

SRL Rules Guide

ROBOT RULES

1. Robots weigh a **maximum of 1 pound** (453.6 grams) - teams should plan accordingly.
2. Robots electronics are restricted to those provided in the team's kit and may **not** be modified.
3. Download the latest material guidelines to see what is and isn't allowed on robots.
4. Robots must fit in the testing box. The internal dimensions of the testing box are **approximately 20 x 20 x 20 inches**.
5. Robots should not have features that are likely to become entangled (nets, strings, etc.).
6. Robots **MUST** utilize manual switches provided.
7. The only stored energy source permitted is the battery found in the SRL kit.
8. Team creativity, decorative features, and features designed for showmanship are **HEAVILY** encouraged.

TEAM RULES

1. Teams will operate in a manner that is **safe at all times**.
2. Teams will practice a culture of **community, fun, and sportsmanship**.
3. **Respect** teammates and other SRL participants, staff, and administration.
4. Establish a team **Brand**.

COMPETITION RULES

1. Teams will follow event staff instructions **at all times**.
2. Teams will **check-in** and pass **inspection** prior to competing.
3. Robots that undergo repairs or modifications that alter the robot from its initial inspection state must be re-inspected (and pass) before entering the Battle Arena.
4. Robots must arrive to their matches promptly. Failure to arrive at your match in a timely manner is considered a forfeit.
5. **Robots may only be powered on inside the Battle Arena and approved Testing Boxes.**
6. Robots will be **safety-cleamped at all times** outside the competition arena.
7. The competition finals format is a **double-elimination tournament** bracket. However, other play opportunities, such as rumbles and grudge-matches, may be permitted.
8. **Matches are 60 seconds** long and begin with a countdown after all teams in the match are ready.
9. The field **trapdoor will open when there are 15-30 seconds remaining** in the match.
10. Matches will run until one robot remains moving in a controlled manner and on the field, a tap out occurs, or the maximum match time elapses.
11. A robot is considered KO'd if it is no longer moving in a controlled manner, is counted out by the referee, exits the field via the trapdoor, or is unable to move into the field because of the trapdoor.

SRL Rules Guide (continued)

COMPETITION RULES (CONTINUED)

12. Teams may tap out at any time.
13. **Pinning** is trapping a robot against a wall or walls in a manner where the robot is unable to move away. Pinning is allowed for up to a referee 5 count. The pinning robot must release the pinned robot when instructed.
14. Referee counts are not based on seconds and **are generally fast**.
15. The competition referee is in charge at all times during a match and may end matches for reasons of safety or discretion. **All referee rulings are final.**
16. In the event that the maximum match time elapses with no clear winner, winner will be chosen by a judge or judges based on three independent criteria: **Damage (6 points), Aggression (3 points), and Control (3 points). All judge decisions are final.**
17. The consequences for rule violations may include warnings, match forfeiture, award disqualification, and competition disqualification at the discretion of Event Staff.