# Robotics SUMO Rules

A Lego sumo competition is when two autonomous Lego robots try to push or flip each other outside of the circular ring. The first robot to touch the floor outside of the ring loses the bout. While pushing may appear the best way to win the bout, flipping, lifting, and disabling its opponent are effective methods to gain control of the robot in order to push it over the edge.

Robot Requirements

· Robot cannot exceed two pounds
· Robot must fit in a 1' x 1' frame

SUMO Set Up

· A coin flip will decide which direction the robots face and then alternate each bout
· robots are placed parallel to each other and facing opposite directions, just outside the dark grey lines
· Each team has one representative to push the start button and move back from the ring
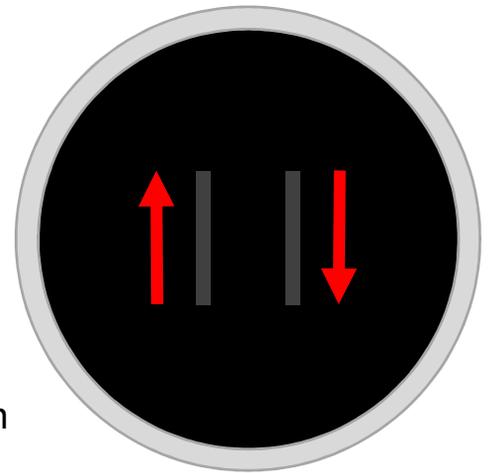
SUMO Match Rules

· Each Match is three bouts – best 2 out of 3
· no winner after three bouts, the match is considered a draw
· Win = 7 points, loss = 0 points, draw gives both teams 3 points
· Robot MUST wait 3 seconds to make any motion after the button is pressed
· The first motion the robot makes must be to move forward
· Combat continues until: A robot touches the floor or the bout is over (one minute)
· robot loses the bout if any part touches the floor
· Hanging on the edge is not out – It must touch the floor
· If any parts fall off a robot, it is left on the mat until the end of the bout, then given to the rep. It may not be put back on until after the match is completed
· A robot commits 'suicide' if it puts itself over the edge – the opponent wins that bout
· If robots get entangled, both team reps can agree to stop the clock, disentangle the robots, and restart the bout with the time remaining

ROBOTICS