



# AISSMS

## COLLEGE OF ENGINEERING

ज्ञानम् सकलजनहिताय

An Autonomous Institute Affiliated to Savitribai Phule Pune University  
Approved by AICTE, New Delhi and Recognised by Govt. of Maharashtra  
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## 5<sup>th</sup> Regional Conclave of Student's Chapter (Western Region)

### RULE BOOK

#### Event Details

- **Venue:** AISSMS College of Engineering (COE), Pune
- **Event Dates:** 10<sup>th</sup> – 11<sup>th</sup> April 2026
- **Event Timing:** 11:00 AM (Onwards)
- **Registration Fees:** ₹236/- (For IEI Members)  
₹354/- (For Non IEI Members)
- **Prizes (per event) :**  
Winner – ₹10,000/-  
Runner Up – ₹5,000/-

#### General Rules:

1. All participants must carry their valid college ID cards.
2. Misbehaviour, indiscipline, or violation of safety norms will lead to disqualification.
3. Judges' and organizers' decisions are final and binding.
4. Organizers reserve the right to modify rules if required.
5. Certificates of Participation will be awarded to all teams.

#### Contact details:

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# Robo-Wrestling

## TASK

1. Teams must build a robot which can be controlled using a remote (wired/wireless).
2. The aim of the robot is to push the robot of the opposite team out of the arena. The team doing so wins the match.

## ARENA SPECIFICATIONS

1. The arena will be square in shape of side 3000 mm.
2. The main arena will be a circular in shape with a maximum diameter 2400 mm.
3. It will consist of two concentric circles of diameter 2000 mm and 2400 mm.
4. The inner circular area is blue in colour and is called the “Blue Zone” while the outer circular area is red in colour and is called the “Red Zone”.
5. A centre white line of 30 mm width divides the arena into two equal halves.
6. There are white squares of 300 mm x 300 mm on the opposite sides of this line that indicate the starting zones of the two competing teams.

## BOT SPECIFICATIONS

1. The machine should fit in a square of **300mm x 300mm**. There is no height limit.**(5% tolerance)**
2. The weight of **the robot must not exceed 5 kg** (this is including battery, motors etc., except spare components and the remote to control). **(5% tolerance)**
3. The robot must be stable and must stand on its own at the beginning of the run when put in the starting point. Robots not fulfilling this criterion will be disqualified.
4. Any type of weapons (fire, spindle, hammer, etc.) is not allowed.
5. Readymade (market sold) robot with or without modifications will not be allowed in the competition.

## Points System:

1. Each team earns 10 points for pushing the opposition in the red zone and 50 points for pushing the opponent out of the red zone.
2. If a robot goes in the red zone on its own without being pushed by the opponent robot, then 10 points will be deducted from the team’s score. If a robot goes out of the red zone on its own without being pushed by the opponent robot then 20 points will be deducted from the team’s score exiting the arena. No points will be given to the opponent in such case.
3. If a robot is not in working state (i.e. no movement is seen) at the start of a round for any reason, 20 points will be deducted from that team.
4. If there is still a tie on the basis of the scores then a rematch of 1 minute will be played by the involved teams until we get a winner.
6. The organizers reserve the rights to change any or all of the above rules as they deem fit.

**POWER SUPPLY:**

Robot must be completely self-contained and should receive no outside assistance. It should use an energy source employing a combustion process.

1. Robot should have an on-board power supply. No external power supply is allowed.
2. Voltage on the machine at any point should not exceed **12.6 V DC**.

**ROUNDS:****Knockout Round**

1. Two bots will compete against each other.
2. Each round will have duration of 2 minutes. The team which wins two rounds first (each of 2 min) will be declared the winner of the match.
3. The team that pushes the opposition robot out of the arena (i.e. out of the red zone) is declared as the winner of that round.
4. The scoring pattern will be uniform throughout and the scores will be considered only in case of a tie i.e. if no team is able to push the opponent's robot out of the arena in that round.
5. In case of a tie in a round (i.e. none of the team's robot is able to push the opposition robot out of the arena), the winner will be decided by the points earned by each team in that round.
6. In case of a tie in the match, the winner of the match will be decided by a tie breaker.
7. In case of odd number of teams qualified for next round, then team with the maximum points will get the benefit.

**GENERAL RULES:**

1. Any team that is not ready at the time specified will be disqualified from the competition automatically.
2. The machine will be checked for its safety before each match and will be discarded if found unsafe for other participants and spectators.
3. Team members will not be allowed to step in the arena. Only organizers are allowed in any situation. The team will be disqualified if any of the team members steps on the arena without the approval of the presiding organizers.
4. Only one member of the team is allowed to operate and one member for handling the robot.
5. Participants are not allowed to keep anything inside the arena other than their robot.
6. No robot is allowed to use any flammable, combustible, explosive or potentially dangerous processes.

**GAMEPLAY RULES:**

1. Knockout Matches: Each match consists best of 3 rounds.
2. Before the match 1 minute setting time will be given. The run time clock will commence after that 1 minute time-limit even if the handler is still making adjustments to the robots.
3. 60 seconds setting time will be given in between the rounds.
4. The robot must start from the starting point. The operator may abort run at any time. In such a case, the opposite team will be declared as the winner.
5. No hand touches are allowed in between the matches unless both the operators of the respective robots want a restart.
6. Use of jammers is not allowed. Participants found violating this rule will be disqualified.
7. There can be interference problems related to RF modules in case you are using them. It is

the responsibility of the participants to overcome it. Organizers are not responsible for it.

8. In every match each team will be given 2 time-outs of 60 seconds (each).

9. Judges' decision shall be treated as final and binding on all.

Faculty Co-ordinator : **Dr.V.V.Deshmukh**  
**Dr.G.D.Salunkhe**

Student Co-ordinator: **Hitesh Patil (9503475516)**  
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# Common for all events

## **DISQUALIFICATION:**

1. If a participant does not comply with the rules of the event, the robot will be disqualified from the event.
2. Robots should not damage any part of the arena. If the robot damages any part of the arena, it will be disqualified.
3. Human interference (e.g. touching the robot) during the game will be disqualified.
4. Misbehavior of any kind will not be tolerated and the team will be subjected to disqualification.
5. At any point of time during the match voltage should not be varied and should be constant, variation in voltage leads to disqualification.
6. A robot with the base of a toy car and its gearbox as a machine part will be disqualified. Also, Lego kits are strictly prohibited and will lead to disqualification.

## **COMPETITORS AND BEHAVIORAL RULES:**

1. All participants will be given a Certificate of Participation.
2. Winners and runners will be given a Certificate of Merit.
3. All participants must bring a college ID card.
4. Participants are not allowed to use their own Stop watches.
5. **Maximum 4 members** are allowed in one Team.
6. Only 2 members of a team are allowed to stay around the arena (one for controlling and one for assisting) and a team is allowed to play with one robot only.
7. Members of different institutions can form a team.
9. The dimensions, weights, etc., of the field, facilities and equipment described in this document have a margin of error of plus or minus 5% unless otherwise stated.
10. Event Team is not responsible for any kind of damage to your robot.
11. We request the participants not to assume anything that is not mentioned in the document without contacting the Coordinators or Technical team.
12. It's our sincere request to all the participants to go through this rule book thoroughly and not a single point mentioned in the rule book will be compromised under any circumstances.
13. We also request you have a copy of this rule book handy during the event.
14. In case of any discrepancies, **the decision of co-ordinators and heads shall be final** and no further argument will be entertained.
15. Any kind of misbehavior will not be tolerated and will lead to disqualification of the team.