<u>Violation of any of the following Rules may Result in Partial or Full Disqualification, as well as Disadvantages during the Tournament.</u>

The Official(s) reserve the right to disqualify partially or fully or add disadvantages for any reason.

Tournament Rules

- T1. Each Tournament is composed of Rounds arranged in a bracket
- T2. The Bracket is double elimination; If a battlebot is removed from the first bracket, they are placed into the loser's bracket
- T3. A Round is a set of three Matches. To win a Round, a battlebot must win two of the three Matches.

Game Rules

G1. All Officials, Competitors, and Spectators must show good sportsmanship and respect to all others involved

G2.

- G3. Any devices that interfere with wireless communications are prohibited
- G4. Wired communications may not be used to limit the movement of your or other Battlebots
- G5. Battlebots may not intentionally damage the field, other Battlebots, or anything else
- G6. Spectators may not interact with the Battlebots during a match
- G7. Operators may interact only their own Battlebot though an approved control method.
 - a. Approved control methods include but are not limited to:
 - i. Bluetooth
 - ii. USB cables 8' or longer
 - 1. 8' USB A to B cables will be supplied
 - 2. Cables are not considered a part of the battlebot, and are not included in size and weight requirements
 - 3. Cables may not interfere with the outcome of the Match
 - iii. Infrared
 - iv. Radio
 - b. Unapproved control methods include but are not limited to:
 - i. Physically manipulating the Battlebot in any way

Battlebot Rules

- B1. Battlebots must not be larger than 18" in any dimension
 - a. Battlebots may not extend out of the size limit after the match starts
- B2. Battlebots must not weigh more than 3 lbs
- B3. Battlebots may not contain hazardous substances, including but not limited to:
 - a. Lead
 - b. Mercury
 - c. Radioactive substances
 - d. Explosives
 - Lithium Polymer batteries are allowed, but only if they are handled and used in a safe manner. Incorrect use puts you at risk of Disqualification
- B4. Battlebots may not include any parts intended to harm another Battlebot
- B5. Battlebots may not interfere with communications to the other Battlebots
- B6. Any electrical power on the Battlebots may not exceed 14v (Legos are $\sim 9v$)
- B7. No more than **20 A** of current may be drawn continuously from the battery a. Officials may choose to test the current draw at the battery
- B8. Battlebots may not intentionally leave parts on the field
- B9. Entanglement devices are prohibited, including but not limited to:
 - a. Nets
 - b. Loose string or wire
- B10. Battlebots may not at any time exert more than **5 lbs** of force
- B11. Battlebots may not in any way attach themselves to the field
- B12. Any liquid is prohibited
 - a. With the exceptions of
 - i. A small amount of oil for the purpose of lubricating only
 - ii. The liquid crystals in Liquid Crystal Displays (LCDs)