

REGULATIONS

on conducting the "ROBOTICS COMPETITION"

GENERAL PROVISIONS

1.1 These regulations establish the general rules for the organization, management, and conduct of all types of robotics competitions held in the Republic of Uzbekistan.

1.2 These Regulations serve as the primary document to be strictly followed in all stages and directions of the competition. All additional competition rules must not contradict these regulations.

1.3 The Regulations aim for the following goals:

- Developing scientific and technical creativity among youth and increasing interest in technology.
- Promoting innovative technologies.
- Preparing the youth of Uzbekistan for recognition on the international stage.

1.4 All matters not specified in these regulations shall be regulated through specific competition rules (reglements).

COMPETITION ORGANIZERS

2.1 A special Organizing Committee is established to organize and manage the competition.

2.2 The Organizing Committee performs the following functions:

- Approving competition rules.
- Forming the jury (panel of judges).
- Resolving technical and organizational issues of the competition.
- Reviewing complaints and appeals.

2.3 The Organizing Committee is independent in its activities, and all decisions are final.

COMPETITION PARTICIPANTS

3.1 Participants of all ages interested in robotics and technology may participate in the competition.

3.2 Participants are required to provide identity documents to participate in the competition.

3.3 Each participant or team undertakes the obligation to comply with these regulations and the competition rules.

GENERAL REQUIREMENTS FOR ROBOTS

4.1 Robots must be safe, technically reliable, and fit for operation.

4.2 Technical parameters of each robot are provided in the competition rules, including:

- Maximum dimensions and weight.
- Requirements for power sources.
- Permitted materials and technologies.

4.3 Robots that pose a danger due to technical malfunction will be removed from the competition.

COMPETITION PROCEDURE

5.1 Competitions are held based on the rules approved by the Organizing Committee.

5.2 Participants and spectators must comply with the rules established by the Organizing Committee within the competition area.

5.3 All robots will undergo a technical inspection before the competition. Robots that do not meet the technical requirements will not be allowed to compete.

5.4 Only persons authorized by the Organizing Committee may enter the competition field.

JURY (JUDGES)

6.1 The jury is formed by the Organizing Committee and monitors compliance with the rules during the competition.

6.2 The jury performs the following tasks:

- Ensuring compliance with the rules.
- Making final decisions in disputed situations.
- Assessing participants' compliance with technical requirements.

6.3 The jury's decision is final and not subject to review.

COMPLAINTS AND APPEALS

7.1 Participants may submit complaints to the Organizing Committee in writing.

7.2 Complaints must be submitted within 10 minutes after the conclusion of the competition stage.

7.3 Appeals are reviewed by the Organizing Committee, and an appropriate decision is made.

PROHIBITED ACTIONS

8.1 The following actions are strictly prohibited:

- Using any flammable, explosive, or damaging materials.
- Manual control or manipulation of robots during the competition.
- Using equipment not allowed on the field without the permission of the Organizing Committee.
- Creating one's own Wi-Fi network in any form.
- Consuming or bringing alcoholic beverages into the competition area.
- Smoking inside the buildings.
- Any action that poses a danger to competition participants and spectators.
- Entering service areas without administrative permission.

8.2 Participants or visitors who violate these rules will be disqualified and removed from the premises.

SAFETY AND ORDER

9.1 Safety rules must be strictly followed during the competition.

9.2 Participants and spectators must follow the instructions of the Organizing Committee within the competition area.

9.3 The Organizing Committee monitors compliance with safety measures.

9.4 All participants and visitors must:

- Maintain peace and order.
- Comply with the legal instructions of the administration.
- Use the facility and equipment with care.
- Behave responsibly to avoid endangering others.
- Not leave young children unattended.

ADDITIONAL RULES

10.1 Special rules and regulations of the competition will be announced via the official website.

10.2 The Organizing Committee reserves the right to make changes to the competition regulations.

10.3 In cases not provided for in these regulations, the decision of the Organizing Committee shall prevail.

ADDITIONAL CONDITIONS

11.1 Participants must provide additional documents and information necessary for conducting the competition and ensuring safety upon request.

11.2 All devices must be manufactured in a way that does not cause harm to people, other robots, or the facility.

11.3 Participants must wear the information badge provided by the organizers throughout the championship.

SUMMARIZING RESULTS AND AWARDING

12.1 Competition winners are determined for each category.

12.2 Three prize places are established in each direction. Winners receive diplomas and souvenirs.

12.3 Souvenirs may be provided by sponsors for special nominations.

12.4 Participation certificates will be presented to all participants and their supervisors.

12.5 The Organizing Committee reserves the right to expand the list of prizes or special awards.

ROBO FOOTBALL COMPETITION RULES

Participant Age: 12–16 years

Devices: Optional

About the Competition

1.1 General Information

- The Robo Football competition is held between **teams of two people**.
- Each team participates with **two robots**.
- The game is played in **two halves** on a special football field.
- The main task is to show fair, technically coordinated play and score as many goals as possible.

Teams and Participants

2.1 Team Composition

- Each team consists of **2 participants** and **2 robots**.
- During the game, participants can hand over control devices to each other.
- **Coaches cannot interfere** while the teams are competing.

2.2 Participant Requirements

- Participants must be between **12–16 years old**.
- Each team is required to have an adult coach.

Robot Requirements

3.1 Dimensions

- Max Width: **20 cm** | Max Length: **20 cm** | Max Height: **20 cm** | Max Weight: **1 kg**.

3.2 Technical Features

- Robots must be **custom-built** (Lego platform robots are not allowed).
- Robots can be controlled via any wireless channel.
- The control device must be located **outside the playing field**.
- Robot designs must clearly show they belong to the same team.
- Robots must not have sharp edges that could damage the field or other robots.

3.3 Interaction with the Ball

- Robots are **prohibited from catching**, enclosing, or fully covering the ball.
- A striking mechanism may be used for dribbling.
- The part of the robot's body touching the ball must be less than 50%.

Field and Ball

4.1 Field Description

- Games are held on a tabletop football field with two goals. Dimensions may vary based on organizer capacity.

4.2 Ball

- The ball is provided by the organizers and is identical for all teams.

Match Procedure

5.1 Game Structure

- Two halves of **2 minutes** each, with a **1-minute break** between halves.

5.2 Starting the Game

- Robots are weighed, measured, and placed in a quarantine area before the match.
- The game begins at the referee's signal.

5.3 Scoring and Gameplay

- A goal is counted when the ball completely crosses the goal line.
- If a robot is flipped by its own team's actions, the team returns it to play. If flipped by an opponent, the referee returns it without stopping time.

5.4 Restart

- If the ball is stuck for more than 10 seconds, a restart is called at the center of the field.

5.5 Double Defense

- If **both robots** of the defending team are inside their own penalty area obstructing the attack, a penalty may be awarded.

5.6 End of Game

- The team with the most goals wins. If tied, a 2-minute "Golden Goal" period is played. If still tied, a penalty shootout occurs.

Rules of Conduct

6.1 Participant Responsibility

- If a group does not appear within 2 minutes after 3 announcements, they are disqualified.
- **Coaches and parents are strictly prohibited** from participating during the game.
- Participants must not touch robots manually during play unless authorized by the referee. 3 penalties lead to a penalty shot for the opponent.

6.2 Referee Decisions

- Referee decisions are **final**. Written complaints can only be submitted immediately after the match ends.

**These regulations may be changed at least 30 days before the start of the competition. Updated regulations will be provided to all registered participants.*