

ANTWEIGHT

Depending on the number of participants in this competition, the organizers can divide the participants into separate age groups.

2 age groups can be divided in this order: participants up to 16 years old and participants from 16 years and older.

ROBOT

Roller – a robot that uses wheels or a similar fully rotatable component to move, in contact with the arena.

Non-Roller – any robot that does not meet the definition of a Roller robot.

Flyer – a robot that can fly. This type of bot is not allowed.

Clusterbot – A robot that consists of two or more parts (eg two halved robots).

1. The weight of the robot is limited to 200 grams.
2. The robots must be clearly marked in a visible place with the given starting numbers.
3. The dimensions of the robot are not limited, the robot must not exceed the weight limit.
4. During the fight, the robot can use additional weapons allowed in the match.
5. The following types of weapons are not allowed:
 - Liquid-based weapons
 - Glue or sticky soles
 - Firearms
 - Using electricity as a weapon
 - Explosive weapons
 - Rope, line or other entangling weapons
 - Spinning weapons that can shatter into very small pieces
 - Magnetic / induction systems
6. To ensure safety, all weapons must be able to be disabled by remote control.
7. All sharp edges of the robot and its weapons outside the arena must be covered with clearly marked guards to prevent injury to the controller or other participants.
8. The battery voltage of the robot cannot exceed 24 volts.
9. Clusterbots are allowed. All parts of the Clusterbot must not exceed the weight limit of the robot.
10. The robot must be registered by the deadline specified by the organizers. Unregistered robots will be able to take part in the competition only in non-counting mode. One participant can register only one robot.

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RULES OF COMBAT

1. Duration of the fight – two rounds of 2 minutes each. In case of a tie, an extra round is awarded.
2. The first robot out of the arena loses the round. A robot remaining in the arena scores 1 point.
3. Robot battles can take place in several arenas at the same time. Robots in the same competition group fight in the same arena. During the playoffs, robot pairs can battle in different arenas.
4. If the robot stops moving in the arena or becomes uncontrollable, the judge starts counting 10 seconds to regain control of the robot. If you do not regain control of the robot within this time, the robot loses the round. The contact of the opponent's robot with the inactive robot resets the calculation.
5. The first robot to score 2 points wins the battle.
6. If there is no winner at the end of the round's time, in that case the judge(s) will decide who is the winner of the round based on the robot's dominance during the round or award an additional round.
7. At any time during the battle, the robot controller can refuse to continue the battle. In this case, the defeat of the fight is counted, and the opponent is counted as a victory (with a result of 2:0).
8. Robots can hold each other for no longer than 20 seconds while fighting. The judge will give a verbal warning after 15 seconds. If the opponents do not move away from each other within the remaining 5 seconds, the fight will be stopped, the robots will be returned to their starting positions and the fight will continue.
9. If the robot falls out of the arena after the start of the fight, but before it has collided with the opponent's robot, the fight can be restarted at the decision of the judge.
10. If both robots fall out of the arena at the same time and it is impossible to decide which surface outside the arena touched earlier, then the fight is stopped, the robots are returned to the starting places of the arena, and the fight is resumed. If the robot is incapacitated after falling out of the arena and cannot continue the fight, it is considered to have lost the round.
11. A Clusterbot loses a round when all of its parts are eliminated (fall out of the arena or become incapacitated).
12. The robot must be placed in the arena and ready to fight within five minutes of being called to fight. If you cannot start a battle within five minutes, the robot is considered to have lost the battle (2:0).

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13. From the end of one round to the start of the next round, 2 minutes are given to repair robots. If the robot is not ready for battle within 2 minutes, it will be considered to have lost the round. 14. At the end of the fight, only the manager or judge can take the robot out of the arena. It is the responsibility of the handler to ensure that their robot is in a safe condition before being picked up. If the robot has active weapons, they must be inactive at the time of pickup. 15. Contestants must always listen to the instructions of the event organizer/judge or they will be disqualified. 16. Before the start of the fight, each robot is checked by the organizer of the event or his authorized person to ensure that the robot meets the weight, size and safety requirements before the fight.