

PETRONAS Powering Knowledge



#RBTX2024

Awarded by:



PETROSAINS RBTX CHALLENGE 2024

RULES AND REGULATIONS

ROBO SUMO 500g

VERSION: 2 AUGUST 2024

It is recommended that you review the General Terms and Conditions prior to reading the rules for a specific category, as it applies to all categories throughout the entire competition.



ROBO SUMO

In collaboration with:



MINISTRY OF EDUCATION

Supported by:*



* Applicable to Robo-Sumo 3kg category only.



PETROSAINS

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Updates on the general rules.

The main changes in the general rules from **May to 2 August** are listed here:

2. General Rules	2.4 Competition Phases: Online Learning: Participants are required to complete the Learn Coding to be eligible for certification of participation.
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1.0 INTRODUCTION

Robo Sumo 500 gram RC category challenged young innovators **aged 7 to 17** years old to build, program and control a reliable and robust robot integrated with sustainable features which is capable of pushing its opponent out of the ring. The robot that remains inside the ring will be declared the Robo Sumo champion.

2.0 GENERAL RULES

- 2.1 A team must consist of a maximum of two (2) participants aged 7 to 17 years old and one (1) guardian/teacher.
- 2.2 Each team must have their own robot.
- 2.3 A match involves two contestants (only one operator per robot is allowed inside the ring) who will operate the robot in the Ring according to the Game Rules.
- 2.4 Competition Phases:
 - I. **Registration:** Each team is required to register through the RBTX website. Each participant can register for one team **ONLY**.
 - II. **Online Learning:** Participants are required to complete the Learn Coding to be eligible for certification of participation.
 - III. **Grand Finals:** All finalists will be informed of the competition schedule right during technical briefing.

3.0 RING INTERIOR

- 3.1 The Ring interior is a circle Plywood plate with a minimum height of 2.5 cm and a diameter of 77 cm including the borderline (refer to Appendix A). It has a black matte surface.
- 3.2 The border line is indicated as a white circle with a width of 2.5 cm. "On the border" is defined as being within the interior of the Ring.
- 3.3 Shikiri lines (starting lines) consist of two painted parallel brown (or equivalent for absorption of IR light) lines centred in the ring with appropriate width and spacing (10 cm x 1cm). The distance between the lines is measured to their outside edges (10 cm apart at the centre).

- 3.4 During the game, it is up to the referee to decide whether the Ring can continue to be used or whether it should be changed when a scratch or tear appears on the Ring surface.

4.0 RING EXTERIOR

There will be a space appropriate outside the outer edge of the ring for the referee and contestants. This space will be of different colours, and any material or shape as long as the basic concept of these rules is not violated.

5.0 SPECIFICATIONS OF THE ROBOT

- 5.1 The robot size (when all parts are not extended) must be less than or equal to 10 cm x 10 cm (W x L) at the beginning of the match (no height restriction).
- 5.2 During the match, after the game starts signal, **the robot is allowed to expand in size**. However, every time before a match starts, the robot must retract to its original size.
- 5.3 Weight (including accessories) must be less than or equal to 500g.
- 5.4 Any Radio waves used for the remote controller of the robot shall be narrow band waves of 2.4 GHz, 27MHz RC Radio or 40 MHz RC Radio.
- 5.5 There are no restrictions on the microprocessor, type, or brand of robot to be used. The robot can be built from scratch, custom made or bought off the shelves and all shall compete within the same category as long as it complies with the rules and regulations as stated within. All costs or expenses for the robot build-up shall be borne by each participating team, and not the organizer.

6.0 RESTRICTIONS ON ROBOT DESIGN

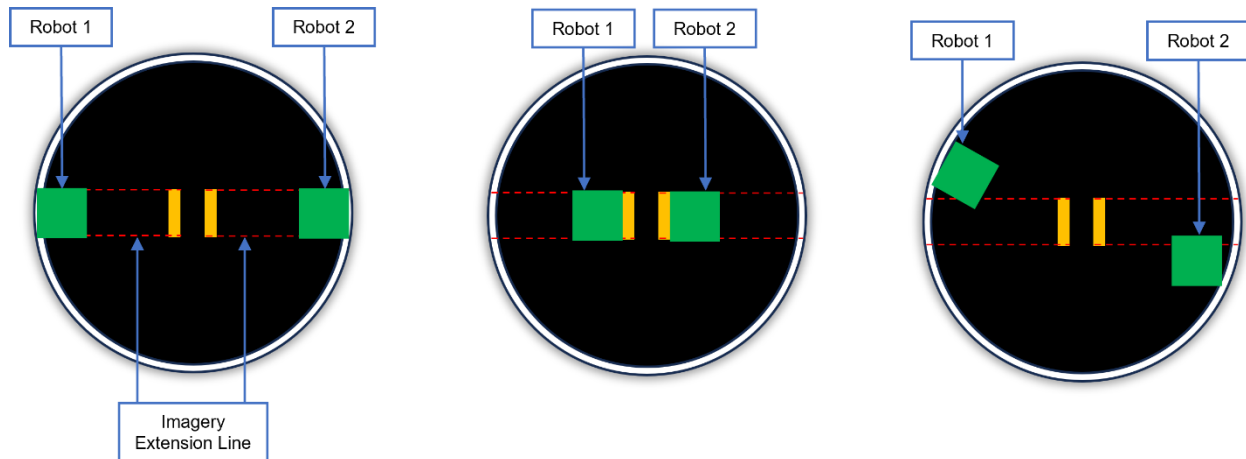
- 6.1 The robot must not be equipped with any parts that might damage or deface the Ring.
- 6.2 The robot must not be equipped with a device that obstructs the opponent's operation, such as a jammer or strobe light.
- 6.3 The robot must not be equipped with a device that can release liquid, powder, or gas.
- 6.4 The robot must not be equipped with detachable parts or a firing or throwing device.
- 6.5 The robot must not cause danger to the referee, operators and audience.

7.0 GAME PRINCIPLES

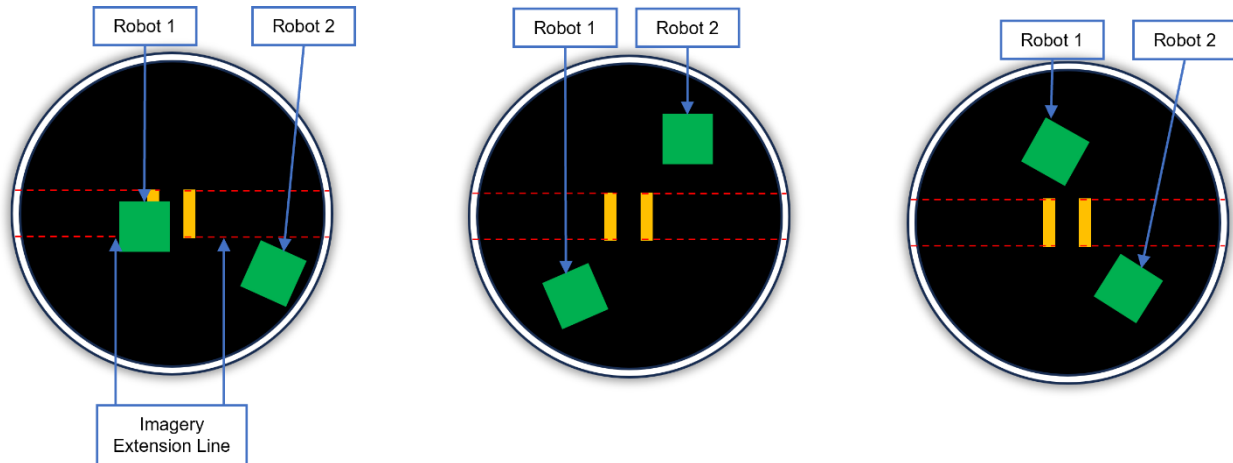
- 7.1 A game consists of three one-minute matches. There will be no breaks in between the matches.
- 7.2 The first contestant to win two matches is the winner of the game.
- 7.3 The contestant with the most wins out of the three matches will be the winner of the game.
- 7.4 In the event of a tie after the third match, the lighter robot will be declared the winner.

8.0 BEGINNING OF A MATCH

- 8.1 Following the referee's instructions, the contestants will enter the Ring area and place their robots (facing any direction) centred behind their Shikiri line.



Allowed Robo Sumo Placement



Prohibited Robo Sumo Placement

8.2 At the referee's start signal, the operator can begin to move the robot.

8.3 No changes in robot components and batteries are allowed during the match.

9.0 END OF A MATCH

The match ends when the referee calls the winner, or the match time limit is reached.

10.0 MATCH CANCELLATION AND REMATCH

A match will be canceled for a rematch under the following conditions:

- Both robots touch the exterior of the Ring at the same time.
- The robots are entangled or orbiting each other with no perceivable progress for five seconds.
- Both robots move, without making progress, or stop at the same time and stay stopped for five seconds without touching each other.
- Any occurrence of violations.
- Any other conditions under which the referee decides that there are no winners.
- In the case of a rematch, maintenance of competing robots is prohibited, and the robots must immediately be placed back at the starting point. The one-minute timer will not be reset.

11.0 WINNING A MATCH

- 11.1 The robot that manages to push its opponent out of the Ring with a fair action will be declared the match winner.
- 11.2 A robot will be declared a match winner if the opponent's robot steps out of the Ring on its own (due to any reason).
- 11.3 A robot will be declared a match winner if the opponent is disqualified or has more than one violation.
- 11.4 The match will be considered a tie if both robots manage to stay in the Ring until the match timer ends.

12.0 VIOLATIONS

- 12.1 The operator enters the Ring before the referee's call to end the match.
- 12.2 The robot begins action before the referee's start signal.
- 12.3 The robot does not move at all or is not powered on during the match.
- 12.4 Any other actions that may be deemed unfair by the referee.
- 12.5 A warning will be given for the first violation. A second violation will result in disqualification.

13.0 DISQUALIFICATION

- 13.1 A contestant is not present for robot inspection five minutes before the beginning of the game.
- 13.2 A contestant's robot does not meet the "**Specifications of the robot**" and "**Restrictions on robot design**". For example, the robot size is bigger than 10 cm x 10 cm or the robot is equipped with parts that will damage the Ring.
- 13.3 A contestant ruins the game. For example, by intentionally breaking, damaging, or defacing the Ring.
- 13.4 A contestant displays unsportsmanlike behavior. For example, using rude and offensive language or injuring an opponent or a referee.

14.0 OBJECTIONS

- 14.1 Contestants with any objection must express the disagreement to the organizer before the end of the game.
- 14.2 Objections to the judgment of the referee will not be entertained.

15.0 SPECIFICATIONS OF ROBOT TAGGING

Contestants must **clearly display** the registered robot numbering code during the competition.

16.0 INJURIES AND ACCIDENTS DURING THE MATCH

- 16.1 A contestant can request to stop the game when he/she is injured, or his/her robot has an accident which can prevent the game to continue.
- 16.2 In the event that the game cannot continue due to a contestant's injury or robot's accident, the contestant who is the cause of such injury or accident will be forfeited. When it is not clear which team is the cause of such incident, the contestant who is unable to continue the game, or who requests to stop the game, shall be declared as the loser.
- 16.3 The game can continue in the event of any injury or accident if decided by the referee and the Committee members. The decision process shall take no longer than five minutes.

17.0 MISCELLANEOUS

As long as the concept and fundamentals of the rules are observed, these rules shall be flexible enough to encompass the changes in the number of players and the contents of the matches.

APPENDIX



Robo Sumo (500gram Category): Game Field Setup

- **2.5 cm** white border
- Separation of Shikiri lines **10 cm**
- Length of Shikiri lines **10 cm**
- Width of Shikiri lines **1 cm**
- The diameter of the Ring (including the white border) is **77 cm**