

# **REGULATIONS**

## **on Conducting the "ROBOTICS COMPETITION"**

### **1. GENERAL PROVISIONS**

1.1 These regulations establish the general rules for organizing, managing, and conducting all types of robotics competitions held in the Republic of Uzbekistan.

1.2 The regulations serve as the primary document to be strictly followed at all stages and in all categories of the competition. All supplementary regulations related to the competition must not contradict these regulations.

1.3 The regulations pursue the following objectives:

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

1.4 All matters not specified in these regulations shall be governed by competition rules.

### **2. COMPETITION ORGANIZERS**

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

2.2 The Organizing Committee performs the following functions:

- Approving competition regulations.
- Forming the panel of judges.
- Resolving technical and organizational matters of the competition.
- Reviewing complaints and appeals.

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

### **3. COMPETITION PARTICIPANTS**

3.1 Participants of all ages who are interested in robotics and technology may compete.

3.2 Participants must present identity documents to participate in the competition.

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

### **4. GENERAL REQUIREMENTS FOR ROBOTS**

4.1 Robots must be safe, technically reliable, and operational.

4.2 The technical specifications of each robot are outlined in the competition regulations. These include:

- Maximum dimensions and weight.
- Requirements for power sources.

- Permitted materials and technologies.

4.3 Robots that pose a hazard due to technical malfunction shall be excluded from the competition.

4.4 Robots without weapons (or with non-functioning weapons identified during technical inspection) shall not be admitted to the competition.

## **5. COMPETITION PROCEDURE**

5.1 Competitions are held in accordance with the regulations approved by the Organizing Committee.

5.2 Participants and spectators must comply with the rules set by the Organizing Committee within the competition venue.

5.3 All robots undergo a technical inspection before the competition. Robots that do not meet technical requirements shall not be admitted.

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

## **6. PANEL OF JUDGES**

6.1 The panel of judges is formed by the Organizing Committee and oversees compliance with the rules throughout the competition.

6.2 The panel of judges performs the following duties:

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

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

## **7. COMPLAINTS AND APPEALS**

7.1 Participants may submit written complaints to the Organizing Committee.

7.2 Complaints must be submitted before the next battle begins (after the next battle is announced, the last accepted decision remains unchanged).

7.3 Appeals are reviewed by the Organizing Committee, which makes the appropriate decision.

## **8. PROHIBITED ACTIONS**

8.1 The following actions are strictly prohibited:

- Using any flammable, explosive, or hazardous materials.
- Manually operating or manipulating robots during the competition.
- Using equipment not authorized to enter the venue without the Organizing Committee's permission.
- Creating and using your own Wi-Fi or Bluetooth network in any form.
- Consuming alcoholic beverages or bringing them into the competition venue.
- Smoking inside buildings.
- Any action that poses a risk to competition participants and spectators.

- Accessing service areas without administration permission.

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

## **9. SAFETY AND ORDER**

9.1 Safety rules must be strictly observed throughout the competition.

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

9.3 The Organizing Committee monitors compliance with safety measures.

9.4 All participants and visitors must:

- Maintain peace and order.
- Comply with lawful instructions from the administration.
- Handle facilities and equipment with care.
- Behave responsibly so as not to endanger others.
- Not leave young children unattended.

## **10. ADDITIONAL RULES**

10.1 Special competition rules and regulations are published on the official website.

10.2 The Organizing Committee has the right to make amendments to the competition regulations.

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

## **11. ADDITIONAL CONDITIONS**

11.1 All participants are required to provide additional documents and information necessary for conducting the competition and ensuring safety, upon the request of organizers and authorized security personnel.

11.2 All works and devices must be designed so as not to cause harm to surrounding people.

11.3 During the competition, participants must wear the information badge provided by the organizers.

## **12. RESULTS AND AWARDS**

12.1 Competition winners are determined in the appropriate order for each category of the competition.

12.2 Three prize places are awarded in each category. Winners who take 1st, 2nd, and 3rd place are awarded diplomas and commemorative gifts.

12.3 Commemorative gifts may be awarded by sponsors for special nominations or individually recognized developments.

12.4 The organizers present participation certificates to all participants and their supervisors.

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

## **ROBO-WAR COMPETITION REGULATIONS**

**Participant Age:** 18–30 years    **Devices:** Freestyle

### **1. General Rules**

- 1.1. The "Robot Battle" competition is designed for battles between robots created and operated by teams or individual participants.
- 1.2. The objective of the competition is to identify the best robot designer and operator through battles.
- 1.3. The competition is held in several stages, including qualifying rounds, semi-finals, and the final.

### **2. Participants**

- 2.1. Both teams and individual participants may take part in the competition.
- 2.2. Each team or participant may register only one robot.
- 2.3. Participants must register before the start of the competition.

### **3. Technical Requirements for Robots**

#### **3.1. Size and Weight:**

- Maximum robot dimensions: 70 cm × 70 cm × 70 cm.
- Maximum robot weight: 70 kg.

#### **3.2. Energy Restrictions:**

- Robots must use autonomous power sources (batteries, accumulators).
- The use of flammable materials and chemical energy sources is prohibited.

#### **3.3. Weapons and Protection:**

- Mechanical, pneumatic, and electrical weapon systems are permitted.
- Lasers, flamethrowers, and other devices that could cause fire or serious injury are PROHIBITED.

#### **3.4. Remote Control:**

- Robots must be remotely controlled; the use of wires or cables is PROHIBITED.

### **4. Arena**

- 4.1. The arena is an enclosed field measuring 4 m × 4 m.
- 4.2. The arena may feature obstacles and shelter areas that complicate movement and strategic planning.
- 4.3. The arena must be equipped with cameras and sensors to monitor the battle.

## 5. Battle Rules

### 5.1. Battle Duration:

- Each battle lasts 3 minutes.
- If no winner is determined after time expires, a 1-minute overtime round is held.

### 5.2. Battle Start:

- Robots are placed in opposite corners of the arena.
- The battle begins at the referee's signal.

### 5.3. Victory:

- Victory is awarded when one of the robots is completely disabled.
- If no robot is disabled after time expires, the winner is determined by degree of damage and activity.

### 5.4. Prohibited Actions:

- Intentional damage to the arena is prohibited.

## 6. Scoring Criteria

6.1. If a knockout does not occur within the allotted time, a video analysis of the battle is conducted after it ends based on the criteria below, and the judges' decision is made by comparing the total scores.

6.2. To determine the winning team, points are awarded without limit according to the following criteria:

- 1 point for a strike with the robot's body while maintaining a minimum distance (at least 1 meter) from the opponent's robot. (To earn the next point, the minimum distance must be re-established before striking again. Multiple strikes without retreating count as no more than 1 point.)
- 3 points for a strike with the robot's weapon while maintaining a minimum distance (at least 1 meter) from the opponent's robot. (To earn the next points, the minimum distance must be re-established before striking again. Multiple strikes without retreating count as no more than 3 points.)
- 5 points if serious damage to the opponent's external structure is confirmed at the end of the round (detaching a part, piercing the body). (Regardless of the number of serious damages, the total points awarded is 5.)

6.3. When a knockout is identified, 10 seconds are given to clarify the situation, after which a countdown is announced aloud to the participants in reverse order.

A knockout is declared in the following situations:

- If the robot disconnects from radio control and loss of control is confirmed.
- If the robot stops moving (motor failure causing a change in the body's position indicates the robot has stopped. In this case, weapon operation does not affect the robot's status as immobile).

The following are permitted during the battle:

- When a malfunction is detected, team members may carry out repairs together for no more than 5 minutes. During this time, the opposing team must wait in their corner of the arena in a stationary position for the next command from the panel of judges. If the robot is not restored to working condition within 5 minutes, the team is considered the loser regardless of accumulated points. To use this privilege, the participant must raise their right hand to signal the judges before knockout is declared or before the countdown begins. This privilege may only be used once during the entire competition. (It may not be used in subsequent battles.)
- Before the start of a battle and before the panel of judges announces participants, each team may receive an additional 10 minutes for technical repairs. This privilege may only be used once during the entire competition.

## **7. Safety**

- 7.1. Participants must comply with the safety measures established by the organizers.
- 7.2. Robot preparation for battles must be carried out in specially designated areas.
- 7.3. In case of violation of safety rules, a participant may be disqualified.

## **8. Awards**

- 8.1. Competition winners are awarded prizes and certificates.
- 8.2. Special awards may be given for innovations in robot design, original tactics, and other achievements.

## **9. Final Provisions**

- 9.1. The organizers reserve the right to amend the regulations, notifying participants in advance.
- 9.2. All participants must familiarize themselves with the regulations and comply with their requirements throughout the competition.

*\* These regulations may be amended no later than 30 days before the start of the competition. The updated regulations will be provided to all registered participants.*