# ROBO WAR 2026

## OFFICIAL RULES AND REGULATIONS

*College Technical Event | Remote-Controlled Combat Robots*

Event objective: Teams design and operate remote-controlled, wheeled or tracked robots that compete in a controlled combat arena. Humanoid or human-shaped robots are not permitted.

## 1. General Rules

- Each team must register before the deadline and nominate one team captain and one primary operator.
- Each team may consist of 2–5 student members, unless the organizers announce otherwise.
- Only remotely operated ground robots using wheels or tracks are permitted. Human-operated and humanoid robots are not allowed.
- Teams must follow the referee's instructions, event schedule, and all safety procedures.
- The judges' decision on scoring and match outcomes is final, subject to the event's announced appeal process.

## 2. Robot Specifications

| Parameter | Requirement |
|---|---|
| **Minimum robot weight** | 5kg |
| **Recommended initial weight class** | 5- 10kg |
| **Movement** | Wheels or tracks |
| **Control** | Wireless remote control |
| **Body construction** | Metal, aluminium, plastic, or other approved materials |
| **Power supply** | Securely mounted battery; voltage subject to technical approval |
| **Dimensions** | Width: 1 foot; Length: 1.5 feet |
| **Emergency power cutoff** | Mandatory and accessible |
| **Inspection** | Mandatory before the robot's first match and after significant repairs |

## 3. Match and Combat Rules

- Each match will last 3 minutes unless the organizers announce a different duration.
- Robots may collide, push, ram, and use approved mechanical attachments to disable or outmaneuver an opponent.
- Combat attachments must be declared at registration and approved during technical inspection.
- A robot may be declared defeated if it is immobilized for the period announced by the referee, leaves the arena where ring-out rules apply, or cannot safely continue.
- Only the referee may start, pause, or stop a match.
- Teams must not touch, retrieve, or repair a robot during an active match.
- If a match is interrupted by a verified event-system failure, the referee may restart or reschedule it.

## 4. Weapons and Prohibited Actions

- All powered weapons or moving mechanisms require prior written approval by the technical inspection team.

- High-energy spinning weapons, cutting mechanisms, or other high-risk systems may be considered only where the organizers have a purpose-built, impact-rated arena, suitable containment, and qualified safety supervision.
- Fire, flames, explosives, pyrotechnics, projectiles, chemical weapons, and toxic or corrosive substances are prohibited.
- Deliberately targeting operators, spectators, judges, or event staff is prohibited.
- Interference with another robot's control signal, tampering with another team's equipment, and deliberate damage to arena infrastructure are prohibited.
- The organizers may reject any mechanism that presents an unacceptable risk.

## 5. Arena and Safety Requirements

- Matches must take place in a designated arena with barriers and containment suitable for the approved robot class and mechanisms.
- Spectators and operators must remain behind the designated safety boundary.
- Robots must be powered down and all moving mechanisms disabled before handling, inspection, or removal.
- Batteries and electrical connections must be secured and protected against short circuits and impact damage.
- Damaged, leaking, swollen, overheating, or otherwise unsafe batteries are not permitted.
- The referee must stop the match immediately if fire, battery failure, hazardous debris, barrier failure, or another serious hazard occurs.
- A qualified event safety lead must approve the arena and robot category before combat begins.

## 6. Winner Determination and Scoring

A winner may be determined by knockout/immobilization, ring-out where applicable, opponent disqualification, or judges' decision.

| Judging criterion | Points |
|---|---|
| **Effective attacks and combat performance** | 30 |
| **Control and maneuverability** | 20 |
| **Damage inflicted on the opponent** | 20 |
| **Durability and ability to continue** | 20 |
| **Sportsmanship and rule compliance** | 10 |
| **TOTAL** | 100 |

## 7. Disqualification and Penalties

- Use of a prohibited weapon or an unapproved high-risk mechanism.
- Failure to meet the declared weight or other mandatory technical specifications.
- Failure to pass safety inspection or refusal to follow safety instructions.
- Interference with an opponent's controller or equipment.
- Touching or repairing a robot during an active match without the referee's authorization.
- Cheating, deliberate rule evasion, abusive conduct, or repeated non-compliance.
- The referee may issue a warning, impose a penalty, stop the match, or disqualify a team depending on the seriousness of the violation.

## 8. Registration and Team Responsibilities

- Teams must submit robot weight, dimensions, power details, control method, and a list of all combat mechanisms.
- Teams must bring their robot, controller, batteries, and required tools.
- Only approved repairs may be made between matches; the robot may be re-inspected after repairs.
- Teams are responsible for their equipment and must keep the pit and event area orderly.
- The organizers may amend event logistics or technical limits before the competition and must communicate changes to all teams.

## 9. Organizer Checklist Before the Event

- Confirm the final weight class, maximum dimensions, battery/voltage limits, match duration, and team size.
- Inspect and approve the arena containment for the actual robot mass and permitted mechanisms.
- Publish a written list of permitted and prohibited weapons before registration closes.
- Provide an emergency stop procedure, fire response plan, first-aid access, and a designated safety officer.
- Brief referees, judges, operators, and volunteers before the first match.