**Robotic Tournament, Poland, rules**

**Team members:** 1 operator and 2 assistants total of **3 members max**.

**Gameplay:**

*The game consists of a maximum of three rounds, lasting two minutes each. The first player to score two effective points wins the game. In the event that neither participant scores an effective point or both have the same number of effective points, the participant with the lighter robot is the winner.*

**Start of the round**

*A coin toss is carried out and the winning participant decides who puts their robot first in the ring. Participants place their robots in opposite "quarters" designated by the referee in the inner area of the ring.*

*Before the round begins, no part of the robot must protrude beyond the lines marking the quarters. Once positioned, the robot must rotate 90 degrees in search of an opponent (e.g. the robot cannot be positioned directly facing the opponent's robot).*

*The robot must touch the outer white line of the ring.*

*The robots are started by the judge with the help of an IR remote control. After starting the robot, the participants leave the ring before the round begins. If the robot does not react to the "start", the game is repeated.*

**Interruption of the round**

*The round will be interrupted and then repeated in the following cases:*

* *Robots will get stuck in such a way that there is no way for them to perform any actions,*
* *Both robots will touch the outer area of the ring at the same time,*
* *Other situations in which the winner cannot be determined by the judge In the event of repetition,*

***Alteration or repair of the robot is prohibited and participants are required to immediately return the robots to the starting position***

**Ring Specification**

* The surface of the ring is in the shape of a circle with a diameter of 770 mm, it is placed at a height of at least 25 mm above the surface of the outer area of the ring. The surface of the ring is black in color, flat, smooth, made of hard material with a low value of the coefficient of friction.
* The shoreline of the ring is a white ring with an outer diameter of 770 mm and a width of 50 mm placed on the surface of the ring. The coastline should be to the inner ring area.
* The outer area of the ring extends at least 1000 mm from the shoreline of the ring.

**Robot Specification:**

* The horizontal dimensions (length, width) of a fully equipped robot in the starting position must not exceed 100 mm. The height of the robot is not limited.
* The robot must move autonomously. Any **form of communication** with the robot during the round is prohibited.
* The robot must be equipped with a starter module that allows for remote start-up of the robot, provided by the organizers, **built independently, or implemented in software in existing equipment.**
* IR LED receiver must have frequency – **38kHz.** <https://p1r.se/startmodule/implement-yourself/>

(Prebuilt module that has documentation on how to build your own module)

**Obsah obrázku text, Písmo, snímek obrazovky, číslo

Popis byl vytvořen automaticky**

**Limitations on the design of the robot**

The robot shall not contain devices that actively interfere with the operation of the system control of the opponent.

* **The robot must not contain elements that may damage the ring**.
* The robot must not contain devices that emit gases, liquids or bulk materials.
* The robot must not contain devices that emit significant amounts of heat (e.g. blasters) fire).
* The robot must not contain any propelling devices. The robot must not contain elements that attach it to the ring or prevent it from moving (e.g. suction cups, glue).

**Effective points**

Effective points are awarded by the referee in the following cases:

* One of the robots will push his opponent out of the inner ring area.
* The opponent's robot will leave the inner area of the ring through its own fault.
* The opponent's robot will be disqualified, receive more than one warning, or be punished with one offense.

**Replay of the round**

In the following cases, the round is repeated

* Robots move in the ring, but don't touch each other.
* The robot will stop moving in the ring for more than 30 seconds