

RULEBOOK

ROBO WARS



ROBOVANZA9.0
2025-26

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1. PROBLEM STATEMENT :

- 1.1. Design a wireless manually controlled robot that has the ability to defeat the opponent's bot by getting it into a halt position within the given time limit.
- 1.2. The team having the best attacking, defending and control strategy will be the winners by the judging panel.

2. GAME FIELD :

- 2.1. The Operating Arena Dimensions: 8Ft x 8Ft x 4Ft (l x b x h).
- 2.2. Floor Sheet of the Arena made of Mild Steel.
- 2.3. The Arena will be bounded by Polycarbonate Sheets.
- 2.4. Walls may have nails embedded on them.
- 2.5. Arena may also contain certain debris and/or have damage from previous matches. Competitors are encouraged to use the traps and debris / damages to their advantage.
- 2.6. Any damage caused by the debris, traps or the arena to the bot will be considered as part of the match. The organizers are not responsible for any damages incurred to the bots.
- 2.7. The exact arena will be disclosed at the time of the event.



3. TEAMS

- 3.1. There is no team limit.
- 3.2. Members of different institutions can form a team.
- 3.3. At Most 3 members of a team are allowed to stay around the arena.
- 3.4. A team is allowed to play with one robot only.
- 3.5. There cannot be a change of robot between the match/round. The organizers are not responsible for any damages incurred to the bots.

4. SPECIFICATIONS :

NOTE : Event will be held in one category only (3lbs).

4.1 ROBOT SPECIFICATIONS :

- 4.1.1 The robot's dimension limit is unrestricted.
- 4.1.2. For wireless robots, utilize either Four Single-Frequency Remote Control Circuits OR Two Dual-Control Circuits.
- 4.1.3 . All precautions must be taken to avoid a direct short of battery terminals, thus preventing a potential fire accident.
- 4.1.4. Absolutely Prohibited: The use of Pneumatics and Hydraulics.
- 4.1.5. Failure to take these precautions may result in disqualification.



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4.2 POWER SUPPLY

4.2.1. The electric supply voltage to the bot should not exceed 14.8V(4s) with a 5% tolerance at any point during the game.

4.2.2 . No external AC power supply will be available during the game.

4.2.3. The use of non-leak-proof batteries may result in disqualification.

4.3 . WEIGHT

4.3.1 . The maximum weight limit for the robot is 1.36kg(3lbs) with a tolerance of 1%.

5. SAFETY

5.1. All precautions must be taken to avoid a direct short of battery terminals, thus preventing a potential fire accident. Failure to take these precautions may result in disqualification.

5.2. It is mandatory for team members to wear shoes and goggles while participating in the match.

5.3. Absolutely Prohibited during the event : explosives, fire, water, magnetic weapons, hammers, cutters, nets, glue, radio signal jammers, and dangerous chemicals.

5. 4. No team members should enter the arena after the match begins.

5.5 . It is mandatory to have a kill switch on the bot to prevent any damage caused during the match.



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6. WEAPON SYSTEM

(The 4.1 Specifications should adhere with the following conditions)

6.1. A bot may be equipped with one or more operational weapon systems.

Allowed: Spinners & Wedges | Strictly Prohibited : Hammers, saws, cutters,magnetic devices, lifters, and similar mechanisms.

6.2 . The use of any form of projectile weapons, including solids, foam, liquefied gases, acids, nets is strictly prohibited.

6.3. The use of obstructive devices, such as adhesives, nets, fishing lines, etc., is strictly forbidden.

6.4. Electromagnetic Pulse(EMP) generators, Radio Frequency(RF) jammers,electrical weapons, etc. are prohibited.

6.5. The use of weapons that result in the entanglement of the opponent's weapon, such as chains, ropes, fabrics, etc., is strictly prohibited.

6.6. Any weapon that uses any form of explosives for damage is prohibited.

6.7. Weapons employing lifters or magnets are permitted to make physical contact with the opponent, provided that the connection or contact is promptly broken within a 10 second timeframe.

6.8 The use of weapons that cause damage to other bots through self destruction of any of their parts is strictly prohibited.

6.9. A weapon may be employed as a means to support the mobility of the bot in the event that the primary mobility system is damaged.

6.10. Weapons capable of intentionally causing damage to the arena or creating foul/litter conditions are prohibited.



7. COMPETITION RULES:

Round 1 (performance round):

7.1 Each team will be given a time of 1 minute to showcase their skills in terms of control, precision and visual appeal of the bot.

7.2 In this round only one team will be present at a time with a maximum of 3 people nearby the arena.

7.3 The team with the most skillful control, visual appeal will be awarded the third place for stunning/best driver.

Round 2 (matches):

7.1.1 . The event will feature robot battles/matches where they compete to win in the arena.

7.1.2 . Each match will have robots chosen randomly to compete against each other.

7.1.3. The number of matches a team participates in depends on how many teams are involved.

7.1.4. In the qualifying round, two robots will face off one-on-one.

7.1.5. Each match consists of a single 120-second round.

7.1.6. To win a match a team must halt the opposing bot till a countdown of 10 seconds and

7.1.7 On the occasion of either team being able to halt the opponent the judging criteria is determined as per section 7.3.3.

7.1.8 No technical timeouts will be given to either teams on the occasion of technical faults in between the match.



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7.1.9 Abstract should be submitted to the organizing team on time of registration.

7.2. REGULATIONS

(In addition to these rules, please review the 8.1 Disqualification)

7.2.1. Arena Damage:

Any damage to the arena will result in immediate disqualification of the robot.

7.2.2. Participant Responsibility:

Participants must bring all necessary accessories.

7.3 SCORING (In addition to these rules, please review the 8.2 Judging Criteria)

7.3.1. To win, a robot must stop the opponent's robot from moving forward or backward at least 2 inches within 10 seconds. If the opponent's robot stays still for this duration, the match ends.

7.3.2. Teams have 60 seconds to place their robot in the arena before the match begins. If they take longer, their opponent automatically wins.

7.3.3. Points are given based on the intensity of attack, damage and control of the robot during the match. The judges evaluate each robot's performance in these areas to determine the winner.

8. VIOLATION & DEDUCTION OF POINTS

Getting into an argument with the referee/judge leads to the deduction of points or disqualification, decided by event coordinators.

Any team member touching any part of the bot apart from the controller is a violation.



8.1. DISQUALIFICATION

8.1.1. Arena Integrity: Teams must ensure that their robots do not cause any damage to the arena. Any intentional damage caused by a team may lead to disqualification.

8.1.2. Sportsmanship and Conduct: Teams are expected to uphold a high level of sportsmanship during the competition. Arguing with opponents, using offensive language, or engaging in any unsportsmanlike conduct may result in penalties or disqualification. This rule is crucial for promoting a positive and respectful atmosphere within the competition.

8.1.3. Referee Instructions: Teams must promptly and fully comply with instructions or warnings issued by the referee. Ignoring or disobeying the referee's directives can disrupt the flow of the competition and compromise the safety of participants. Non-compliance may lead to disqualification to ensure a fair and orderly event.

8.1.4. Bot Specifications Adherence: Robots must adhere to the specifications outlined in the competition guidelines. Any deviation from the specified dimensions, weight limits, or other technical requirements may result in disqualification. This rule ensures that all teams compete on a level playing field and that the competition remains fair and consistent.



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8.1.5. **False Starts Limit:** Teams are allowed a maximum of three false starts before the referee's signal. A false start is defined as any premature movement or action by the robot before the official start signal. Exceeding the limit of three false starts may result in disqualification to maintain the integrity of the competition and avoid potential advantages gained through repeated attempts.

8.2. JUDGING CRITERIA

8.2.1. **Objective:** The primary goal of Robo Wars is to bring an opponent to a halt within the designated time limit. If both robots remain mobile after the time limit, the judges will determine the winner based on specific criteria.

8.2.2. **Halt Position:** A robot is considered in a halt position if it remains motionless for 10 seconds without the opponent making contact.

8.2.3. **Decision Making:** If both robots are mobile at the end of the time limit, the judges will decide the winner of the round.

8.2.4. Judging Parameters:

8.2.4.1. **Aggression and Defense:** Points will be awarded based on the aggressive and defensive manoeuvres executed by the robots during the match. Aggressive attacks on opponents and effective defensive strategies contribute positively to the overall score.

8.2.4.2. **Extent of Damage to Opponent Robot:** Judges will evaluate the damage inflicted on the opponent's robot. Points will be awarded for significant and impactful damage caused during the match. This criterion emphasizes the destructive capabilities of each robot.



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8.2.4.3. Extent of Damage Perceived: Judges will consider the overall visual impact of the damage sustained by the robots. This includes the perception of damage, even if it does not affect the functionality of the robot.

8.2.4.4. Robot Operating Skills: Points will be allocated based on the skillful operation of the robot by the team. Judges will assess the control, precision, and strategic decisionmaking exhibited by the teams during the match. This criterion emphasizes the technical proficiency of the competitors.

8.2.4.5. Arena Damage (Negative Points): Negative points may be assigned for causing damage to the arena. Any actions leading to harm or disruption of the competition environment will result in deductions. This ensures teams prioritize strategic and controlled aggression without compromising the integrity of the competition space.

9. OTHERS

9.1 Any misbehaviour will result in immediate disqualification of the team.

9.2. The dimensions and weights of the field, facilities, and equipment may vary by up to 5% from the descriptions provided in this document.

9.3. All participants will receive a Certificate of Participation.

9.4. Winners and runners-up will be awarded Certificates of Merit.

9.5. Participants must bring their college ID cards. Team Robovanza is not liable for any damage to your robot during or outside of the event.



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9.6. In case of unforeseen circumstances, decisions made by the institution regarding the event will be followed. Registered participants will be notified of any changes in event dates or cancellations, and registration fees will be refunded accordingly.

9.7. Participants must pay the scheduled amount before participating in the event.

IMPORTANT NOTE:

- The decision made by the event organizers, coordinators, or heads is final, regardless of any situation or disagreements.
- Event organizers have the authority to adjust the duration of gameplay or the number of rounds fairly. Disagreements are not allowed and may result in team disqualification.
- Participants will be informed about the exact number of rounds and playing time before the match begins.
- Event organizers, coordinators or heads have the authority to change the game rules at any instant of time, and their decision is considered as the final one.

Prize pool: ₹50,000/-

Event coordinators:

Thishan: 8639410265

Rithwik: 9573399747

