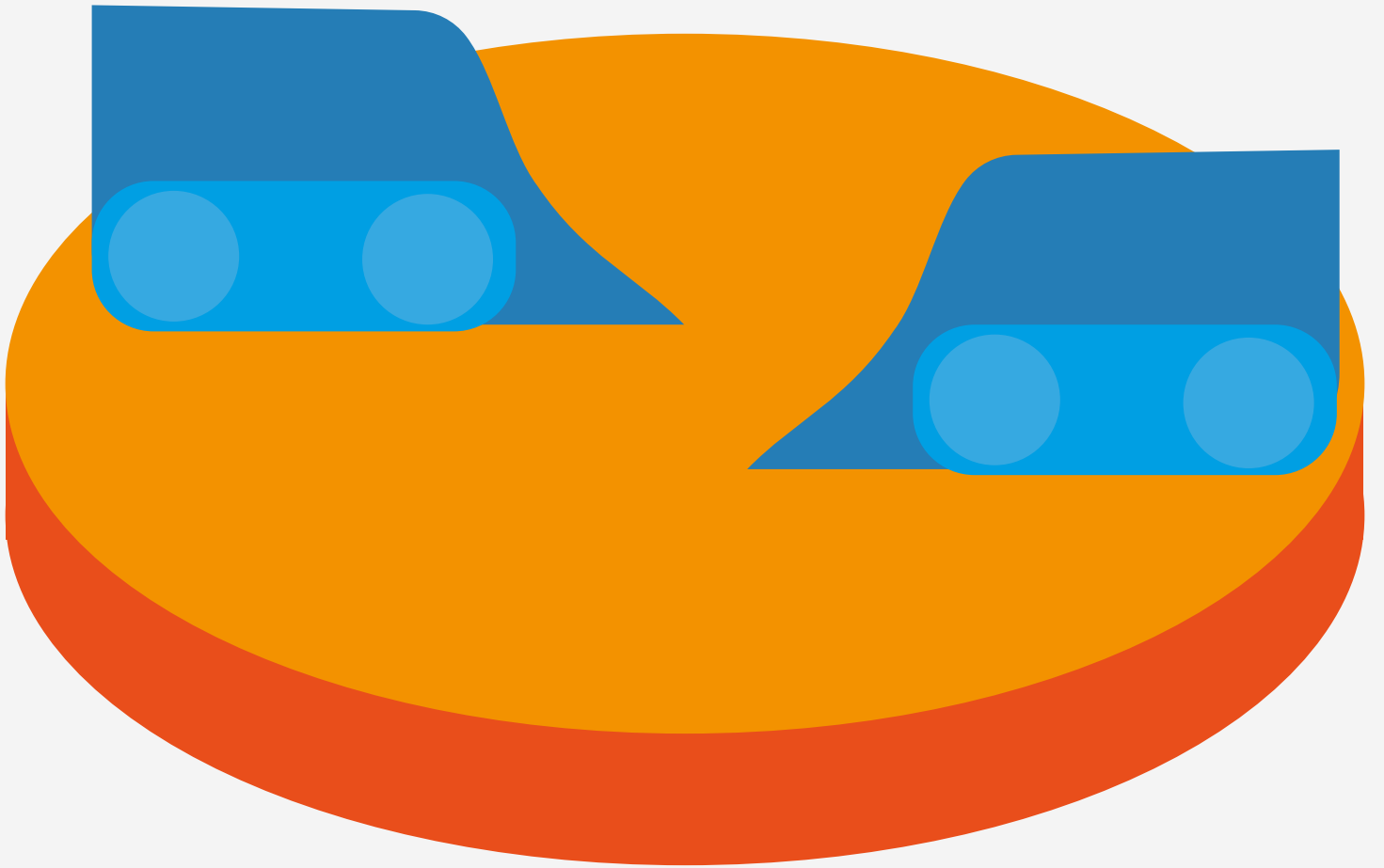


MINI SUMO





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Mini Sumo Category Rules

Task Definition

- 1. In this category, robots try to push the opponent robot out of the ring during their one-on-one matches.

Success Criteria

- 2. In this category, the robot that falls out of the dohyo is considered to have lost.

Dohyo Specifications

- 3. The dohyo is 5 cm high and has a diameter of 77 cm.
- 4. There are two brown starting lines, each 1 cm thick and 10 cm long, located 5 cm from the center of the dohyo.
- 5. There is a 2.5 cm separation line at the edge of the dohyo.













Robot Specifications

- 6. The robot's width, length, and height must not exceed 10 cm.
- 7. The robot's dimensions must not change during the competition.
- 8. The robot can weigh up to 500 grams (+-%1).
- 9. Systems that completely cut off the opponent robot's contact with the ground or intentionally damage the opponent robot cannot be used in the robot's design.
- 10. The robot cannot anchor itself to the ground.
- 11. The robot must be autonomous and cannot be controlled externally.
- 12. A paper test will be applied during the referee's initial control of the robot. Robots with sharp blades will not be allowed to compete.



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Competition

-  13. Except for situations resulting from collisions, robots that damage the opponent or the ring will be disqualified.
-  14. If more than 10 grams of parts fall from a robot, that robot is considered to have lost the round.
-  15. The competition consists of one-on-one matches between robots. Each match consists of three rounds, each lasting 90 seconds.
-  16. If both robots become stuck and further movement is impossible, the round will be repeated after 10 seconds based on the referee's decision.
-  17. If the same round ends in a tie three times, the weight of the robots will be checked. The lighter robot will be declared the winner. If the robots have the same weight, a coin toss will be conducted by the referee to determine the winner.
-  18. If a robot is not present next to the dohyo within one minute when the match starts, it will lose the match by default 3-0.
-  19. Robots start matches symmetrically with respect to the center of the dohyo, with a 10 cm distance between them. In the first round, they face different directions parallel to each other, in the second round, they face the same direction parallel to each other, and in the third round, they face different directions parallel to each other.
-  20. During the three rounds, technical intervention on the robot is allowed only once, with the referee's approval, for a maximum of 1 minute. The technical intervention takes place under the supervision of the referee on the field.
-  21. Once the competition has started, including technical time-outs, no part changes can be made on the robot. Teams violating this rule will be disqualified from the competition.
-  22. Robots must start moving when the referee presses the button on the remote control. Robots that do not comply with this rule will lose the match by default 3-0.
-  23. The robot that pushes the opponent out of the dohyo wins the round.
-  24. If a contestant fails to start their robot correctly, the referee may decide to repeat the round in the middle of the match or after reviewing camera recordings.



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- 25. The competition will be held as an elimination system. There will be no group system.
- 26. Each contestant and their robot will be given a QR code. The contestant must match their QR code with the one on their robot to compete. Otherwise, the contestant will lose their right to compete, and their opponent will win by default 3-0.
- 27. The module or its equivalent, which allows the referee to start and stop the robots remotely during the competition, must be present on the robot, as specified in the [link](#).