

# **Robo War Rules and Regulation- 2019**

## **Event Structure**

The competition will be conducted via elimination round wherein any two opponents will be selected through random selection.

## **Arena**

Will be unveiled just before the event. (May be of diameter more than 3 meter)

## **Team Size**

Maximum 5 participants are allowed in a team.

Students from different colleges can form a team.

## **Eligibility**

Any student from a recognized institute/college can participate in this event.

## **SPECIFICATIONS**

Robot should fit into a box of 45CMx45CMx45CM (maximum).

Maximum weight of robot should not exceed than 10 KG.

External weights not allowed.

The external device used to control the machine or any External device (such as batteries, remotes) is not included in the size constraint.

The machine should be controlled by a wireless remote control Mechanism or wired one throughout the war.

In case of any interference in the wireless systems, they will not be considered for rematch or in the results.

Remote controls that are readily available in the market may also be used.

The machine must not be made from Lego parts, or any readymade Kit, if we find such machine it will be disqualified.

If the machine is wired then the wire should remain slack under all circumstances during the competition. All the wires coming out of the Machine should be stacked as single unit.

The Wires should be properly insulated.

It is necessary for all that teams that the robots must be electrically or electronically powered if any team uses any type of mechanical Powered system like IC ENGINE or other then it will be disqualified

## BATTERIES &POWER

Batteries must be sealed, immobilized electrolyte types (gel cells, lithium, NiCad, or dry cells).

The electric voltage anywhere in the machine should not be more than 12V DC at any point of time.

## GAME RULES

Maximum 5 participants in a team.

If the participants are not present at the arena on the given time slot then that team will be disqualified.

Burning type of instruments not allowed.

Robots can have any kind of cutters, flippers, saws, hammers, lifting devices etc. as weapons.

In case of wired robots protecting the wires is the team's responsibility.

The machines are not allowed to leave any loose parts on any part of the arena.

Judges decision shall be treated as final and binding on all.

Bots immobilized for 20 seconds will result in reduction of points.

If any machine remains immobilize for 1 minute it will treated passive and opponent will win the match.

In case of both teams immobilize for 1 minute both team will be disqualify.

One or two operators will operate machine in the event.

Damage to arena is not allowed and will lead to disqualification of team.

The wires should remain slack during the match.

Teams should take care of their robot, They will be responsible for the damage to their bots.

Decision made by the judges will be final.

Jumping and hopping is not allowed .

Flying (using airfoil, helium balloons, ornithopters etc.) is not allowed.

Use of EMP devices is prohibited.

No rematch will be there.

Violation of any the above rules will lead to disqualification.

Robots that are not within the specified weight and dimensions will lose marks.

Judges' decision shall be treated as final and binding on all.

NOTE: Co-ordination Committee reserves the right to add or update rules.

### Judging Criteria :

1. A robot is declared victorious if its opponent is immobilized .
2. A robot will be declared immobile if it cannot display linear motion of at least one inch in a timed period of 30 seconds. A bot with one side of its drive train disabled will not be counted out if it can demonstrate some degree of controlled movement.
3. If both robots survive the seven minutes at that point, the robot with the higher hit points wins.
4. The winner moves on, the loser is eliminated from the tournament.

NOTE: Qualification of a robot to next level be subjective and totally depend upon the decision of the judges. A robot winning in a round against its opponent doesn't guarantee its entrance into the next round. If the judges found the winner robot incompetent to enter into the next round, it may get disqualified. Judges can disqualify both the robots of a match from advancing to the next round.

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