



ROBOTICA

3.0



RULE BOOK

ROBOWARS

Contents

1. <i>Design specifications</i>	3
2. <i>Weight Tolerances</i>	4
3. <i>Mobility</i>	4
4. <i>Robot Control Requirements</i>	5
5. <i>Battery and Power</i>	5
6. <i>Pneumatics</i>	6
7. <i>Weapon Systems</i>	6
8. <i>Team Specification</i>	8
9. <i>Tournament Profile</i>	8
10. <i>Match Frequency</i>	9
11. <i>Pre match protocols</i>	9
12. <i>Protocols during match</i>	10
13. <i>Judging Criteria</i>	10
14. <i>Appeal System</i>	16
15. <i>Penalty System</i>	16
16. <i>Safety Rules</i>	17
17. <i>Safety and Violence</i>	18
18. <i>Disclaimer</i>	18
19. <i>Event Specific Terms</i>	18

1. Design specifications

WEIGHT	MAX DIMENSION
• 8KG	700x700x700mm3
• 15KG	700x700x700mm3

- All categories permit all kinds of weapons specified in the rulebook. Robots with a strict passive wedge only and without any active weapon are not allowed to participate in any categories except for 30kg and above if Robowars India is the organizing party. The machine should not exceed the above specifications. Any external device used to control the machine is not included in the dimension limits. All the batteries should be on-board, only the weight of the remote controller will not be included. An extra tolerance of 2cm in dimensions is allowed.
- The weight of the bot will be checked before and/or after every match. The total weight of all the bots must not cross the limits in the above point. The entries which are considered to be in a "Cluster Bot" formation are not allowed in Battleweight category

2. Weight Tolerances

Accounting for weirdness and random weighing machines used during pre check, the weight tolerance is strictly considered to be 1%. Depending on the organizer choices, they can further reduce it down to 0% given that this will be notified 1 month before the event date.

Category	Weight Tolerance
• 8kg	0.80g (80g)
• 15kg	0.150g (150g)

3. Mobility

All robots must have easily visible and controlled mobility in order to compete. Methods of mobility include:

- Rolling (wheels, tracks or the whole robot).
- Non-wheeled: Non-wheeled robots have no rolling elements in contact with the floor and have no continuous rolling or Cam Operated motion in contact with the floor, either directly or via a linkage, but are not true walkers. Motion is continuous if continuous operation of the drive motor(s) produces continuous motion of the robot. Linear-actuated legs and novel non wheeled drive systems are allowed under this category.

- any part of the machine should not exceed 6ft during any stage of its jumping/hopping and
- any damage caused due to its mechanism as well as the arena is responsible to the team.
- Mobility methods that are NOT allowed:
 - Flying (using air foil, helium balloons, etc) are not allowed.
 - Robots should not secure themselves on the ring by using suction cups, etc

3.1. Immobility criteria

- Once bot seems immobile, the judge/referee will ask to show movement twice. If no movement is shown after that, a countdown of 10 seconds will start for him
- Each call out for showing movement will be a 5 seconds time frame.
- In case of immobility at 2:45+ minutes, it will not be considered as a knockout.
- A linear movement of 100cm should be shown to be not considered immobile

4. Robot Control Requirements

- All robots must be controlled through wireless remote only, and all power supply must be on-board only. No external connections (wired) will be allowed during matches. A kill switch or U-Link is mandatory for all robots which can be accessible without removing the top plate within 15 seconds of the arena cage opening. Unable to turn off the robot within the 15 secs window could lead to disqualification on the grounds of not following safety standards. Control must be exhibited over all of its functions and positions at all times and should be displayed even during matches at the say-so of the judges/organizing team.
- Although Autonomous functions within the bot are acceptable, but the controller must be able to remotely disable or override those functions at any time. Also note that any damage due to this function is a responsibility of the team, and there must compulsorily be a manual emergency stop(E-stop) function that should be controlled from the radio controller to manually override the autonomous function in case of emergency. Such an emergency shall be declared by the judge.

- The transmitter-receiver should be able to work through polycarbonate sheets, metal bars and barriers. Remote Controllers with such facilities will only be allowed. The team must
- have at least four frequencies wireless remote-control circuits or two dual control circuits which may be interchanged before the start of the match to avoid frequency interference with other teams. The case of any interference in the wireless system will not be considered for rematch or results. Remote control systems available in the market can be used, while
- nonstandard or self-made remote-control systems must first be approved by the organizers and judges. The team should pair up the wireless remote with the robot before putting it into the arena. No extra time will be provided for pairing of transmitter and receiver once the robots are put inside the arena, and not connecting it prior to that may lead to Disqualification.

5. Battery and Power

- The robot should be powered electrically only. Use of IC engines in any form is not allowed. On board batteries must be sealed and immobilized-electrolyte types of batteries should be used (such as gel cells, lithium, NiCad, NiMH, or dry cells).
 - The electric voltage between 2 points anywhere in the machine should not be more than 48V DC at any point of time. Participants will have to bring their own converters for standard power supply according to Indian standards. All efforts must be made to protect battery terminals from a direct short and causing a battery fire, failure to do so will cause direct disqualification. In case of any emergency, the participants must stay calm and stay in the respective corners, the organizers will only be allowed inside the arena. Use of damaged, non-leak proof batteries may lead to disqualification. Special care should be taken to protect the on-board batteries.
- If judges find the battery is not properly protected, then the team will be disqualified immediately. Change of battery will not be allowed during the match. Robots with only on-board batteries are allowed. It is suggested to have extra batteries ready and charged up during the competition so that on advancing to the next round, there is no delay. If teams don't show up on allotted slots within the specified time limit, they will be disqualified.

6. Pneumatics

- Robots can use pressurized non-flammable gasses to actuate pneumatic devices. Maximum allowed outlet nozzle pressure is 50 bar. The storage tank and pressure used by the team needs to be certified and teams using pneumatics are required to produce the Safety and Security letter at the Registration desk at the venue. Failing to do so will lead to direct disqualification. Participants must be able to indicate the used pressure with an integrated or temporarily fitted pressure gauge. Also, there should be provision to check the cylinder pressure on the bot.

- The maximum pressure in the cylinder should not exceed the rated pressure at any point of time. All the pneumatic components must be rated at least value of maximum pressure.
- You must have a safe way of refilling the system and determining the on-board pressure.
- All pneumatic components on board a robot must be securely mounted. Care must be taken while mounting the pressure vessel and armour to ensure that, if ruptured it will not spread out of the robot. The terms pressure vessel bottle, and source tank are used interchangeably.
- Entire pneumatic setup should be on board, no external input (from outside the arena) should be given to the robot for functioning of its pneumatic system.

7. Weapon Systems

- Robots can have any kind of magnetic weapons, cutters, flippers, saws, lifting devices, spinning hammers etc. as weapons (if they qualify the criteria mentioned below).
- All the weapons must have a safety cover over any sharp edges, all weapons should have a weapon lock to restrict the motion of the weapon when the bot is not in the arena and it should be removed only when the bot is ready on the arena.
- If any team found out without a weapon lock in any place other than the arenas or welding zone, they will be awarded 1 penalty point.
- Following weapons are exceptions and should not be used: All robots must have easily visible and controlled mobility in order to compete. Methods of mobility include:
 - Solid and Liquid projectiles (bullets, foam, liquefied gasses, water, flame thrower)
 - Weapons causing invisible damage (Electrical weapon, RF jamming weapons and others)
 - Spinning Weapons:
 - Spinning weapons must come to a halt within 60 seconds of the power being removed using a self-contained braking-system.
 - Spinning weapons must only be tested in the arena, failing to adhere to this rule will lead to disqualification of the robot.
 - The spring must always be free and unloaded, only during the match the spring must be loaded inside the arena. All testing must be done in the arena only under the supervision of the organizing team. All springs, flywheels, and similar kinetic energy storing devices must be controllable at all times. Any intended/unintended movement outside the arena or near the public may lead to disqualification of the team under safety violation.

8. Team Specifications

- A team can consist of a maximum of 5 participants per bot. These participants can be from the same or different institutes. Team Name: Every team must have a unique name. The organizing team reserves the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting. Organizers must be notified if a team's name has been changed. Team Representative: Each team must specify their Team Representative (Leader) at the time of registration on the website. All-important communications between organizing team and the registered teams will be done through their team representative. The team

representative must submit valid contact details (phone no, email ID, etc) at the time of registration. Robot's name cannot be changed during the whole course of the event. Any changes in the design should be informed to the coordinators/organizing team. Robot name and photo should be submitted during the registrations. The submitted details will be cross-checked anytime during the entire course of the event. If a team has more than one robot in a single category, they must be visually distinguishable, this shall be checked at the start of the tournament, and any deviation from the original shall not be allowed to participate

- The net difference between 2 entries to be identified as 2 unique robots will be 51%.
- The difference is calculated over the parts used in the robots. Cosmetic stuff like colour, stickering, etc will not be considered. For example, 2 robots have the same visual and outer structure design. However, the side wall designs are different. Then the net weight to those side walls be considered as the net difference between the two robots. If the next difference is less than the 31%, then you may use the other robot as the spare of the other robot.
- If a participating team is entering more than one robot in the same category, it's required that each bot has a distinct pilot, the same pilot cannot operate more than one main bot and up to two secondary robots (in case of multibot). If found guilty of driving more than X bots in a particular category, then all those robots will be disqualified and debarred from participating. If two bots belong to the same participating team, it is imperative that their components and parts exhibit noticeable distinctions. Failure to achieve this can result in potential disqualification. All participating teams must present an abstract of the bot along with the bot that they are competing with, one, two or many. All bots will be inspected according to the abstract submitted by the team and it should meet the specifications produced by the respective team. All participating teams must have their bots completely assembled 30 mins prior to the start of the competition

9. Tournament Profile

- Double Elimination with a single finals form of tournament will be followed in the competition.
- The fixtures will be drawn by the judges in the presence of the organizing team to ensure a fair process. This will be done using a chit system to assign opponents in the fixtures.
- Fixtures will not be changed under any circumstances. Any request to do so will not be entertained by the organizing team.
- Match timings are absolute and under no circumstances will be extended unless it is the 2nd finals match.
- Match timings will not be preponed in any circumstances as well
- The minimum time gap between two consecutive same category matches will be 30 mins at max

- Please don't provide any excuse or arguments for not showing up on time because you have brought too many robots and you are unable to manage. Your entire team will be awarded 1 penalty point and forfeit for that match.

10. Match Frequency

- Each robot shall be given 30 minutes between matches (Organizers reserve the right to change this duration on the day of the competition). Timings can be found at the end of this rulebook. If the team fails to return, with the robot ready, to the pre match staging area when called after the allotted time, the team will be forced to forfeit as per the discretion of the judges and organizers.
Matches will be 3 minutes of active fight time exclusive of any time-outs. Hence, it is not binding but advisable to keep battery capacity, power usage and machine defences such that it should sustain a 3-minute fight.
- The team members are not allowed inside the arena between the matches, if a bot stops working it will be declared immobile. Only if judges find that bots are stuck together and have no movement from any side then we will give 20-30 sec to let them separate by themselves under the say so and supervision of a judge/organizing team.
- In case of fire, smoke or any other circumstances other than a false start or tap out, the match once started will not be stopped. Only when a team taps out, match will be stopped. Only in the case of severe arena damage, lights turned off due to impact, or any other serious circumstances, the judges/organizer are allowed to call the match to be either restarted or halted.
- It is recommended that any routine maintenance (i.e. battery charging) should be capable of being performed well within this time period, or backup should be kept. In extreme cases the 30 minutes time period may be lengthened at the discretion of the judges and event organizers. The weight of the bot will be checked before and/or after every match.

11. Pre-Match Protocols

- Robots' safety will be checked 1 night prior to the competition. This will be verified again before the match starts.
- Robot should be ready, functional and near the arena 15 mins prior to the final call for the match.
- Participating teams must adhere to a strict weight rule, ensuring that the bot's total weight remains within the specified limits at all times.
- Following points will be checked and verified beforehand.
 - Current weight

- o Weight of the all the attachments
 - o Weight of the robot without attachments
 - o Kill switch / U-Link
 - o Radio Failover
 - o Unique identification
- Kill switch / U-Link, Radio Failover and weight limits are mandatory check to be cleared by a team.
- Teams will be given time till Day 2 8:30am to clear safety check to be considered as participation. Otherwise, they will be disqualified for the entire event on the spot.

12. Protocols during Match

- During the match, a maximum of 3 people will be allowed near the arena on the robot driver's stage. Rest of the team must stay away from the arena and in the proper place designated by the organizing team. Team members must not enter the arena under any circumstances. The organizing team will handle any mishap and only after the organizing team ensures the safety, teams can be allowed into the arena to retrieve their robots. Failing to follow this will lead to direct elimination irrespective of the match outcome (discretion of organizers) The Weapon and the Robot should start moving only after the
- countdown is fully completed i.e. after the completion of "3-2-1-Go" only. If it is started in between the countdown, the judges and the organizing team has the right to restart the match or disqualify the team. A penalty point will be awarded to the team who has done the false start as well. Both participants will be asked to show mobility as part of them indicating as "Ready to fight" when called out. Failure to do so will be given 3 minutes at max to fix their robot. Post that, the participant will be given an "forfeit". In case of multibot, if all the secondary robots are immobile, then the entry will not receive weight bonus for multibot setup. The team will be given 3 minutes to either fix or remove the secondary robots. The team is allowed to play if the main bot reaches the weight limit calculated after considering the bonus (if applicable). Failure to do so will result in a "forfeit"

Additional Guidelines

- The judge's decision is the last decision (if appeal used, then after appeal decision is final).
- If the lights are destroyed or damaged, the match will be instantly paused, and the judges will take over.
- The corners will be chosen through the fixtures directly. No coin toss or mutual understanding will be entertained in any case.
- You need to take permission from coordinating or organization team to test your bot in arena

- You cannot test your bot in the arena without appropriate approval of organizing team, judges or arena vendor team.
- At least One of the members of the organizing team, judge or arena vendor team member should be present while testing your bot.
- No weapon testing to be done inside the pits
- Final weight check will be done just before putting the bot in the arena. No team member can touch the bot after the official weigh in.
- If any changes are made to the bot, the judges should be notified before the match.

13. Post match Protocols

- If required the judges might ask you to show mobility and active weapon after the match has over if they feel like it is required for the decision depending on how close call the match result was Upon the inspection/match is over, the judge/referee will only announce
- the opening of the arena. Upon opening, the team should put the weapon lock first before turning off the kill switch. Any team found to be opening the top of the robot for manual
- turning off the robot by disconnecting the battery will be awarded 1 penalty point. Any
- team hitting the opponent after significant time passed after the announcement of the tap out call will be awarded 2 penalty points.
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14. Judging Criteria

A judge allocates 6 points to the competitors for each of Control and Damage, and 5 points for Aggression. The bot with the most points is that judge's choice. If there is a panel of 3 judges, the bot that is chosen by at least two judges wins the match.

All the scorecard for all of the matches will be public.

When a judges' decision is required, a recording of the fight will be watched by a panel of judges. If both judges choose the same winner, that bot will win the fight. If the judges choose different winners, a third tiebreaker judge will watch the same recording of the fight and choose the winner.

The judging process and number of judges on each panel will only vary from these two scenarios if there are technical issues requiring the activation of contingency plans.

14.1. Aggression

Aggression is the intensity and frequency of intentional attacks, preferably with an active weapon. To score points here, the bot needs to make attacks that could conceivably affect the opponent.

Gaining Aggression Points

- The key to aggression is attacking intensely and/or frequently with an active weapon, and an intention to affect the opponent. Missed attacks do not count toward aggression.
- Whether the attack actually affects the opponent through damage or control is not important when scoring aggression. However, the intent to affect the opponent is important. For example, a bot that uses a powered lifter to attempt to tilt its opponent
- against the wall will score aggression points, as they are attacking with an active weapon with an intent to affect them. If a bot's weapon is disabled, but it is still attacking with intent, it scores aggression points as if the weapon were working. A bot that attacks
- consistently over the length of an entire match should score more aggression points than a bot that clumps all its attacks into a short duration of the match but spends significant portions of the match not attacking.

Losing Aggression Points

- If a bot attacks without intent to do damage, even with a functional weapon, it should score even fewer aggression points. For example, striking an opponent's armour repeatedly with a tapping stick would score very few to no aggression points, as there is no intent to affect the opponent. However, attempting to jam the tapping stick into an opponent's spinning weapon would score aggression points, as there is an intent to affect the opponent's weapon systems.
- If a bot declines to engage its opponent, does not use its active weapon, or is technically unable to engage for a significant period of time, it should lose aggression points. This includes robots that spend a significant portion of the fight avoiding physical contact. Bots that are clearly attempting to use their active weapon but are unable to due to the actions of their opponent should not be penalized. Note that a bot that drives away from contact briefly to prepare its weapon should not lose aggression points, nor should a bot that shows willingness to attack its opponent but is circling briefly to find an opportunity.

Tiebreaker Considerations

- In the case of effectively equal aggression the judges shall slightly favour the robot with the still functional weapon if one bot has lost weapon functionality.
- If both bots have seemed to use active weapons equally as frequently, then consider how often they each used passive weapons like fixed wedges as a tiebreaker.
- If both bots spend a significant portion of the fight not using their active weapon to attack, then attacks with passive weapons should be considered when determining aggression during those portions of the fight.
- A bot that consistently waits for its opponent to engage or otherwise relies on its opponent creating engagements will be treated as less aggressive than a bot that actively searches for attack opportunities. This should only be factored into scoring when the aggression score is effectively at the midpoint between levels in the aggression matrix.

Other Factors

- If both bots hit each other with their active weapons simultaneously and one gets sent in the air, both are showing equal aggression.
- A bot being faster does not inherently make it the aggressor. A slower bot may demonstrate aggression by consistently moving toward its opponent in an attempt to attack even if the speed differential between the two bots makes this difficult.
- Bots do not get aggression points for interfering with the house bot (if any in bettleweight arena).

When scoring a fight with a multibot entry, consider the aggression of each segment of the multibot. If any portion of a multibot spends a significant portion of the fight avoiding engagement this should negatively impact the entries overall aggression score. This would not apply to a multibot segment that was rendered non-functional. Additionally, a multibot segment without a weapon being used as part of an attack involving an active weapon count as aggression for the entry as a whole. To the degree practical the overall aggression score for a multibot should be the average of the scores you would assign to each individual segment. For segments that were rendered non-functional during a match their weighting should be balanced based upon the portion of the fight in which they were functional.

Aggression Judging Matrix

- 3:
 - This bot used its active weapon to attack its opponent with intent for almost the entire match. The opponent spent almost all of the match not actively attacking with an active weapon using intent.
 - The opponent spent almost the entire match actively avoiding engagement.
- 2:
 - This bot frequently used its active weapon to attack its opponent with intent. The opponent occasionally used its active weapon to attack its opponent with intent.
 - This bot often used its active weapon to attack its opponent with intent, but only for part of the match. The other bot rarely or never used its active weapon to attack its opponent.
 - The opponent spent a significant portion of the match actively avoiding engagement.
- 1:
 - This bot used its active weapon to attack with intent slightly more than its opponent.
 - Both bots' active weapons were at least partially disabled, but this bot tried to attack more with its disabled weapon than its opponent.
 - This bot attacked consistently throughout the match with its active weapon. Its opponent bunched its attacks over a shorter period of the match but spent long portions of the match not attacking.

14.2. Control

Control is how well a bot dictates the flow of the match. To score points here, a bot will be putting its opponent in a bad spot, like pinning it or getting it stuck.

Gaining control points

The key to control is seeing your opponent put in a bad position. This could include:

- Inverting them
- Getting them stuck against the wall
- Getting them stuck on a rough patch on the floor
- Getting them stuck on a side that the bot was not capable of self-righting from
- Getting them stuck on debris

If Bot A is able to use Bot B's weapon against itself, then Bot A is considered to be showing control.

If Bot A acts in a way which prevents Bot B from successfully attacking with their weapon, then Bot A is considered to be showing control.

Following a weapon to weapon impact a robot should only gain control points if the outcome is one of the robots being put in a bad position once the bots have stabilized following the impact.

Losing control points

- Pinning is not allowed using their main weapon bots. Only ramming is allowed. In case of pins, the judge/referee will call for it to release. If not done so, the team will be losing control points significantly.
- If a bot sticks itself, that counts as if it was stuck by its opponent (although see the tiebreaker rule below).
- A bot should be stuck or inverted long enough to affect the flow of a match in order to lose control points. A brief period of being stuck (e.g. getting a fork stuck in a divot for a second or two) or inverted should not count against a bot for control.

Tiebreaker considerations

- If bots seem to control the match equally, shift your focus to each driver's control of their bot as a tiebreaker. Was the driver in control of their bot, or did they seem to frequently lose control of it? If one bot stuck itself, then the other bot should get more control points.

Other factors

- Long periods of neither bot maintaining control should be considered when determining the final score spread. Frequent, extended periods of no clear controlling bot should bring the overall score closer to an even split.
- When scoring a fight with a multibot, focus on the overall control of the entry as a whole. A robot facing a multibot that uses one of the segments of the multibot against another segment of the multibot counts positively for the singular bots control score. Similarly, a multibot entry where the segments regularly interfere with each other counts negatively toward the multibot control score.
- If a multibot segment is unwilling or unable to interact with the opposing robot this should negatively impact their control score.

- In a situation where Bot A pins one multibot segment of Bot B it would gain control points. If another segment of Bot B were to attempt to pin Bot A into the already pinned portion of Bot B that does not gain control points. In this circumstance, if the second segment of Bot B prevents Bot A from releasing a pin this will not count as Bot A being unable to release their pin.

Control judging matrix

- 3:
 - This bot pushed the other bot around the cage at will, repeatedly putting them into bad situations while never itself being put in a bad situation.
 - The other bot got stuck far more often.
- 2:
 - This bot was able to get the other bot in bad positions in the cage several times, while it got put in bad positions occasionally, but less frequently.
 - The other bot got stuck somewhat more often.
- 1:
 - This bot got the other bot in bad positions slightly more often than it was put in bad positions.
 - The other bot got stuck slightly more often.
 - Both bots were stuck in bad positions about the same amount, but the other bot stuck itself in bad positions more.
- 0:
 - Neither bot seemed to take control of the match.

14.3. Damage

Damage is the condition of the opponent's bot at the end of a match compared to how it started. To score points here, a bot needs to hurt its opponent's critical systems.

Gaining damage points

- Damage is the relative state of the bot at the end of a match, as compared to at the start of the match. The highest damage score is awarded to the complete destruction/disablement of a subsystem, followed by the reduced effectiveness of a subsystem, damage to critical structural components, damage to ablative components, and lastly aesthetic or cosmetic damage.
- Self-damage is weighted as being equal to damage from the opponent.
- If a bot's active weapon does not work from the very start of the match, or if its drive is compromised at the very start of the match, this will count as damage.

To score damage points, a bot must alter the state of their opponent's bot. When scoring damage, consider this chart, where the most damage points is at the top (Class F), and least is at the bottom

(Class A). The more damage a bot sustains, the higher its damage class, and the more damage points its opponent will score.

- Class F (5 points): At least half of the drive system and all weapon systems on the bot are disabled.
- Class E (4 points): At least half of the drive system or all weapon systems on the bot are disabled. This includes removing a spinner's weapon belt so it no longer spins. An articulated weapon, like a hammersaw, must be completely disabled to count here; that is, both the saw and the arm must be disabled.
- Class D (3 points): Reduced effectiveness of drive or weapon systems. This includes at least one wheel removed or damaged such that the bot's ability to drive in a straight line is significantly compromised, disabled powered stabilization features like internal flywheels, a partially-disabled articulated weapon (disabling either the saw or the arm, but not both), or a cut flamethrower line so that the bot sprays fire on itself.
- Class C (2 points): Structural damage, like a damaged frame, significant damage to non-ablative armour, removed forks/wedglets, or a wheel damaged in a way that moderately changes a bot's function. Examples of this would include a wheel being damaged such that the robot is consistently bouncing as the wheel rotates or the robot has some difficulty driving in a straight line, large gouges in a wedge that expose what it was protecting to attack, or wheel guards being removed.
- Class A (0 points): No more than cosmetic damage, like scratches against paint or some ablative armor .

Ablative armour is any non-structural component intended solely to absorb damage by being consumed.

Completely running out of fuel (i.e. flamethrower fuel and ICE fuel) does not count as damage, even though it would disable a weapon. Running out of electrical or pneumatic power does count as damage. For multibots, average out the difference of damage classes between the multibots, rounding towards a higher damage class.

Multibot scoring

- For any multibot segments without an active weapon class E damage will be scored as class F damage.
- If a multibot segment avoids participating in the fight it will be excluded from the damage calculation.
- Example 1: If one half of a multibot finished at class C and the other half finished at class F, consider the bot at class E (Class C is the 3rd damage tier, class F is the 6th damage tier. $3+6=9$, $9/2=4.5$, rounded up that's 5 and the 5th damage tier is Class E).

- o Example 2: For a 3 part multibot consisting of Segment 1 at class B, Segment 2 at class A, and Segment 3 at class F, consider the bot at class C ($A+B+F=9$, $9/3=3$, making the overall damage class C). The same approach applies for a multibot consisting of any number of segments.

Other factors

- Bots do not get any damage points for damaging the house bot (if any in Bettle weight)
 - In most cases, any damage done to a bot is considered damage against it, whether it was dealt by its opponent, dealt by a house bot (if any), or self-inflicted. The only exception to this is if a weapon has been stopped through entangled debris in its mechanism from an opponent. In that case, damage is not counted against it.
- All judges' decisions are final.

15. Appeal System

- In case of unfair match, any one of the 2 team who played in that particular match can make an appeal to reconsider the decision.
- Each team is given only 1 appeal for the whole tournament
- Once consumed, irrespective of the decision changed or not, the team will have no more appeals going forward in the tournament.
- Once an appeal has been called, all the judges will review the footage, hear the statements provided by the appealer once and take their decision.
- The decision will be informed within 10-30mins once the appeal has been called.
- There is no guarantee that the old winner will be changed.
- Following that, the judge's decision will be final.

16. Penalty System

- Penalty points are given to team upon violation of rules followed in the tournament.
- A team can have maximum of 3 penalty points before considered as disqualified from the tournament.
- An appeal can be used for this as well. However, it will be consumed anyhow.
- Penalty points are awarded as the following criteria
 - o False start – 1 point
 - o Manually disconnecting the battery inside the arena without turning off killswitch and weapon lock - 1 point
 - o Continued to hit opponent more than once after the opponent has tapped out – 2 points
 - o Baseless arguments within teams or any other parties – 1-2 points based on severity of situation
 - o Violence or aggression shown outside the arena – 3 points (No appeal can be used in this case)

17. Safety Rules

- Compliance with all event rules is mandatory. It is expected that competitors stay within the rules and procedures of their own accord and do not require constant policing: Special care should be taken to protect the on-board batteries and pneumatics, robots without proper protection will not be allowed to compete. If you have a robot or weapon design that does not fit in this ruleset (even having some elements that are not mentioned as allowed/ disallowed in this ruleset) or is in some way ambiguous, please contact organizing team or university/institute at the earliest. Safe innovation is always encouraged, but surprising the organizers with your brilliant exploitation of a loophole may cause your robot to be disqualified before it even gets to fight in the matches. Each event has safety inspections. Your team will be allowed to compete at the sole discretion of organizing team and organizing university/institute authorities, to whom as a builder you are obligated to disclose all operating principles and potential dangers to the inspection staff. Proper activation and deactivation of robots is critical. Robots must only be activated in the arena, testing areas, or with expressed consent of the event coordinators. It is expected that builders will follow all basic safety practices such as shoes, gloves and goggles when operating any machinery/power tools. The use of welders, grinders and other equipment that may produce smoke, debris or other harmful substances is only permitted in dedicated workshop areas. Please take care of yourself and others around you. Any deviation from safety protocol shall lead to disqualification of teams

In case of Accidents

1. In the case of any accident/emergency, the organizing team must be notified immediately.
2. The organizing team will take steps to mitigate the issue, please wait for the same. Please hold in such a situation for the help to arrive from the health centre.

18. Safety and Violence

- Any kind of physical violence or verbal abuse or argument between teams or against the organizing team and organizing university/institute management will not be tolerated. Anyone found in violation of this shall be warned and disqualified from participation in the competition. All the work on the robots must be done in the pits (i.e. the place provided by the organizing team). Power tools also must be used in the place allotted for the same specifically. Care must be taken care by the teams to ensure the safety of themselves, and the public. Anyone found in violation of this shall be warned and disqualified from participation in the competition.
- Violence, harassment and misbehaving against any female member within or outside team, organizing team or organizing university/institute is strictly prohibited and strict actions will be taken if found guilty.
- In the aforementioned points, there will be a maximum of one warning per team before disqualification

19. Disclaimer

Organizing teams and organizing university/institute is not liable for any loss of items of the team.

If any damage is done to the organizing university/institute and organizing team's properties then the team will be held responsible and appropriate actions will be taken against them.

20. Event Specific Terminology

Disabled

A robot is not functioning correctly due to either an internal malfunction, or contact with the opposing robot.

Disqualification

A robot is no longer permitted to compete in the current RoboWars Tournament.

Immobilized

In the judge's opinion, a robot is not responsive for a specified period of time.

Knockout

Occurs when the attack or deliberate actions of one robot causes its opponent to become immobilized.

Lifting

Occurs when one robot controls an opponent's translational motion by lifting the drive mechanism of the opponent off of the Arena floor.

No contact

Occurs when neither robot makes contact with each other for a specified period of time.

Pinning

Occurs when one robot, through sheer force, holds an opponent stationary in order to immobilize it.

Radio Interference

Refers to the situation where at least one robot becomes non-responsive or non-controllable due to the effect of the other robot's remote-control signal.

Non-Responsive

In a referee's opinion, the robot should not display some kind of translational movement along the Arena floor.

Restart

Occurs after a Fault or a Timeout has been declared and the competing robots are ready to continue.

Stuck

A robot is hung-up on a part of the Arena, an Arena Hazard or an opponent, such that it is effectively non-responsive.

Tap-Out

Occurs when a robot's operators decide that they no longer want to continue the match, and concede the win to the opposing team.

Technical Knockout

Occurs when a robot wins due to immobilization of its opponent even though, in the judges' opinion, no action of the winning robot causes the opponent's immobilization.

Timeout

A temporary halting of a match. Timeouts are usually called to separate robots, but should be called for other reasons as well.

Cluster Bot / Multiverse

Participating teams having multiple bots can compete in their combined weight category, i.e., for example two 30kg bots of the same team can compete in the 60kg weight category.

