ANTWEIGHT

PARTICIPANTS

Depending on the number of participants, the organizers may divide competitors into separate age groups. Two age groups may be established: participants under 16 and participants aged 16 and over (including 16–year–olds).

ROBOT

Roller – a robot that moves using wheels or similar components that can rotate fully and remain in contact with the arena surface.
Non–Roller – any robot that does not meet the definition of a Roller.
Flyer – a robot capable of flying. This type of robot is not allowed.
Clusterbot – a robot consisting of two or more parts (e.g. two robots, each weighing half the weight limit).

1. The robot's maximum weight is 200 grams.
2. Each robot must clearly display its assigned competition number in a visible position.
3. There are no size restrictions, but the robot must not exceed the weight limit.
4. Robots may use additional weapons permitted in this competition during a fight.
5. The following types of weapons are not allowed:
   - Liquid–based weapons;
   - Glue or sticky pads;
   - Fire–based weapons;
   - Electricity used as a weapon;
   - Explosive weapons;
   - Ropes, fishing lines or other entanglement weapons;
   - Spinning weapons that may break into very small pieces;
   - Magnetic / induction systems.
6. For safety reasons, all weapons must be able to be switched off using a remote control.
7. Outside the arena, all sharp edges of the robot and its weapons must be covered with clearly marked protective guards to prevent injuries to the operator or other participants.
8. The robot's battery voltage must not exceed 24 volts.

9. Clusterbots are allowed. All parts of a Clusterbot must remain within the robot's weight limit.
10. The robot must be registered by the deadline set by the organizers.
11. Unregistered robots may participate in the competition, but their results will not count towards the official rankings. Each participant may register only one robot.

FIGHT RULES

1. A fight consists of two rounds, each lasting 2 minutes. In the event of a tie, an additional round is held.
2. The first robot to fall out of the arena loses the round. The robot remaining in the arena earns 1 point.
3. Robot fights may take place in several arenas at the same time. Robots in the same competition group fight in the same arena. During the knockout stage, robot pairs may fight in different arenas.
4. If a robot stops moving or becomes uncontrollable in the arena, the judge starts a 10–second countdown for the operator to regain control. If control is not restored within this time, the robot loses the round. Contact from the opponent's robot with the disabled robot restarts the countdown.
5. The first robot to earn 2 points wins the fight.
6. If there is no clear winner when the round time expires, the judge(s) may decide the winner based on the robot's dominance during the round or call for an additional round.
7. The robot operator may withdraw from the fight at any time. In this case, the fight is considered lost, and the opponent is awarded a 2:0 victory.
8. Robots may pin each other for a maximum of 20 seconds. The judge will give a verbal warning after 15 seconds. If the robots do not separate within the remaining 5 seconds, the fight will be stopped, the robots will be returned to their starting positions, and the fight will resume.
9. If a robot falls out of the arena after the fight has started but before making contact with the opponent's robot, the judge may allow the fight to restart.

10. If both robots fall out of the arena at the same time and it is impossible to determine which robot touched the surface outside the arena first, the fight is stopped. Both robots are returned to their starting positions, and the fight resumes. If a robot becomes inoperable after falling out of the arena and cannot continue fighting, it loses the round.
11. A Clusterbot loses the round when all its parts have been eliminated (fallen out of the arena or become inoperable).
12. The robot must be placed in the arena and ready to fight within 5 minutes of being called. If the robot is not ready to start within 5 minutes, it loses the fight by a score of 2:0.
13. Teams are given 2 minutes between rounds to repair their robots. If a robot is not ready to fight within this time, it loses the round.
14. After the fight, only the operator or the judge may remove the robot from the arena. The operator is responsible for ensuring that the robot is safe before removing it. If the robot has active weapons, they must be switched off before the robot is removed.
15. Participants must follow the instructions of the event organizer or judge at all times. Failure to do so will result in disqualification.
16. Before each fight, every robot is inspected by the event organizer or an authorized person to ensure that it meets the weight, size and safety requirements.