**Competition Rules and Regulations**

**Objectives**

Participants are required to build a fast, autonomous line-following robot that successfully follows the designated track from the start line to the finish line according to the competition rules.

**Team**

1. Each team comprises one (1) to four (4) members.
2. Team members must be present at the game field 5 minutes before their scheduled game. Failure to do so will result in disqualification.

**Game Field and rules**

1. There will be a total of two rounds: the Qualifying Race and the Final Race. Each round will have a specific track with three checkpoints, marked by arrows
2. Teams will receive 1 minute of setup time before the start of their game. (Reprogramming or modifying the robot is not allowed after the setup time.)
3. After the setup time, teams must start their robot from the starting line, and the timer will begin. The timer will stop as soon as the robot touches the finish line.
4. The robot must start behind the starting line and move along the designated track until it touches the finish line**. If the robot crosses the track, participants may restart from the designated checkpoint on the track**.
5. **If the robot goes off track five (5) times, the team will be disqualified**.

**Robot Specifications**

1. The robot must move autonomously and start with the push of a button. Wireless or wired remote controls are not allowed. The robot cannot be split or separated into multiple units
2. Robots will be inspected before each game. Those not conforming to the rules will not be allowed to participate.

**Disqualification**

1. A team member disrupts the game or displays unsportsmanlike behaviour.

**Winning the Competition**

1. Teams will be ranked according to their fastest final time.
2. If there is a tie, the second-best time from another attempt will be used as the tie-breaker.

**Others**

1.All teams are expected to compete fairly and honestly. Any team found cheating, interfering with other teams, or causing damage to the field or facilities will be disqualified.

2. Judges have the final say on all matters related to gameplay and timing.

3.Judges may introduce new rules or make decisions to address situations not covered in the existing regulations.