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# COMPETITION RULES & REGULATIONS



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# PART 1: COMPETITION RULES



# INTRODUCTION



## 1.0 Introduction

### 1.1 BotsIQ

Southwestern Pennsylvania BotsIQ's Combat Robotics program "BotsIQ" is an educational program of the Pittsburgh Chapter National Tooling and Machining Foundation (NTMF) that promotes science, technology, engineering and math (STEM), competitive sportsmanship and creativity among teams of high school students. These skills are promoted through the design and creation of competitive, battling Bots. The Bots, the students are building, are members of the 15 pound weight class, otherwise referred to as the "Mini Class".

This is a competition. As such there will be winning teams and losing teams. Some teams will achieve much higher overall scores than other teams. A Bot that took months to build may be destroyed in the first match and be unusable.

#### 1.1.1 Teams

BotsIQ competitions are structured as a TEAM activity. On a team, multiple students collaborate under the guidance of one or more adult supervisors, advisors and mentors.

### 1.2 Safety/Warning Notice

The safety of all concerned must be foremost at all times during the design, construction, testing, shipping, preparation, maintenance, staging, activation, competition, deactivation and any other activity involving a BotsIQ Bot. Common sense and safety awareness is stressed in all areas of construction and operation.

### 1.3 Defining Documents and Information

Multiple documents and information sources define the requirements for participation in BotsIQ. All Competition participants have to be familiar with the contents of these documents and sources.

#### 1.3.1 Quality Youth Organization (QYO) Participant Event Liability and Social Media, Video, and Photo Consent Forms

The above document must be fully completed in order for a Quality Youth Organization (QYO) participant to take part in a BotsIQ event.

#### 1.3.2 Technical/Operational Documents

Additional documents are:

- a. The BotsIQ Competition Rules and Procedures ("CR&P") document defines the rules and procedures for a safe, fair and efficient BotsIQ Competition.
- b. The BotsIQ Mini Class Technical Regulations ("Technical Regulations") define the requirements specific to the design and construction of a BotsIQ Bot.
- c. The BotsIQ Team Resource Guide ("Resource Guide") document is a fluid document that was created by veteran BotsIQ teachers. It offers information about the entire BotsIQ process.

There may be other BotsIQ documents that provide additional information. The latest versions of all documents are on the BotsIQ website.

#### 1.3.3 BotsIQ Internet Information

The BotsIQ website contains general information on BotsIQ and also makes available copies of BotsIQ documents. BotsIQ may send e-mail messages to current and former BotsIQ Teams to provide event and/or competition-specific information on a timely basis.

#### 1.3.4 Team Responsibility

It is the sole responsibility of every BotsIQ Team to verify that they are referencing the last-updated version of any BotsIQ document available on the BotsIQ website. It is also each Team's responsibility to check its e-mail regularly.

#### 1.4 General Definitions

- a. **Southwestern Pennsylvania BotsIQ** (“BotsIQ”) refers, collectively, to the entity that manages and owns the program, and all its officers, employees and authorized agents.
- b. **BotsIQ Executive Officers** have jurisdiction on all BotsIQ matters. The BotsIQ Executive Officers may authorize certain persons to have specific Executive Officer rights for a specific time period.
- c. **BotsIQ Competition Officials** are authorized agents and volunteers of BotsIQ and have overlapping jurisdictions, as follows:
  - i. **Check-in Staff** – Bot check-in procedures.
  - ii. **Documentation Evaluators** – Evaluate and grade each team’s documentation.
  - iii. **Interviewers** – Discuss with teams the design and building of their Bots.
  - iv. **Referees** – Arena and Staging Area operations, Arena operations during Matches and certain rule interpretations.
  - v. **Judges** – Rules interpretation and winner determination for certain Matches.
  - vi. **Pit Coordinators / Runners** – Pit, Queuing and Staging area operations.
  - vii. **Safety/Tech Inspectors** – Safety/Tech, Testing, Arena, Working Pit and Pit Area operations.
  - viii. **Security** – Access to all areas.
  - ix. **Competition Scoring & Scheduling** – Timing and scoring of all Matches, Match postponements and Forfeits.

#### 1.5 Rules Interpretation

Interpretation of all BotsIQ rules, procedures and regulations are governed as follows:

##### 1.5.1 Applicability

These Competition Rules and Procedures supersede all previous versions of the documents.

##### 1.5.2 Overlapping / Conflicting Requirements

A reasonable effort is made to ensure that the requirements in all BotsIQ documents are self-consistent.

However, in case of an inconsistency:

- a. If any requirements appear to overlap, then the effective requirement will be the combination of all of the overlapping requirements.
- b. If any requirements appear to conflict, then the effective requirement will be the most restrictive of the conflicting requirements.

##### 1.5.3 Change Publication

Any changes or special interpretations of these Competition Rules and Procedures will be published on the official BotsIQ website.

##### 1.5.4 Final Authority

BotsIQ Executive Officers have the final authority over the interpretation, implementation and extension of the rules, procedures and regulations in this and all other BotsIQ documents. At the discretion of BotsIQ Executive Officers, additional regulations and requirements may be applied to any and all BotsIQ Bots at any time. Authorized BotsIQ Officials may exclude from competition any Bot that, due to its design, construction or usage, they judge to be a hazard to safe competition, even if that Bot has met all of the requirements in these Technical Regulations.

#### 1.6 Contacting BotsIQ

For questions, comments, requests and clarifications regarding the rules, regulations and procedures in this or other BotsIQ documents, contact BotsIQ at the following:

BotsIQ  
 305 E. Carson Street  
 Pittsburgh, PA 15219  
 Phone: 412/258-6676  
 Email: conklin@botsiqpa.com  
 Website: www.botsiqpa.org

# GENERAL REQUIREMENTS



## 2.0 General Requirements

### 2.1 BotsIQ Competition

#### 2.1.1 Mini Class

The Mini Class BotsIQ Bots have a maximum 15 lb. weight, and compete one-on-one, with the intent to disable their opponent. Mini Class BotsIQ Bots compete in a 10' by 10' or 12' by 12' arena. To the best of the BotsIQ's ability, the arena does not contain any hazards.

#### 2.1.2 Competition Composition

Competitions may be structured as either single or double elimination matches, depending upon several factors. BotsIQ will notify teams of the type of matches prior to the Competition.

### 2.2 BotsIQ Teams

#### 2.2.1 Team Definition

A BotsIQ "Team" is defined primarily by its Team name and its affiliated school or youth organization. A Team is composed of student competitors and one or more Adult Supervisors, and Technical Advisors.

#### 2.2.2 QYO Teams

A Qualified Youth Organization ("QYO") is a High school, vocational school or a legally established youth organization. A QYO is the entity that enters student Teams into a BotsIQ competition.

A QYO Team is composed of the following:

- a. At least three students, who are High School students, inclusive, who are members of the same QYO.
- b. At least one, but not more than three Supervising Adults who are at least 21 years old. Each Supervising Adult is responsible for the Team and must be affiliated with the Team's QYO.
- c. Optionally, two additional non-student Technical Advisors at least 18 years old, who need not be affiliated with the Team's QYO.

Other adult Mentors may advise and assist the Team, but they cannot be Team members.

A QYO may enter up to two Teams into a BotsIQ competition. However, any Team can only be affiliated with a single QYO.

#### 2.2.3 Team Member Restrictions

Teams are not allowed to share members.

- a. No student may be a member of more than one Team.
- b. A Technical Advisor may be a member of more than one different Team.

### 2.3 Team Members

#### 2.3.1 Competitor Definition

A "Competitor" is a student member of a QYO who has actively contributed to the design, construction, testing, support or promotion of the Team's Bot. A Competitor can be a member of one Team only. Competitors are the only ones allowed to operate or work on a Bot in competition.

#### 2.3.2 Adult Supervisors

An "Adult Supervisor" is a person who supervises and takes responsibility for the actions of the Team's Competitors. An Adult Supervisor must have read and fully understood all relevant BotsIQ documents and communications.

A Team is required to have at least one Primary Adult Supervisor. Prior to the Competition, this person is the main contact individual for e-mail or other notices regarding the Competition.

During the Competition, this person is the primary contact for all Team affairs.

A Team may have up to two Secondary Adult Supervisors. This person is an alternate contact individual when the Primary Adult Supervisor cannot be contacted, or is otherwise unavailable.

### **2.3.3 Technical Advisor**

A “Technical Advisor” (“Tech Advisor”) is a person who provides technical advice to the BotsIQ Team. The Tech Advisor must not be attending a High School. A Tech Advisor can be a member of two different Teams.

### **2.3.4 Chaperone**

A “Chaperone” is a person of age 21 years or older who accompanies a Team’s Competitors to a Competition, but is neither an Adult Supervisor nor a Tech Advisor. The Chaperone is affiliated with the QYO rather than a specific Team.

### **2.3.5 Mentor**

A “Mentor” is any person affiliated with a Team who provides advice and assistance to Team members, but is not a member of any Team.

### **2.3.6 Team Member Participation**

A primary goal of BotsIQ is to encourage hands-on participation of the student Team members, with a minimum of adult intervention. Thus:

- a. Each of the Team’s Competitors must have actively participated in the design, assembly, testing, promotion and/or support of the Team’s Bot.
- b. The Adult Supervisors, Tech Advisors and Mentors are expected to serve in supervisory and advisory capacities only, and should not physically participate in the assembly, testing, promotion and/or support of the Bot.
- c. Where necessary or prudent for reasons of safety or experience, Adult Supervisors, Tech Advisors, Mentors, or other entities (e.g., machine shops) may fabricate basic components for the Team’s Bot. However, Competitors should participate in parts fabrication whenever possible.

### **2.3.7 Team Member Responsibilities**

All Teams at a BotsIQ Competition have certain duties and responsibilities.

- a. Team members must follow the verbal and/or written instructions of BotsIQ Executive Officers and BotsIQ Officials at all times.
- b. Teams have to know the BotsIQ Regulations, Rules and Procedures as defined in this and other official BotsIQ documents.
- c. The appropriate Team members are responsible for showing up on time for all meetings, inspections, ceremonies or other events that require their participation.
- d. Teams are responsible for informing the appropriate BotsIQ Officials of any problems with radios, the Bot, or any other factor that could affect their Bot’s Match participation.
- e. Teams are responsible for knowing when their Match will take place, and for having someone available at their Pit Table at least 60 minutes in advance of the scheduled Match time.
- f. Teams are responsible for having at least one Team member present at the team’s Pit Table at all times.

Note: There will be multiple ways for Teams to learn approximately when their Matches are scheduled. However, some Matches cannot be scheduled until another Match’s outcome has been determined.

## **2.4 Team Eligibility**

To compete in a BotsIQ Competition, Teams must complete, submit and, as necessary, sign any and all entry and related documents as requested by BotsIQ.

### **2.4.1 Entry Documents**

Entry documents are released at specific times prior to BotsIQ Competitions. Consult the BotsIQ website for further information.

### **2.4.2 Proof of Viability**

If a Bot has not previously competed in an official BotsIQ Competition, BotsIQ may require that the Team prove, in advance of the Competition, that the Bot in fact exists and is capable of competing.

## **2.5 Bot Eligibility**

### **2.5.1 Bot Completeness**

A mini-class Bot, including its radio control system, must not contain any parts from any other Bot that is still eligible to compete in Competition elimination Matches. Thus, a Bot may be repaired utilizing parts from another Bot if that other Bot has been eliminated from BotsIQ competition.

### **2.5.2 Bot Name Change**

A Team may change the Bot name, provided that the change is communicated to BotsIQ one month prior to the competition.

### **2.5.3 BotsIQ Rights**

- Due to possible arrangements with marketing and sponsorship organizations, BotsIQ reserves certain rights:
- a. BotsIQ can require removal of any sponsor’s logos, signage or other materials that it determines to be offensive or in conflict with BotsIQ, its sponsors or its affiliates’ sponsors.
  - b. BotsIQ has the future right to modify or define any sponsorship display specifications and regulations.

## **2.6 Bot Retirement**

Under certain conditions, a BotsIQ Bot may be “Retired” and prohibited from further BotsIQ competition.

### **2.6.1 Retirement Conditions**

A BotsIQ Bot will be Retired if any of the following occurs:

- a. The same Bot receives two First-Place wins in BotsIQ Finals Competition.
  - b. The same Bot received two Grand Champion wins in the BotsIQ Finals Competition
  - c. The same Bot receives one First-Place and one Grand Champion wins in BotsIQ Finals Competition.
- Wins in Grudge Matches or Bot Rumbles will not count toward Retirement.

### **2.6.2 Changed Bot Determination**

If the Bot is changed sufficiently between Competitions, it is not considered to be the “same” Bot and therefore is not subject to the requirements of “2.6.1 RETIREMENT CONDITIONS”. In all matters of decision whether a Bot has changed sufficiently, BotsIQ will render a judgment and reserves the final right of determination. The general criteria for judging whether or not a Bot has changed are defined below.

### **2.6.3 Change Criteria**

The primary features that define a Bot are its mobility (drive) system and its weapons. Thus, a Bot may qualify as being changed if one or more of the following are done:

- a. Rubber drive wheels are completely replaced by metal tank treads, or vice versa. This change should require either a new chassis or significant chassis modification.
- b. A primary weapon is added to a Bot that previously used no active weapon. For example, a “wedge” bot has a rotating drum weapon added.
- c. The primary weapon type system is changed. For example, a lifter mechanism is replaced by a hammer.
- d. The power system for the primary weapon is changed.

If a Bot has two or more active weapons of sufficient power, then each of those weapons may be considered to be a “primary weapon”, and all will have to be changed.

#### **2.6.4 Insufficient Changes**

Certain changes are not individually sufficient to qualify a Bot as “changed”. These are:

- a. Bot name change.
- b. Exterior appearance changes.
- c. Changing the number, size or location of the drive wheels.
- d. Changing the motors, gearboxes, chains, etc. in the drive system.
- e. Changing, adding or removing a secondary weapon.
- f. Changing, adding or removing a self-righting system.
- g. Changing the chassis design or materials.
- h. Changing, adding or removing armor.
- i. Conversion to or from a MultiBot.
- j. Changing the number of segments on a MultiBot.

While each the above changes is not sufficient individually, an aggregate of those changes, if sufficiently numerous and significant, may qualify a Bot as being changed.

#### **2.7 Restricted/Prohibited Activities**

All Team members are expected to act in a safe and reasonable manner at a BotsIQ Competition. Certain activities are restricted or not permitted, and violation can result in the Disqualification of the Bot and/or the Expulsion of one or more Team members.

##### **2.7.1 No Unruly Behavior**

Fighting, belligerence, bullying or other unruly behavior, including abusive physical contact, will not be tolerated and will result in the immediate and unconditional Expulsion of the offending person or people from the Competition.

##### **2.7.2 Smoking is Prohibited**

Smoking, smokeless tobacco and related products are prohibited on the premises of the Competition.

##### **2.7.3 No Drugs or Alcohol**

The consumption/use of Alcohol or illegal drugs is strictly prohibited anywhere at a BotsIQ Competition

##### **2.7.4 No Pets**

No biological animals of any kind are allowed anywhere at a BotsIQ Competition unless the animal is a documented working animal.

##### **2.7.5 Small Children**

Children under the age of 14 must be accompanied by an adult when in the Pit Area and wear safety glasses. All liability is released and consent forms must be signed by accompanying adult before the child is allowed into the Pit Area.

#### **2.8 Security Cameras**

Teams are hereby notified that security cameras may be recording activities anywhere at the Competition venue at any time before, during or after the event.

# PIT AREA TESTING AND RULES





## 3.0 Pit and Testing Area Rules

### 3.1 The Pit Areas

#### 3.1.1 Pit Area Definition

The “Pit Area” refers primarily to the tables at which Bots and associated auxiliary equipment are prepared, maintained and stored during a Competition. However, for purposes of restricted access, the Pit Area also encompasses all areas where Bot testing, preparation, maintenance and/or staging are performed.

#### 3.1.2 Team Member Definition

The “Team Members “ are, by definition, those Team members who are currently attending to the Team’s Bot in the Pit Area and other associated areas. Team members include student Team members as well as Adult Supervisors and Tech Advisors.

#### 3.1.3 Pit Table

The “Pit Table” refers to the specific table in the Pit Area that is assigned to a Team’s Bot. It also may refer to the floor area under and the aisle adjacent to the table.

#### 3.1.4 Pit Table Usage

If a Team is entering multiple Bots, BotsIQ will attempt to locate all of the Teams Pit Tables adjacent to one another. A Team must notify BotsIQ in advance if they wish to be located near certain other Teams. Pit Table assignment is based on multiple factors and no guarantee can be made about specific locations. No Team may use an empty adjacent Pit Table until Check-In has been closed for all Bots at the Competition. If such an empty table becomes available, the Teams on either side of the empty table may each use half of the table, unless one Team agrees to allow the other Team full use.

#### 3.1.5 Pit Access

For a Team member to gain access to the Pit Area, he or she is required to show their Pit Pass. Family and friends of Team members are not allowed in the Pit Area, unless the friend or family member has signed all required paperwork, has a BotsIQ issued name tag and shatterproof safety glasses.

#### 3.1.6 Team Member Availability

A Team that is still eligible to compete at a Competition either must have a person available at their designated Pit Table, or must leave a note clearly visible on the top of their Pit Table indicating where key Team members may be found.

### 3.2 Pit Safety Requirements

It is expected that BotsIQ Pit Crew members will practice safety and exhibit common sense at all times. However, certain specific safety requirements must be adhered to in the Pit Area:

#### 3.2.1 Eye/Face Protection

All persons in the Pit Area must wear shatterproof safety glasses or a face mask. Corrective-lens eyeglasses are not considered to be a substitute for safety glasses unless the eyeglasses have shatterproof lenses and some degree of side-entry protection. It is required that all persons in the Pit Area wear safety glasses at all times, even if they are not standing near or working on a Bot.

If a student in the pit fails to wear his/her safety glasses, either a Pit Monitor or Safety Inspector will punch a hole in the student’s name tag and note the infraction at the Safety Inspectors’ table. If an individual student has two infractions over the course of the entire competition, he/she will no longer be allowed to enter the pit area and will be escorted out of the pit by the team’s teacher/advisor.

Teams will receive one warning if a member is not wearing safety glasses. Thereafter, teams will be deducted the following number of points from their overall score:

2 violations – 5 point deduction

3 violations – 10 point deduction

4 violations – 25 point deduction

5 violations – 50 point deduction

6 violations and over: Team will forfeit next competition or not be allowed to participate in a grudge or rumble match if they have already been eliminated from the tournament.

#### 3.2.2 Hair/Clothing Guidelines

Team Members in the Pit Area must:

- Secure any loose hair that could get caught in the tools or Bot.
- Secure any loose clothing. No ties, scarves, or accessories that could get caught in the tools or Bot.
- Wear pants that cover their ankles and shoes that are not open toe or open back. No shorts or sandals.

#### 3.2.3 Adult Supervision

When any QYO Team member is working on a Bot in the Pit Area, at least one of the Team’s Adult Supervisors or Tech Advisors has to be observing the working student(s).

The student Team members are responsible for the handling and all work done in the Pit Area. If an adult supervisor or technical advisors works on the Bot in the Pit Area without prior approval from a BotsIQ Official, the Team will be assessed a 10-second non-movement penalty for the beginning of their next Bout.

The Team will not be allowed to move their Bot from their home base for the first 10-seconds of the Bout while the other Team Bot is free to engage.

#### 3.2.4 Protective Covers/Restraints

All sharp objects and edges must have the Safety Covers installed, all pinch hazards must be blocked, and any Safety Restraints must be installed. The only exception is when a Pit Crew member is working on a specific Bot part that requires removal of a cover, block or restraint.

#### 3.2.5 No Welding/Drilling/Grinding/Sanding

No welding, drilling or power grinding/sanding of any kind can be done in the Pit Area. This includes grinding and sanding of plastic and fiber composite materials (e.g. Lexan, fiberglass, Kevlar, etc.). These actions can be done in the Working Pit and under the supervision of an BotsIQ Competition Official.

#### 3.2.6 No Bot Activation

Under no circumstances can a Bot be activated in the Pit Area. Any switch which controls the primary-power electrical system must not be turned on in the Pit Area. The primary-power system may only be activated in the competition Arena or in a Testing Area. If the Bot employs hydraulic systems, the actuation system must not be pressurized in the Pit Area. That is: all Shut-Off valves must be closed and all Pressure-Relief valves must be opened.

#### 3.2.7 No Radio Activation

Under no circumstances can a remote control transmitter be activated in the Pit Area. This includes all types of radios, including IFI and Spektrum.

#### 3.2.8 No Flammable Fuels

No liquid refueling containers may be stored in the Pit Area. There must be no refueling of a Bot in the Pit Area.

### 3.2.9 Bot Pressure Tanks

Pressurized primary pneumatic storage tanks for use in a Bot are allowed in the Pit Area, provided that each tank:

- a. Is not pressurized higher than the limit specified in the BotsIQ Technical Regulations.
- b. Has an attached pressure relief valve or a burst disk.
- c. Is either properly installed in a Bot or is placed in a container that prevents it from moving.

All pneumatic tanks in the Pit Area, whether discharged or not, must either be installed in a Bot or placed in a container. There must be no pressure storage tanks lying about loose at any time.

### 3.2.10 Charging Supply Tanks

Supply tanks used for pneumatic tank charging are specifically prohibited in the Pit Area.

Improper use, handling or storage of pneumatic tanks can result in Disqualification of the entire Team and its Bot.

### 3.3 Working Pit Area

All welding and grinding must be done in the Working Pit Area specifically set aside for those purposes. When working in the Working Pit Area, the following procedures must be followed:

- a. All persons in the Working Pit Area must wear safety glasses or face masks.
- b. If any student Team member is working in the Working Pit Area, at least one of the Team's Adult Supervisors or Tech Advisors must be observing the working student(s).
- c. When grinding metal, the part and the grinding tool must be positioned such that no sparks are thrown toward another person, or outside the Working Pit Area.
- d. When arc welding or torch-cutting, darkened welder's goggles or a darkened face shield must be used by the welder and by anyone observing.
- e. Any part being welded or cut must be sufficiently shielded such that persons outside the Working Pit Area cannot directly view the welding or cutting.

BotsIQ representatives working within the Working Pit are only allowed to spend a maximum of 30 minutes with each team at a time.

Note: The Working Pit Area is not to be used for the large scale manufacturing of a Bot before, during or after the competition. This area is only to be used for minor repairs that are not allowed to be done in the Pit Area for safety reasons.

### 3.4 Bot Testing

Bots may only be tested in specific areas and only when supervised by BotsIQ personnel.

#### 3.4.1 Testing Areas

Specific areas for Bot testing purposes will be provided at the Competition site. Each Testing Area will be supervised by a BotsIQ Official. This Official will control entry and exit from that Testing Area and determine what the type of testing may be safely performed.

In addition, a designated BotsIQ Safety/Tech Inspector may in some circumstances choose to allow a Bot to be tested in a safe area away from the standard Testing Areas. During such testing, the Bot and supporting personnel must be under the direct observation and supervision of the Inspector at all times.

Unauthorized or unsupervised testing of a Bot at the Competition site can result in the immediate Disqualification of the Bot and its Team.

### 3.4.2 Bot Transport

When transporting any Bot to or from the Testing Area:

- a. All Safety Covers and Restraints must be installed on the Bot.
- b. The Bot must be completely Deactivated.

Absolutely no riding or carrying of passengers on a Bot is permitted at any time. Violators may have their Bot(s) and Team Disqualified.

#### 3.4.3 Testing Safety

When testing a Bot, Team members participating in the test must:

- a. Wear approved safety glasses or a face mask.
- b. Stand in a protected area.
- c. Make sure any bystanders are protected also.
- d. Comply with any and all requests of BotsIQ Officials.

### 3.5 Trash, Debris and Hazardous Waste

For the safety of all, Team members should at all times minimize the amount of trash and debris at their Pit Table location(s). In addition, when a Team vacates a Pit Table, they have to remove all debris and other items on the table, on the floor beneath and beside the table, and on any walls adjacent to the table.

BotsIQ will provide specific containers for the disposal of hazardous materials. These must be used at all times when disposing of fuels, oil and damaged batteries.

Disposal in other areas in violation of local ordinances and/or state and federal codes can result in the Disqualification of a Team and its Bot.

# RADIO OPERATION RULES



## 4.0 Radio Operation Rules

All radio control equipment must at all times comply with all the requirements and restrictions of the appropriate BotsIQ Technical Regulations document, including frequency used, and control type.

**The unauthorized or improper use of a radio control transmitter is grounds for Disqualification of a Bot or Expulsion of Team members.**

# BOT SAFETY RULES



## 5.0 Bot Safety Rules

### 5.1 The Safety/Technical Inspection

To be eligible to compete in a BotsIQ Competition Match, each Bot and any auxiliary systems must pass a Safety and Technical Inspection (“Safety/Tech Inspection”).

#### 5.1.1 Inspection Procedure

Refer to the description of the Safety/Technical Inspection in the Procedures part of this document. A description of Bot preparation for Safety/Technical Inspection is given in “5.4 INSPECTION PROCEDURE” and in Part 3 of this document.

### 5.2 Inspection Time Schedule

Initial Safety/Technical Inspection will take place during specified time periods at the beginning of the Competition.

#### 5.2.1 Advance Notification

All Teams will be notified of the Safety/Technical Inspection time schedules prior to the Competition. It is the responsibility of each Team to be aware of these times and to plan accordingly.

### 5.3 Compliance with Rules and Regulations

During any Safety/Technical Inspection, the Bot must demonstrate that it complies with the requirements of the appropriate BotsIQ Technical Regulations.

### 5.4 Inspection Procedure

The inspection procedure has two primary parts: Internal Inspection and Functional Testing. The required weight check is not specifically part of either inspection, and can be performed at any time.

#### 5.4.1 Internal Inspection

Internal Inspection involves the inspection of all of the components of the Bot to confirm that the components and their mounting comply with the requirements of the Technical Regulations. Safety Plan, Bill of Materials and Component Descriptions must be included.

#### 5.4.2 Functional Testing

Functional Testing of a Bot is not done until the Bot has completely passed the Internal Inspection. Functional Testing involves a demonstration that the Bot can be safely controlled and meets all of the activation, fail-safe, deactivation and other operational requirements specified in the Technical Regulations.

#### 5.4.3 Inspection and Testing Completion

If the Bot fails any part of the Internal Inspection, it must again be inspected and pass completely before it can be eligible for the Functional Testing. Similarly, if the Bot fails any part of the Functional Test, it must again be tested and pass before it will be allowed to compete in any Matches.

#### 5.4.4 Full Disclosure

During any Safety/Technical Inspection, the Team must fully and accurately disclose all features and characteristics of the Bot that could affect safety or compliance with BotsIQ rules and regulations. Deliberate misrepresentation of any Bot feature or characteristic may result in Disqualification of the Team and its Bot(s).

### 5.5 Bot Weighing

The weight limits, as specified in the BotsIQ Technical Regulations, will be strictly enforced. Bot weighing will be performed as follows:

#### 5.5.1 BotsIQ Official Scale

One scale at the Competition will be designated the BotsIQ “Official Scale”. This scale can be used by any Bot for initial weigh-in and will be used for any subsequent weight challenges.

BotsIQ will make reasonable efforts to insure the accuracy, sensitivity and consistency of the Official Scale so that all Bots are treated equally. The reading on the Official Scale is the weight that will be used to determine whether the Bot complies with the weight requirements.

### **5.5.2 Dithering**

If the reading on a digital scale is “dithering” (changing between two values) the weight value used will be the highest of the weights displayed. The scale will be considered to be dithering if it does not maintain a consistent value for at least 5 seconds.

### **5.5.3 Other Scales**

BotsIQ may make other scales available for use. If such scales are available, an Team Member may use them to weigh parts or to do comparative weighing. However, the initial Bot weighing and any subsequent re-weighing for compliance checking will use the Official Scale.

### **5.5.4 Multibot Segment Weights**

The weight of a MultiBot will be determined by weighing all of the segments together at one time. Also, each segment of a MultiBot will be weighed separately. A sticker will be applied to each segment indicating that segment’s weight. Any time a change is made that may affect the weight of a segment, then that segment has to be re-weighed and the sticker changed if necessary.

## **5.6 Additional Inspections and Testing**

The initial Safety/Tech inspection and testing is intended to determine if the Bot, as initially entered, appears to comply with the appropriate BotsIQ Technical Regulations. Passing the initial Safety/Technical Inspection does not in any way exclude the Bot from being inspected or tested at any later time during the duration of the Competition.

### **5.6.1 Right to Request**

If any BotsIQ Official or Team member has reason to believe that a Bot does not comply with the requirements of any official BotsIQ document, that person can request that the Bot be re-weighed and/or re-inspected at any time except while the Bot is in the Arena competing in a Match.

### **5.6.2 Request Procedure**

A Team member or a BotsIQ Official must verbally notify any Safety/Technical Inspector of their request to have a Bot re-weighed and/or re-inspected. However, any Safety/Technical Inspector may independently initiate a re-weigh/re-inspect at their discretion. In all cases, a Safety/Technical Inspector will notify a BotsIQ Executive Officer and any other appropriate BotsIQ Official of the results of the re-weigh/re-inspect.

### **5.6.3 Best Effort**

If a Team’s Bot has been selected for re-weighing and/or re-inspection, they must make their best effort to move and/or prepare their Bot for the procedure. Failure to do so may result in the disqualification of the Team and its Bot(s).

### **5.6.4 Non-Compliant**

If, as the result of the re-weighing and/or inspection, a Bot is found to not comply with any applicable BotsIQ Rules and Regulations, the remedy will depend on what is determined by BotsIQ Officials, as follows:

- a. If the non-compliance was accidental, and would not have affected the outcome of any Match in which it participated, the Bot will have to be modified to make it comply.
- b. If the non-compliance was accidental, but could have affected the outcome of any Match in which it participated, the Bot can be Disqualified.
- c. If the non-compliance was deliberate, the Bot will be Disqualified and barred from competing in the next BotsIQ Competition.
- d. If the non-compliance was deliberate, and the non-compliance endangered personnel at the Competition, the Team will be Expelled as defined in “8.1.5 TEAM EXPULSION”.

### **5.6.5 Harassment**

If one competing Team makes more than two requests for re-weigh/inspect against the same Bot, for the same alleged rules infraction, and if the accused Bot was found to be in compliance both previous times, then the accusing Team is deemed to be engaging in Harassment. Any Team determined to be Harassing another will be warned or Disqualified as provided for in “8.3 REPEATED WARNINGS”. There are no restrictions on the number of re-weigh/inspect requests that may be made by any BotsIQ Official or Safety/Tech Inspector.

## **5.7 Damaged Bot Safety Requirements**

If a Bot has been damaged, either by combat or by any other means, it must comply with the requirements specified below, as is applicable.

### **5.7.1 Activation/Deactivation Access**

If a Bot is damaged such that it cannot meet the Activation or Deactivation time requirements of the Technical Regulations, it must not be Activated. Before any Activation, the Bot must be repaired such that both the Activation and Deactivation time requirements can be met.

### **5.7.2 Safety Covers and Restraints**

If damage to the Bot precludes the use of an existing Safety Cover or Restraint, a new cover or restraint may be fabricated, provided that it complies with all the requirements of the Technical Regulations.

### **5.7.3 Electrical Systems**

If any primary-power Master Switch or its mounting, is damaged in such a way that it can no longer function safely and reliably, the switch system must either be replaced, or it must be repaired in such a manner that its full functionality and safety are restored before any Activation.

Any batteries or cells that show damage shall not be used.

### **5.7.4 Team Responsibility**

It is the responsibility of the Team members to constantly check if their Bot has sustained any damage that requires repair or replacement as described herein. Checking for damage is particularly important immediately following a Match. Any Activation of a damaged Bot that fails to comply with the requirements of the Technical Regulations, or of this section 5.7, can result in the Disqualification of the Team and its Bot.

## **5.8 BotsIQ Officials and Safety**

If at any time during the Competition, any BotsIQ Official determines that a Bot poses a threat to safe competition, BotsIQ reserves the right to require that specific modifications be made to the Bot. If such modifications are not possible, then the Bot may be Disqualified.

# MATCH DEFINITIONS



## 6.0 Match Definitions

### 6.1 Applicability

The definitions and terminology defined in this chapter are specifically for Matches with Mini Class Bots.

### 6.2 Competition Terminology

The following are terms used in BotsIQ competition.

#### 6.2.1 Competition Definitions

The basic terms used at a BotsIQ Competition:

- a. Arena – The protected area in which the Bot competition takes place.
- b. Bot – A single competing Mini Class Bot. It can also refer to the collection of MultiBot segments that compete as one (see “MultiSeg”).
- c. Bout – The standard Match format used for Competition eliminations, where two Bots battle in one-on-one combat.
- d. Bye – A Bot does not have to compete in a Match and is automatically advanced to the next Round. Byes occur in an Elimination Competition when it is not possible to schedule a competitor in the current Round.
- e. Eliminations – The standard Competition format composed of successive Rounds of competition. Two formats are Single Eliminations and Double Eliminations.
- f. Grudge Match – A Match format where two Bots battle one-on-one, but the combat is not part of the standard Competition Eliminations.
- g. Match – Any competition between Bots in an Arena. The three Match formats are: the “Bout”, the “Rumble” and the “Grudge Match”.
- h. MultiSeg – Refers to any single segment of a MultiBot.
- i. Pit Area – The area where the maintenance and the service of the Bot is preformed.
- j. Platform – The area adjacent to the arena where the teams control their Bot during the competition.
- k. Rounds – One set of Matches, where all remaining competitors are paired off and compete (or receive Byes), in order to advance in the Eliminations.
- l. Rumble – A Match format where more than two Bots battle each other in an Arena at the same time. May also be referred to as a “Rumble”.

#### 6.2.2 Match-Specific Definitions

The terms below describe situations that can occur during Match competition

- a. Disqualification – A Bot is no longer permitted to compete in the current BotsIQ Competition.
- b. Fault – Occurs when a Bot starts moving along the Arena floor, starts a weapon moving or initiates certain other actions before the official start of the Match.
- c. Forfeit – A Bot loses a Match, either because it was not ready to compete at the scheduled time, or because of some specific Team or Bot action during a Match.
- d. Incapacitated – In a Referee’s opinion, a Bot is not Responsive for a specified period of time. See also “7.4.6 INCAPACITATION”.
- e. Knock Out – Occurs when the attack or deliberate actions of one Bot causes its opponent to become Incapacitated.

- f. Lifting – Occurs when one Bot controls an opponent’s translational motion by lifting the drive mechanism of the opponent off of the Arena floor. Also referred to as a “Mobile Pin”.
- g. No Contact – Occurs when opposing Bots do not make any contact with each other.
- h. Pinning – Occurs when one Bot, through sheer force, holds an opponent Bot stationary in order to Incapacitate it. Also referred to as a “Stationary Pin”.
- i. Postponement – Occurs when a specific Bout is delayed from the originally scheduled time.
- j. Radio Interference – Refers to the situation where at least one Bot becomes non-Responsive or non-controllable due to the effect of the other Bot’s radio-control signal.
- k. Responsive – Means that, as determined by a Referee, the Bot can display some kind of controlled movement along the Arena floor. A moving Bot whose translational movement cannot be controlled by its Operators is considered to be non-Responsive.
- l. Restart – Occurs after a Fault or a Timeout has been declared and the Bots are ready to continue.
- m. Stuck – A Bot is entrapped on the arena floor, under an arena rail or on another Bot, such that it is not Responsive or cannot otherwise move independently.
- n. Tap-Out – Occurs in a Bout or Grudge Match when a Bot’s Operators/Drivers decide that they no longer want to continue the Match, and concede the win to the opponent Bot.
- o. Technical Knock-Out – Occurs when a Bot wins due to Incapacitation of its opponent even though, in the Judges’ opinion, no action of the winning Bot caused the opponent’s Incapacitation.
- p. Timeout – A temporary halting of a Match. Timeouts are usually called to separate or free stuck Bots, but can be called for other reasons. However, a Timeout can be called for any reason during a Match at the discretion of a Referee or a BotsIQ Executive Officer.

### 6.2.3 Judging Criteria Definitions

The following describe the criteria that can be used by Judges to determine a Match winner.

- a. Aggression -- The frequency, severity, boldness and effectiveness of attacks deliberately initiated by the Bot against any opponent. If a Bot appears to have accidentally attacked an opponent, that act will not be considered Aggression.
- b. Control – The ability of the Bot’s Operators to move the Bot in a specific and deliberate manner. Control means a Bot is able to attack an opponent at its weakest point, use its weapons in the most effective way, and avoid being struck by the opponent or its weapons.
- c. Damage – Through deliberate action, a Bot either directly or indirectly, reduces the functionality, effectiveness or defensibility of an opponent. Damage is not considered relevant if a Bot inadvertently harms itself. Also, if a pressure vessel or a rapidly spinning device on a Bot fragments, any damage to the opposing Bot will not be considered “deliberate”.
- d. Strategy – The Bot exhibits a combat plan that exploits the Bot’s strengths against the weaknesses of its opponent. Strategy is also defined as a Bot exhibiting a deliberate defense plan that guards its weaknesses against the strengths of the opponent.

## 6.3 Team Members near the Arena during a Bout

### 6.3.1 Operator/Driver

“Operator/Driver” refers to the Competitor(s) who remotely control the Bot during a Match. Up to two people may control a Mini Class Bot during a Match. The plural form (“Operators/Drivers”) may be used to refer to a single person who is the only one controlling the Bot. When the singular form is used (“Operator/Driver”), it always refers to one person. All Operators must be Competitors from the Bot’s Team; Adult Supervisors and Tech Advisors cannot operate a BotsIQ Bot in competition.

### 6.3.2 Strategists

Team “Strategists” are those people who do not directly control the Bot, but advise the Operator(s)/Driver(s).

## 6.4 Bout Matches

### 6.4.1 Bout Format

Bouts are started with the two Bots in colored squares on opposite sides of the Arena. Before the start, the Bots must be motionless within their respective squares. After the official start, the Bots fight in an attempt to Damage or Incapacitate their opponent.

### 6.4.2 Bout Time Limits

Unless a Bout terminates early, the Match will end after a maximum of three minutes of actual fighting. The time limit does not include any time elapsed as a result of Timeouts. Certain Bouts may have a shorter time limit if such is decided by BotsIQ Officials, and the affected Teams are notified in advance.

### 6.4.3 Stuck Bots

Each Bot is allowed one release during the match; this means if a Bot is stuck on the floor or under an arena rail, the referee will stop the match, release the Bot without changing its position, and then restart the match. Being tossed out of the arena (i.e. over the rail, up on the rail or wall, between the rail and wall) or knocked upside down does not constitute being stuck.

Multi-Bots are allowed one release total, not one release for each Bot.

### 6.4.4 Early Termination

A Bout can be terminated early by Tap-Out, Forfeit, Disqualification, Incapacitation, No Contact or Safety Concern.

### 6.4.5 Time Between Bouts

No Bot will be required to compete in more than one Bout within any 20 minute period. Teams who are not prepared to compete after this period may be required to Forfeit.

Note: As the Competition moves to the final competitions, the time between Matches will become shorter.

### 6.4.6. Match Postponement

If a Team will not be able to compete in a Bout as scheduled, it may request that the Match be postponed. Postponement may be granted by BotsIQ Officials, subject to all of the following:

- a. A Team can request ONE Postponement during the Preliminary Competition. However, no postponements will be allowed during the Finals Competition.
- b. The opponent Team agrees to the Postponement.
- c. BotsIQ Officials agree to the Postponement.
- d. BotsIQ reserves the right to postpone any Match for any reason. Any such Postponement will not count as a Team-requested Postponement.

## 6.5 Grudge Matches

Grudge Matches allow two Bots to fight in a demonstration Match that is not part of the Competition elimination. The format for a Grudge Match is the same as for a regular Bout Match. The requirements for a Grudge Match are:

- a. Both Bots have been eliminated from the Competition Matches.
- b. Both Teams agree to the Match.
- c. BotsIQ Officials approve of the Match.
- d. Time is available for scheduling the Match.

## 6.6 Rumbles

### 6.6.1 Selection of Competitors

Only Bots that have been eliminated from regular Competition Matches can compete in a Rumble. Based on various factors, BotsIQ Officials will decide which Bots, and the number of Bots that can compete in any given Rumble.

### 6.6.2 Rumble Format

Bot Rumbles are started with multiple Bots arranged around the edge of the Arena. Before the start, all Bots must be motionless in their positions. After the official start, the Bots fight in an attempt to incapacitate their opponents. If any Bots become Stuck during a Rumble, no Timeout will be declared and no attempt will be made to free them.

### 6.6.3 Rumble Duration

The normal length of time for a Rumble is three minutes. However, this time period may be changed at the discretion of BotsIQ Officials. A Rumble will be terminated early for safety reasons only.

### 6.6.4 Time In Between Rumbles and Bouts

Due to scheduling limitations, there is no guarantee of a minimum time between Rumbles and Bouts.

### 6.6.5 Executive Officer Authority

BotsIQ Executive Officers have the authority to modify, cancel or terminate any Rumble at any time for purposes of Competition safety, or for any other reason.

## 6.7 Judges

BotsIQ Judges provide informed subjective decisions on the outcome of certain BotsIQ Matches.

### 6.7.1 Number of Judges

There will be a minimum of three Judges for the competition.

### 6.7.2 Judges' Duties

Specific duties and actions of Judges in specific situations are defined in the section: "7.0 MATCH PROCEDURES". Their general duties are:

- a. Deciding the outcome of Matches when neither Bot is Incapacitated.
- b. Watching for technical or safety violations.
- c. Deciding if a Bot is to be Disqualified will be the Head Referee's decision.

### 6.7.3 Discussion Among Judges

Judges may discuss among themselves technical or other information about the identity, starting square color, or features of one or more of the competing Bots.

### 6.7.4 Consulting Others

To resolve ambiguous situations, Judges may individually or collectively discuss rules interpretation issues with BotsIQ Officials. If necessary, the Judges may also consult with one or more Operators or Team members.

## 6.8 Referees

Referees supervise the Area and the Bouts.

### 6.8.1 Referee Assignment

There are one or two Referees for each Bout.

## 6.8.2 Referees' Duties

Specific duties and actions of Referees in specific situations are defined in the section: "7.0 MATCH PROCEDURES". The general duties of Referees include:

- a. Starting Matches.
- b. Stopping Matches early.
- c. Declaring Timeouts.
- d. Watching for safety violations.
- e. Determines disqualifying matches.
- f. Coordinate the movement and safety of Bots near and inside the Arena.

### 6.8.3 Prior to Match

Prior to the Match, Referees escort the Bots and Team members into place within the Arena. They then supervise and coordinate the Activation of the Bots and the exit of the Team members. When the Referees are satisfied that everything is ready, they secure the Arena doors.

### 6.8.4 Timeout

If a Timeout is declared, Referees may enter the Arena to escort a Team member to their Bot, to assist in the Team member in separating a Stuck Bot from the Arena or from another Bot. Referees may also enter the Arena for other reasons related to the safety or functioning of a Match.

### 6.8.5 After the Match

At the end of the Match, a Referee will open the Arena doors when they deem it safe. Referees then supervise the Deactivation and damage-checking of the Bots. After Deactivation, the Referees coordinate the exit of the Bots and Team members out of the Arena. Time permitting, Referees will pick up any large pieces of debris from the floor of the Arena.

### 6.8.6 Referee Authority

If at any time before or during a Match, a Referee observes disruptive or other inappropriate behavior by any member of the Team, the Referee has the authority to call a Timeout, as necessary, to instruct any member of the Team to leave the Arena platform immediately.



# MATCH PROCEDURES



## 7.0 Match Procedures

### 7.1 Application of Procedures

Match procedures in this section apply to Bouts, Grudge Matches and Rumbles. There may be some differences during the Rumbles due to the larger number of Bots and Operators.

### 7.2 Prior to Match Start

#### 7.2.1 Arena Team Members

During Match competition:

- a. A maximum of one Team member may be used to transport the Bot into and out of the Arena.
- b. During Activation and Deactivation of the Bot, only one Team member may be present in the Arena.

#### 7.2.2 Initial Bot State

Prior to the start of a battle, all Bots must be in position and not moving. Specifically:

- a. For a Bout or Grudge Match, Bots must be completely inside their respective starting squares.
- b. For a Rumble, Bots must be at their assigned starting positions.
- c. All Bots must be motionless.
- d. Any Bot rotary weapons must be motionless.
- e. Any Flywheel devices, whether internal or external, must be motionless.
- f. Spring-powered devices are allowed to have been set by remote control.
- g. Autonomous functions may have been remotely enabled.

#### 7.2.3 Match Delay

Teams are allowed ONE delay during the Preliminary competition. No delays will be allowed during the Final competition.

### 7.3 Start of Battle

#### 7.3.1 Countdown to Start

The referee will either start the match with a light or a verbal countdown

#### 7.3.2 Fault

If a Referee notices premature Bot movement or any other violation of starting procedure, he or she may declare a Fault, and require a Restart. Operators must cease Bot movement and follow the instructions of the Referees for a Restart. If a Bot Faults more than two times in a Bout, it will Forfeit the Match. If a Bot Faults during a Rumble, the Match will not be restarted, but the faulting Bot will not be eligible to be the Rumble winner.

#### 7.3.3 Restart After a Fault

A Restart begins with the Bots back in their starting positions and complying with all the requirements of "7.2.2 INITIAL BOT STATE".

### 7.4 During a Match

#### 7.4.1 Referee Decisions

During a Match, each Referee must observe the team and their Bot to check and respond to one or more of the following.

- a. Tap-Out
- b. Pinning or Lifting
- c. Single Bot Stuck

- d. Both Bots Stuck
- e. Incapacitation
- f. No Contact
- g. Radio Interference
- h. Safety Issues

#### **7.4.2 Tap-Out**

During a Bout, if a Bot becomes disabled, and any of its Platform Crew wants to prematurely end the Match in order to avoid further damage:

- a. A Team member must say clearly to his or her Referee: “Tap-Out” or “Stop the Match”.
- b. The Referee confirms the request by asking the Platform Crew if they are Tapping Out. The members must respond with “YES”, or the request will not be considered confirmed.
- c. Once Tap-Out is confirmed, the Bot has lost the Match. The Team cannot revoke their decision and are required to stop controlling their Bot.
- d. The opposing Bot’s Team members will be advised of the Tap-Out and be instructed to refrain from attacking during the count out, as their Bot has now been awarded a win

Note: Tap-Out is not allowed during a Rumble.

#### **7.4.3 Pinning or Lifting**

Bots may not win by pinning or lifting their opponents. Referees will allow pinning or lifting then the Referee will instruct the attacker to release. If, after the request by the Referee, the attacker is able to release, but does not, their Bot may be Disqualified as specified in “7.7.1 COMPLYING WITH OFFICIALS”. A weapon that is designed to completely cover (smother) an opponent Bot is allowed. However, covering a Bot may be considered Pinning, depending upon which Bot is in control.

#### **7.4.4 Single Bot Stuck**

If a single Bot or MultiSeg becomes Stuck, the action taken will depend upon the type of Match:

- a. During a Bout or Grudge Match, if a Bot or MultiSeg becomes Stuck to any part of the Arena, the Operators must be able to remotely free the Bot or MultiSeg in 10 seconds or less. Otherwise, the Bot or MultiSeg will be declared Incapacitated.
- b. During a Rumble, no Timeout will be declared if any Bots and/or MultiSegs become Stuck.

Note: There is no prohibition against a Bot attempting to free a Stuck opponent.

#### **7.4.5 Both Bots Stuck**

If two Bots become simultaneously Stuck during a Bout or Grudge Match, the action taken will depend upon the situation, as follows:

- a. If the Bots, or a Bot and a MultiSeg are stuck together, or are both stuck on the Arena, the Referees will declare a Timeout for him or her to separate the Bots.
- b. If two Bots are stuck together, and one Bot is also stuck on a part of the Arena, the Referees will declare a Timeout and the Bots will be separated. Each team is allowed only ONE Unstuck per competition.
- c. If two or more segments of the same MultiBot become stuck together, or become simultaneously stuck on the Arena, no Timeout will be declared.

During a Rumble, no Timeout will be declared if any Bots and/or MultiSegs become stuck together.

#### **7.4.6 Incapacitation**

During a Bout or Grudge Match, a Bot or MultiSeg must at any time be able to demonstrate that it is Responsive. This is confirmed as follows:

- a. At any time, a Referee may request that the Operators show that their Bot or MultiSeg is Responsive.
- b. The Referee will allow a maximum of 10 seconds (the final 10 seconds of which will be verbally counted down) for the Operators to demonstrate that the Bot or MultiSeg is Responsive.
- c. If the Bot or MultiSeg cannot demonstrate that it is Responsive within the required time, it will be declared Incapacitated.
- d. If 50.0% or more of a MultiBot’s segments become Incapacitated, then the Bot (entire MultiBot cluster) is considered to be Incapacitated.

#### **7.4.7 No Contact**

During the Finals if two bots cannot engage with each other, then both teams will be issued a loss, move into the losers bracket and compete again for a spot in the losers bracket. If this happens within the losers bracket, then both teams are out.

Please note that if this happens during the prelims then teams are allowed to use their delays if they still have them so they do not have to forfeit. Both teams are not allowed to use their delays one after another.

#### **7.5 Bout or Grudge Match Winner**

At the conclusion of each Bout or Grudge Match, the winner will be decided as follows:

##### **7.5.1 Rules Violation**

If the Referees unanimously agree that one Competitor’s Bot was violating any BotsIQ Rule or Regulation, then the opposing Bot will be declared the winner by Forfeit.

##### **7.5.2 Incapacitation**

If one Bot becomes Incapacitated, then the opposing Bot will be declared the winner. If both Bots become Incapacitated, the Bot that became Incapacitated last will be declared the winner. If necessary, the determination of which Bot was last-Incapacitated will be decided by the Referee. If declared by the Referee that the Incapacitation was due at least in part to some action of the opposing Bot, then the opposing Bot will be declared the winner by a KnockOut.

##### **7.5.3. Simultaneous Incapacitation**

If the Judges cannot determined the order in which the Bots became Incapacitated, than the Bots will be declared to be Simultaneously Incapacitated. For any questions concerning this, please refer to the Judge’s score card.

##### **7.5.4 Both Bots Responsive**

If both Bots are Responsive at the end of the Match and the Match did not end prematurely due to the No Contact rule, the winner will be determined and indicated by the Judges.

#### **7.6 Rumbles**

At the conclusion of a Rumble, the winner will be decided as follows:

##### **7.6.1 Single Bot Responsive**

If only one Bot is Responsive at the conclusion of the Rumble, it will be declared the winner.

##### **7.6.2 Multiple Responsive Bots**

If at the end of the Rumble, more than one Bot is Responsive, or it cannot be determined which Bot was last-Responsive, the winner will be selected from the Responsive or the last-Responsive Bots as follows:

a. Each Judge, based on his/her subjective evaluations of Aggression, Control, Damage and Strategy, will vote for the Bot they think won the Rumble.

b. If one Bot receives more votes than any of the others, it will be declared the Rumble Winner.

c. If there is a Judge's tie between two or more Bots, a BotsIQ Executive Officer will break the tie by adding his or her vote.

## 7.7 Disqualification and Forfeit

### 7.7.1 Complying with Officials

During a Match, any Team Member who deliberately fails to comply with any Referee's instruction will automatically have his/her Team and Bot Disqualified.

### 7.7.2 Disqualification

If a Judge or Referee observes a safety or technical violation, he or she may declare a Timeout to discuss the matter with all of the BotsIQ Judges. If the Judges reach a unanimous decision, they can collectively disqualify a Bot.

### 7.7.3 Operators/Drivers

If a Referee observes disruptive or other inappropriate behavior by a member of a Team, the Referee can call a Timeout to instruct the Team member to leave the Arena platform. If the affected Team member is an Operator/Driver, the Bot will be declared to have lost by Forfeit.

## 7.8 Head Referee Decisions

Head Referee may at any time, including during a Match, disqualify any Bot that he or she believes to have committed a safety or technical violation.

# RULES ENFORCEMENT



## 8.0 Rules Enforcement

### 8.1 Rules Compliance

In all matters of compliance with these Competition Rules and Procedures, and any applicable civil or criminal laws, BotsIQ and its Executive Officers reserve the right to Disqualify a Bot or to warn, fine or expel any Team or individual Team member.

#### 8.1.1 Team Responsibility

The action of any single Team member is considered to be the responsibility of the whole Team. If any individual Team member is found to be violating one or more requirements of this document, the Team as a whole may be warned, Disqualified or Expelled.

#### 8.1.2 Disqualification

Disqualification applies to a single Bot. If a Bot is Disqualified, the Bot can no longer compete at the Competition. The Team must vacate its Pit Table and must also turn in all their Team ID cards.

Note: BotsIQ Inc. will endeavor to modify the Competition elimination placement to compensate for any win nullification, but cannot make any guarantees.

#### 8.1.3 Team Member Expulsion

If any Team member is Expelled, he or she must leave the Competition premises for the duration of the Competition. In addition, any expelled Team member will not be eligible to compete in any BotsIQ Competition for a period of one year from the date of Expulsion.

#### 8.1.4 Adult Supervisor Expulsion

If an expelled Team member is an Adult Supervisor, the entire Team and its Bot(s) may be Disqualified.

#### 8.1.5 Team Expulsion

If an entire Team is Expelled, team members must turn in their Pit Packet and Name Tags and leave the Competition premises for the duration of the Competition. In addition, the Team's Bot will be barred from any future BotsIQ competition, and all Team members will not be eligible to compete in any BotsIQ Competition for a period of one year from the date of Expulsion.

### 8.2 Serious Offenses

Certain offenses are so serious that BotsIQ Inc. reserves full Expulsion rights.

#### 8.2.1 Criminal Activity

If a person at a BotsIQ Competition is found to be in apparent violation of any Federal, State or local criminal laws, that person will be expelled and turned over to local authorities.

#### 8.2.2 Sabotage

"Sabotage" is defined as the deliberate tampering with a Bot without the specific authorization of that Bot's Team. If any Team member is determined to have engaged in Sabotage, that person will be expelled.

#### 8.2.3 Counterfeiting

If any Team member is determined to have counterfeited a Name Tag or any other BotsIQ entry passes or tickets, that person will be expelled.

#### 8.2.4. Safety Inspection

If any Team is determined to have circumvented or bypassed any required portion of the Safety Inspection process in order to obtain a satisfactory status, the Team may be Disqualified.

### 8.3 Repeated Warnings

Occasionally, a Team may do something that fails to adhere to the requirements of these Rules and Procedures. When that happens, the Team will receive a warning from a BotsIQ Official. However, if a Team is repeatedly warned for the same violation:

- a. On the first warning, the Team has the violation explained to them, and is told that it must not occur again.
- b. On the second warning for the same offense, the Team will be told that they must not commit the same offense again, or they will be Disqualified.
- c. On the third warning for the same offense, the Team and its Bot(s) may be Disqualified.

# APPEALS



## 9.0 Appeals

### 9.1 Appeals

For certain serious matters involving the decision of a BotsIQ Executive Officer, a BotsIQ Team may file an Appeal.

#### 9.1.1 Right to Appeal

A Team may file an Appeal for the following:

- a. Disqualification due to repeated warnings.
- b. Disqualification due to a safety violation.
- c. Disqualification due to a technical violation during a re-weigh/re-inspect.

### 9.2 Appeal Procedure

The Appeal requirements and procedures are as follows:

- a. The Appeal must be presented to a BotsIQ Official or directly to a BotsIQ Executive Officer.
- b. The written Appeal should state the case of the appealing party in concise and direct terms.
- c. After receiving the Appeal, the BotsIQ Executive Officer may consult other parties in the matter, and will render a final decision after the time the Appeal was received.

### 9.3 Final Decision

On all Appeals, the decision of the BotsIQ Executive Officer will be final and not subject to further Appeal.

# **PART 2: COMPETITION PROCEDURES**



# **COMPETITION ENTRY**



## A. Competition Entry

### A.1 Registering for the Competition

To compete in a BotsIQ Competition, each QYO has to complete, sign and submit any and all entry and release forms as requested by BotsIQ. The procedure uses an online Competition Registration System as follows:

#### A.1.1 Complete this year's Competition Application

Fill out the online registration application that is provided on the BotsIQ website and submit the information to the BotsIQ Staff either electronically, mail or fax (see "PART 1: 1.6 CONTACTING BotsIQ").

#### A.1.2 Participant's Liability Forms

Each BotsIQ Participant is required to submit the Event Liability & Social Media, Video, and Photo Consent Form to BotsIQ.

### A.2 Special Requests

If you want a Pit Table next to another Team or would like some other special accommodation, contact an BotsIQ Staff member as soon as possible. BotsIQ will try to accommodate reasonable requests but makes no guarantees.

### A.3 Pre-Event Notification

Exact details of Competition procedures (seeding, byes, etc.) will be announced prior to the event, either by posting on the BotsIQ website, and/or by direct e-mail to the Teams.

If a Team has entered a BotsIQ Competition and has been accepted, the Team must check its e-mail and the BotsIQ website often.

### A.4 Proof of Bot Viability

If a Team's Bot has not previously competed in a previous BotsIQ Competition, BotsIQ may require that the Team prove, one month in advance of the Competition, that the Bot in fact exists and is capable of competing. This proof may be in the form of a video, a QuickTime file, photographs or other methods of demonstrating the existence and viability of the Bot.

# REGISTRATION CHECK-IN AND SET-UP PROCEDURES



## B. Registration Check-In and Set-Up Procedures

### B.1 Arrival and Parking

For all Team members:

- a. Please try to arrive punctually, as this will help speed the check-in process. Check-in will be done on a first-come, first-served basis.
- b. Park in designated areas only. Be aware that a Team may have to move its' vehicle(s) at the direction of a BotsIQ Official, a Security officer or the Fire Marshal.
- c. Please do not unload the Bot until after the Team has registered at the Check-In table.

### B.2 Check-In

Signs will indicate the location of the Check-In table.

- a. One Team representative and a Team Advisor will go to the Check-In location and be ready to provide information about the Team and Bot.
- b. During check-in, the BotsIQ person will confirm that the Team's entry information is in good order. The Bot's name, Team member names, Team Liability forms and other information will be verified.
- c. During Preliminary competition, Team's documentation is required to be turned in for review and will be checked for completion at the Check-In table. If the Team's documentation is not turned in for review, the Team will not be allowed to compete. If the documentation is not complete, the Team will be asked to complete the documentation before they are allowed to compete. The BotsIQ person will use the "Go/No-Go" document, which can be found on [www.botsiqpa.org](http://www.botsiqpa.org), to confirm the Team's documentation completion.
- d. A Team's final documentation will be submitted at the Final competition.
- e. When all the information has been confirmed, the attendant will present the Team's Pit Package.
- f. A Team is required to have an extra copy of its' Bill of Materials and Safety Plan available upon inspection at its' Pit Table.

### B.3 Pit Package

The Pit Package contains some or all of the following items:

- a. Pit Table Number -- This is the number of the Team's assigned Pit Table. Once this number has been assigned, it cannot be changed.
- b. Pit Map – A map to help the Team locate its Pit Table and other important areas.
- c. Team Name Tags – All members of a Team must wear their green Name Tags at all times while in the Pit at the Competition.
- d. Voting Sheet – This form allows the Team to cast their vote for their favorite Bots. Submit the voting sheet to the Information Table no later than the time specified on the sheet. Only one sheet can be submitted per Bot Team.
- e. Parking Passes – Depending upon the event location, the Team may need parking passes for its vehicle(s) for use during the Competition. Vehicles without passes may be turned away or towed.
- f. Safety Checklist – The first page of this form explains what to do to prepare for the Internal Inspection. The second two-sided sheet is the checklist that will be used by the Inspector when he or she performs the Internal Inspection on your bot.

### B.4 Moving Bots to Pit Area

After completing check-in, locate the Team's assigned Pit Tables (consult the pit map for assistance), unload the Bots and move them into the Pit Area.

At all times, and especially when transporting the Bot, all sharp edges and motion hazards must be protected with Safety Covers and Restraints as defined in the BotsIQ Technical Regulations. The covers/restraints must remain attached except when the Bot is inside the Arena or Test Box, or during specific servicing of the covered/ blocked component.

### B.5 On-Deck Table

An Information table will be set up for the following:

- a. For you to inform Officials if the Bot is unable to compete on schedule due to problems.
- b. For you to report security, safety and procedural violations.
- c. To ask scheduling and/or procedural questions.
- d. As the place to turn in Voting Sheets and other forms.
- e. Lost and Found.



# THE PIT AREA



## C. The Pit Area

### C.1 Pit Layout

The Pit Area is set up with rows of worktables. Pit tables come equipped with 110v AC power outlets, and the Pit Area has overhead lighting. Each Team may need to supply its' own power strips and any additional work lights that they require.

Teams are responsible for bringing all tools necessary to maintain and repair their Bot. However, if the Team brings any large industrial tools, it may not be able to use them in the Pit Area and will need to store them in their vehicle(s) when not in use. Teams should coordinate and cooperate with their pit neighbors regarding the use of pit space, lights and power outlets.

### C.2 Pit Area Rules

Keep in mind the following Pit Area rules, as defined in "3.0 PIT AND TESTING AREA RULES":

- a. Safety glasses must be worn by all people standing near or working on a Bot.
- b. All Bots must be supported off their wheels or legs, for runaway protection.
- c. All Safety Covers and Restraints must be installed.
- d. An Adult Supervisor must be present when any work is done on the Bot
- e. No flammable liquids.
- f. Pressure tanks must be installed in a Bot or else stored in a container.
- g. Hydraulic systems must be unpressurized.
- h. No welding or grinding.
- i. No Bot Activation or testing.
- j. No smoking, drinking, drugs or unruly behavior.

### C.3 Pit Hours and Security

BotsIQ will endeavor to keep the Pit Area open as long as possible. However, the Pit Area may close at opening ceremonies and at night. The Pit Area hours of operation will be announced by BotsIQ prior to the Competition.

Teams are responsible for the safekeeping of their own equipment. BotsIQ will not be responsible for any Team items lost or stolen from the Pit Area, the parking lot or anywhere else in the Competition venue.

### C.4 Fire Extinguishers

Fire extinguishers are located at each Arena. Every person acting as a Pit Crew member should locate and make note of the positions of the extinguishers closest to the Team's Pit Table. If you do not know how to operate and use a fire extinguisher, ask a Referee or other BotsIQ Official to explain the procedure.

### C.5 Hazardous Waste Disposal

Specific containers will be provided for the disposal of hazardous materials. You must use these at all times when disposing of fuels, oil, hydraulic fluid, damaged batteries and metal clippings.

Disposal in other areas in violation of local ordinances and/or state and federal codes can result in the Disqualification of your Team and its Bot(s).

### C.6 Team Seating Area

For viewing Matches, there may be special Team Seating Areas for viewing the Arenas. Team members may have to show their pit pass to gain access. If public seating is available, Team members may sit in the Public Seating Area. However, if the Public Seating Area becomes crowded, Teams must sit in the Team Seating Area.

### **C.7 Unnecessary Pit Personnel**

To minimize pit crowding, BotsIQ asks each Team's cooperation in limiting their Team members to no more than 6 people at any given time. If someone on the Team has nothing to do, they should move outside the Pit Area.

### **C.8 Cameras and Video**

Multiple production companies, media and press may videotape the proceedings, including the Pit Area. They may wish to interview people on camera. Please be courteous and accommodating.

# **SAFETY/TECHNICAL INFORMATION**



## D. Safety/Technical Information

### D.1 Preparing for Safety/Technical Inspection

Prior to arriving at the competition, the team must read and review all safety and technical documents distributed by BotsIQ. After the Team has settled into its pit space, the Pit Crew should next prepare the Bot for Safety/Technical Inspection. The specific rules regarding Safety/Technical Inspection are described in “5.1 THE SAFETY/TECHNICAL INSPECTION”. Note that:

- a. Inspection hours will be specified prior to each event.
- b. Read and follow the instructions on the inspection checklists you are given.

A Team’s Bot will not be inspected if all sharp points and edges are not covered as defined in the BotsIQ Technical Regulations

### D.2 Safety/Technical Inspection Procedure

The Safety/Technical Inspection is typically performed in two stages: The Internal Inspection and the Functional Test. A general description is given below. A more detailed Safety/Technical Inspection description is given in section “5.0 BOT SAFETY RULES” and Part 3 of this document.

### D.3 Internal Inspection

The Team members remove the Bot’s outside covers to expose all of the internal systems. For this stage of the inspection:

- a. Where necessary, safety covers and restraints must be installed.
- b. The Bot drive and weapons systems must be completely Deactivated.
- c. Any fuel tanks should be completely empty.

When the Bot is ready for Internal Inspection, the Team notifies the Safety Administrator. When an Inspector is available, he or she comes to the Bot’s Pit Table. The Inspector checks that all internal components are safe and comply with the requirements of the BotsIQ Technical Regulations.

### D.4 Functional Testing

If the Bot passes the initial Internal Inspection, the Team prepares the Bot to put it in the exact condition that it will be when it competes. Preparation includes:

- a. Installing all components, covers and armor.
- b. Adding fuel, oil and/or hydraulic fluid, as necessary.

When the Bot is ready for Functional Testing, the Team notifies the Safety Administrator. Functional Testing usually takes place in a special Test Box.

### D.5 Team and Bot Photos

At any time when your Bot is completely assembled, take it and the rest of your Team to the photography area to have your Team and Bot photos taken. Note that it may be a requirement to have your Team and Bot photos taken.

### D.6 Weighing

When the Bot has been configured for battle, it is weighed using the requirements defined in “PART 1: 5.5 BOT WEIGHING”. The covers and Restraints may be temporarily removed at the direction of a Safety/Technical Inspector, when necessary for weighing.

The Bot can be weighed at any time during the Inspection, but it is usually weighed just prior to the Functional Testing. Safety/Technical Inspection always has priority on using the scales. However, the BotsIQ scales may be used for checking your Bot’s weight anytime that they are not being used for a Safety/Technical Inspection.

### D.7 If the Bot Fails Inspection

If the Bot fails any phase of the inspection, the Team must fix the problem(s) and request re-inspection during scheduled inspection times. If there are a few minor problems, the Team will typically be given a form that specifies the inspection phase and what needs correcting. If there are several problems, or if any problem fix will require significant modifications, the Team will have to fix the problems, then return for a new complete Inspection and Test.

### D.8 Inspection Notes

During Safety/Technical Inspection, be aware of the following:

- a. The Safety/Technical Inspection is intended to determine if the Bot, as initially entered, appears to comply with the Technical Regulations. It does not protect the Bot from later being inspected and disqualified for a rules infraction.
- b. If there are any features or modifications on the Bot that any Team members suspect may not be allowed, he/she should point them out to a Safety/Technical Inspector.
- c. Avoid wasting time by making sure that the Bot will comply with the Safety/Technical Inspection procedures before having it inspected. If the Bot fails one part of the Inspection, your Team will be put on the list behind all the others who are waiting for that Inspection stage.

Just because some feature of your (or some other) Team’s Bot was allowed at a previous Competition does not mean it will be allowed this time. If a Bot does not comply with the requirements of the latest revision of the BotsIQ Technical Regulations, it will not be allowed to pass Safety/Technical Inspection.

### D.9 Welding/Grinding Area

No Welding or grinding can take place in the designated working Pit Area. If you are using this area:

- a. Always wear approved safety glasses or a full face-shield. This is not optional.
- b. When grinding, position yourself such that no sparks are thrown in the direction of other people, or outside the Welding/Grinding Area.
- c. All arc welding and torch cutting must be shielded from others. People unfamiliar with welding and torch cutting may not be aware of the dangers of watching.

### D.10 Bot Testing

Specific areas, called Test Boxes, will be provided to test your Bot when they are not in use by a team completing Safety Inspection. When using such a Test Boxes, always abide by the following:

- a. You must at all times be accompanied by an authorized BotsIQ Official, and comply with all of his or her instructions.
- b. When transporting the Bot, all Safety Covers and Restraints must be installed.
- c. Do not activate the Bot until it is in the Test Box.
- d. Completely Deactivate the Bot before removing it from the Test Box.
- e. Comply with all radio-use procedures.
- f. Comply with any requests of BotsIQ Officials.

Absolutely no riding or carrying of passengers on Bots is permitted. Violators may have their Team and Bot(s) Disqualified.

# GENERAL MATCH PROCEDURES



## E. General Match Procedures

### Overview

This section describes the general Match procedures used at BotsIQ Competitions. Various factors may require changes to the procedures described below. Consult the BotsIQ website for any Competition information. Also, during the course of the current Competition year there will be one or more mandatory-attendance meetings to describe any procedural changes, and to reiterate the important existing procedures.

### E.1 Instruction of Officials

Unexpected events may require last-minute changes in the procedures. Therefore, Team members must always follow the instructions of BotsIQ Officials at all times.

### E.2 Know the Team's Schedule

When competing at a BotsIQ Competition, key Team members must be constantly aware of their Bot's fight schedule. Use the following guidelines:

- a. Individual Match schedules will be posted at the beginning of each Competition session. BotsIQ will post Bout schedules on both paper and computer displays.
- b. Keep in mind that the schedules are approximate and the order of the Matches may change. Always have someone at your Pit Table at least 60 minutes before your next posted Match time.
- c. During the Competition, the Pit Coordinators will need to know where key Team members are in order to alert your Team to an upcoming Match and escort the Bot to the Queuing Area. Every Team should have at least one Team member present at its Pit Table at all times. If no one is at the Pit Table, there must be a clearly visible note on the Pit Table indicating where key Team members can be found.
- d. If a Team's Bot is scheduled to fight and a BotsIQ Official cannot find key Team members, the Team Forfeits the Match. Please keep the Bot's fight times in mind and remain visible to BotsIQ staff.

### E.3 Time In Between Bouts

- a. In Bouts, Bots are guaranteed only 20 minutes between bouts (post-bout interview time and time spent for re-inspect is excluded). Therefore, any routine maintenance on the Bot should take no longer than 20 minutes (especially battery charging and/or replacement).
- b. If the Bot is not prepared to compete when its next bout is up, it may be required to Forfeit. However, in some cases a Team may be able to reschedule the bout. See "PART 1: 6.4.6 MATCH POSTPONEMENT" for more information on this.
- c. There is no guarantee of a minimum time between Bouts and Rumbles.
- d. As the Competition moves into the final eliminations, the time between Matches will generally become shorter.

### E.4 Unable To Compete

If the Bot is non-functional and the Team knows it will be unable to compete in a Match, notify a BotsIQ Official. This will help the scheduling and spare your opponent unnecessary effort.

### E.5 Team Members on the Platform

There can be a maximum of 5 people from one Team present on the Arena platform during a Match. This would include any adults, Operators/Drivers and Strategists from the team.

### E.6 Pre-Match Queuing Area

As the Match time approaches, Pit Runners will escort Team members and the Bot from the Pit Area to the Arena Queuing Area. Be aware of the following:

- The Bot must be fully Deactivated when moving it from the Pit Area to the pre-Match queue.
- All Safety Covers and Restraints must be installed on the Bot while moving it from the Pit Area to the Queuing Area.
- There may be mandatory or random weighing of Bots either as they exit the Pit Area, or prior to the staging for battles.

### E.7 Pre-Match Staging Area

Just prior to the Match, the Bot will be moved from the Queuing Area to the Staging Area just outside the Arena. There, the Team members and Platform Crew will wait until it is time for the actual Match. Note that:

- The Bot must remain fully Deactivated.
- A BotsIQ Official will assign each Team's Bot a starting location, either the red or blue square. Listen carefully and note the positions.
- Notify the Referees if the Bot has a special feature or characteristic that could be hazardous to the Referees in the Arena.
- Keep the transmitter off and do not remove any Safety Covers or Restraints.

### E.8 Entry to the Arena

When moving the Bot into the Arena, always follow the direction of the Referees. If you are involved in transporting and Activating the Bot, proceed as follows:

- Move the Bot up the steps and into the Arena. Watch your footing inside the Arena.
- Place the Bot in either the Red or the Blue square as instructed by the Referee.
- Remove any Safety Covers and Restraints and make sure that all non-essential personnel are outside the Arena.
- Activate the Bot, as you should have practiced many times before.
- If you cannot Activate your Bot, or if there is some other problem, you may be able to Postpone your Match (if allowed), or else compete with a non-functioning Bot part.
- Once the Bot is Activated, exit the Arena. If you are part of the Team members proceed to your respective driving platform outside the Arena. Otherwise exit the immediate Arena area.

### E.9 Referee Preparations

While the Bot is being setup in the Arena, the Referee should be taking its' place on the platform just outside the Arena. If you are an Operator/Driver, proceed as follows:

- Go to the platform on the side of the Arena where your Bot is being started.
- Do not test any part of the Bot until the Referees have locked the Arena doors, and have given the all-clear signal.
- The Referee will confirm control with both teams, then your Bot should be completely motionless.
- Your Referee will ask if you are ready. When you are, respond "Yes" or "Ready".
- When both Team Operators/Drivers have affirmed their readiness, the Referees will start the countdown.
- The Bot must remain motionless while the Red light is turned on.
- The Match begins when the Red light turns off and the Green light turns on, or on the Referees' verbal signal that the Match has begun.

### E.10 The Match

Terms for Matches are defined in "6.0 MATCH DEFINITIONS". However, from the perspective of a Team member, here are some possibilities:

- Fault – If either Bot started moving before the green lights turned on, this is a Fault, and at the discretion of the Judges or Referees, the Match may be halted and restarted.
- Restart – A Restart begins with the Bots back in their starting positions and motionless. Usually, the Referees will verbally restart a Match.
- Pinning/Lifting – If your Bot is pinning or lifting the opponent Bot, the Referee will ask your Operators to release it after 20 seconds. They must comply or your Team can Forfeit the Match.
- Tap-Out -- If the Bot becomes disabled, and you want to end the Match to avoid further damage, tell the Referee "Stop the Match" or "Tap-Out". The Referee will ask the entire Platform Crew to confirm. If you all say "YES", your Bot loses and your Team's Operators must release their controls.
- Opponent Tap-Out – If a Referee reports that your opponent has confirmed a Tap-Out, show good sportsmanship and refrain from any further attack.
- Incapacitation – Your Bot must show that it is Responsive at least every 20 seconds, or it may be declared Incapacitated.
- No Contact – If your Bot does not make physical contact with the other Bot the Referees can stop the Match, and you could lose.
- Bot Stuck – If your Team's Bot is entrapped on the arena floor, under an arena rail or on another Bot, your Operators have 20 seconds to get it unstuck, unless the Match ends sooner. A Team is allowed ONE unstuck from the Referees per Bout.
- Opponent's Bot Stuck – If the opponent Bot is entrapped on the arena floor or under the arena rail, you are not prohibited from using your Bot to free it, if you want to keep fighting.
- Both Bots Stuck -- Matches will be paused to free Bots if they become stuck together, or are simultaneously stuck on the Arena.
- Disqualification – If any BotsIQ Official, Referee or Judge observes the Team members or the Bot violating a BotsIQ rule, your Team and Bot(s) may be Disqualified.
- Disruptive Behavior – If the Referee observes that you are exhibiting disruptive behavior, he or she may instruct you to leave the platform. You must comply immediately or your Team and Bot(s) may be Disqualified.

### E.11 Match Conclusion

At the conclusion of the Match, the Team members should stay on the driving platform and turn off their transmitter. The Team members must wait until the Referees have determined that the Arena is safe for reentry. When the Referees indicate that it is safe, the Team members may:

- Enter the Arena and immediately perform the Deactivation sequence to safely turn off the Bot.
- Install all Safety Covers and Restraints.
- Check for any damage that may render the Bot unsafe. If they find such damage, they must notify a Referee immediately.
- Remove the Bot through the exit door, as directed by the Referees.
- If possible, you should remain near the Arena for the winner announcement and post-match interview.

### E.12 Winner Announcement

The winner will be announced by the Judges holding up either red or blue paddles to indicate which Bot won the Match.

### E.13 Return Bot to the Pit Area

Before taking the Bot back to the Pit Area:

- a. Team members should check that any sharp edges or corners caused by battle damage are temporarily covered using tape, cloth or other makeshift means.
- b. If a BotsIQ Official suspects that your Bot may be unsafe as a result of combat damage or incomplete Deactivation, they may ask to immediately inspect the Bot before you move it back to the Pit Area.
- c. Place the Bot on its carrier before moving it back to the Team's Pit Table.

All Safety Covers and Restraints must be installed on the Bot while moving it from the Arena area to the Pit Arena.

# PART 3: SAFETY AND TECHNICAL INSPECTION



## Safety and Technical Information

Safety and Technical Inspection is done in three steps: The weighing of the Bot, Internal Inspection and Functional Testing.

### Internal Inspection

#### 1. Check-in and Set Up Your Pit Table

- a. When you arrive, check in at the registration table and bring along your team's Pit Package
- b. Unpack and/or check over your Bot for any shipping damage and set up your Pit Table. Have an extra copy of your Bill of Materials and your team's Safety Plan, as it is required to be on your table in the pits.

#### 2. Test-Weigh your Bot

- a. It is a good idea to weigh your Bot (or all its parts) on an official Bots scale to verify that it's not overweight. Use the designated testing scales to test your Bot's weight.

#### 3. Prepare your Bot for Inspection

- a. Next, prep your Bot for Inspection at your Pit Table.
- b. You'll need to remove some or all of the external panels to expose the interior components. You don't necessarily need to completely disassemble the Bot, but the Inspector has to be able to clearly see all the components.
- c. If the Bot has a pneumatic system, completely depressurize all your tanks, including any spare tanks.
- d. Keep all safety covers and restraints on, if possible.

#### 4. Proceed to the Safety Inspector Tables for Inspection

##### a. Step One: Weighing

- i. If your Bot is over the 15.000 lbs requirement proceed to either your Pit Table or the working pit to make your bot underweight.
- ii. If your Bot is meets the weight specifications, you will be moved to Step Two: Internal Inspection

##### b. Step Two: Internal Inspection

- i. If items need to be corrected, proceed back to your Pit Table to fix the problems and get back in line to begin safety inspection at Step One.
- ii. If your Bot passes Internal Inspection, you will be moved to Step Three: Functional Testing.

##### c. Step Three: Functional Testing

- i. For the Functional Test, your Bot should be configured as it will be at the start of the match.
- ii. Check/charge the primary power batteries. Check/charge any secondary power batteries. If the Bot has a pneumatic system, go to the Refill Area and get the pressure tank(s) filled.
- iii. Be sure to attach all safety covers and restraints.
- iv. If items need to be corrected, proceed back to your Pit Table to fix the problems and get back in line to begin safety inspection at Step One.
- v. Once you pass the Functional Testing, you are now eligible for the competition matches. Your Bot must go through Steps One through Three of the Safety/Technical Inspection before every match.

ONCE YOUR BOT HAS PASSED INSPECTION, WORK CAN NO LONGER BE DONE ON YOUR BOT.

## Version History

Ver. 1.0 Original Issue

Ver. 1.1 changes not found (info needed)

Ver. 1.2 Section 6.2.2m Section Modified

Ver. 1.2 Section 6.4.3 Section Modified

Ver. 1.2 Appendix E.10h Section Modified

Ver. 1.2 Appendix E.10i Section Modified

Ver. 1.3 Section 3.2 Section 3.2.2 Added

Ver. 1.4 Section 1.6 Contact Information Updated

Ver. 1.4 Section 8.2.4 Section Modified

Ver. 1.5 Section 3.1.5 Section Modified

Ver. 1.5 Section B.5 Section Name Changed

Ver. 1.6 "SWPA BotsIQ" changed to "BotsIQ" across entire document

Ver. 1.6 Section 1.3.1 Section Modified

Ver. 1.6 Section A.1.2 Section Modified

Ver. 1.6 Section B5 Section Modified

Ver. 1.6 Section C4 Section Name Changed, Section Modified

Ver. 1.6 Section C6 Section Modified

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