



**- SUMO ROBOT -**

**RULES & REGULATIONS**

## **A. OBJECTIVES**

Just like traditional Japanese sport, in Sumo Robot competition, two robots will battle each other to push the opponent out of the ring. The robots must be autonomous and must be started using a press of a button.

## **B. TEAM**

1. Each team comprises two (2) members and one (1) team advisor.
2. The team members must be Primary School or Secondary School students or aged 6 to 17 years old.
3. The team advisor must be the teacher or guardian of the team members.
4. Team members must be ready at the game field 5 minutes before their every scheduled game. Failure to do so will result in disqualification.

## **C. GAME FIELD**

Please refer to Appendix A.

## **D. ROBOT SPECIFICATION**

1. Robot must move autonomously and start using a button. Any wireless/wired remote control is not allowed.
2. The size of the robot shall not exceed **15cm (length) x 15cm (width) x 15cm (height)**.
3. The total weight of the robot including its power source and other parts of the robot shall not exceed **1kg**.
4. The robot cannot be split or separated into more than a unit.
5. The robot must not be equipped with a device that obstructs the opponent's operation, such as a jammer or intense light.
6. The robot must not be equipped with a device that can release liquid, powder or gas.
7. The robot must not be equipped with detachable parts or a firing or throwing device.
8. The robot must not be equipped with any part that fixes the robot to the Ring surface and increases the apparent weight of the robot (such as suckers, glue, vacuums, fans, and so on).
9. Visible space for pasting approval stickers/tags by organizers of the competition is to be allocated on the robot. This space should be at least 50 mm x 50 mm.

10. All robots must be designed and manufactured to cause no harm to any person and no damage to the field.
11. Robot will be inspected before every match. Robots that are not made in conformity with the rules will not be allowed to participate.

#### **E. GAME RULES**

1. One match will have three (3) rounds.
2. Each round shall last for one (1) minute.
3. At the start of each round, robots must be placed behind the starting marker facing any direction. The robots must be placed simultaneously.
4. At the referee's start signal, the operator must press the start button on their robot. After 3 seconds pause, the robots may start moving.
5. The round may end the following cases:
  - i. Time limit is reached; or
  - ii. Referee call a winner; or
  - iii. Referees decided that the continuity of the match is no longer possible.
6. A robot that will be declared a winner if the opponent's robot steps outside of the ring (any point of the robot touches the surface outside of the game field) or if the opponent is disqualified.
7. A round may end in a draw if both robots manage to stay in the field when the time limit is reached or if the referee declares a draw.
8. The team with the most wins out of the three rounds will be the winner of the match.
9. In the event of a tie after the third match, and extra round will be played. If the winner still cannot be decided, the lighter robot will be declared as the winner

#### **F. VIOLATIONS**

1. Team member touches the robot during the match.
2. Robot makes a false start.
3. Robot does not move or is not powered on during the match.
4. Any other actions that may be deemed unfair by the referee.

5. Warning will be given for the first violation. A second violation will result in disqualification.

#### **G. DISQUALIFICATION**

1. Team is not present for robot inspection five minutes before the beginning of a match.
2. Team's robot does not meet the specifications.
3. Team member ruins the game.
4. Team member displays unsportsmanlike behaviour.
5. Disqualification will result in the team losing the match.

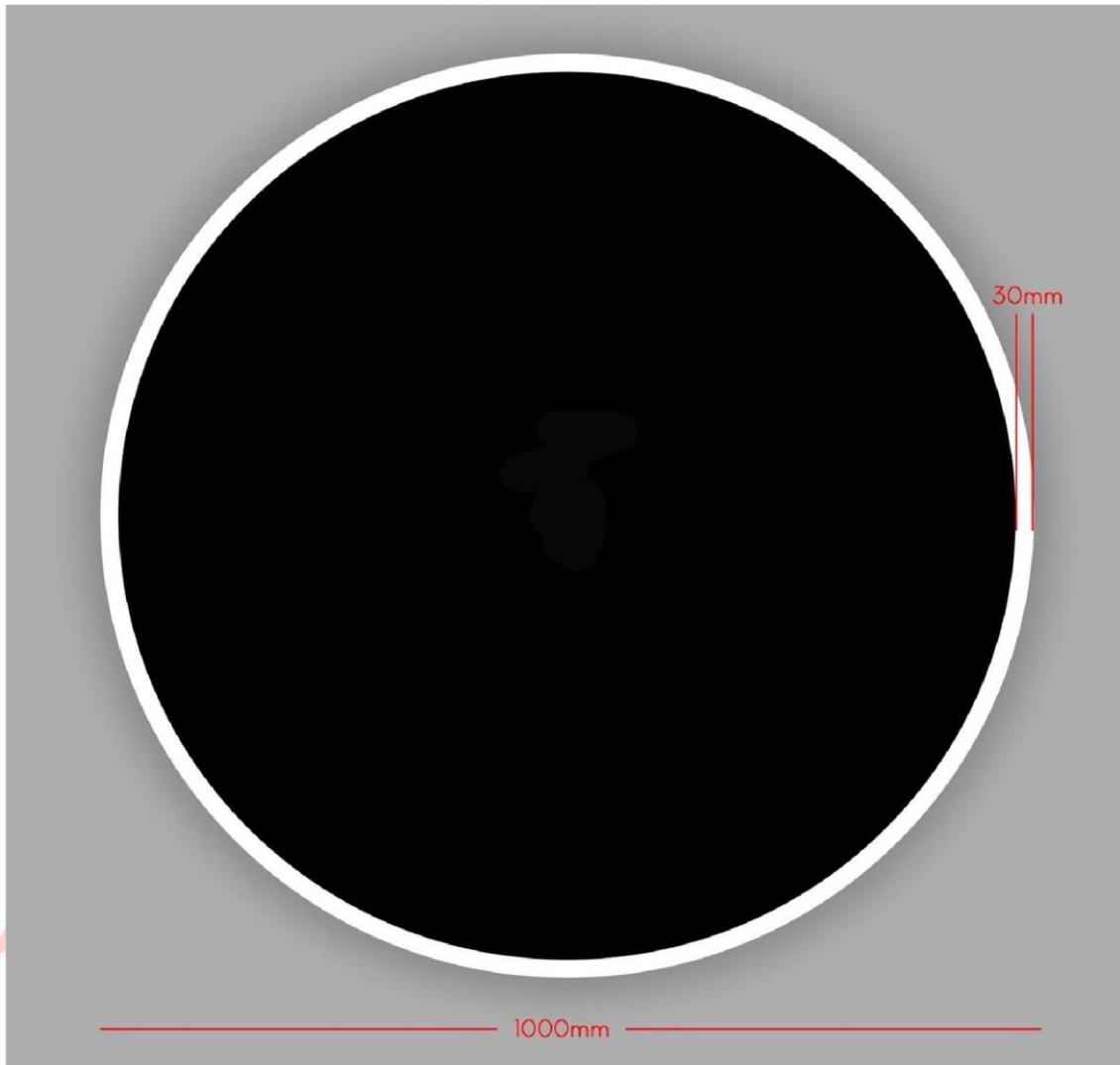
#### **H. WINNING THE GAME**

1. Two teams will battle each other in every match.
2. The game will be separated into a grouping round followed by a knockout round. The group placement will be decided randomly according to the team's registration.
3. The teams that tops the group will be allowed to go into the knockout round.

#### **I. OTHERS**

1. It is expected that the aim of all teams is to play a fair and clean game. Teams that deliberately cheat or cause interference to others and cause damage to the field and facilities will be disqualified.
2. All decisions about the game are under the digression of the referees.
3. Referees may announce new rules or decisions pertaining to any issues that are not mentioned in the rules and regulations.
4. All teams are encouraged to decorate the robots to reflect the culture, aesthetics and styles of their respective educational institute.
5. The organizer reserves the right to amend the Rules & Regulations without giving prior notification or any reasons thereof.

## APPENDIX A: GAME FIELD



\* Material = Wood