Game Rules (2019)

Special Olympics Washington
Unified Robotics

Rule changes for the 2019 season are highlighted in yellow.

Game Description

Teams compete together in a friendly version of a sumo wrestling style 'Battle Bot' contest. Two teams compete in a three foot diameter ring with the objective of pushing the opponent robot out of the ring. The ring is defined as the inner white region bounded by a 4.5 inch black circle. The black circle is considered out. A robot is considered "out" and having lost the match when more than half of the main body of the robot has been pushed onto the black ring.

Game Philosophy

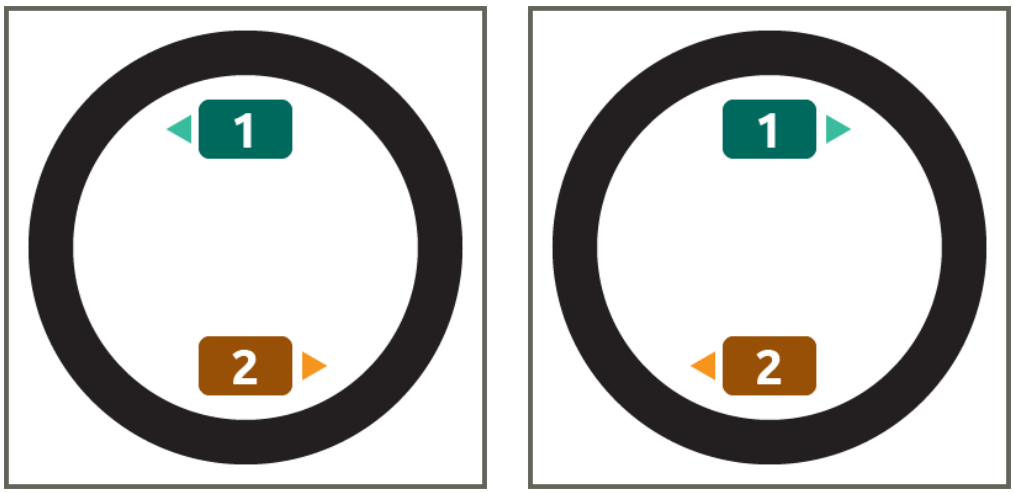
The primary goal is for the students to be engaged, challenged, and have fun. While we want to create an even and equitable playing field and experience, we need to understand that many of the students have varying levels of intellectual, physical and social disabilities. As such we need to be flexible and accommodating with the rules. When in doubt, err on the side of accommodation and grace.

Robot Structure

- The challenge has been there are multiple versions of the kit available for purchase and contents can tend to vary significantly. Because many schools have limited budgets we have been flexible on this matter.
- For the 2019 season, robots cannot be larger than an 8 x 8 inch piece of paper. At the championship, referees will be checking to make sure robots abide by these rules.

Match Setup/Start

- Robots start the match on opposite sides of the ring, facing opposite directions. Both robots must be inside the ring, close to the edge.
- The first team called up for a match get to choose starting placement and orientation (facing in either a clockwise or counter-clockwise direction). The second robot must place on the opposite side of the field facing in the opposite direction.
- Give teams about one minute after being called to the field to report to the field and begin setting up their robots. If a team does not report to the field within one minute they forfeit the match.
- Teams are given sufficient time to select the program to run and get robot brick menu to the ready to run state, i.e. one more button push starts the robot.
- Student starting the robot must be situated behind the robot so that the robot sensors do not detect and start chasing the student once started.
- It is preferable that only the athlete student come to the ring to setup and start the robot, however if the athlete student requires help/guidance the partner student is allowed to assist.
- The teams indicate readiness to start the match by giving the Referee a thumbs-up signal.
- The Referee starts the match by counting down 3-2-1-go! When the Referee says "GO" the teams start their robots and **immediately** move at least three feet away from the field so that the robots do not detect and chase the students.



Matchplay

- Once the robot is started, teams are not allowed to touch their robot until requested by the Referee (match is over).
    - It is not unusual for a student to have difficulty starting their robot. This can be especially true for students with disabilities. If the team member is having a difficult time starting their robot, allow them to continue until they get the robot started. The Referee may need to assist. If in the process either robot starts to chase a person at the ring rather than the opponent robot, stop the match, reset and restart.
- As soon as the robot is started, the team member must move at least three feet away from the field. The student should move away in a direction that avoids either robot from detecting them.
- The match is over when one of the robots is pushed so that more than half of its main body is onto the black ring.
    - If the robot has long attachments, the Referee will make the judgement based on the main part of the robot. The main part of the robot is typically the section housing and supporting the brick (the LEGO controller module).
    - It is not unusual for the robots to become locked together, spinning in a circle. If this happens, watch for progress being made toward the ring edge. If the robots are not making progress toward the edge for more than fifteen (15) seconds, restart the match. If the condition persists, restart with the robots starting in a different orientation. It may require starting the robots pointed directly at each other to get a clean match.
    - It is not unusual for a robot (especially a large robot) to rotate more than half of its main body onto the black during normal operation. In other words, it goes onto the black without being pushed by the other robot. While technically this robot is out, we are looking for contact and one robot actively pushing the other out. Unless the robot simply drives out of the ring, if the robot has not been pushed out by the other robot, allow match play to continue.
- There may be circumstances where a tie occurs and, for the qualifying rounds in the tournament, require tiebreakers. The method for tiebreaking will be as follows:
    - Tiebreakers will first be broken by reviewing a previous match where the two same teams competed. The winning team of that previous match will progress to the final rounds.
    - If the previous match ended in a tie, the average win time will be used for the tiebreaker. The team with the shortest average win time will progress to the final rounds.
    - If both teams' average win times match, the team with the most chronological wins will progress to the final rounds. For instance, if one team won the first four matches while the other team won only the first three matches, the team with four wins will continue on with the tournament.