These DEFENSES are arranged into four different categories. Only one defense from each category will be placed on the field at any time, per Section 5 (5.5.10 Selecting Defenses).

2.2.2.1 Category A

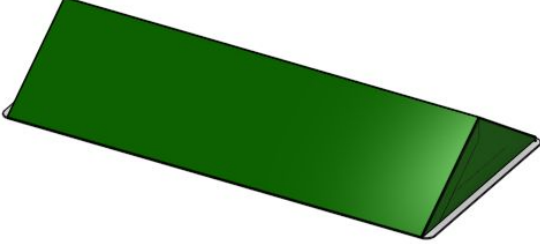
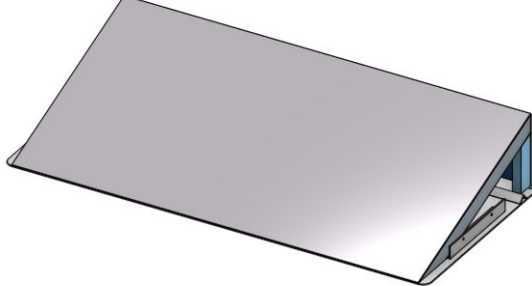
The portcullis has been removed from this category.

The portcullis has been banned from off-season events for safety reasons. Because of this, the cheval-de-frise will be the only category A defense and will remain on the field at all times.

2.2.2.1 Category C

The Drawbridge and the Sally Port have been replaced by two new defenses, the Trap and the Hill (see previews below).

The intent is to increase visibility on the field, reduce the work and downtime required to maintain the articulated defenses, and add a new challenge to the game.

The Hill	The Trap
 <p>Height above the PLATFORM: ~8.4" Height above the floor: ~11.4" Incline: 35 deg on both sides</p>	 <p>Height above the PLATFORM: 8.5" Height above the floor: ~11.5" Incline: 20 deg Slope toward NEUTRAL ZONE Vertical face toward COURTYARD</p>

5.5.10 Selecting Defenses

One (1) DEFENSE from each of the four (4) DEFENSE groups, A, B, C, and D will be placed on the FIELD each MATCH.

5.5.10.1 AUDIENCE SELECTION OF DEFENSES

This rule has been removed.

Audience selection has been removed to simplify the field reset process.

5.5.10.2 TEAM SELECTION OF DEFENSES

Once in the Queue and no later than the end of the MATCH prior to their scheduled MATCH: Each ALLIANCE selects the direction that their defenses will shift (increment position, decrement position, or no shift). Prior to their match the defenses (minus Low Bar) will all shift one space in that direction and the furthest defense in that direction will be removed from the field. The ALLIANCE will then select a defense, from the same category as the defense that was removed, to be placed in the open space on the end opposite of the direction the defenses shifted. If the alliance elects not to shift the defenses, the defenses will remain in their current locations.

Before Qualification Match 1, DEFENSES will be arranged as follows:

Position	Category	DEFENSE
1	-	Low Bar
2	B	Moat
3	A	Cheval-de-frise
4	D	Rock Wall
5	C	Hill

Example:

Qualification Match 12 has a defense arrangement of:

Position	Category	DEFENSE
1	-	Low Bar
2	D	Rock Wall
3	C	Trap
4	B	Moat
5	A	Cheval-de-frise

The ALLIANCE playing in Qualification Match 13 decides to **decrement** the defense positions. The Rock Wall, a Category D defense, is removed from position 2. The defenses in positions 3, 4, and 5 are moved down one position each. Position 5 becomes empty. The ALLIANCE then chooses to fill position 5 with either of the Category D defenses: the Rock Wall or the Rough Terrain. They select to fill position 5 with the Rough Terrain.

Therefore, this ALLIANCE's defenses for Qualification Match 13 would be:

Position	Category	DEFENSE
1	-	Low Bar
2	C	Trap
3	B	Moat
4	A	Cheval-de-frise
5	D	Rough Terrain

5.4.1 The ALLIANCE selection process consists of three (3) rounds. Selections will follow the draft order of: 1-8, 8-1, 8-1 until all available teams have been exhausted.

If there are fewer than 32 teams playing in the Playoffs, then the final round of picks will end early, and therefore the top-seeded alliances will not have a backup partner.