

Antweight robot battle rules

(Modified Antweight World Series Rules Version 4.2)

1. Robot weight is limited to 200 g.
2. The robot must fit inside a 12cm x 12cm x 12cm cube shaped box.
3. The robot may only change its size while inside the arena and only when initiated via remote control.
4. Forbidden weapon types:
 - a. Fluid based weaponry
 - b. Glue or sticky pads
 - c. Flame based weapons
 - d. The use of electricity as a weapon
 - e. Explosives
5. All sharp edges on the robot and its weapons must be protected while outside the arena. These protections must be colored red and clearly visible.
6. Batteries cannot exceed a maximum of 24 volts.
7. Battles will last for a maximum of 3 minutes.
8. A robot that falls off the arena has lost.
9. When any robot becomes immobile or remote control is lost, the judge gives 10 seconds to regain control, otherwise the robot will have lost
10. At any time in a battle, a robot may surrender, if so, they will have lost.
11. Robots may hold or pin each other for a maximum of 20 seconds. The judge will give a verbal warning at 15 seconds into any holding or pinning, for the contestants to disengage. Should they not do so within final 5 seconds then the battle will be paused, and the robots returned to their start positions. The battle will then recommence immediately.
12. If the robot falls out of the arena after a battle has started but before the robots have made contact the battle is restarted.
13. The contestants must listen to the organizers, otherwise they will be disqualified.
14. Before a battle starts each robot will be checked by the organizers to ensure that the robot meets size and weight requirements before the battle.
15. If both robots fall out of the arena at the same time, the battle is paused, robots are returned to their start positions and the battle is resumed.
16. The robot must be placed inside the arena and ready to fight within five minutes of being called by the organizers. Failure to do so will result in a loss.