

# Mini Sumo

---

## The robot aims to push its opponent out of the ring.

### 1. Contest description

Two robots compete on a circular ring. Before the start, they are placed to a predefined position. When the match is started, they try to push one another out of the ring. If a robot or any part of it touches the ground outside of the ring, the robot loses. This applies also in case any part falls off the robot and is pushed by the opponent out of the ring or falls off the ring by itself. The contest is organized in rounds; number of rounds and number of matches in a round will depend on the Robotic Day time conditions and number of participating robots.

### 2. Robot

The robot is fully autonomous and must not be dangerous or excessively annoying.

Since the start, any intervention is forbidden as well as any kind of connection with external devices until the end of the match. The robots may be started locally as well as remotely; later during the match no connection is allowed.

Robot weight: max 500 g.

Maximum size of the robot is 10(l)x10(w) cm, the height is not limited.

The robot may be built from any kind of material. After the start, it may voluntarily deploy and change its size. It may also voluntarily turn and roll and it may split in any number of independent parts.

The robot must not be aggressive and destructive. Any robot action shall not induce damage of the opponent or other equipment (e.g. the ring). The robot may not exhale or gush any liquid, gas, smoke or fire and must not soil the ring or the opponent. The robot may not throw or fire anything and may not use anything to prevent the opponent to move.

The robot must always keep contact with the ring. If the robot splits, there must be always at least one part in contact with the ring. The robot may use flying or hovering parts (navigation, camera etc.) but it must be possible for the opponent to perform the winning action (push the robot off the ring).

It is not allowed to use any technology to change the weight of the robot or to attach the robot to the ring. During the homologation, following adhesion test will be performed: the robot will be laid on a sheet of paper. It will pass the test, if this paper stays on the ground when the robot is lifted with its adhesion technologies turned on.

### 3. Ring

The ring is a flat circular disc with the diameter of 77 cm. It is mat black. Its edge is glossy white (2.5 cm wide edge). The surface is monolithic and there are no hummocks which could affect robot movement. In the centre of the ring, there are two brown starting lines, 1 cm wide and 10 cm long. They are 10 cm apart.

### 4. Match start

Before the match, both robots are placed on the ring behind their start lines. For the first play between two robots in a round, a toss is used to decide which should be placed first. In consecutive matches, the winner of previous match is placed first (in case of a match draw, a toss will be used to set the order). After placing the robot, it shall not be moved.

On a referee order, the match is started. The robots must wait at least 5 seconds before they start moving. During that time all people shall leave the area marked around the playing field.

### 5. Power of officials and liability

If a robot or a participant violates the rules, the referee may disqualify them from the race. He may also disqualify the participant or the robot for further races.

No objections against the decisions of the referee or the organizers are allowed.

The organizers may change the rules without prior notice, e.g. based on number of participants, local conditions etc.

The participants are responsible for their robots and their safety and will be liable for all damages caused by them, their robots or their equipment.

The organizers will not be under any circumstances held liable or responsible for any accidents of the participants or any damages caused by the participants, their robots or their equipment.