



## A. Category

Name of Category: Sumobot

Date and Time: November 12, 2017 1:00 PM- 3:00 PM

Robotics: Varied (Lego, Arduino, etc)

Entries: 20 teams (2 persons/team)

**Short Description:** Contestants ages 10-18 years old will compete at making their robot push another robot out of the arena. Robots cannot be more than a kilogram.

## B. Rules and Mechanics

### Registration

- The Sumobot competition is composed of 1-2 persons.
- Each team is required to have a team name and a supervising coach. The coaches do not need to be in the related STEM field. They must be present at every training/prototyping session.
- The members must submit a completed registration form and a fee of ₱1,500 per team regardless of the number of contestants per team. If you are a public school and need assistance with the fees, please call us at 0917-629-4942 Globe or 0932-769-8893 Sun. If you are out of Cebu City, we will provide you with bank information for your deposit.
- The team members must submit their t-shirt sizes. If you are unsure about your size, ask a Compass Education staff member to assist you with sample sizes.
- Registration, payment, scheduled training, description of robots and t-shirt sizes must be completed on or before October 10, 2017.
- The Liability Waiver and Release of photography and videography should be completed and signed. The signed copy can be given to Compass Staff or emailed (scanned).
- Each category has a limited number of entries. Competitions in each category will be closed as soon as it is filled.

## Competition Day

- Each member of the team must wear their competition t-shirt given by Compass Education or their respective school uniforms. Teams are responsible for obtaining permission from their schools to wear their school uniform.
- Competitors must register at the registration table to gather their name badge at least 30 minutes before their scheduled competition time.
- Coaches and family members are not allowed on the competition floor.
- Each team will provide their own Sumobot.
- Each sumobot must not be more than 1 kilogram. It will be weighed before the competition by the Marshall. All robots weighing more than 1 kilogram will be disqualified.
- Each team will be given an opportunity to compete with another robot. The order will be drawn by lots by the Marshalls.
- Each team will be given 3 minutes to complete the 7 missions.
- The last robot left in the arena will win the competition.

## Awarding

- Awarding for all Categories will be at 4:00 PM on November 12, 2017.
- All contestants are requested to be there to receive their awards.
- A letter and a congratulatory tarp will be given to the schools of the winning contestants.

## C. Mechanics and Scoring

### Robot Restrictions (Not Allowed)

- Robots should not weigh more than 1 kilogram with a maximum length of 20cm and maximum width is 20cm. robots are weighed and measured during registration and prior to the competition.
- Jamming devices such as IR LEDs, intended to saturate the opponents IR sensors are not allowed.
- Sharp edges or parts that could break or damage the ring or the other robot(s) are not allowed. Normal pushes and bangs are not considered intent to damage.
- Devices that can store liquid, powder, gas or other substances for throwing at the opponent and sticky substances to improve traction are not allowed.
- Devices to increase down force such as vacuum pumps and/or magnets are not allowed.

## D. Game Rules

- One match shall consist of 3 rounds, within a total time of 2 minutes each round, unless extended by the judges.
- The team who wins two rounds or receives two points first, within the time limit shall win the match. A team receives a point when they win a round. If the time limit is reached before one team can get two points, and one of the teams has received one point, the team with one point shall win.
- When the match is not won by either team within the time limit, an extended match may be fought during which the team who receives the first point shall win.
- Alternatively, the winner/loser of the match may be decided by judges, by means of lots, or by a rematch.
- One point shall be given to the winner when the judges' decision was called for or lots were employed.

## E. Start, Stop, Resume, End a Match

### Robot Placing

Upon the marshal's instructions, the two teams approach the ring to place their robots on the ring. A cross in the middle divides the sumo ring into 4 quadrants. Robots always have to be placed in 2 opposing quadrants. The robots have to be placed at the border within the assigned quadrant. The robot has to cover the white border at least partially.

### Start

At the command of the marshal, the robot handler(s) will activate their robot simultaneously. There must be a delay equal to 5 seconds prior to the robot's starting motion.

### Stop, Resume

The match stops and resumes when a marshal announces so.

### End

The match ends when the judge announces so. The two teams retrieve the robots from the ring area.

## F. Time of Match

### Duration

One Match will be fought for a total of 2 minutes, starting and ending upon the marshal's command, fought in a 3 round match

### Extension

An extended match, if called for by the marshal, shall last for a maximum of 2 minutes. In case of no robots gets a point.

### Time Keeping

The following are not included in the time of the match:

1. The time elapsed after the marshal announces the point and before the match resumes. The standard delay before the match resumes shall be 30 seconds.
2. The time elapsed after a marshal announces to stop the match and before the match resumes.

## G. Scoring

Scoring One point shall be given when:

1. A team legally forces the body of the opposing robot to touch the space outside the ring, which includes the side of the ring its self.
2. The opposing robot has touched the space outside the ring on its own.
3. Either of the above takes place at the same time that the end of the Match is announced.
4. When a wheeled robot has fallen over on the ring or in similar conditions, point will not be counted and the match continues.

*When marshal's decision is called for to decide the winner, the following points will be taken into considerations:*

1. Technical merits in movement and operation of a robot
2. Penalty points during the match
3. Attitude of the players during the match

*The match shall be stopped and a rematch started under the following conditions:*

1. The robots are entangled or orbiting each other with no perceivable progress for 5 seconds. If it is unclear whether progress is being made or not, the judge can extend the time limit for observable progress for up to 30 seconds.
2. Both robots move, without making progress, or stop (at the exact same time) and stay stopped for 5 seconds without touching each other. However, if one robot stops its movement first, after 5 seconds it will be declared as not having the will to fight. In this case the opponent shall receive a one point, even if the opponent also stops. If both robots are moving and it isn't clear if progress is being made or not, the judge can extend the time limit up to 30 seconds.
3. If both robots touch the outside of the ring at about the same time, and it cannot be determined which touched first, a rematch is called.

## H. Violations

- Insults A player who utters insulting words to the opponent or to the marshal or puts voice devices in a robot to utter insulting words or writes insulting words on the body of a robot, or performs any insulting action, is in violation of these rules.
  - Minor Violations
- a.) Enters into the ring during the match, except when the player does so to take the robot out of the ring upon the marshal's announcement of one point or stopping the match.
    1. To enter into the ring means:
      - a. *A part of the player's body is in the ring, or*
      - b. *A player puts any mechanical kits into the ring to support his/her body*
  - b.) Demand to stop the match without appropriate reasons.
    1. Take more than 30 seconds before resuming the match, unless the marshal announces a time extension.
    2. Start operating the robot within five seconds after the marshal announces the start of the match.
    3. Does or says that which disgraces the fairness of the match.

## I. Penalties

1. The judge shall give two points to the opponent and order the violator to clear out. The violator is not honoured with any rights.
2. Each occasion of the violations described in Sections 7.3 shall be accumulated. Two of these violations shall give one point to the opponent.

## J. Injuries and Accidents during the Match

### Request to Stop the Match

- A player can request to stop the game when he/she is injured or his/her robot had an accident and the game cannot continue.

### Unable to Continue the Match

- When the game cannot continue due to player's injury or robot's accident, the player who is the cause of such injury or accident loses the match. When it is not clear which team is such a cause, the player who cannot continue the game, or who requests to stop the game, shall be declared as the loser.

### Time Required to Handle Injury/Accident

- Whether the game should continue in case of injury or accident shall be decided by the judges and the Committee members. The decision process shall take no longer than five minutes.

## K. Declaring Objections

- No objections shall be declared against the judge's decisions. There are numerous judges both on the STEM field and otherwise. Their decision is final.
- The coach of a team can present objections to the Marshall, before the match is over, if there are any doubts in the exercising of these rules.

## L. Flexibility of Rules

- 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 of the contents of matches. Modifications or abolition of the rules can be made by the local event organizers as long as they are published prior to the event, and are consistently maintained throughout the event.

## M. Liability

- Participating teams are always responsible for the safety of their robots and are liable for any accidents caused by their team members or their robots.
- Compass Education and the organizing team members will never be held responsible or liable for any incidents and/or accidents caused by participating teams or their equipment.
- Compass Education and its partners and sponsors shall not be responsible for any lost and stolen models during the competition.

## N. Awarding

Judging will be conducted at 1-3 PM on November 12, 2017 by several judges. The Awarding Ceremony will be at 4:00 PM.

The awards are as follows:

1 <sup>st</sup> Place	Gold Medal
2 <sup>nd</sup> Place	Silver Medal
3 <sup>rd</sup> Place	Bronze Medal

# Liability Waiver and Release of Photography and Videography

## Assumption of Risk

As the coach of the team, I represent the team and I \_\_\_\_\_ am aware that participation and involvement in the 3<sup>rd</sup> Compass Education Robotics Cup has many inherent risks, including but not limited to personal injury due to misuse of machines or tools or malfunctioning of items constructed during the competition and events.

I freely accept and fully assume all such risks, dangers and hazards and the possibility of personal injury from misuse of machines or chemicals (i.e. loss of limb or digit, burns) death, property damage or loss resulting from such risks, dangers and hazards.

## I agree as follows:

1. To waive any and all claims that I have or may have in the future against Compass Education, and its members, officers, employees, students, agents, volunteers and independent contractors, donors and sponsors (all of whom are hereinafter collectively referred to as "the releases");
2. To release the releases from any and all liability for any loss, damage, injury or expense that I may suffer, or that my next of kin may suffer as a result of my involvement in the competition. Due to any cause whatsoever including negligence, breach of contract or breach of any statutory or other duty of care.
3. To hold harmless and indemnify the releases from any and all liability for any damage to the property of, or personal injury to, any third party resulting from my involvement in the competition or events
4. I hereby permit Compass Education to use any pictures, videos or interviews taken during the Competition to be used for marketing, website, press and social media purposes. None of the pictures taken will be sold for commercial purposes.
5. This agreement shall be effective and binding upon my heirs, next of kin, Executors, administrators, assigns and representatives in the event of my death or incapacity. In entering into this Agreement, I am not relying upon any oral or written representations or statements made by the Releases other than what is set forth in this Agreement.

I have read and understood this agreement and I am aware that by signing / initialing this agreement I am waiving certain legal rights which I or my heirs, next of kin, executors, administrators and assigns may have against the releases.

Date: \_\_\_\_\_ Name and Signature of Coach: \_\_\_\_\_

Thank you for registering. Payment is due 10 days from the registration date. Checks payments should be written out to Compass Education. Please call us at (032) 319-0640, Globe 0917- 629-4942 or Sun 0932-769-8893 or email us for bank details. Thank you.