

# **S**RL

## 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.

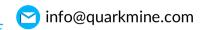
#### TEAM RULES

- 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 reinspected (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.



