

## Robot Requirements

- 1) The bot must be able to fit in a box of a width and length of 13x13cm , height is unlimited.
- 2) The bot cannot be painted or coloured black or any other dark light absorbing color.
- 3) Bot may expand after the match starts given that no parts break off intentionally.
- 4) Robot weight must not exceed 1 kg.
- 5) Robot must be autonomous.
- 6) Robot must have a name.
- 7) Sumo bot must not have any human-harming weapons (e.x: flamethrower, spinning blades, etc.)
- 8) Parts that have an intent to damage the ring or the opponent's bot permanently are not allowed. (Pushing and shoving are not considered an intent for damage).
- 9) Parts that store liquid, gas or powder to use for fighting are not allowed.
- 10) Sumo bot must not contain more than 5 sensors in total.
- 11) Bot must also not contain more than 4 motors (servos are included in the definition of a motor)
- 12) Jamming devices that cause the opponents electronics to malfunction (such as a device that produces electromagnetic or IR leds that cause the opponents IR sensors not to work) are strictly not allowed.
- 13) Motors may not use more than 18V batteries.
- 14) Bots must not be able to fly.

## Arena

- The arena is a 30 inch diameter black circle with a 1 inch white border. This is called the dohyo.
- The arena is placed 2 inches above the floor.

## Competition Rules

- Each match consists of 3 rounds and will last for 3 minutes unless extended by the judges.
- For each round won, the winning team receives one point.
- The first team to reach 2 points in a match within the time limit, will win the entire match, and will be promoted to the next stage of the tournament
- If the time runs out and one team has one point while the other team does not possess a point, then the winner will be the team with one point.
- If the time runs out and each team possesses one point, the time will be extended until another point has been won and a winner is declared.
- A rematch can occur if the judges deem it necessary

Start of the Match:

- The 2 opponents will be standing outside the dohyo facing each other with the bots in their hands. When a signal is given, the opponents will each place their robots at the opposite ends of the ring and will start the motors when told so by the judges.

## **Points and Judging**

A point will be awarded if:

- A robot pushes its opponent outside the white border
- The opponent's robot pushes or drives itself outside the white border.

A rematch shall be issued when:

- Both robots have stopped movement or are stuck in the same continuous movement with no progress being seen. The judge will give the match 30 seconds, if no progress is made, a rematch will be issued.
- If one robot has stopped working, the judge will wait for 10 seconds. If the robot is still not working, then a rematch will be issued.
- If both robots push each out the white border and no clear distinction can be made on which robot was pushed out first, then a rematch will be issued.
- If a player finds that their robot is suffering physical permanent damage, then the player is allowed to object and a rematch may be issued given the robot is the proper fighting condition.

Penalties:

- If a player physically or verbally assaults their opponent, teammates, or judges, then that player is disqualified from the competition.
- If a player is found violating any of the robot requirements, then the player will be disqualified.
- If a player enters the dohyo while the match is occurring, then that player will be penalized and a rematch will be issued.
- 3 penalties and the player gets disqualified.
- If a player, enters the dohyo while a match is occurring and physically helps their bot to win the match, then that player will be disqualified.
- If a player continuously objects judges rules or statements for no reasonable cause except for disrupting the competition, then that player will be disqualified.
- If a player disrupts the competition between two other players, then that player will be penalized