

Sumo Battle Rule Sheet

Sumo Battle Setup

- All rovers start inside the arena with backs facing the centre of the ring.
- All competitors must start their code at the same time on the referee's call.

Sumo Battle Rules

1. Nobody is allowed to interfere with the rovers besides the referee.
2. The battle is over once all but one rover is defeated. The final rover in the ring is declared the winner.
3. The referee can call a stalemate if rovers are in an unwinnable situation for 10 seconds. The referee can either restart the match or declare a draw.
4. A rover is defeated when one of the following conditions are met:
 - It has been knocked out
 - It has been incapacitated.
 - It is disqualified by the referee

The referee will remove rovers from the battle once they have been defeated.

What is a Knockout

When the majority of the rover's is outside the arena. The referee decides when a knock has happened.



What is Incapacitation

A rover is considered incapacitated if:

- The rover is unable to move on its own, e.g. tracks fallen off or obstruction from attachment
- The rover's program has stopped running.

What is a Disqualification

The referee can disqualify a rover if the rover's code does not move. The rover must attempt to battle while in the match.