

Sumobot Competition Rules

Philosophy

Sumo robot contests feature two robots trying to push each other out of a ring. The competitions are non-destructive, friendly, and encourage learning.

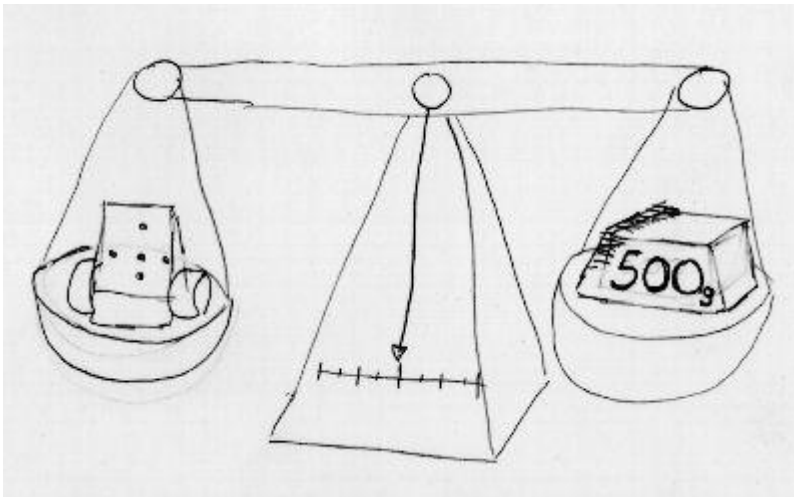
Overview

Two self-controlled robots are placed in a ring. The robots try to avoid falling out or avoid being pushed out by the opponent robot. The first robot that touches outside of the ring loses the round.

The first robot to win two rounds, wins the match. Different robots compete one-on-one against each other throughout the contest. The robot that wins the most matches wins the contest.

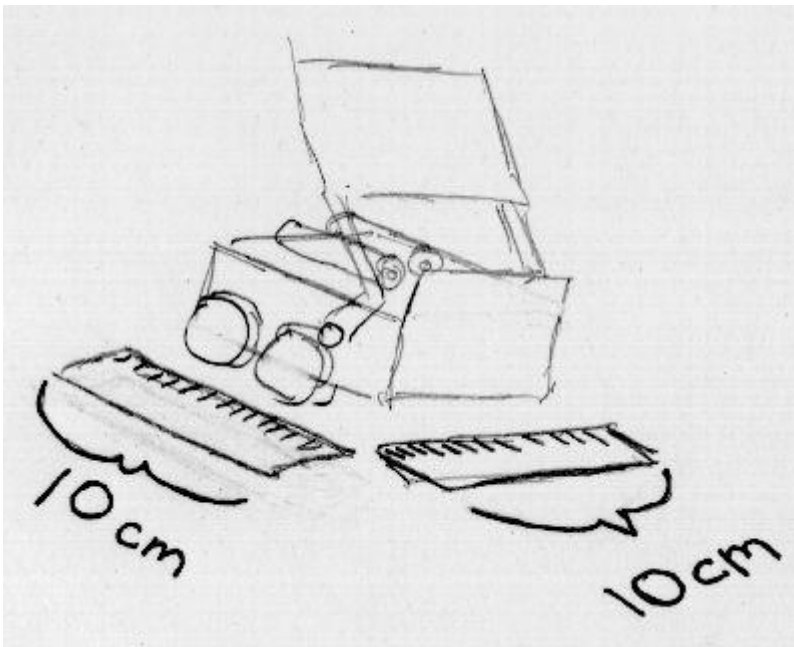
Mass

Mini-class Sumo robots may have a mass of 500 grams (1.1 pounds) or less. Mini-class Sumo robots may have a mass of 500 grams (1.1 pounds) or less.



Dimensions

Mini-class Sumo robots may be 10 centimeters (3.93 inches) or less in width and 10 centimeters (3.93 inches) or less in depth. There is no height limit! As soon as movement is allowed in a round, the robot may twist, fall, or expand without size limits.



Harmless

At all times, robot behavior must be non-offensive, non-destructive, and non-harmful to humans, robots, and the facilities. During inspection (and at any time during the event), the judges may require safety changes or other modifications to meet the harmless requirement.

Contest Etiquette

Competitors and audience members are expected to remain polite, sportsmanlike, and considerate at all times. Good cheers, encouragement, and applause for all competitors are very much appreciated.

Contest Bracket /Double Elimination

The contest brackets will be set up by the instructor in a random fashion using an Excel spreadsheet. The bracket will be published a day before the bouts begin. The bracket will allow losing bots a second chance to become the winner. Upon losing two matches, the bot is out of the contest.

The Match

Here are the player responsibilities for the match:

- 1) Draw a *start position card* from the referee
- 2) Place the bot in the ring as directed by the referee
- 3) Press the start button on the bot when directed by the referee. After 5 seconds the bot may begin moving.
- 4) Move back at least 3 feet from the edge of the ring
- 5) Catch *any bot* that is out of the ring and turn it off
- 6) Place the bot back in a holding area between matches. A contestant may make adjustments between matches, but may not leave the holding area.

Basic Rules

Participants agree to the following basic rules:

- 1) One match will consist of three rounds, within a total of 3 minutes. The team who wins two rounds wins the match and advances in the bracket.
- 2) The match will be stopped and a rematch will ensue when it is apparent that neither bot is making any progress for duration of about 4 seconds as determined by the referee.
- 3) If a part on the bot comes off that is less than 5 grams, the round will continue.
- 4) A player has 30 seconds to correct a problem between rounds.

- 5) If a player utters inappropriate words, the referee may disqualify the contestant.
- 6) The referee has the final decision in a match.

Further Rules for Reference:

<http://www.robotroom.com/SumoRules.html>