RULES & REGULATIONS

RoboCoast extends an invitation to Queensland High Schools and Primary Schools to enter the *RoboCoast Sumo Robot Competition – Calamvale 2018*. No prior experience or qualification is necessary. Rules and regulations are the similar to the *Sunshine Coast Robotics Competition* rules.

SUMO COMPETITION

The objective of the sumo competition is to push your opponent out of the ring. Any micro controller based robot can be used but it must be fully autonomous and must not be remote controlled in any fashion and must conform to the design specifications. ALL ROBOTS MADE ENTIRELY OF LEGO. Competition Ring: 100cm diameter black circle with a 5cm white border on 15mm board elevated 10cm from the ground.

GAME PLAY

1. Robots begin 5 cm away from each other in the centre. The robots must pause for 3 seconds after the start buttons are pressed. The loser is the robot that leaves the ring first, which is defined as touching the surface upon which the competition ring is placed. The referee may call a draw after 60 seconds or force a restart after 5 seconds of "locked robots" at their discretion. Robot handlers must not touch their robots unless instructed by the referee.

2. Conflict Resolution - during game play, the referee's decisions will be final.

Presented by

SUMO ROBOT DESIGN RULES

1. Maximum size of robot is 250mm long by 150mm wide with no height restriction as measured with any articulating components in their upright position.

2. Maximum mass of 1000 grams.

3. Size and weight restrictions are strictly enforced to make the competition fair for all competitors. All robots must be weighed and measured during registration on the day to receive their quality assurance stickers for competition.

4. Articulating or moving components are allowed as long as they fit the above design rules however the *no intentional harm rule* applies- this means that flippers and skid plates are fine but deliberately destructive mechanisms such as abrasive spinners or hammers etc. are not allowed.

SUMO SCORING

1. Each robot will compete in a series of matches. The number of matches will be determined on the day of competition based upon the time permitted.

2. A match will be over once a team has won 3 points. A point will be awarded to the winning team for each successful round in a match. The number of rounds in each match will vary depending upon the points that teams accrue.

3. Teams' Wins and Losses will be tallied and displayed during the competition. The top 16 teams will be selected for the finals matches.

4. The finals matches will be played as elimination matches.