

Rules For Robo Sumo

The Robot

1. Maximum measures of the robot should be 30 x 30cm (L*W) and the maximum weight should be 4 kg.
2. Robot must not damage the arena and not poses danger to other participants and the spectators.
3. Using voltages greater than 24 Volts in robot is prohibited.
4. Robot must not contain any flammable or hazardous material other than battery.
5. Except for the battery pack, the handler shall not make any addition, removal, replacement or change to the hardware of the robot during the contest.
6. The robot must be battery-powered.
7. Power sources that are considered dangerous or unsuitable by the contest Officials shall not be permitted.
8. Only microcontroller-based robots are allowed.
9. The robot should be remote controlled and any kind of sensor that would automate the robot to remain within arena is not allowed. Jamming the opponent's control device is not allowed.
10. Sticky substances to improve the grip on arena are not allowed.
11. Use of magnets or any such material to forcefully push the robot is not allowed.

Examination of Robots

1. It is mandatory for all participating teams to get their robots examined by judges and organizers before the start of competition at allotted time slots.
2. After Examination, approved robots shall be allotted with a sticker. No robot shall be allowed to run in arena without the sticker.

Rules and Regulations

1. One minute will be allotted to setup the robot on the arena.
2. Each team should be present at the arena venue at their allocated time. Failure to do so will result in disqualification

Round 1:

1. No obstacle will be available in the first round. Arena will be opened from all sides.
2. First round is a knockout round.

3. Two robots will fight in a one on one match.
4. The team has to push the opponents' robot outside the arena to win the battle.
5. The maximum time allowed for round one would be 3 minutes.
6. In 3 minutes, team has to knockout the opponents' robot.
7. Drag the opponents' robot inside the arena to get 1 drag point.
8. If the time has ended before any team knockout opponents' robot then drag points will be counted.
9. If the time has ended before any team gets 2 drag points and one team has 1 drag point, that team would win.
10. If none of the team has scored a drag point within the time limit then extra time would be allotted and in that time the team that first drag-out the opponent's robot would win.

Round 2:

1. Two sides of the arena will be closed and only two sides of the arena will be open.
2. Second round is also knockout round.
3. Two robots will fight in a one on one match.
4. The team has to push the opponents' robot outside the arena to win the battle.
5. The maximum time allowed for round one would be 3 minutes.
6. In 3 minutes, team has to knockout the opponents' robot.
7. Drag the opponents' robot inside the arena to get 1 drag point.
8. If the time has ended before any team knockout opponents' robot then drag points will be counted.
9. If the time has ended before any team gets 2 drag points and one team has 1 drag point, that team would win.
10. If none of the team has scored a drag point within the time limit then extra time would be allotted and in that time the team that first drag-out the opponent's robot would win.

Round 3:

1. Only 50cm from two sides of arena will be opened rest of the arena will be closed.
2. Third round is also a knockout round.
3. Two robots will fight in a one on one match.
4. The team has to push the opponents' robot outside the arena to win the battle.
5. In this round, no time limit and no drag points. Team has to knockout the opponents' robot.

The Contest Judges Rights:

1. The Contest judges may stop any robot at any time if they feel that it is performing, or is about to perform, any action that is dangerous or hazardous to people or equipment.
2. In all matters of interpreting the rules before and during the Contest and in any issues not covered by these rules, the decisions of the Contest Judging Committee will be final.

Penalty/Disqualification:

1. 5 points will be deducted if the size of robot exceeds 30*30cm limit.
2. Team will be disqualified if any robot founded attempting to damage the game field.
3. Team will be disqualified if performing any act that fails to comply with the spirit of Fair Play.

Specifications of Arena:

1. Robot will fight in square shape arena.
2. The size of arena is approximately 200cm*200cm (L*W).
3. In round 1: No obstacle will be available in the arena.
4. In round 2: two sides of the arena will be closed and only two sides of the arena will be open.
5. In round 3: Only 50cm will be open on the two sides of the arena and rest of the arena will be closed.

Organizers' Decision:

1. The organizers reserve the right to make changes to any of the above in the interest of fair play and sportsmanship, and to ensure that all competitors have an enjoyable competition.
2. In the event of ambiguity, the organizers' interpretation of any clauses of the rules shall prevail.