

ROBO WAR

GAME RULES

BATTLE TYPE

Battle time is the Maximum time allotted for the robots to fight and be in the arena. Battle time does not stop ideally, however can be stopped by the referee under critical circumstances.

- **Group Battle:** in case the no of participating team is very large, the 1st round of the competition will be group battle among two to four (max) robots for 6 minutes; the winning robot from each battle will progress to the next stage of the competition.
- **Head-to-Head:** The winning two robots from group battle rounds will have Head to Head competition for 6 minutes. The maximum point's scorer from H2H round will be the final WINNER.

TEAM

A team consists of two to four members. Each team must have a team leader. The team leader is the person responsible for communication with referees. The team can replace its team leader during the competition. Team can have only the fewest possible members beside the field during game play: they will usually be the team leader and an assistant team member

PRE-GAMEPLAY

- **All teams must be present and ready for the first battle within five (5) minutes** of the first announcement. A Team's failure to appear within this time frame is considered a loss for that Team. Additional delay may be permitted by the Referee, at his discretion.
- Each Robot will be inspected by the referee to check any possible violation of rules by the team, if any violation is observed the referee reserves the right to suggest the necessary changes to be made on the robot or disqualify the robot.

GAME PROCEDURE

- Each Round of the competition will be a knockout round of 6 minutes divided into two 3 minutes battle ground in which two teams will engage in a head to head battle.
- The main objective of robots will be to
 - a) Immobilize the opponent's robot for at least 30 seconds or,
 - b) Score points by damaging or pushing it out of the battlefield or,
 - c) Place the robot in the central circle of the arena (maximum score)
- Once the competition starts, robot must move (at least 1 inch) within 30 seconds, else the robot will be flagged immobilized and will lose the match by knockout.
- The robot is considered out of the ring if every part of it crosses the defined area/battlefield boundary. A robot whose body is hanging off the boundary of the battlefield is not considered out of the battlefield.
- **All judgments rendered by the Referee regarding whether a robot has Lost the Battle or a round is complete, will be final and should not be appealed for justification or discussion.**
- Each team may ask the referee to pause the game; referee may or may not grant the pause based on the severity of the situation.
- In each round team scoring maximum points will be qualified to play the next round.
- Compliance with all event rules is mandatory. It is expected that competitors stay within the rules and procedures of their own accord and do not require constant policing.

SAFETY INSPECTIONS

- In order to conduct the battle rounds safely, all the participants are requested to comply with the rules and technical checks of the robot before the battle or during the battle. It is at the inspector's sole discretion that your Robot can compete or not. **As a maker you are obligated to disclose all operating principles and potential dangers to the inspection staff.**
- Staff may, at their discretion, require that any safety hazards to any person, robot, or object at the venue be addressed. This may include full removal of the components posing the hazard, disqualification of a robot if a danger is not addressed adequately, and removal of materials or persons from the premises.

ROBOT MAINTENANCE

- Teams have approximately two (2) minute between battles. During this time, they may perform any adjustments they want to perform on their robot, with the explicit exception of altering the software of the robot in any way.
- No technical inspections are permitted during this time; teams must not add or remove mechanisms or components except to replace them with identical components.
- Teams that are not ready after time elapsed will receive a warning. On further violation of this time limit, the Referee may judge that the violating Team has forfeited the Match.
- The only exception to both the time and technical inspection limitations are for readily correctable safety issues, as determined by Staff, for which contestants may be asked to remove or rectify hazardous or broken systems.

PERSONAL CONDUCT

- Competitors are expected to demonstrate respect and good sportsmanship towards fellow Competitors, Staff, their possessions and the venue itself.
- Competitors are required to follow Staff instructions regarding safety, acceptable conduct, or any other instructions to ensure smooth Competition proceedings.
- Any Competitor who fails to follow the instructions will face penalties which may include verbal warnings, Match forfeiture, disqualification, or removal from the premises, depending on severity.

BEHAVIOR

- Participants who misbehave may be asked to leave the competition area and risk Disqualification.
- The rules will be enforced at the discretion of the referees, officials, and local law enforcement authorities.

ORGANIZING COMMITTEE

All decisions about scoring, game play and timing are made by the juries. Teams should completely respect their vote and decisions. Members of the jury will be from different fields of the robotic science.