

## REGULATIONS «LEGO® SUMO»

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## **1 Introduction**

This document describes the regulations for the SUMO competition, a unique and special challenge in robotics competitions. They have been adopted from the “Baltic Robot Sumo” and adjusted accordingly.

## **2 Eligibility for Participation**

1. The competition accepts participation of teams and not individuals.
2. The team consists of 2-5 persons.
3. Only the operator is allowed to guide the robot. All members of the team s must follow the competition rules, the terms and conditions of winning and participate using only self-made autonomous robots at the Dohyo area designated beforehand.

## **3 The Winning Team**

The winning team is announced by the judges.

## **4 Types of Robots**

Αν και υπάρχει μεγάλη ποικιλία ρομπότ που θα μπορούσαν να χρησιμοποιηθούν για την πρόκληση αυτή, η Οργανωτική Επιτροπή του CYPRUS ROBOTEX CHALLENGE αποφάσισε όπως για το 2017 χρησιμοποιηθεί το LEGO® SUMO.

## **5 The Competition**

### **5.1 Format**

The competition format is established by the Organizing Committee depending on the number of participants. If the number of participants is high, sub-groups will be used in order to decide who enters the final tournament. The finals are held in the format of double-elimination tournament. If the number of participants is low, all contestants will immediately compete in the format of final tournament.

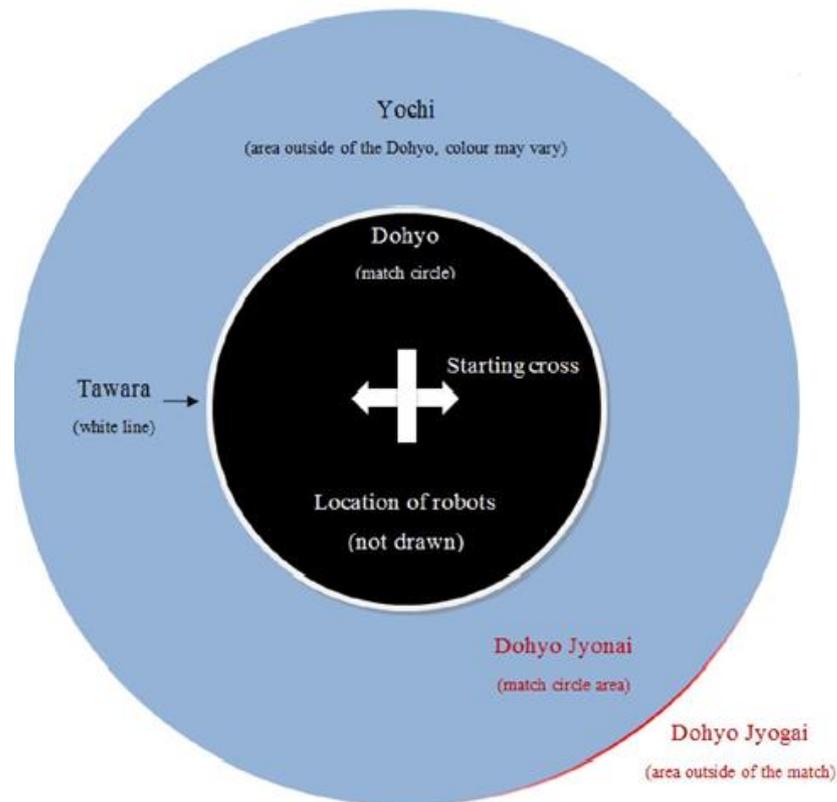
## **6 Important Definitions**

Due to the the unique terms used in the LEGO® Sumo competition the terms are defined accordingly and used accordingly.

### **6.1 Dohyo Jyonai**

Dohyo Jyonai (the match ring area) consists of the Dohyo (the match circle) and the Yochi (the outer layer area of Dohyo). The rest of the space will be deemed as area Dohyo Jyogai (outside the Dohyo area). The area of Dohyo Jyogai is surrounded by guards (see Annex 1.

Figure of match area). The Dohyo (the match circle) is a circle that is covered with a black colour coating.



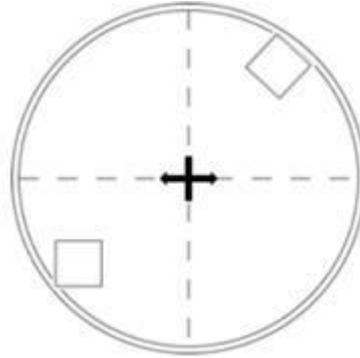
**Figure 1: Dohyo Jyonai – Battle Field**

**Table 1: Field Parameters LEGO® SUMO**

Height	Diameter	Material
1 - 5 cm	77 cm	Wood or Plastic

## 6.2 Starting Cross

The starting cross is placed in the middle of the Sumo field and it divides the field into four equal sectors. The robots must be always located in two reciprocal sectors (see Figure 1). The robot must cover the area of Tawara (white line) at least partially. The referee removes the starting line from the field once the robots have been fixed. Once the robot has been fixed, it cannot be moved anymore.



**Figure 2: Starting Cross**

### 6.3 Tawara (Άσπρη Γραμμή)

Tawara is the white line around the Dohyo. Tawara line is a part of the Dohyo. The width of Tawara is 2.5cm.

### 6.4 Yochi

Yochi is an area around the Dohyo with a diameter of at least 100 cm for LEGO® Sumo.

## 7 The Robot

### 7.1 Requirements for the Robot

1. Limitations on Dimension & Weight

**Table 2:** Limitations on Dimension & Weight

Mass	Length	Width	Height
1 Kg	15 cm	15 cm	Unlimited

The robot may expand after the start of the round, but must stay in one piece.

2. An Infrared sensor has to be placed on top of the robot, not on the side or under the robot (3 kg Sumo, Mini Sumo, and Micro Sumo).
3. The robot may expand after the start of the round, but must stay in one piece.
4. The robot measure box is 15 x 15 cm with 2 mm tolerance. This practically means that robots with maximum length and width of 15cm and 2mm will be accepted to compete.
5. Autonomous robots – Starting the Movements

The signal is given by a 5-second timer. The timer can be activated by the operator of the robot by pressing a button or via remote control system.

6. Autonomous robots – Ending the Movements

The operator of the robot stops the robot by pressing a button.

## **7.2 Movements of autonomous robots**

The movements of the robot should be designed to detect the movements of the opponent and respond/attack accordingly. If there is any doubt in the autonomy of the robot, the referees have the right to inspect the control logic of the robot.

## **7.3 Prohibited Components of the Robot**

1. Any components that may damage or scratch the surface of Dohyo. An exception is when the robots collide.
2. It is forbidden to use any liquids, powders and gas as a weapon against the opponent.
3. It is not allowed to use any inflammable materials in the robot.
4. The robot must not include any throwing devices (for example throwing a net on opponent).
5. The robot must not include any parts, which fix it onto the Dohyo (for example, glues, magnets, suction cups, etc.).

## **7.4 Additional Requirements**

1. The robot must be exclusively constructed of the licensed parts of LEGO® original or HiTechnic®.
2. The robot must use only batteries or cells that are recommended by LEGO®.

## **8 Match Principles**

1. The match generally contains three rounds and lasts up to three minutes. The team who earns two Yuko points (effective points) first during the time of the match will be the winner. Match time is measured during rounds, not between them.
2. If only one Yuko point has been earned by the end of the match time, the winner is the team who earned it.
3. If neither team wins any rounds during the match time, the winner will be announced according to the situation of Yusei (dominance), see paragraph 8.3. If Yusei cannot be decided or the number of rounds that has been won is the same for both teams, the match time will be extended by three minutes. If one team earns one or more Yuko points during the extended time, then this team will be the winner.
4. The contestants have a maximum of 30 seconds between the rounds to maintain their robot.

## **9 Organizing the Competition**

### **9.1 Starting the match**

The match starts according to the referee's signal. The contestants will bow to each other before they enter the area of Dohyo Jyonai.

Before each round and according to the signal of the referee, the contestants place their robots simultaneously on the Dohyo. The robots must be placed in reciprocal sectors and at

least some part of the robot must stay on the white line (see Figure 2 Starting Cross). The robots are not allowed to move after they have been placed on the Dohyo.

The round begins as follows:

- After the signal of the referee, the operators start the 5-second timer in the robot and immediately leave the area of Dohyo Jyonai. The robots may start moving 5 seconds after they have received the start command.

In case the Dohyo area is scratched or becomes dirty, the referees decide whether to continue the match on the same Dohyo or replace it.

## **9.2 Ending the Match**

The referee gives a signal to end the match and stop the robots. The match end officially after a corresponding signal from the referee. The participants must take their robot from the Dohyo, bow to each other and leave the area of Dohyo Jyonai.

## **9.3 Torinaoshi - Repeat of the Round**

The round is repeated in the following situations.

1. Both robots are facing each other and their movement is hindered or it does not happen.
2. Both robots fall out of the Dohyo at the same time.
3. Other situations in which it is not possible to determine who has won and lost.
4. If it is not possible to announce the winner after Torinaoshi, the referee may place the robots himself or herself and continue with the match within the allocated time.

## **9.4 Handling the Robots between the Matches**

For the time between the matches in the same sub-group, the robots must be placed on a table given for it and can be removed from there only for the duration of the match. It is forbidden to leave the competition area with the robot between the matches, except for when a corresponding permission has been given (e.g. the robot needs fixing). The purpose of this requirement is to guarantee the smooth course of the competition.

NB! If the robot can not be found from the designated table at the right time or if the team itself is not present, the match will result in a loss.

# **10 Points in Sumo**

## **10.1 Yuko (Effective) Point**

The winner is announced in the following situations.

1. If the opponent has been pushed out of the Dohyo (the robot touches the area outside of the Dohyo).
2. If the opponent falls out of the Dohyo and touches the area outside of the Dohyo.
3. In the situation of "Shinitai".
4. In the situation of "Yusei (Dominance)".

5. If “Keikoku” (Warning) is given twice to the opponent.
6. If there is a case of “Hansoku” (Violation).
7. If the winner is announced without a match, the winner earns two Yuko points (if the winner already has one Yuko point, he or she earns only one more). The existing Yuko point(s) of the opponent who lost remain effective.

## **10.2 Shinitai**

The «Shinitai» situation means that one or several wheels of the robot roll out of the Dohyo and the robot is unable to return to the Dohyo. In this case, the opponent earns one Yuko point.

## **10.3 Yusei (Dominance)**

In the «Yusei» case, the referee may grant a Yuko point to the team according to the strategy, movements and skills of the robot.

# **11 Violations and Penalty**

## **11.1 Keikoku (Warning)**

1. A contestant who acts as indicated below gets a «Keikoku» (Warning/Προειδοποίηση). If the contestant gets two Keikokus (warnings), the opponent earns one Yuko point.
2. If the operator or some item of the operator ends up in the area of Dohyo Jyonai before the round ending signal of the referee.
3. If the robot moves before the beginning of the round (movement or changing its shape).
4. If the participant violates the requirements for the use of remote control.
5. If the robot is replaced after it is placed on the Dohyo.
6. If the participant does not comply with the safety requirements.
7. In case of any other action that is considered unfair.

## **11.2 Hansoku (Violation)**

In the following situations the opponent or both parties earn one Yuko point.

1. If some part falls off from the robot.
2. If the robot does not move.
3. If both robots move, but do not collide.
4. If the robot is on fire or a situation, which resembles that the robot is on fire.
5. If the participant wants to end the round.

## **11.3 Hansokumake (Defeat due to Violation)**

The participant/team who violates the following rules, loses the match due to violation.

1. If the contestant fails to show up at the designated Dohyo at the beginning of the match or the participant exceeds the time given from maintenance, see paragraph «7 Match

**Principles».**

2. If the contestant sabotages the match. For example, deliberately breaking or deforms the Dohyo.
3. If the robot does not make autonomous movements.
4. If the participant does not comply with safety requirements even after «Keikoku» (warning).

#### **11.4 Sikkaku (Disqualification)**

In the following cases, the team will be disqualified – he or she must leave the competition and is not added to the list of competition results.

1. If the participant's robot does not comply with the requirements provided for in paragraph «5.1 Requirements for the Robot».
2. If the participant behaves in an undignified manner. For example, swears or offends the opponent or the referees.
3. If the participant deliberately injures the opponent.

### **12 Suspending the Match**

1. If the participant is injured and the match cannot be continued, the participant may demand the suspension of the match.
2. In the event of the previously described situation, the referees make necessary arrangements for the match to be immediately resumed.
3. If the arrangements do not enable the match to continue, the opponent wins the competition without a match.

### **13 Objections**

The decision of the referees are not subject to appeals. In case of any conflicts or disputes, the final word will be said by the referees and/or the organisers.

### **14 Marking of the Robots and Participants**

#### **14.1 Markings on the Robot**

The robots must be marked with number stickers. The stickers are provided by the organisers of the competition.

#### **14.2 Participant Marking**

It is recommended that the members of the team wear the same t-shirt so that they distinguish themselves from the members of other teams. The selection of colors is free. It is also recommended that the logo of CYPRUS ROBOTEX CHALLENGE is placed on both sleeves.

On competition day, participants will receive a special participation card with their personal details. Participants must wear this card during the whole duration of the competition.

## 15 Categories and Levels

The competition is organized for the LEGO® MINDSTORMS platform for the categories and levels indicated in the table below:

**Table 3: Challenges & Age Limits**

Category →		Primary	Primary	Gymnasium	Lyceum	University	Special Category
Challenges ↓	Level →	1 <sup>st</sup> – 3 <sup>rd</sup>	4 <sup>th</sup> – 6 <sup>th</sup>	1 <sup>st</sup> – 3 <sup>rd</sup>	4 <sup>th</sup> – 7 <sup>th</sup>	All Years of Study	Soldiers, Adults & Others
LEGO® SUMO		X	V	V	V	X	X

v: Valid X: Not valid

## 16 Terms and Conditions of Participation

1. Participation in ROBOTEX CYPRUS assumes and requires acceptance of all terms and conditions for participation by competitors, the coaches and the organizations they represent.
2. In case of any difference in the competition rules between the English and the Greek versions, the English version is considered as correct.
3. The robot must be registered before the competition. The registration process includes technical inspection of the robot, marking the robot with a number sticker, and the order in which it will compete which is generated by an algorithm in the information system supporting the ROBOTEX CYPRUS organization.
4. All questions and issues that may arise during the competitions must be reported to the judges.
5. The final decision about objections will be taken by the judges in cooperation with the organizers.
6. Judges' decisions on any objections are considered final and can not be challenged by participants, the coaches or the organizations they represent.

## 17 Robot Technical Control

1. The robots' technical control will take place on the day of the competition at an area and on time specified by the organizers.
2. Failure of a team to come in time for a robot's technical check leads to the team being

excluded from the event.

3. The leader of the team only is responsible to take the team's robot for technical control.
4. Technical control takes place before each phase of the competition (preliminary, qualifying, final) in which the team may participate.
5. Technical control includes the control of the robot based on the above and the paragraph "The Robot", if this paragraph exists. If the robot does not meet the requirements it will not be accepted to compete and will automatically be disqualified from the event.

## **18 Changes and Cancellation of Rules**

Any changes and/or cancellations in the rules of the competition are decided by the Cyprus Computer Society in consultation with the Organizing Committee of the CYPRUS ROBOTEX CHALLENGE. You may address comments and suggestions to the Organizers at [robotex@ccs.org.cy](mailto:robotex@ccs.org.cy).

