

38th ROBO-ONE/Light/~~auto~~ Remote Competition Rules

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1. The purpose of this Regulation

If the ROBO-ONE event cannot be held properly for measures to prevent infection of the new Coronavirus, the rules for the remote competition established in conjunction with the ROBO-ONE/ ROBO-ONE Light/~~ROBO-ONE auto~~ competition rules.

2. Competition location and method

The players and robots participating in the competition use “Zoom conference system” to perform the competition specified at home or in an acting-capable isolation space, where the referee and judges determine their victory or defeat in the preliminaries and the finals.

By the ROBO-ONE competition rules, it is not necessary for player to be more than 30 cm away from the field, but there should be no external disturbance such as impact on robots or dummies that could affect the examination. If it is determined that there is an impact, the referee or the judge may be instructed to be away from there. In addition, yellow cards or red cards may be issued.

3. Standards review

The robot standard must comply with the 38th ROBO-ONE competition rules.

Standard review of robots, the “Dummy robots”, rings, camera placement, and internet environment are carried out “remotely”. Also, if the referee or jury deems it necessary, a standard review will be conducted before, during, or after the competition. Players who have been instructed to review standards by the referee or jury shall indicate in the video that judges can confirm the indicated checks, such as weight measurement, dimensional checks, and walking checks using measuring instruments such as weight measurement scales(units: Kg, g) and scales (units: cm).

Robots that are not compatible with the standard review will be disqualified.

Battery checks are also carried out at the player's own risk. Also, in the event of ignition, take fire prevention measures such as preparing buckets and rags with water in the competition place.

4. Preliminaries

~~4-1. ROBO-ONE Light Remote Step lift~~

Rules

~~By the robot player,~~

~~To climb up and down a 5mm step in one minute.~~

~~-To move forward or backwards. To compete performing time to climb up and down 10 times.~~

~~-The top 32 robots will advance to the finals in order of shorter performing time. If it is not possible to decide by the time, the total number of up and down times is used.~~

~~-If robot falls during a series of ascending/descending movements, robot can get up and continue on the spot.~~

~~-Do not apply any tapes to the steps that go up and down.~~

Field

~~Any step(wood, acrylic, rubber, carpet, etc.) can be selected if the height is 5mm or more.~~

~~The step should be able to be measured by a measure. Mark the start position of your robot 50 cm away from the step with colored vinyl tape to visualize.~~

The flow of Preliminaries

~~The robot stands more than 50cm away to the step and starts at "start" signal of the referee. When you start, walk to the step. After that, climb the step, walk two steps, got off the step, and walk two steps.~~

~~You can set the attitude and orientation of the robot at the start freely.~~

~~After "Start position -> 50cm walk" is over,~~

~~(1) Climb and walk 2 steps~~

~~(2) Get off and walk 2 steps~~

~~Repeat the above. 1-time is the pair of the end of (1), (2)~~

~~"Walking two steps" except for the starting is possible on foot on the same spot.~~

~~Penalty~~

~~Red Card: Add 10 seconds to the result. If it has not finished 10 times, it will be minus 1 time.~~

~~Yellow card: Two cards make a red card.~~

4-2. ROBO-ONE /ROBO-ONE Light Remote Floor Exercise

Rules

The remote floor exercise performs the floor exercise qualifying remotely and evaluates it.

The robot performs on the spot. To perform more than 10 steps on the spot concerning "movement". The gait(walking appearance) is scored. We do not measure the time of movement.

All grading follows "the ROBO-ONE rules of the floor exercise" but does not determine the ranking according to the time.

Field

If it is difficult to prepare a large ring, it can be carried out on the table etc.

The flow of Floor Exercise

The player should call the performance name and its start. There is no need to wait for the referee's signal, and the player can proceed.

In addition, the flow of Floor Exercise follows the ROBO-ONE Competition Rules.

-Penalty

Red card: minus 1 point against the result.

Yellow card: Two cards make a red card.

~~4-3. ROBO-ONE auto Remote Defeat Target~~

Rules

~~Prepare the following two types of targets by player own, and your robot should identify the target automatically from a position 50cm away and take specified pose. This is carried out 10 times, and the top 16 robots will advance to the final in order of the highest number of goals scored. In the case of the tie, it recognizes three times, and the winner is the one with a short time until the third recognition is finished.~~

~~1. Prepare a 2L(liter) plastic bottle and create a "Dummy robot" in Figure 2 with wrapped a photo of the KHR-3V(Figure 3):~~

~~2. Prepare one other plastic bottle with green drawing paper wrapped around it. This is referred to as a "green bottle".~~

Field

~~Place the target at least 50 cm away from the robot.~~

~~Marking with vinyl tape in the position where the robot stands and where the target is placed more than 50cm away.~~

The flow of qualifying

~~Start the robot and stand up and place the target at least 50cm away in front of the robot in the order that the referee says.~~

~~1. When the "Dummy robot" is put out, walk two steps ahead(OK by stepping), punch with a~~

~~waist, and return to the original position.~~

~~2. When it comes to green bottle, open your arms and stand on one leg.~~

~~If you succeed the above, each one point is added. These performances should start within 3 seconds after the target is placed. If it is not possible, it is failure or 1-point deduction.~~

~~3. Remove the “Dummy robot” or green bottle from the front of the robot and lower your arm within 3 seconds and hold it in that state. If you are unable to hold your arm lowered, the point will be deducted one point.~~

~~-Penalty~~

~~Red card: minus 1 point against the result.~~

~~Yellow card: Two cards make a red card.~~

5. Final Tournament

5-1. ROBO-ONE and ROBO-ONE Light Remote Final Tournament Rules

“Dummy robots” are treated as well as regular opponents, and the match method follows the 38th ROBO-ONE competition rules.

However, the following corresponds “Remotely”.

(a). The final the tournament will be a 30-second, three-round points.

(b) Defeat the “Dummy robot” in Figure 1 with a valid attack in 30 seconds.

(c) The round shall end when you take “down”. After that, you can touch your robot or “Dummy”.

Compete round for how many points you can take in the 3 rounds.

(“Dummy robots” can be freely created by participants by referring the contents described in Figure 1.

However, you may not use anything that has a copyright, infringes on portrait rights or violates public order and morals.)

(e) When using "Owaza", declare the name of "Owaza" before starting the operation. When using a "Owaza" that is not on the "Owaza" list, declare the skill name of the relevant competition or the skill name that the judges can recognize. Also, copyright-related techniques cannot be used.

If the name of the technique is unclear, declare it as "OOWAZA". The judges will judge its effectiveness. If there is no declaration before starting "OOWAZA", it will be judged as not "OOWAZA".

Points

The normal one-down is one point. However, the “Owaza” deserves one down is two points, and the “Owaza” deserves two downs is three points.

- If a “Owaza” is successful, you will not be able to use the same “Owaza” again during the

match. A “Owaza” that fails in a round cannot be used in that round.

Field

Marking with colored vinyl tape to visualize in the position where the robot stands and where the target is placed 50 cm away.

The flow of the game

- The competition starts from the red corner. On the left of the tournament table is a red corner.

- Stand more than 50cm away from the “Dummy robot”.

- After the “Fight” calling of the referee and walk more than 3 steps to attack.

- If the “Dummy robot” down without your attack, it means that “Dummy” robot has slipped. Follow the referee's instructions and stand up the dummy robot by your hands in that place. However, the dummy robot shall be raised by the operator and should not be touched by anyone other than the operator, including the seconds.

Also, if you slip at the same time, you robot should get up within 10 counts as well as a slip of a normal game. **If robot cannot get up within 10 counts, the round will be scored 0 points and the round will end.**

- Rounds are performed alternately, and it ends when the victory or defeat becomes clear.

- If there is a tie, start the competition at the same time and measure the time until you take the down alternately, and the one who takes the down first will be the winner. However, if the number of seconds is the same, repeat the measurement.

- Penalty

Red card: minus 1 point against the result.

Yellow card: Two cards make a red card.

* A one-down penalty such as "acquisition of time" is equivalent to one red card at a remote event.

5-2. ROBO-ONE auto Remote Final Rules

The final tournament will be a 30-seconds, 3-round points. Defeat the “Dummy robot” with a valid attack in 30 seconds.

Compete against the dummy robot in Figure 2 to see how many points you can earn in 30 seconds and 3 rounds.

The round shall end when you took “down”. After that, you can touch the robot or “Dummy”.

Points

You can get points by taking “down” from a “Dummy robot”.

Points etc. will follow Robo-ONE/Light remote final rules.

If you defeat the green bottle, you will lose 1-point.

Field

Prepare the dummy robot and green bottle prepared in qualifying.

Start with three bodies, including your robot, set three at the top of an equilateral triangle of 50 cm or more.

The position of the dummy robot is indicated by the referee.

Marking equilateral triangles of 50cm or more per side with colored vinyl tape, etc. to visualize.

Flow of the game

The competition starts from the red corner. On the left of the tournament table is a red corner.

The competition will be proceeded red-and-blue alternately rounds.

Start the robot with the referee's ready signal and place the robot in the opposite direction to the target. The controller of the robot shall be in the visible position of the referee on the screen.

The referee's first instructions will start the attack with a signal that the player will hold out players hand in front of the robot. Start the clock (30 seconds) from this point, and the robot attack the “Dummy robot”.

-If the “Dummy robot” down without your attack, it means that “Dummy robot” has slipped. Follow the referee's instructions and stand up the dummy robot by your hands in that place. However, the “Dummy robot” shall be raised by the operator and should not be touched by anyone other than the operator, including the seconds.

Also, if your robot slips at the same time, your robot should get up within 10 counts as well as a slip of a normal game.

- If you knock down the green bottle, you do not have to put it back.

- Penalty

Red card: minus 1 point to the result.

Yellow card: Two cards make a red card.

* A one-down penalty such as "acquisition of time" is equivalent to one red card at a remote event.

6. Special rules for remote environments

6-1. About line delay and screen freeze

-If the referee and the judge cannot be judged due to line delay, it will not be recognized as valid.

-If there is a screen freeze associated with the network environment, wait 2 minutes and if it does not revive, the opponent's victory will be won.

-If it is revived, it will be re-start only for this round.

6-2. Camera and Mic Placement

-The camera should be fixed at a position where the entire competition can be seen easily.

-Camera images should be landscape screens.

- The distance is the place where the whole body of the robot enters.

- Do not affect vibration during the competition.

- The position and angle of the camera may be changed by the direction of the referee or the judges. Then, stop time at the referee's "wait" signal, change the camera position, and start with the "fight" signal.

Prepare the length of the adjusted stand and cable so that the height and angle of the camera can be changed. Not the PC fixed camera but a device that can be installed alone, such as a WEB camera is desirable.

-Because it will be delivered by broadcasting, please decorate the background nicely. Also, it is strictly prohibited to put anything that violates public order and morals within the range of the camera.

-Place the microphone where the operator's voice is easily heard. If it is difficult to hear, the referee and the judge will not consider this, although it may affect the examination.

6-3. About battery replacement

-Battery replacement per round is not allowed, for smooth progress.

6-4. When the robot rings out

-If the robot jumps out of the field and cannot re-start due to a step, etc., declare “ring out” to the referee. The referee's “OK” instruction can return the robot to the field. However, if the robot falls down, return it to the field in the collapsed state. Your robot should get up by itself during 10 counts. **If robot cannot get up within 10 counts, the round will be scored 0 points and the round will end.**

-If you violate this content, such as touching a robot without a declaration, it will be treated in the same way as a yellow card.

6-5. When the dummy robot, ~~green bottle~~ or robot is entangled

-If the robot and dummy robot get entangled, declare "clinch" to the referee. The referee's “OK” instruction allows the robot to be pulled apart by hand. Further, the torque can be turned off if necessary. After that, the dummy robot raises to the spot by hand. Your robot should get up by itself during 10 counts. **If robot cannot get up within 10 counts, the round will be scored 0 points and the round will end.**

-If you violate this content, such as touching a robot without a declaration, it will be treated in the same way as a yellow card.

38th ROBO-ONE
22nd ROBO-ONE Light
~~7th ROBO-ONE auto~~
Competition Rules



Drafted on **November 22, 2020** (changes from the previous version in **red**)

Revised on February 2, 2021

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Drafted: Biped Robot Association



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Participation Flow for **38th ROBO-ONE** / **22nd ROBO-ONE Light** / **7th ROBO-ONE auto**

The participation and attendance flow for the **38th ROBO-ONE** / **22nd ROBO-ONE Light** / ~~**7th ROBO-ONE auto**~~ competition are as follows. **ROBO-ONE auto will not be held at this tournament. It is scheduled to be held in June.**

- 1) Publication of competition rules (**2020/11/27**)
- 2) Participation applications received (**2021/01/27**)
- 3) First day of the competition (**2021/02/27**)
 - **ROBO-ONE Light** Standards screening
 - **ROBO-ONE Light** Finals Tournament
- 4) The second day of the competition (**2021/02/28**)
 - **ROBO-ONE** Standards screening/ Preliminaries
 - **ROBO-ONE** Finals Tournament

* Participant guide will be issued 10 days before the event as a guide. Please check it and join us. Especially the judges and the referee will check the ID card in the standards screening, Preliminaries, and the finals tournament. Please do not forget to print and bring it.

1 Publication of competition rules

The competition rules are generally published on the official ROBO-ONE website (<http://www.robo-one.com>).

2 Participation applications

Participation in ROBO-ONE/ROBO-ONE Light/~~ROBO-ONE auto~~ is open to all. There are no nationality requirements.

Participation applications are only taken on the official ROBO-ONE website (<http://www.robo-one.com>). You must register as a competitor and register to participate. Complete the registration procedures by following the instructions on the screen. Applications are not screened, so when building your robot be sure to read the competition rules carefully to avoid rule infractions.

Team and robot names should be 14 letters or less.

Also, please be sure to register the photo of the robot by the day of the convention.

An operator can register one person for each robot. No one other than the registered operator can steer the robot.

Explanation 1

Robot and team names can be registered in Japanese, but you must also enter English



names. At international competitions, the English names (letters) are used. The English robot name should be easy to read and understand in 14 characters or less. Make sure to check it because it will be called in the same way as the pronunciation on the Google translation site.

3 Standards screening

In the standards screening, robots are screened for whether they have been created in accordance with the competition rules. The weight limits for this competition are ~~5 kg or less for ROBO-ONE-auto~~ 3 kg or less for ROBO-ONE and 1 kg or less for a certified robot for ROBO-ONE Light. Certified robots can participate in all classes if they satisfy the certified robot standards.

If your robot fails the standards screening, you will not be able to participate in the competition, so make sure to sufficiently review the rules and standards in advance.

4 Preliminaries

ROBO-ONE's preliminaries and ROBO-ONE Light's one will be done by the “**floor exercise**”.

Places are determined by score and time, and the top ~~48~~ 32(maximum) robots (including the top 3 robots in the world rankings and robots certified at sanctioned tournaments) move on to the final tournament.

~~In the preliminaries of ROBO-ONE Light, the robots travel 4.5 meters (subject to change depending on the venue. In addition, preliminaries may not be carried out depending on the number of participants.).~~

~~In the case of course out or time out, you can't participate in the final tournament.~~

~~Places are determined by the time to the goal, and the top 32(maximum) robots for ROBO-ONE Light (including the top 3 robots in the world rankings and robots certified at sanctioned tournaments) move on to the finals tournament.~~

The top 3 robots in the world rankings, robots certified at sanctioned tournaments are automatically in the finals, but they participate in the prelims for tournament seeding purposes.

~~The preliminaries for ROBO-ONE-auto will be “Defeat KHR”.~~

~~Places are determined by the time to defeat the standing KHR, and the top 16(maximum) robots for ROBO-ONE-auto (including the top 3 robots in the world rankings and robots certified at sanctioned tournaments) move on to the final tournament. Robots that could not defeat the standing KHR cannot participate in the final tournament.~~

~~The top 3 robots in the world rankings, robots certified at sanctioned tournaments are automatically in the finals, but they participate in the prelims for tournament seeding purposes.~~

About ranking

The robots will be ranked after the ROBO-ONE tournament held by the Biped Robots



Association. ROBO-ONE preliminaries, finals and points up to 3 years ago will be added.

Please see the website for details.

<Benefit>

The robots up to 3rd in each class ranking will be applied when participating in the next tournament.

1. The participation fee to the corresponding convention is free.
2. You can participate in the finals regardless of the preliminaries result.

About Finals participation right

The official ROBO-ONE, which will be held after the certified tournament, is entitled to participate in the final tournament regardless of the result of the qualifying. Rights are given to robots and pilots. Robot and pilot changes are not permitted. However, remodeling of the robot is permitted.

You will be awarded if you get excellent results at a certified tournament. Official tournament entry fee will be free.

Rules of certified tournament

A certified tournament is a tournament in which a team that has achieved excellent results in the tournament is entitled to compete in ROBO-ONE's finals (Finals participation right system). Biped robot contests in various places applies this system.

It is necessary to hold a certified referee at the certified tournament.

It is also a requirement to use the latest competition rules as of 1 month ago.

Up until now, it has been held by member companies, but now it is possible to hold an accredited tournament by general companies and groups. Please apply from the Biped Robots Association website. We will also introduce certified referees.

Official Referee System

It is considered as the official referee system of 3 ranks of special A grade, A grade and B grade. At first, we examine referee in certified tournaments etc. and assume registration system.

Special Class A: You can refer to all competitions, including international matches. The referee is required to be able to respond to players in English in the game.

Class A: You can refer to official tournaments in each country.

Class B: You can refer to certified tournaments and ROBO-ONE Light.

Those who have passed a year or more in each class, who have experienced 2 or more certified tournaments, or who have 20 or more matches in the C-Ring can take an A grade or higher.



5 Finals Tournament

The final tournament will be held with each class of preliminary winners.

Only one robot per operator may participate in the final tournament.

The competition consists of one round of 3 minutes and an overtime of 2 minutes, depending on the circumstances. There may be multiple overtimes, so have batteries, etc. ready.

Depending on the situation, the game time may be set to 2 minutes per round and an overtime of 1 minute without maintenance time.

Overtimes will not be performed in some cases.

6. Remote competition

In the case of remote competitions, in addition to these competition rules, the competition will be held in accordance with the attached remote competition rules. In the event of a discrepancy between this competition rules and the Remote competition rules, the Remote competition rules will prevail.

ROBO-ONE Competition Rules

1 Preamble

The purpose of ROBO-ONE is to promote the fun and excitement of robots to more people. It aims to be a robot competition that is enjoyable for spectators and highly motivating for participants. For this reason, it emphasizes technological prowess and entertainment value over winning and losing.

Technical information is also released to the extent possible to promote the spread and sound development of robotic technologies.

2 About the Competition

The competition involves matches in a preset ring between biped robots created by participants. The decision of referees and judges determine winners and losers. The competition consists of a tournament-style main round and a preliminary round preceding it.

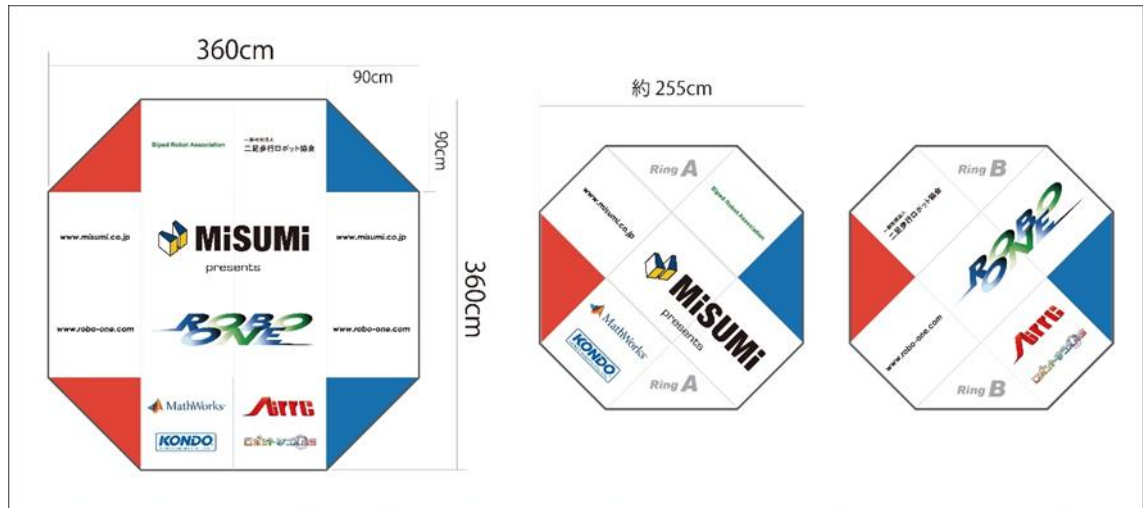
3 Ring Standards and Conditions

3.1 Ring

The size of the rings is shown in Diagram 1. There are cases where the game progresses simultaneously with two rings and the case where it progresses with one ring and the dimensions are as described respectively.

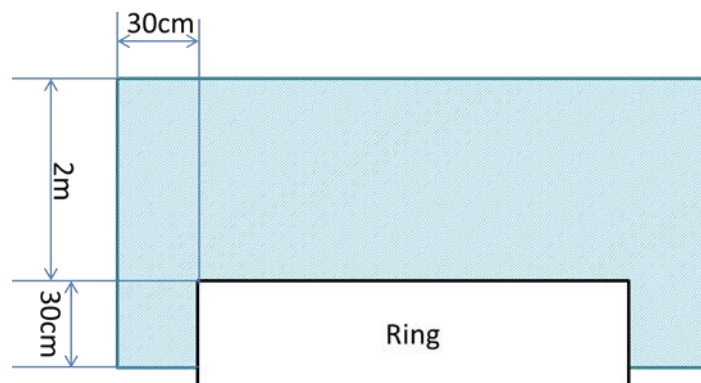
Surface bumps are $\pm 1\text{mm}$ or less. There are no specifications regarding the material.

Do not place objects up to 2 m of the ring and 30 cm around the ring, down to 30cm to the floor around the ring. However, the referee can move this range freely. (See diagram 1-(3))



(1) With one ring

(2) With two rings



(2) Side view of the ring

Diagram 1 the size of rings

3.2 Outside disturbances

There are no specific regulations on the photographic equipment used by general spectators, media members or competition officials. For this reason, if there is a chance that a participating robot will be impacted by indoor lighting, sunlight, infrared light from cameras or video cameras, flashes, or photographic lighting, etc., the participant is responsible for taking countermeasures.

4 Robot Standards

4.1 Method of movement

Robots must be bipeds capable of walking with steps that are 10 mm or higher.

Explanation 2

Walking is not screened in the standards screening, but if a referee or judges during the competition that this standard has not been met, the competition will be interrupted, and walking will be judged, so make sure your robot is able to walk right, left, forward and back taking steps that are 10 mm or higher. If it is not possible to judge whether it is 10 mm higher

or not, judge it by going up and down to 10 mm board. Please be prepared. It is not being prohibiting to walk with step lower than 10mm during the game.

If the robot does not satisfy this standard, the referee gives 1 down and a correction time of 2 minutes. If you can't fix it, you will be a knockout. Everything related to the robot standards will be handled in the same way.

Robot standards are common to ROBO - ONE, ROBO - ONE Light, and ROBO - ONE auto unless otherwise specified.

Please prepare for regulations related to the referee instructions during the standard screening and game, so that you can operate as instructed.

Please refer to 8.1- (a) for the regulations of walking.

(b)When walking, walk with robot's hands at least 50 mm away from the floor of the ring.

4.2 Direction of movement

The front-back direction of the robot is defined as the direction perpendicular to the line connecting the yaw axes (of both legs that move away from the upper body) and the perpendicular. If there is no yaw axis, judge by the pitch axis (Figure D-1). In addition, the front/rear/left/right of the robot is determined by the orientation of the sole of the foot when the robot stands upright (Figure D-2).

Walking the robot in the front-back direction is referred to as forward movement and backward movement and moving in the left-right direction is referred to as left movement and right movement. In addition, the rules for front, back, left, and right also apply to each item of this competition rule.

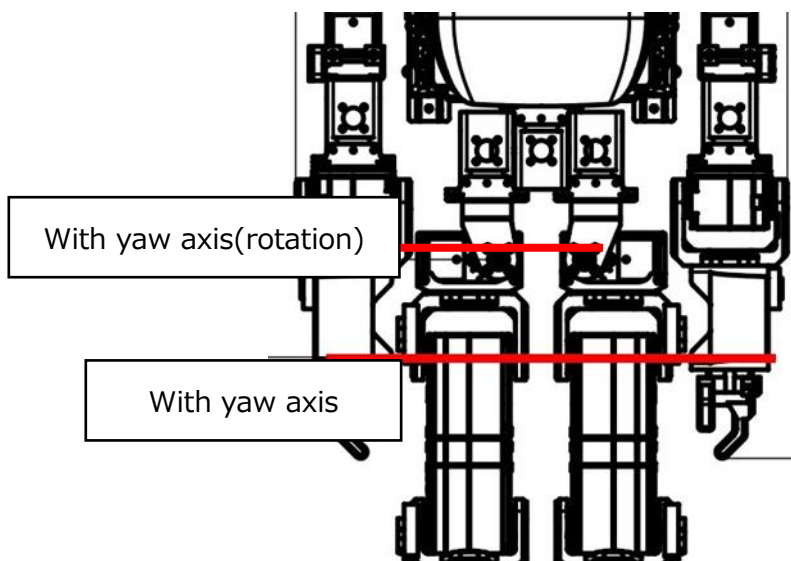


Figure D-1

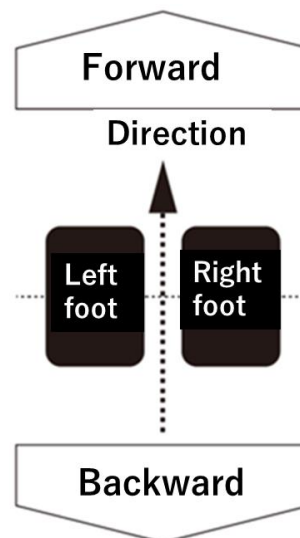


Figure D-2

Commentary 4.2-1.

Since this provision is a rule for determining the front, back, left, and right, it is not prohibited



to walk with non-parallel foot. It is defined as a criterion for items that have front and rear provisions, such as the direction of movement and the direction of attack.

4.2 Robot standards

The robot's shape is open if the following rules are observed. However, it is required to have feet, two legs, two arms, trunk(torso) and head. Also, the head should be independent of the torso. The size must be at least 2cm above and below, left and right, and front and back. Each arm must have at least one working axis.

Explanation 3-1

- The head should be a separate part from the torso. We do not accept anything with eyes or mouth on the torso.
- It is possible to add tails for attack.

4.2.1 Rules on feet and legs

- (a) The size of the soles of the feet (the part that contact with the ground) is stipulated per weight category as shown in Table 1. The length of the sole from front to back must be X% or less of the length of the leg. **However, soles can be no longer than Y cm.** The width of the sole from right to left must be Z% or less of the length of the legs. Leg length is measured from the axis of forward and back movement at the very top of the leg to the sole of the foot when the leg is fully extended.

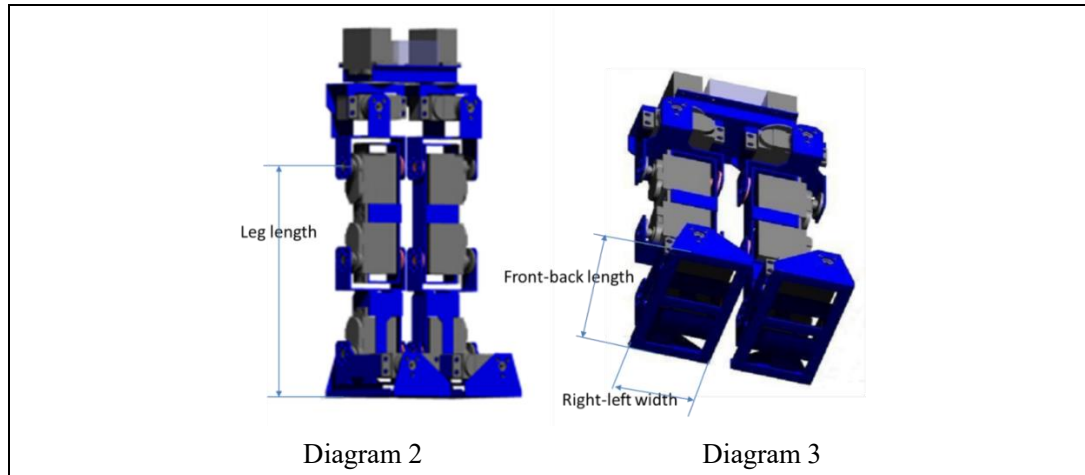
Table 1 Robot Sole by Weight

Robot Weight	X	Y	Z
1 kg or less (ROBO-ONE & Light & auto)	55%	10 cm	35%
2 kg or less (ROBO-ONE & auto)	50%	11 cm	30%
3 kg or less (ROBO-ONE & auto)	45%	12 cm	25%
5 kg or less (ROBO-ONE auto)	40%	13 cm	25%
7 kg or less	35%	14 cm	20%
10 kg or less	30%	15 cm	20%
Over 10 kg	25%	16 cm	15%

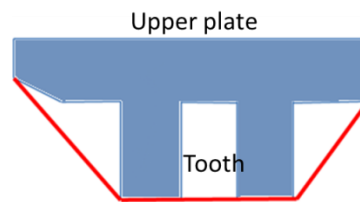
(Figures for weights over 3 kg are for reference.)

Explanation 3

As shown in Diagram 2, the leg length is the length from the axis of forward and back movement to the sole of the foot. The size of the foot is measured as shown in Diagram 3. If the axis moving back and forth is a parallel link, measure from a higher axis position.



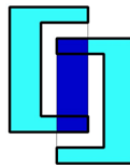
- (b) If in the shape of a clog (*geta*), the sole length is measured as the length of the red line in Diagram 4.



- (c) When the robot is standing, the lines tracing the outermost perimeter of the soles of the left and right feet must not overlap when looked at from above.

Explanation 4

In the structure shown in Diagram 5, the lines tracing the outermost perimeter of the soles overlap, so the robot would not be allowed to participate. (The dark blue portion is the area that would be judged to overlap.)



- (d) Suction/absorption devices (including adhesive materials) must not be placed on foot soles.

4.2.2 Arms, tails, etc.

- (a) The length of parts that move away from the torso (arms, tail, neck, etc. excluding legs) should be less than Z-cm from the center of the servo axis that supports the part that moves away from the torso as shown in Table 2 by robot weight. The judge will measure

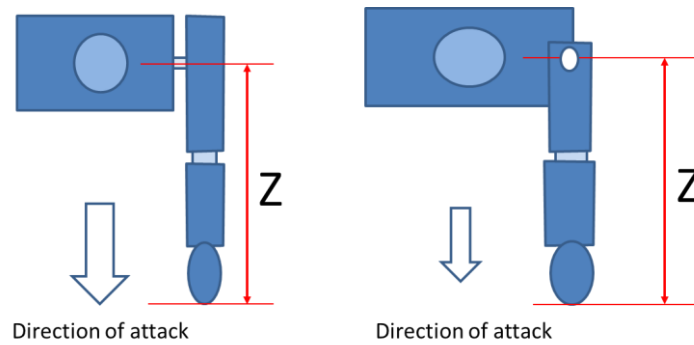
the length of the arm in the attack state extended back and forth. (see Diagram 6).

Table 2 Standards by Weight for Parts that Move Away from the Trunk

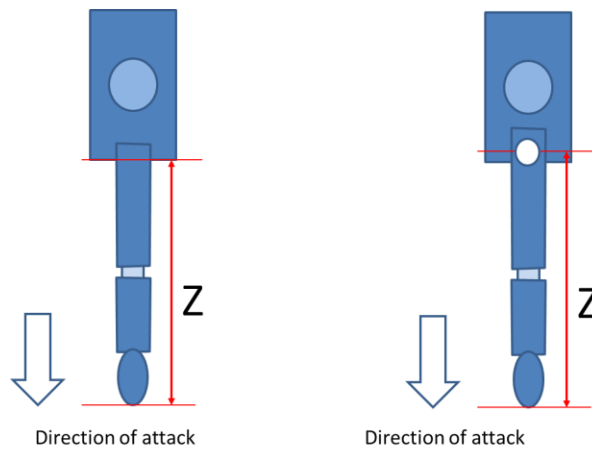
Robot Weight	Z
1 kg or less (ROBO-ONE & Light & auto)	26 cm
3 kg or less (ROBO-ONE & auto)	30 cm
5 kg or less (ROBO-ONE auto)	35 cm
7 kg or less	40 cm
10 kg or less	45 cm
Over 10 kg	50 cm

(Figures for the 5 kg or less category to the over 10 kg category are for reference.)

Explanation 5



(1) Measurement of length (View from the top)



(2) Measurement when attacking while rotating the body

Diagram 6

The judge will measure the length of the arm in the attack state extended back and forth as Diagram 6-1 and 6-2. In the case of an authorized robot, it conforms to the certified robot standard.

(The movable range regulation is abolished.)



- (b) When using transparent materials such as acrylic plates on the hands of the robot, surround the area with tape or painting to make it easier for referees and judges to check the position of the minion.

▪ 4.2.3 Battery safety management

For the safety control of a battery, you must bring altogether batteries used in the hall and take the examination by the start of the competition. (For details, refer to participant guide)

When it is judged that there is a dangerous possibility of leading to serious accidents, such as, the main part of a battery having swollen extremely, or serious damage of main part, cables, and connectors, it cannot be used.

The battery which safety has checked is attached a "checked seal."

Since batteries without the seal cannot be used, attach the seal till the end of the event.

When it turns out that the battery without the check seal is used and charged, we will suspend you.



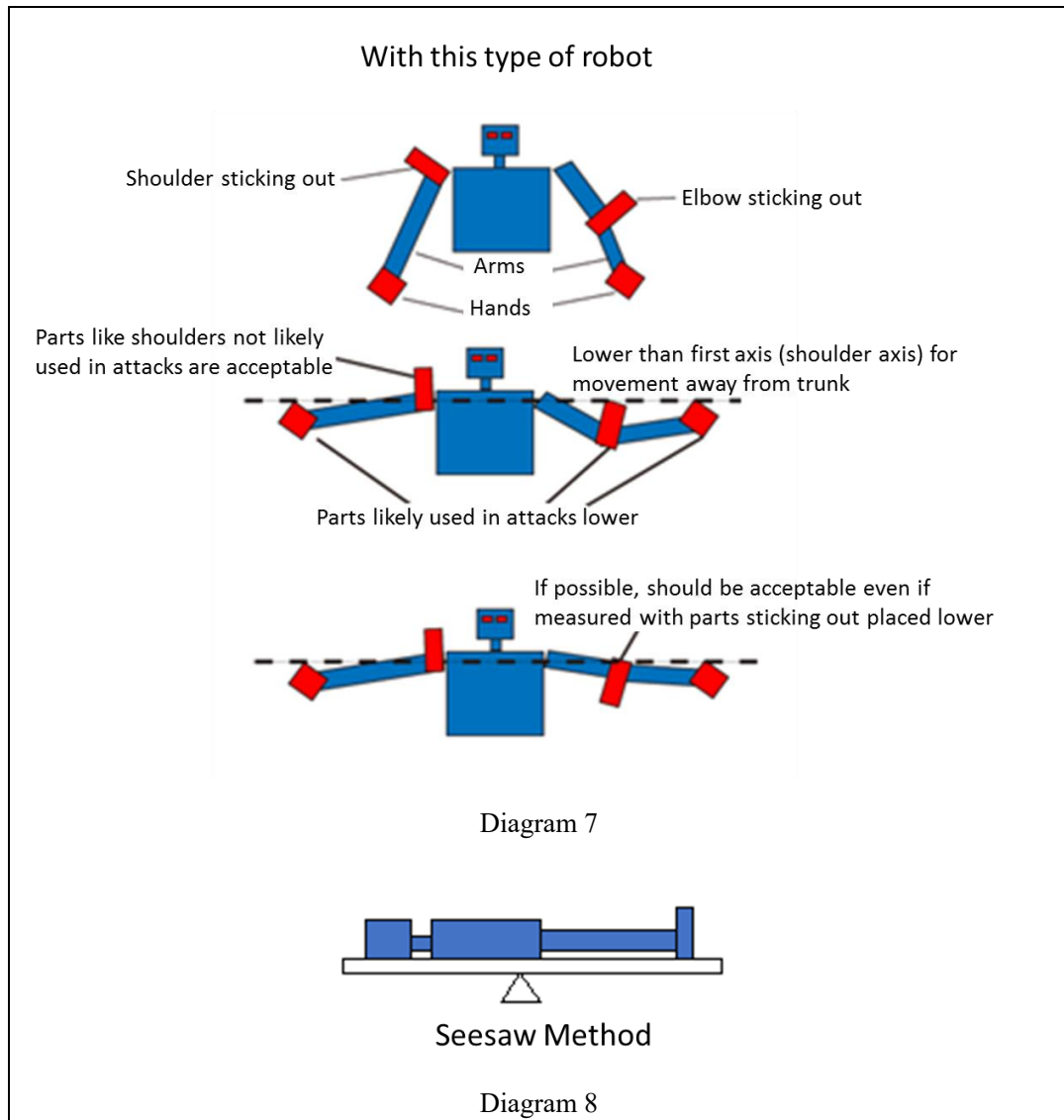
Diagram 7 checked seal

4.2.4 Center of gravity rules

- (a) The robot's center of gravity in the vertical direction must be clearly higher than the axis of forward and back movement at the very top of the legs. Also, when measuring center of gravity, parts like hands used for attacks must be placed below the axis for moving them away from the trunk. Center of gravity is measured using the seesaw method.

Explanation 6

Center of gravity is measured with the legs fully extended and the hands placed lower than when horizontally extended (see Diagram 7). Program the robot so that it can get into a position that allows its center of gravity to be measured (see Diagram 8).



Explanation 6-2

- We carry out recognition examination on ring. We do not put a curtain on the background.
- Recognition examination randomly carries out each recognition 3 times and confirms that each correct answer 2 or more times. Recognize within 3 counts and keep pause during recognition.

Recognition examination proceeds at random as follows.

For example, (1) person, (2) fallen KHR, (3) standing KHR, (4) plastic bottle, (5) fallen KHR, (6) person (7) plastic bottle, (8) person, ...

Please recognize within 3 counts each. You will be disqualified if you make a mistake twice for the same target.

-For human recognition, the referee may touch the robot on the ring. The purpose is to recognize this and not attack it. Specifically, a person faces the robot 1 m ahead of the robot and stands with his



hands beside the face. In order to adjust the height to the robot, the face and hands may come from the side.

-A plastic bottle is a bottle of drink that people generally tell. We remove the seal and wrap the white paper. We will use around 2 liters. Please be able to cope with various types of things.

4.2.6 Prohibitions

- (a) The power source must be mounted inside the robot.

Explanation 7

If the battery is exposed on the outside, there is a risk of shorts or fire, so position the battery to prevent shorts and battery damage in normal matches between robots made of metal and plastic, etc. Also, adequately protect circuit boards and power-supply lines. Also, if the wiring is hanged down carelessly, it may be judged as a dangerous condition, so please bundle the wiring together.

If judged to be in a dangerous position, a red card (1 “down”) is assessed, and if it is not repaired within 2 minutes, a technical knockout is assessed. If there is smoke or fire, a technical knockout is immediately assessed.

For example, if the battery cover comes off during the match and exposes the battery, the referee judges that there is risk involved and orders it repaired. This count as 1 “down,” and the repair time is 2 minutes, the same as timeout rules.

At this time the participant is not allowed to increase the weight or change the position of the center of gravity. Repairs could include screwing the cover down or taping it down with plastic tape, etc.

Also, install the power switch in a position that is easy to operate and protect it against malfunctioning with a cover etc. The game will continue even if the switch turns off by contact of robots during game.

- (b) Parts that could hurt someone are not allowed.

Explanation 8

The judge checks in the standards screening by directly touching the parts, and if judged to be a danger, the participant is asked to make repairs. If repairs cannot be made, the robot is disqualified. Make sure to conduct adequate processes such as deburring.



- (c) Robots must not have jamming devices or other devices that intentionally disrupt the opponent's control such as lasers or strobes. **However, sensing equipment such as laser range sensor is excluded.**
- (d) Robots must not use any parts that could damage or dirty the ring.
- (e) Robots must not have objects, liquids, powders, or liquids that can be blown at the opponent.
- (f) Robots must not have devices that ignite.
- (g) Robots must not have weapons that could damage the opponent or ring. Dangerous objects like knives or things that revolve at high speeds are prohibited.
- (h) Robots are not allowed to fly or move using fans or propellers, etc. that revolve at high speeds. CPU cooling fans are not limited to this.
- (i) In addition to the above, if a judge or referee judges something to be antithetical to the spirit of ROBO-ONE, it is ruled non-compliant.
- (j) Robots are not allowed to have structures that hook other things or have hands, arms or tails that hold highly adhesive materials, hooks among others.
- (k) When decorating, keep the robot's decoration in a length that does not touch the ring when standing upright and walking.

Explanation 9

When a robot grabs and knocks down its opponent using a hooking structure or with hands made with a highly adhesive material, the attack is not valid.

If the referee decides that it is against the regulation, makes it 1 down and asks the player to make correction within 2 minutes.

It is desirable that the structure to be caught is about 120 degrees or more in the case of bending.

In the standard screening, the judges judge strictly whether the paper sticks to stickiness.

However, this does not mean that grabbing, pinching or hugging actions, etc. are disallowed.

Explanation 9-2

Dazzling high-brightness LEDs etc. may be judged to be disturbing lights to the driver, so it is desirable that they be able to dim the light and turn off.

4.3 Shape may not be altered

Robots must not be modified to alter their shape at any time during the preliminaries and finals.

4.4 Replicas not allowed

Robots that replicate the shapes or forms of existing characters or people not authorized by



the Biped Robot Association, as well as use of their illustrations or photos, etc., are prohibited. Copyrighted music and voices, trademarked names and other equivalent items also must not be used.

When necessary, the participant must obtain permission.

In addition, if you receive permission, contact the Biped Robot Association in advance.

4.5 Standards for certified robots

- (a) Commercially available robot certified by the Biped Robot Association.
- (b) Complies with the rules stipulated for each certified robot listed on the official ROBO-ONE website.
- (c) Do not use optional parts other than the certified optional parts listed on the official ROBO-ONE website.
- (d) When attaching a part to arms, the weight must not increase more than 20% and the length of the left and right arms must not exceed more than 260 mm each. However, the weight must not exceed 2 kg.

Modifications may include adding color, adding stickers, adding head parts that do not enhance performance, decorating with paper, fabric, plastic, or sponge materials, and changing the software. Adding decorative lights and sensors and changing the control microprocessor are also permitted.

- e). When participating in ROBO-ONE auto, allow weight increase to 20% + 500g due to the addition of CPU board and camera.

In addition, for these mountings, if the safety regulations are satisfied, modification is permitted.

- f). A team with a certified robot of ROBO-ONE Light ranking point of 400 or more cannot participate in ROBO-ONE Light with that robot. However, this does not apply to students.

<http://www.robo-one.com/en/rankings/light/>

Explanation 9-3 Please refrain from participating with certified robots as much as possible for excellent robots with high ranking points, and participate with robots of 1 kg or less.

5 Robot Control

5.1 Prelims/Finals Control Method

During the prelims and finals, robots may be self-controlled by a computer or controlled manually by a human operator. If controlled manually, wireless communications must be used (radio, infrared, etc.). Participants must consider match conditions (light, sound, radio waves) and take steps to keep from obstructing control by the opponent even if using the same system. If using low-power, weak-signal radio control, use a wireless system with eight or more frequency channels. Also, if using an RC proportional controller, have at least eight crystal



oscillators available.

Explanation 10

RC controllers should use the following frequencies.

27 MHz band: 26.975-27.255 MHz (12 bands, 1 to 12)

40 MHz band: 40.61-40.75 MHz (8 bands, 61, 63, 65, 67, 69, 71, 73, 75)

AD band (25 MHz weak, 20 bands)

2.4 GHz band, 5 GHz band

Approved wireless LAN, Bluetooth, ZigBee, etc. may also be used.

Use of wireless formats not approved in the host country is prohibited.

You should use systems that allow eight channels to be used simultaneously.

Preparations may be performed by friends or a team. After participants in the final's tournament are determined, wireless frequencies are assigned to the robots. If using a remote controller, have the crystal oscillators available up to this time.

5.1-2. ROBO-ONE auto's robot operation method

Through preliminaries and the finals tournament, the robot must be an autonomous motion by a computer and a sensor installed in the robot during the game. However, the robot is connected to the network and the robot can exchange information without human operation.

The robot is designed to start its motion at the beginning signal of the referee and to stop the motion with a wait or a stop signal, and at this time human manipulation is permitted.

However, it shall be equipped with wireless start, stop, and depower mechanism. You cannot touch until the robot is completely stopped.

Also, do not touch the controller during the game. Therefore, take countermeasures such as hanging the controller from the neck to quickly stop or depower the robot.

6 Prelims Format

Preliminaries are done by “4.5m run”, “floor exercise” or “defeat KHR”. **You cannot apply for "Time" in preliminaries**

6-1 4.5m runs

- (a) Each robot travels 4.5 meters. The width of the lane is 90 cm. (See Diagram 9. This may change depending on the venue and operational circumstances.) The time limit is 1 minute. Decide the ranking by the time to the goal. In the case of course-out or time-out, you can't participate in the final tournament.
- (b) The robot can start walking according to the signal of the system (monitor screen).
- (c) Travelling in the direction of the goal must be accomplished by walking only—the left and right foot alternate in being put forward. The feet do not need to alternate if adjusting stay in the lane or change the robot's direction, etc.
- (d) Robots must not move toward the goal when anything other than its feet soles are



touching the ground.

- (e) If the robot falls over, it gets up at that spot and continues the competition. If it goes beyond an obstacle at the time of getting up, it can continue from the place where it got up.
- (f) The lane uses the ROBO-ONE ring, but a part of the course may have obstacles with a thickness of 10 mm or less placed down on it and affixed with double-sided tape. Obstacles material are used, one with good grip and one that is slippery. Also, obstacles may not be flat. (Changes may be made depending on the circumstances at the venue.)
- (g) The order in the prelims is determined randomly and the robot's race in the predetermined order. A 10-second penalty is assessed each time a participant passes their place in the order. If a robot is unable to complete the race, the number of passes is limited to 2 times.



Diagram 9

6-2 Floor exercise

6.2-1. Content of competition

- 1). The robot performs floor exercise for one minute and competes in the ranking based on the score obtained. However, in the case of a tie, the ranking will be determined by the time of one performance.
- 2). There are 4 types of performances, the one is a competition that also measures time. The prescribed performance shall be the performance announced in advance in the specified order. A player performs an action by calling an acting name (or acting number). If you do not call, it will be a deduction of 1-point.
- 3) Start the game according to the referee's instructions and start the 1-minute timer.
- 4). The performance score will be scored only once per type. If the same performance is performed several times in succession, the higher score is adopted. However, the order of performance cannot be changed.
- 5). Perform the performance from the upright position and make one set until the end of the performance. Hold that condition for 3 seconds after one performance is over and stand upright. One point will be deducted when not standing upright or not holding for 3 seconds.
- 6). During the competition, you can give instructions to the robot by wireless control.
- 7) Do not touch the robot during the competition. If you touch the robot, you will lose 1 2 points.



- 8). If the robot falls from the stage, the referee returns the robot to the stage and resume on the instruction from the referee. In this case, 1-points will be deducted.
- 9). The timer will not stop unless instructed by the referee.
- 10). Preliminaries order is determined by random numbers and do in the determined order. 2 points will be deducted for each pass. Pass is limited to 2 times.

Explanation 11. Upright state means that the legs are parallel, and the knee angle is 180 degrees. (See Fig. 10)

Please proceed at your own discretion. The referee calls the result, but there is a time difference.

6.2-2 Scoring method

- 1). Referee calls the score according to the regulations. The referee calls result in accordance with the regulations and the judges call score.
- 2). Judge judges whether the referee's call is correct.
- 3). Two or more judges are required.

6.2-3 Standard performance and points

The prescribed performance is the following four types, and "moving" performance measures the time.

Performance 1	Movement				
Contents	Move from red corner to blue corner (or vice versa) The robot must cross the start line, pass outside the checkpoint, cross the goal line, and have both feet completely in the area. See Figure 9-2. If you move without stopping during this time, add 1 point. Movement is in the forward or backward direction. The start line, goal line, and checkpoint are subject to change. Evaluate the moving time (*1) and gait.				
Evaluation point	Skipping running	Running (both feet floated)	Feet 10 mm or more	sliding feet	Fall (* 2)
	5 points	4 points	3 points	2 points	1 point
	Measure travel time at the same time				

Performance 2	Handstand				
Contents	Make a handstand and stop for 3 seconds. (*3)				
Evaluation point	Stand a finger (*4)	One hand	Two hands	Three points	Fall



	10 points	4 points	3 points	2 points	1 point
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Performance 3	Jump rotation				
Contents	Jump and rotate around the vertical axis of the body. (Angle is measured at the time of landing.)				
Evaluation point	270° or more	270° or less	180° or less	90° or less	Fall
	5 points	4 points	3 points	2 points	1 point

Performance 4	Forward and backward rotation				
Contents	Rotate with the whole body floating, Do not ground other than the feet.				
Evaluation point	Grounding other than foot	Grounding only one hand	Grounding both hands	Front-back rotation	Fall
	10 points	4 points	3 points	2 points	1 point

(*1) Measure the time from the red or blue corner to the start line to the finish line.

In the event of a fall, the measurement continues. Players who have a fast finish will be more likely to advance to the final tournament, so try to score as much as possible.

(*2) If it is carried out and falls, it will be 1 point, and it will be taken as a zero point if it is not carried out.

The robot does not work only by the call of the performance name, it is judged that it does not implement and becomes 0 points.

(*3) The performance becomes effective when it stops for 3 seconds, and the same performance can be challenged continuously by advanced skills.

(*4) Stand at a single contact area of 1 cm² or less.

Explanation 11

- In movement, it is prohibited to walk sideways except changing direction.
- There is one hand with "one hand upside down" such as by hand, and it is not judged that upside down with elbow is one hand upside down.

It is equivalent to two-point inversion. Inverted by both elbows is a three-point inversion.

In the case of a robot in which the hand is integrated with the arm, it is acceptable to use grounding part of arm is less than 20% of the total length of the arm. 20% of the arms are 20% from the tip of the arm or the tip of the hand. In the prior examination, please color-code the grounding part of the hand, etc., and declare it. The same is true for single finger "inverted".



- Please put both legs together and extend straightly for "handstand".

Upright at the beginning of acting is adopted to judge the separation between acting.

Therefore, it is not necessary to maintain the starting upright for 2 seconds. Also, after standing upright at the end of the previous performance, if you have not walked or changed direction from the spot, you can start the next performance without standing upright at the beginning.

Example 1) Upright - Acting - Upright (2 seconds) - Acting - Upright (2 seconds).

Example 2) Upright → Acting → Upright (2 seconds) → Change of Direction → Upright → Acting → Upright (2 seconds) .

6.2-4. Stadium

1) Use two small ROBO-ONE rings.

2) Start position: A-ring is red corner red part, B-ring is blue corner blue part. The performance shall be in the middle of the ring.

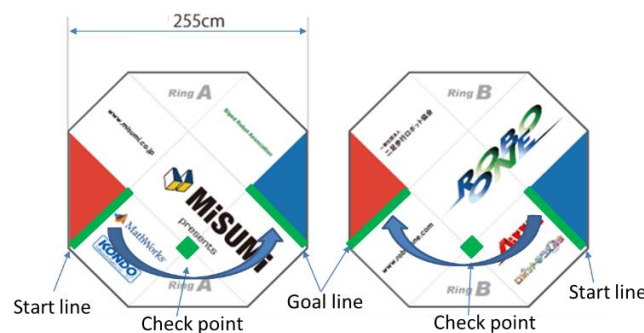


Diagram 9-2. Floor exercise field

6.3 Preliminaries for ROBO-ONE auto: "Defeat KHR"

6.3-1. Competition contents

In ROBO-ONE auto, the robot is autonomous and competes for the time it takes to find and defeat the standing KHR-3HV from among the randomly placed objects. The top 16 robots can participate in the final tournament. Robots that could not beat the standing KHR cannot participate in the final tournament.

1) The start position is in the red or blue corner, and the timer starts with the referee's signal.

The time limit is 2 minutes.

2) Place multiple items of obstacles that should not be defeated, such as plastic bottles, fallen KHR, and referee's hands.

3) If the robot defeats an obstacle other than the standing KHR, add 5 seconds to the time for each obstacle.

4) When falling from the ring, add 5 seconds to the time and continue from where it fell.

Under the direction of the referee, the player can return robot to the stage.

- 5) Don't touch robots during competitions. If you touch it, add 5 seconds to the time.
- 6) If the robot enters a software loop during the competition, the robot can be restarted. However, the watch does not stop. It is added 5 seconds at a time. Declare the referee "Retry". Resume from the start position.
- 7) If the referee or judges that the robot is dangerous, such as a runaway robot during a competition, it may instruct the robot to stop. In that case, the player stops the robot immediately wirelessly, or manually. If there is a danger to humans, they will be disqualified as a result of consultation.
- 8). The qualifying tournament order will be determined by random numbers and will be performed in the determined order. There is a 10 second penalty for each pass. Pass is limited to 2 times.

6.3-2 KHR and obstacles

"KHR" here doesn't mean an actual robot, but a dummy object mimicking its appearance. It is a panel with a photo of a KHR-3HV (listed in the certified robot list) pasted onto it.

- Use a plastic bottle with a white paper on a 2 liter bottle.
- The referee's hand should be a photo of an open person's hand made into a panel with the same size. Also, palm height should be 50cm or less

6.3-3. Stadium

- Use a small ring for Preliminaries. Do not put a curtain on the background. The figure below is a reference diagram and the arrangement of obstacles etc. will be changed.

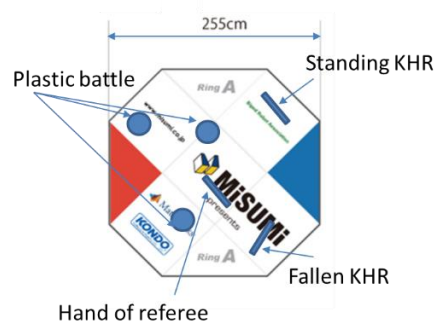


Diagram 9-3. Stadium

Explanation 11-2

To ensure safety, if a referee or a judge judges that a robot is conducting attack indiscriminately without recognizing objects, the robot will be disqualified.

7 Finals Tournament

- (a) Matches are generally 1 round of 3 minutes and are won by knockout or number of "downs." Depending on the number of participants and other circumstances, the match time may be changed.



- (b) The referee issues yellow cards and red cards according to circumstances, but it becomes one red card with two yellow cards. Red cards are handled equally as one "down".

Explanation 12

A 1-point difference in the number of yellow cards cannot determine a victory. Only the difference in the number of downs (including two yellow cards) determines which robot won. However, this does not apply to overtime.

- (c) When neither robot secures a victory in one round, there is a 2-minute overtime round that is decided by sudden death—whichever robot scores a down first wins. If there is no winner even after overtime, victory is determined by the judges on points. However, if it is the Final Tournament, depending on the situation, there may be overtime. Also, when there are large numbers of participants, victory may be determined by decision without conducting overtime.
- (d) If the game time is 2 minutes, the extension and the re-extension shall be one minute

Explanation 13

Judgment of games is done as follows.

<In the usual round>

The number of downs (including red cards) will determine the outcome. Winning or losing is not decided by yellow card difference.

<Overtime round>

If winning or losing cannot be decided, the judges will score based on the number of yellow cards, the number of slips ~~downs~~ and the number of offenses within the extension time and decide on winning or losing. At this time the yellow cards in the round will be handed over. The number of slip and attacks are not handed over.

<Re-overtime round>

If the judge cannot judge it, we will perform re-overtime round, but at this time without a maintenance time (battery exchange is not allowed), we will immediately extend for 2 minutes.

If there is not down, decide the outcome by the number of slips. In the case of the same number of slips, decide by the number of attacks. Furthermore, if it is the same number, we do further extension without maintenance time.

<In the non-overtime round>

Just like the above "Overtime round", the judges will score based on the number of yellow cards, the number of slips and the number of offenses ~~within the extension time~~ and decide on winning or losing.

If it is impossible to judge by any means, it will carry out an extension round in the same



way as "Re-overtime round" above.

- (e) The preparation time to the start of the game shall be within 2 minutes, if it exceeds this, it shall be defeated. However, if there is an application for late arrival by a participant or an agent during the preparation time, we will wait for the participants to be ready. When the preparation time has passed, it will be 1 down and give a red card every 2 minutes thereafter.

Explanation 14

The match order is listed on the tournament schedule, so be ready at your match venue by the start of the match three matches prior to yours. After you are called, the match proceeds in accordance with the above competition rules.

The progress can be checked by updating the ROBO-ONE site's tournament table in real time.

- (f) The ring has a red corner and a blue corner; the left side of the tournament schedule is red, and the right side is blue. When the schedule is written vertically, the upper is red and the lower is blue.
- (g) There are rules on where participants may stand during the competition to allow spectators to enjoy the technological brilliance and entertainment value of the robots and to record the proceedings for video distribution. During finals matches (not including timeouts) and the prelims, participants must not enter the ring or touch the robots. Touching a robot results in a yellow card.

Explanation 15

Participants are everyone around the ring, including the people operating or controlling the robots, people participating in teams and other supporters, etc. People other than those controlling the robots may not stand. Also please keep at least 30 cm away from the ring. Please follow the instructions of the referee as to where the contestants stand in the convention venue.

Request for operator's second or supporter

Avoid support that could affect the referee's judgment and management.

It may be a yellow card.

8 Match Rules

8.1 Walking

- (a) If instructed by the referee, the robot must lift the soles of its feet at least 10 mm off the ground and proceed forward, backward, left and right for at least three steps.

If the walking of regulation can't be done, give 1 down and give 2 minutes correction time. If it can't be modified, it will be knocked out. (Refer to explanation 2 in 4.1)

- (b) Robots are not allowed to walk in a crouching position, and the judgment on this is made by the referee.

Explanation 16

Walking in a crouching position refers to when the knee joints are at 90 degrees or less, or when crouching with the hip joints open 90 degrees or more left to right. The same applies when two servos are used for the knee joint (see Diagram 10). This is not the limitation for the swing leg.

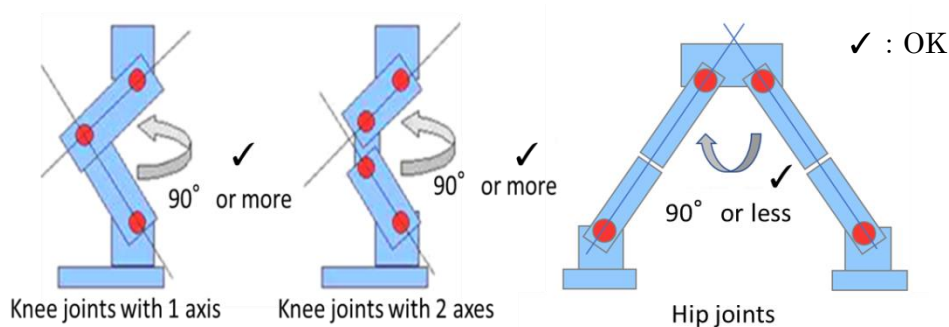


Diagram 10

8.2 Match Proceedings

- (a) The referee calls the start of the game "Hajime", the end of the game "Yame", and "Mate" to stop the game. At this time, the referee stops the timer as necessary. To resume, call "Hajime". After the opponent gets down (slipping, standing) and gets up, you can start an attack with a "fight" signal.
- (b) If the opponent goes down, you must leave a distance that does not disturb your opponent's getting up.

Explanation 17

Since the same rule is adopted also in ROBO - ONE auto, please be able to detect that opponent is down. It is a yellow card when you disturb opponent's getting up or attack. However, in the case of ROBO - ONE auto, if the opponent gets up, even if there is no instruction of the referee, it is possible to attack. At the time of game restart or at the start of the extension game, depending on the judgment of the judges, there are cases where the robot is placed at a short distance for easy detection of the position of the opponent.

- (c) When a robot goes down and does not get up after the referee counts to ten, it is a knockout (K.O.), and the other robot is awarded the victory. The count will continue even



if the round has ended.

- (d) If robot fall after doing own attack, even opponent go down it is not a "down" but "slip". However, if you can't get up during 10 counts of referee, it will be knocked out. If both sides cannot get up at the same time, an overtime will be held.
- (e) Even if the robot does not fall, it will slip if it touches the ring other than the sole of the foot, and will be subject to the yellow card if it occurs frequently.
- (f) When a robot is knocked down three times during the same match, it is ruled a knockout and victory is awarded to the opponent.
- (g) The match continues even if both robots fall on top of each other due to an attack. However, if the referee judges that it is not possible to continue the match, the robots are placed in the fallen position apart from each other and the count is commenced.

Explanation 18

Make it possible for your robot to depower at the referee's signal if the two robots become entangled. Build your robot so that the power can be turned off quickly and it can be restarted quickly.

Also, in order to ensure the referee's safety, do not operate your robot without the referee's signal. The penalty is a yellow card. The referee leaves them to move from the intertwined position to the inside of the ring.

In addition, the venue makes a variety of lighting to improve the entertainment quality and make it easier to see. Please take countermeasures for this.

- (h) Do not attack a robot when it has gone down.
- (i) "Give up" may be indicated to the referee during the match. If the referee then judges that the match cannot be continued, a "technical knockout" may be declared.
- (j) In case of crouching with defense, fall prevention etc., it must stand back up within 3 seconds. The robot then may not attack or crouch again until it has taken at least three steps. If there is a violation, the referee will issue a yellow card.

Explanation 19

Walking in a crouching position refers to when the knee joints are 90 degrees or less, or when crouching with the hip joints open 90 degrees or more left to right. This same applies when two servos are used for the knee joint (see Diagram 10).

See Diagram 10 in Explanation 16.

- (k) If the match rules are broken or there is unsportsmanlike conduct, a yellow card or red card may be issued on the referee's judgment.
- (l) If a part falls off (not including screws), a yellow card is assessed. If the situation is judged to be dangerous, a red card is assessed, and the participant is ordered to make repairs.



- (m) Time does not stop unless there is indication from the referee.

8.3 Rules on Downs

- (a) A robot is ruled “down” only if it falls due to a valid attack.

Explanation 20

Attacks should be effective punches or moves that involve grabbing and throwing the opponent.

- (b) If the robot goes out of the ring, it is treated as equivalent to one down.
- (c) If the robot goes out of the ring when standing up after going down due to a valid attack, it does not count as an additional down.
- (d) If the robot stops for more than 3 seconds without falling, or if it does not move left and right more than 10 seconds, call "Standing" and if it does not move within 3 counts Then call "Standing down" and start to count from this point. If it cannot move within 10 counts, it will be a technical knockout. Assume that the robot has recovered from "down" when it moves.
"Standing" is treated as equivalent to slip.
- (e) If the referee judges that a robot has repeatedly slipped intentionally (including falls that do not result in a down or diving in response to an attack, etc.), a yellow card is assessed.

8.4 Taking timeouts

- (a) Participants may request that the referee call “time” (a timeout) once per match.
- (b) The referee receives the request, judges the situation in the match and calls the timeout.
- (c) Timeouts must be no longer than 2 minutes.
- (d) When the timeout is called, it is treated as one down.
- (e) The timeout is not recognized if your robot has received a valid attack or during standing down. In the case of slip, timeout can be requested.

Explanation 21

For the timing to finish the timeout, priority is given to the call on the side that took the time. So, the side who have not taken must follow this.

8.5 Attack rules

8.5-0. What is an effective attack?

An attack that defeats the opponent by an attack action that uses a part of the body such as hands, feet, head, tail, etc. If the own robot defeats the opponent without falling down, it can be called an effective attack and take down.

8.5.1 Crouching attacks

- (a) Crouching attacks are prohibited. This is the subject of the yellow card.

Explanation 22

“Crouching attack” refers to attacks made in a crouching position, the same as walking in a crouch in Explanation 16.

8.5.2 Lateral attacks

(a) Lateral attacks are prohibited. This is the subject of the yellow card. However, if you raise one leg and attack with that foot, you can also lateral attacks.

(b)

Explanation 23

“Lateral attack” refers to attacks made at ± 45 degrees in the lateral direction from your robot.

Whether the attack is effective or not is judged by whether the hit point to the opponent is outside the NG range of plus or minus 45 degrees of yourself. For example, if you hit a hook to the opponent in the front direction, the place you hit is valid if it is out of NG range. Also, if you hit in the NG range in the middle of motion, it will be invalid and will be eligible for yellow card. (Diagram 12)

A motion that apparently attacks only the NG range in a series of actions is judged to be a side attack and is subject to the yellow card.

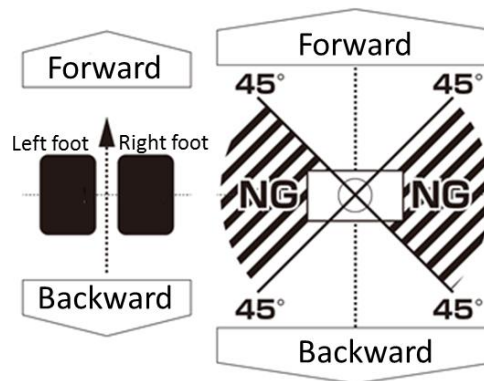
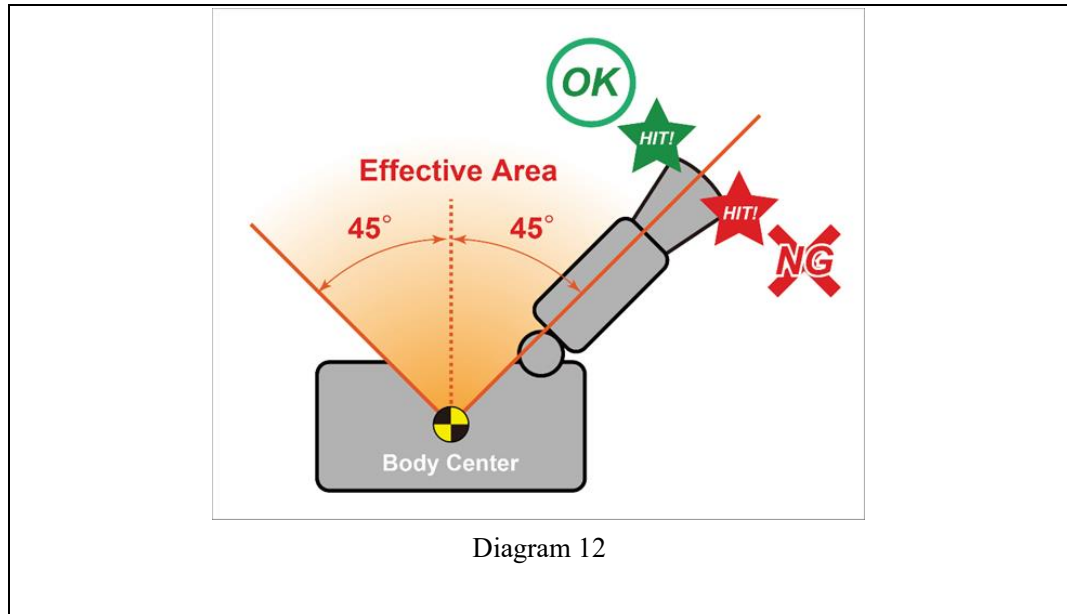


Diagram 11

Without yaw axis



8.5.3 Sacrifice attacks

- (a) Attack moves in which a part of the robot other than the feet touch the ring just before or after attacking the opponent are called “sacrifice attacks,” and It is not a valid attack, it is a slip.
- (b) Even if you defeat the opponent with a valid attack, if your own machine collapses at the same time, it will be slip.

Explanation 24

Extensive use of slipping and sacrifice attacks will be subject to yellow cards.

When attacking from below, a hand touching the ring, etc. is regarded as intentional. Be aware though that it may also be regarded as a sacrifice attack.

8.5.4 Owaza (“bold attack”)

- (a) Attacks to attract spectators are called “Owaza,” or “bold attacks.” Owaza can take up to 2 downs. Owaza decisions are made by the referee, but they require the consent of most judges.
- (b) The attacks that the opponent fly higher than the waist of the own robot is taken as an Owaza.
- (c) If the robot falls your opponent with a kick that is higher than own waist position, it is an Owaza. **In the kicking motion, only the robot's sole of the foot must touch the ring until the opponent is kicked.**
- (d) Own robot rotates 180 degrees or more, and the attacks to defeat the opponent during the rotation is Owaza.



- (e) For the Owaza, it is excluded from the lateral attacks and sacrifice attacks. **Crouching attacks are prohibited, but this does not apply if crouching movements are included during the attack.**

In addition, lateral attacks, sacrifice attacks, and crouching in "Owaza" are not fouls even if they fail.

Explanation 24-2

The criterion (e) is to allow a crouching motion to occur momentarily at the beginning of a motion such as back drop. A technique that completes a series of actions while crouching is judged to be a crouching attack.

Momentary crouching motion refers to the crouching motion when the motion is not stopped. For example, crouching, holding an opponent, moving the centre of gravity, lifting, etc. are included in a momentary crouching motion.

(f)

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aza with lateral attacks or sacrifice attacks includes overtime, same attacks can be used only once in one game regardless of whether it is valid or invalid.

Explanation 25

If any of 8.5.5 a). b). c). d) is satisfied, the Owaza will be recognized by the judge.

Owaza are specifically defined as follows with the names commonly used in martial arts. However, they are not limited to these moves; the decision of the referee and judges is given precedence.

In addition, it is necessary that Qwaza must be clearly distinguishable by referee.

Attacks that will be targeted in the left and right front and rear are regarded as the same. backward kick and the lateral turn kick are all the same technique as the forward kick.

*Owaza are still not clearly defined and are left up to the judgment of the referee and judges. In the case of a new Owaza, or if the referee cannot make a clear decision, the referee and judges make the decision. The following are "OWAZA" and the number of downs. You should consider the risk that a move may not be recognized as Owaza before taking up the challenge.

- Back-drop -----2 downs

~~It is valid when the opponent's head touches the ring first. The same technique is used for throwing to the left and right.~~

When robot lifts the opponent and throw it behind and tach to the ring, Backdrop is enabled if the top of the opponent's torso exceeds the head of your robot and hits the ring before your robot. The same technique applies to throwing forward, backward, left and right.



- Shoulder throw -----2 downs

It is effective when your robot carries the opponent on his back, throws it, the opponent falls forward, and the opponent's back touches the ring.

- Leg sweep -----2 downs

While standing, it is effective when both feet of the opponent float in the air by the foot sweep technique.

- Overhead throw -----2 downs

It is effective when the opponent is lifted up with his / her foot and the opponent rotates 180 ° or more and the opponent touches the ring from the back.

- Forward rotation kick -----1 down (Backward rotation kick and Side rotation kick are also 1 down)

It is effective when your robot rotates forward and kick and defeat the opponent during rotation. The same technique applies to backflip kicks and cartwheel kicks.

- High kick -----2 downs

Raise your robot feet higher than your robot hips and make sure that only your robot feet(sole) touch the ring until your robot kicks. If it is valid, it will not slip even if it falls.

However, it may be 1 down depending on the degree of difficulty of the technique.

9.Objection

If there is a mistake in the judgment of the referee or if you feel doubt about the judgment, please inform the judge (not the referee) when the game stops. For example, it is better to offer after the signal of "waiting" "stop" of the referee. The operator raises his / her hand and in large loud voice please offers the judge "objection".

The judge will stop the watch and deliberate the content. If it is not decided, the judging committee chairperson will finally judge it.

In addition, oppositions and deliberations shall be conducted within 2 minutes, and oppositions longer than 2 minutes will not be accepted. If a relentless claim to the judges is determined to be a delay in the match, you may be sent off.

The decision will be confirmed at the end of the match. It will not be covered after that.

There will be more than two judges for fairness.

• Explanation 27 About C ring

The same game rules are also applied to the C ring set outside the venue. Also, please use according to the instructions of the safety manager to ensure the safety of participants and visitors.



• **Explanation 28 About ROBO-ONE Kendo**

The competition rules of ROBO-ONE Kendo are summarized in a separate volume. In the future, robot standards will be standardized, so you can easily participate in ROBO-ONE Kendo too.

• **Explanation 29 Signal of referee**

The referee signals for the following purposes. Also, the referee's voice may not be heard, so the gesture has been clarified.

Please remember.

- Start = "Hajime" or "Fight": Signal when starting the game, starting after stopping, starting after waiting.

Raise a palm vertically and lower it from top to bottom.

- Wait = "Mate" or "Wait": Signal for interrupting the game
Point a palm toward the operator or robot and push it forward.
- Stop = "Yame" or "Stop": Sign of the game finish
Open both hands and raise above.

- Fight = "Fight": a cue to encourage fighting. It is also used after getting up from the slip.
Put palms forward and encourage the fight with both hands.

- Down = "Down": In case of falling due to a valid attack
Point with index finger.

- Slip = "Slip": In case of collapse other than effective attack
Put a hand forward and shake left and right twice.

- Standing = "Standing": When stopping in a standing state or judging that it entered closed loop.

Bend the elbow at a right angle and raise your hand.

- Standing Down = "Standing Down": 3 seconds after the call of "Standing".
Same as down, "point with index finger."

- Ring out = "Ring out": When the robot falls off the ring.
Point to the ring side by hand.

- Time out = "Time out": When time approved
Make a letter T with your right and left hand.

- Ready? = "Ready?": To confirm that you are ready
Point to the operator.

- Break = "Break": When instructing to leave 1 m or more.
Put hands forward and open the gap.

- Torque off = "Torque off": When instructing torque off of robot
Open hands and move it down.

- Power off = "Power off": When instructing to turn off the power.



Cross hands.

- Winner Red / Blue Corner = "Winner is red / blue": When declaring a winner
Raise hand on the winner's side.
- Bold attack = "Owaza": declare a bold attack.
Make a letter O with both hands.
- Owaza Failure = "Owaza failure": Declare a failure of a Owaza.
After making the letter O with both hands, shake a hand.
- Stand away = "Stand away": when putting distance by the other's getting up etc.
Same as Break, "Put hands forward and open the gap."
- Walking check = "Walking check": Declare to perform walking check.
After pointing at the robot, pose to walk with two fingers.
- Stand up = "Stand up": Instruct to stand up.
Open both hands and move up from the bottom.