



FOR  
**ROBOVANZA 7.0**

# ROBO SUMO

THE MANUAL TO MASTER YOUR METAL



ROBOTICS\_CBIT

# **1. GAME AND RULES:**

## **1.1. MATCHES:**

1.1.1. Level-1(Qualification Match) will be held on first day of the event.

1.1.2. Teams qualifying the Level-1 will be forwarded to Level-2(Play-Off Match)

1.1.3. Here number of matches will be depending on No. of teams qualifying Level-

## **1.2. Level Description:**

1.2.1. In a Level, each match will have Three Rounds.

1.2.2. Each Round is of 3 Minutes, i.e. a complete match would take a maximum of 9 Minutes.

1.2.3. When a robot pushes the opponents Robot out of ring, a point is given to that team, and the timer is stopped and resumed again when robots are rearranged.

1.2.4. The team with maximum points in set of three rounds of a level is considered as the winner of match and qualified to next round.

## **2. ARENA:**

2.1. The match ring area consists of the match circle and the outer layer area of Arena.

2.2. The rest of the space (outside the arena area). is surrounded by volunteers.

### **2.3. Parameters:**

2.3.1. Court Material – Wood

## **3. FORMAT:**

3.1. The competition format is established by the tournament organizers, depending on the number of participants.

3.2. The Level-2 rounds will be decided based on the number of teams qualified into it.

## **4. TEAMS:**

4.1. Only two members of a team are allowed to stay around the arena during the match of their team, one to control the robot and other for assistance.

4.2. Team can consist of upto 4 members, but only 2 are allowed into arena field.

## **5.REQUIREMENTS FOR THE ROBOT:**

**5.1. Maximum Weight: 5 KG**

**5.2. Maximum Length: 30 cm**

**5.3. Maximum Width: 30 cm**

**5.4. No Height Restrictions**

## **6. SAFETY:**

6.1. We are not responsible for any kind of damage to the robots while participating in a match.

## **7. PROHIBITED COMPONENTS OF THE ROBOT:**

7.1. Any components designed to disrupt the opponent's operation (such as flashlights or jamming devices) are prohibited from use during the competition.

7.2. The robot must not include any parts, which fix it onto the Arena (for example glues, suction cups, etc.). Magnets that improve the grip of the wheels are not allowed.

7.3. Any components that may damage or scratch the surface of Arena. An exception is when the robots collide.

7.4. It is forbidden to use any liquids, powders and gas as a weapon against the opponent.

7.5. It is not allowed to use any inflammable materials in the robot.

7.6. The robot must not include any throwing devices (for example throwing a net on an opponent).

## **8. STARTING THE MATCH:**

8.1. Each round starts with the signal from Referee (Co-ordinator or Head), the contestants need to place their robots at the allotted spots on arena before Round begins on Referee's signal.

8.2. The Robots should only start moving when they receive signal from the Referee.

**8.3. The Robots need to stopped, on the Referee signal.**

**8.4. The match concludes officially upon receiving a signal from the Referee (Coordinators or Head). Participants must then remove their robots from the arena and vacate the arena area.**

## **10. CHANGES AND CANCELLATIONS IN THE RULES:**

10.1. Under unexpected conditions or situations, the changes or the cancellation of rules can be made only by the main organizer and core committee acceptance.

## **11. DISQUALIFICATION:**

11.1. Participant will be disqualified, if participant's robot doesn't qualify the robot requirements mentioned earlier.

11.2. If a Participant has Misbehaved in any manner to anyone, team will be disqualified immediately.

11.3. If they engage in quarrels, physical altercations with opponents, referees, or any other individuals' team are disqualified.

11.4. If participant uses unethical practises in/off the match in any way, will be disqualified.

11.5. The player in a team already, is not allowed to take part in any other team. If found such, team will be disqualified.

## **12. WARNING:**

Warnings will be given under the following conditions and situations.

12.1. Warnings will be issued based on the following conditions and circumstances. If a participant receives two warnings, a point will be deducted from their match score.

12.2. If any object/material of operator or assistor participating in the match is found in the arena.

12.3. If robot moves before the signal is given from the referee.

12.4. If participant doesn't follow any of the rule mentioned.



### **13. VIOLATIONS:**

- 13.1. Breaking or making any movement to arena while or off the match is strictly prohibited.
- 13.2. Any action on the opponent's robot, causing damage to it is not tolerated.

Prize Pool: Rs.10000/-

Contact us:

Akhilesh +91 6303 487 822

Akhila +91 79934 82192

Tejaswini +91 83419 45037

Kaushal +91 93919 29116