

ROBOWAR 2026: OFFICIAL RULEBOOK

1. EVENT OVERVIEW

Robowar 2026 is a combat robotics tournament where student teams design and pilot remote-controlled robots to battle in a secure arena. The competition follows a direct-combat format where survival and aggression determine the winner.

2. ELIGIBILITY AND REGISTRATION

- **Participation:** Open to all undergraduate and postgraduate students.
- **Team Composition:** Minimum 2 members, maximum 5 members per team.
- **Registration:** Teams must register prior to the deadline. There will be a registration fee of Rs.100 for each team.

3. ROBOT SPECIFICATIONS

Strict adherence to these specifications is required to pass the safety inspection.

- **Weight Class:** Maximum **4 kg** (inclusive of all batteries and onboard components).
- **Dimensions:**
 - Minimum: 200mm x 100mm.
 - Maximum: 500mm x 500mm (Standardized limit for this weight class).
- **Power Supply:**
 - Maximum Voltage: **24V**.
 - Teams must have their own batteries.
 - Batteries must be securely mounted and shielded to prevent puncture or dislodging during impact.
- **Control Systems:**
 - **Wireless:** Must use legal frequency bands and avoid interference.
 - **Wired:** Tethered robots are permitted if the cable length is at least **5 meters**.
 - The robot must be fully self-contained; no external assistance is allowed during the match.

4. WEAPONRY AND SAFETY GUIDELINES

- **Permitted Weapons:**
 - Kinetic energy transfers (spinners, drums, discs).
 - Hammers.
 - Flippers and lifters.
- **Prohibited Items:**
 - Fire or flammable liquids.
 - Explosives.
 - Entanglement devices (nets, strings).

- Liquids or adhesives.
- Drill machines (modified power drills prohibited; custom drill mechanisms allowed if compliant).
- Unsecured sharp edges that pose a handling risk outside the arena.

5. ARENA AND HAZARDS

The combat zone is a secured platform designed to test driver skill and robot durability.

- **Hazards:** The arena contains environmental obstacles including pits, floor spikes, and active rotating discs.
- **Boundary:** Ejection from the arena (if physically possible based on arena walls) results in immediate loss.

6. MATCH FORMAT AND SCORING

- **Structure:** The tournament operates on a knockout basis (Single or Double Elimination, subject to team count).
- **Duration:** Each bout lasts **5 minutes**.
- **Winning Criteria:**
 - **Immobilization:** If a robot is unresponsive or unable to move for **60 consecutive seconds**, it is declared knocked out (KO).
 - **Judges' Decision:** If both robots are mobile after 5 minutes, the winner is determined by points.
- **Scoring Rubric:**
 - **Aggression (40%):** Frequency of attacks and engagement.
 - **Control (30%):** Effective driving and use of arena hazards against the opponent.
 - **Damage (30%):** Visible physical damage inflicted on the opposing bot.

7. GENERAL RULES AND DISQUALIFICATION

Teams may be disqualified for the following reasons:

- Failing the pre-bout safety inspection.
- Exceeding weight or voltage limits.
- Unsportsmanlike conduct or sabotaging competing teams.
- Intentionally damaging the arena structure (walls/floor) beyond normal combat wear.

8. AWARDS

- Champion
- Best Engineering Design
- Most Innovative Mechanism
- Certificates of Participation (All teams)

9. DISCLAIMER

- **Modifications:** The organizers reserve the right to amend rules at any time of the event.
- **Liability:** Participating teams compete at their own risk. The organizers are not liable for damage to equipment or injury during the competition.
- **Disputes:** All decisions made by the judges and organizers are final.
- **Warning:** Participating teams will be disqualified if they are involved in any verbal or physical clash with the organising committee.

CONTACT

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