



IRAN FIGHTER COMPETITION RULE BOOK

FOURTH PERIOD

KERMAN ROBOSKILL COMPETITION 2019

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1 Introduction

Robo Skill competitions is held in August and March each year. The teams participating in February Championship will be on the priority list next August. The Executive Committee wishes success for participants and also asks to carefully observe the mentioned rules, and to contact the Executive Committee for information on updating the rules up to one week before they are released through the official website of the copmetition and Telegram.

2 League

Warrior robot racing is a competition between combat vehicles which can be controlled manually or automatically on a ground with obstacles and destructive weapons. Participants have the opportunity to showcase their creativity, engineering skills, strategy, and control of their robot.

Important

Warrior robots are very dangerous due to their structure. Therefore, the supervisor of the team must review all safety issues as well as the eligibility of the robots and team members and take responsibility for all events that occur due to technical and safety considerations and rules before, during and after the match by signing a paper. The teams are responsible for protecting and maintaining their robot and must also observe all safety conditions at the venue.

3 Executive Committee

Executive committee includes executive secretary, technical secretary, supervisors, administrators, referees, judges, technical and logistics, and broadcasting members.

4 Qualification

Participation in the tournament needs to have LPC license (License to participate in the competition). This license will be issued through the tournament site and after reviewing the teams.

5 Qualification Criterias

1. Sending Team Description Paper (TDP).
2. Sending movie motion and weapon function (max. 10 MB).
3. Reviewing the records and team resume.
4. Having TV broadcasting conditions (uniforms - flags).

Tip: The information sent is confidential.

Reminder: Priority admission and issuing LPC license is with the teams that will be able to complete their registration sooner.

Important Note:

The approved teams must end up receiving the IFC (Iran Fighter Competition) card by the end of February 25th at the reception site.

6 Profile of the league

i.Profile of the robots

League	Max Weight (kg)	Size (cm ²)
middle	30	60x60x80
heavy	60	80x80x100
super heavy	120	100x100x120

- 1- Maximum tolerance of 5 percent by weight
2. Control of robots should be wireless.
3. The teams are required to use internal batteries.
4. After the start of the competition, the dimensions of the robot have no limits.
- 5- The use of bird robots is permitted.
6. Each team must have a separate robot for each league. They can also participate in lighter robots, with dimensions and weights, in heavier leagues, along with a specially designed robot for that league.
7. A team can use several robots on the arena, provided that the total dimensions and total weight are met. For example, in the 30 kg league, use two 15 kilograms of robots in a rectangular cube 80 x 60 x 60 is allowed.
8. How to place robots when checking dimension is not important.

ii.Specifications of weapons

Teams can use any kind of weapon or malicious system to disable an opponent's robot. Use of firearms (if it is safe), electric shock, magnetic, water, alcohol, solid fuel (only sugar and potassium nitrate combination up to 500 grams) is allowed . Use of a towel or cloth to disable the opponent's robot spinner if it is installed directly on the robot is unauthorized and the robot is allowed to use the trick when it is possible to throw the net or cloth remotely. The fire system with alcohol or solid fuel must have a remote control firewall and automatic ignition system. The teams are not allowed to turn off the fire at the time of the preparation of the robot.

iii.Unauthorized items

Use of toxic and explosive gases and acids, alkaline or flammable liquids (gasoline - thinner, etc.) foam, glue, oil are unauthorized. The use of other solid fuel compounds is not permitted any way and will invalidate the robot.

iv.Competition arena specification

Arena Dimensions: 12 x 12 meters

Height above ground: 50 cm

Material floor: flat iron sheets and may contain roughness to the maximum height of 5 mm.

Interior walls made of iron

Height of internal walls: 30 cm

Race ground is 100 cm away from the outer guard.

The height of the outer walls of the earth: 3 meters

The external walls material: a combination of iron and polycarbonate sheet

7 The team's profile

i. Team's name

1. Each team must have a proper, preferably short name when registering.
2. The name of the team should not be religious, valuable, political or unconventional.
- 3- It is suggested that the team name be written on the robot.

ii. Number of team members

Each team must have at least two members. No limits for maximum members.

iii. Supervisor of the team

Each team must introduce one member as a supervisor.

iv. Membership age

There are no age restrictions, but people under the age of 18 must provide written consent from parents or supervisors to executive committee.

v. Having expert and technical expert in the team

A member of the team must have full information about all technical parts of the robot to explain how the robot works if needed.

8 Television broadcasting rules

Professional warrior robots Iran will be broadcast by the Islamic Republic of Iran Broadcasting, called Battle Robots. Several national and international networks will

record and broadcast so the teams are required to follow these:
Each team should have an exclusive flag with a logo and the name of the team exactly to the size of 50x70 Centimeters made of fabric or banner. Flag photos must be uploaded and verified at check-in.

Reminder: Wearing uniform and having a flag at the time of the competition is mandatory.

Promotion of sponsors on clothing, flags and robots is permitted in coordination with the competition committee.

i.The appearance of the bot

It is not permitted to place the flag of countries, national, religious, or political words on the body of the robot.

ii.Leader Team

It is recommended that the teams have one or more leaders to excite the competitive atmosphere of the competition to encourage and support their team.

9 Competition officials

i.Referees

The two referees supervise the affairs before and during the competition.

ii.Tasks of the referees

- 1- Announcing the start and end of the competition
- 2- Time out announcement
- 3- Announcing the winner of the match by a technical hit or knockout
4. Supervision of technical and safety issues

iii. Judges

The announcement of the final result and the quick closing of the match will be made by three judges.

iv. Logistics

People doing field affairs.

v. Logistic responsibilities

1. Control the arrival and departure of robots and rivals
2. Control of arena weapons
3. Perform technical and safety work on the ground

vi. Broadcasting members

Director and Producer, Schedule Manager, Scene Recorder, Reporter, Screenwriters and Schedule Assistants, and Military and Logistics Officers.

10 General rules of the race

i. Accept the rules

Competition Registration and participation rules must be studied carefully and accepted by all members.

ii. Violation of the rules

Violations of the rules by the team members will result in the elimination, fining and return of the prize (before the donation).

iii. Observe the rules of the instructions and procedures

All competitors have a duty to observe and comply with all scheduling laws and procedures through communication channels such as the telegram channel and the competition website.

iv. Attending the recalls

Competitors are required to participate in all events and events that require their participation.

v. Error repeating

If a team does something against the rules, the first step is to note. The second step is warning and the third step is depriving from the competition.

vi. Uncontrollable and tolerant behavior

Fighting, hostility, threats, physical violence with any official tournament, team members and visitors will not be tolerated and will result in the immediate dismissal of the individual or team of the opponent from the tournament.

vii. Team or members expelled

If the team or members are fired for any reason, they must leave the tournament. A team or a disqualified member may be removed from the tournament and return to the competition subject to the permission of the executive committee.

viii.Safety of the robots

All safety matters must be considered during design, construction, testing, transportation, maintenance and commissioning of the robot. The competition committee addresses the general safety of visitors and participants with teams and individuals who do not observe safety considerations.

ix.Repair and test at the right place

Teams must test and repair their robots in a safe place in such a way that robot testing and robot testing has no risk for team members and other participants. The venue is not a good place to test robots and weapons.

x.Use tools and tools of teams

Teams are not allowed to use robots and other rivals without permission. Protection and maintenance is the responsibility of each team members.

xi.Competition time information

Teams must be present at the venue 30 minutes before the competition. Attention: The committee will do its utmost to hold competitions at predetermined time; however, changes may occur in scheduling.

xii.Competition intervals

The time between each match will not be less than an hour.

11 Exclusive Competition Rules

i.The presence of the robot in the competition arena

Before starting the race, all robots must be at a special place without moving and in off position.

Robot preparation time: 3 minutes

competition time : 5 minutes

ii.Operators

Several members of the team can control the robot or robots and place them on the spot for operators. The number of operators is not limited, but the referee can limit the number of operators depending on the need to control the robot.

iii.The location of the operators

Operators should be outsourced to a special place and have no right to enter the ground.

iv.Time out

Each referee can stop the match by a maximum of 3 minutes depending on the circumstances. In time, operators should immediately shut off their robot and their weapons, and the flying robots should also land.

v.Err

If the referees or judges find that the rules are violated by any team at the start of the competition, they can stop it and operators should turn off their robot and follow the instructions of the referees to restart. If a team misses more than two times at the start, it may be announced as a loser.

vi. Terms of attack and defense

Robots do not score by hooking, lifting, locking and pushing the opponent.

Robots are allowed to perform these operations for 10 seconds. Then, the two robots should be separated from each other if the attacker's robot was able to do this but refrained from doing so. The referees will be reminded.

If the lifting robot is able to move the opponent's robot on the ground during the lift, the referees will increase the time by 30 seconds.

vii. Stuck robots

1- If the robot stays in the first 60 seconds and remains in the same position for 30 seconds, the race will stop.

It is possible to release the caught robot, then the competition is resumed with the command to restart and re-timed.

2. If the robot lands at the arena, the operator must release the robot in less than 30 seconds, otherwise it will be announced as a loser.

3. If the robots of the two teams stuck, the referee will announce the time out.

4. If the two robots of the same team stuck on the ground, the referee will not announce the timeout.

12 Determining the competition winner

i. Violation of rules

Competitors must accept all the competition rules, orders and oral and written instructions of the officials and organizers. A team that violates the rules will be declared as a loser.

ii. Lack of physical contact and conflict

If the referee feels that the operator intentionally avoids attacking the opponent's robot, he will first be reminded of him and will be announced as a loser if it continues.

iii.Inability and ruin

If a robot fails, the referee will allow 30 seconds (the last 10 seconds to count as a countdown) to allow the operator to show that his robot is moving and active. If the operator failed to control or show the robot's activity after finishing the countdown, it will be announced as a loser.

iv.The inability and destruction of multi-part robots

Multi-part robots are considered to be inadequate if more than 60

v.Flying robots

The flying robots will be declared to be inaccurate if they cannot fly or fly along the arena.

vi.The inability and ruin of a few robots

If two robots fail, but not simultaneously, the winner robot will be the one which is out of order later. A decision is made on which robot will be disabled later by the referee and judges after reviewing the contest video.

vii.Simultaneous failure

If the robots fail simultaneously, then the winner will be determined as one of the following:

- 1- If a failure occurs simultaneously, before the completion of 3 minutes, a retrial will be considered.
2. If this action occurs after 3 minutes from the start of the match, the judges will decide which team is the winner.

13 Criteria for winning the competition

i.Responsiveness

Each team must show that its robot is under control and active, and if the operator is not controlled, the losing team will be announced.

ii.Radio interference

If a team robot fails due to radio interference or improper operation of the control system, the loser will be announced.

iii.Lack of fire control

If the operator is not able to control and shut down the robot fire system, the match will be stopped. Depending on the circumstances, the match may be reset or the winning team will be announced.

iv.Fire robot

If the robot fires, the match will not be stopped until the referee announces the robot knock out. The logistic Team will shut off if the robot is safe. The executive committee does not make any commitment to shut down the fire or allow people to enter the arena.

v.Knock out (5 points)

A robot that can withstand an opponent's robot.

vi. Attack (2 points)

The invasion and attack of a robot are evaluated based on the number, severity, and effectiveness of the attack. The attack on the armor and protector of the opponent's robot is not an attack, and there is no point in any weapon attack.

vii. Control (1 point)

The robot must move easily and all robot components are controlled by the operator.

viii. Having a strategy (1 point)

A robot that has a specific map to hit or hurt the opponent's robot or has a specific defense plan to cover its weaknesses. Also, the use of arena weapons to hit an opponent's robot can also be considered a strategy.

ix. How to calculate scores

For each of the above criteria, judges will consider the respective points for each team. If the judges determine that both robots have the same attack, then two attack points are given to both robots and the winning robot is the one that has won more points. If the points are equal, the winner will be the robot which is lighter and smaller at the first step.

x. Protesting and appealing

The objection must be made in writing and only by the supervisor before the final decision is made. The teams are not entitled to protest the final decision of the judges, judges and the league executive committee.

xi.Unpredictable items

Deciding on all unplanned cases is with the executive committee.

Important Note:

The deliberate damage to the arena will eliminate the robot.
The final verdict is not subject to appeal.