

Fall 2023 Rules & Competition Details

The official Fall 2023 SumoBot rules and competition details.

- [Fall 2023 Rules](#)
- [Competition Details](#)
- [CHECK INs](#)

Fall 2023 Rules



FALL 2023 OFFICAL SUMOBOTS RULES



BASIC RULES...

1. There is **NO HEIGHT LIMIT**, but the entire bot must fit within 8.5in x 11in (size of standard sheet of printer paper)
2. The entire bot must weigh less than 5lbs or 2.268 kilograms
3. Damaging or altering the ring is not permitted.
4. At least one part of the bot must be 3D printed.
5. Devices and contraptions designed to push/lift an opponent's bot **ARE** allowed. Ones designed to pierce, stab, burn, or damage an opponent's bot are **NOT** allowed.

MORE RULES FOR THE SILLY PEOPLE...

1. Any flaming devices are not allowed.
2. Knives and razor blades are not allowed. *
3. No projectiles.
4. Devices that produce an electrical discharge are not permitted.
5. Devices that can store liquid, powder, gas or corrosive substances for throwing/spilling at the opponent/ring are not allowed.
6. The robot must have **AT LEAST** one component in contact with the ring (no drones/flying bots!)
7. Sticky substances to improve traction are not allowed **
8. Jamming devices intended to disrupt an opponent's RC controls not permitted.
9. Any devices deemed too dangerous by the team leads will disqualify a bot so if you're confused ask us!!

*Any components deemed too sharp will be taped over at pre-fight check-in

** (This will be checked at pre-fight as all Tires and other components of the robot in contact with the ring must not be able to pick up and hold a standard 3"x5" index card for more than two seconds)

Competition Details

★ IN ORDER TO COMPETE ★

YOU MUST COMPLETE ALL THREE CHECK-INS AND SUCCESSFULLY GETTEN FIGHT APPROVAL :)

Competition Details and Rules

- ❖ Teams will have **3 minutes** to push their opponent out the circle (**Diameter: 58 inches**).
- ❖ The first to push their opponent's bot out of the ring wins that round.
- ❖ Bracket tournament style we be used.
- ❖ In the event that no bot is pushed out of the ring within 3 minutes. The **point system** will be enacted.

Point System

(3 Point) Flip the opponent onto their side or upside down.

(1 Point) Recovering from being flipped by your opponent.

* If only one bot can move that one wins

** In the event that neither bot can move the lighter bot wins

***If no points are scored within the 3 minutes then the bot closet to the center wins

The opponent with the most points at the end of the allotted time wins that round.

CHECK INs

Check-Ins

The Robotics Club and ASME are offering optional open-shop hours. They are every **Thursday at 6pm** at the Robotics Lab (3100 Technology Pkwy, Orlando, FL 32826). These shop hours are available if you need any help throughout the design and manufacturing process of your bot they are **NOT REQUIRED**. Depending on demand we might offer specific workshops so keep up with the SUMOBOTS channel in the Robotics discord.



<-----

ROBOTICS DISCORD (has SUMOBOTS Channel)

There are 3 REQUIRED check-ins.

- 1) CAD Model**
- 2) Build Check-In Week**
- 3) Pre-Fight (Week before FIGHT 🤖🤖)**

CAD Model - DUE OCT 12TH

You must turn in CAD files (in the form of an STL file) for whatever you want 3D-printed. You **HAVE TO HAVE at least ONE 3D-printed part** you're welcome to have more. This is how we are checking on your progress so even if you have your own 3D-printer we still ask that you send in your files.

Build Check-In Week - OCT 23rd - 28th

You must update one of the Team Leads of your Bot's progress (bring physical bot or dm photos 😊). This conversion can either happen in person or through discord. This is how we're checking on your progress so even if you're killing it, please give us an update so we can check you off our list.

Pre-Fight Check - Nov 13th - 18th

This is the only check-in that **MUST** be completed in person. That Thursday there will be open shop hours, additional times/days to get your bot checked and approved will be posted in the future.

FIGHT!!!!!!  **TBA Nov 27th - 2nd**