

# Platform Sumo Match Rules v1.0

If an event chooses to use non-standard rules they will make the alterations clear and publicly available prior to the event.

The Arena:

For Platform Sumo the matches will take place on top of several platform risers measuring approximately 12'x16'. The arena WILL be uneven and WILL have horrible seams. It may even have some additional hazards screwed down to inhibit driving. It's your job as builders to design and build accordingly for these challenges. As an additional note, complaints to the EO about the arena will only encourage more terrain to be added.

Match Formats:

Matches will be in a 1v1 best 2 out of 3 format. The object of the match will be to push or remove the opposing robot from the platform.

- If one robot becomes immobilized it will be counted out and a point will be awarded to the opposing robot.
- If both robots become immobilized then a point will be awarded to each. If this results in a tie then the match will continue until the tie is broken.
- If both robots exit the platform at the same time the robot in control of the exchange will be awarded a point. If the controller can't be determined by the judges no points will be awarded.
- If for any reason one of the robots is completely unable to continue the match, all points will be awarded to the opposing robot.

Pinning/Lifting:

Any robot pinning or lifting their opponent may only continue to pin or lift them for 10 seconds at a time. After 10 seconds has elapsed the robot in control must release the opposing robot. If the robot in control is not able to release the opposing robot then the match will be halted and the robots will be separated.

- "Release" is defined as complete physical separation such that both robots are able to freely move away from their current location.
- Refusal to comply with the referees request to release the opponent when the robots are not stuck together will result in forfeit of the match.

## Robot Construction Guidelines:

Robots competing in the Platform Sumo competition should be built to the SPARC Robot Construction Specifications for either the 12# weight class or the 30# weight class with the following exceptions:

- The absolute maximum tip speed of any weaponed robot may not exceed 20 feet per second. This includes spinners, hammers, lifters, or any other angular or linear weapon. The tip speed in feet per second is calculated by this formula:  $\text{Tip Speed} = \text{RPM} \times \text{Diameter} \times .00436$ . For reference this is approximately 14mph. This rule only applies to platform sumo competitors. If a robot's weapon is deemed unsafe by an official during the inspection the competitor will be asked to disable it for the duration of the competition.
- No robot should be able to throw another robot more than 3 feet vertically or 3 feet horizontally.