



2021

Tournament Rules

Rev 1.1

Changes from 2021 Rev 1.0 noted in Blue

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Table of Contents

1.0 Introduction	3
1.1 BattleBots Tournament	3
1.2 Robot Safety	3
1.3 Basic Definitions	3
1.4 Documents and Information Sources	4
1.5 Right to Exclude/Remove	5
1.6 Rules Interpretation	5
1.7 Security Cameras	6
2.0 General Tournament Rules	7
2.1 Minors and Restrictions	7
2.2 Teams	7
2.3 Additional Definitions	8
2.4 Competitor Responsibilities	9
2.5 Operators	9
2.6 Robot Completeness	9
2.7 Prohibited Activities	10
2.8 Fire Marshals	11
3.0 Pit and Preparation Area Rules	12
3.1 Pit Access	12
3.2 Pit Safety Requirements	13
3.3 Robot Location	14
3.4 Robot Testing	14
3.5 Welding and Grinding Areas	15
3.6 Fueling Area	15
3.7 Pressure Refill Station	15
3.8 Tank Heaters	15
3.9 Battery Charging	15
3.10 Trash, Debris and Hazardous Waste	16
3.11 Pit and Other Area Hours	16
4.0 Remote-Control Radio Use	17
4.1 Design Rules Compliance	17
4.2 Unauthorized Use	17
4.3 Radio Operation Restrictions	17
4.4 Transmitter Responsibility	17
4.5 BattleBots Inc. Rights	17
5.0 Safety/Technical Compliance	18
5.1 The Safety/Tech Inspection	18
5.2 Safety/Tech Checks	18
5.3 Activation/Deactivation Personnel	18
5.4 Inspection Procedure	19
5.5 Robot Weighing	19
5.6 Additional Inspections and Testing	20
5.7 Damaged-Robot Requirements	21
5.8 BattleBots Officials and Safety	22

6.0 Match Descriptions	23
6.1 The BattleBox	23
6.2 Competition Terminology	23
6.3 Matches	25
6.4 Tournament Judges	26
6.5 Referees	26
6.6 CrewBots	26
7.0 Contest Procedures	28
7.1 Application of Procedures	28
7.2 Match Information Card	28
7.3 Prior to Match Start	28
7.4 Beginning of the Match	28
7.5 During the Match	29
7.6 One-on-One Match Winner	32
7.7 Judges' Determination of Match Winner	33
7.8 Rumble Match Differences	34
7.9 Disqualification and Forfeit	35
7.10 BattleBots Authority	36
8.0 Tournament Format	37
8.1 Contestants	37
8.2 Activity Types	37
8.3 Fight Card	37
8.4 Championship Rounds	37
8.5 Other Possible Formats	38
8.6 Robot Rankings	38
8.7 Championship Rounds Selection	38
8.8 Championship Replacement Team Selection	38
8.9 Prize Structure	39
9.0 Rules Enforcement	40
9.1 Rules Compliance	40
9.2 Team Responsibility	40
9.3 Repeated Warnings	40
9.4 Protests and Appeals	40

1.0 Introduction

These Tournament Rules describe the basic definitions and procedures to be used at the BattleBots 2021 contest. Note also that there may be additional documents that pertain to these Tournament Rules that participants may be required to acknowledge and/or sign.

Additional explanations, definitions, procedures and requirements may be added in future releases of the Tournament Rules.

1.1 BattleBots Tournament

A BattleBots Tournament celebrates the sport of robotic combat through a contest of battling machines. Teams design, build and control combat robots to demonstrate their creativity, engineering skills and driving ability.

1.2 Robot Safety

The safety of all concerned must be considered at all times during the design, construction, testing, shipping, preparation, maintenance, staging, activation, competition, deactivation and any other activity involving a combat robot. Common sense and safety awareness are foremost in all areas of construction and operation. BattleBots Inc. shall have the right to make and implement any modifications to the Tournament and/or Program that it deems necessary, in its sole and absolute discretion, in order to maintain the general safety of all individuals attending the Tournament and/or Program.

Building and operating combat robots can be dangerous. Team members understand and agree that they will not build or operate a combat robot unless they are qualified to do so. Teams are solely responsible for their robot at all times whether or not has been inspected for safety or otherwise by BattleBots Inc. The Team members' responsibility includes all matters of safety, condition, design, conformity to law, operation, merchantability and fitness for use and for any particular purpose.

In addition, Team members under the age of 18 will have some limitations placed on the activities in which they are allowed to participate.

1.3 Basic Definitions

The definitions below are used throughout these Tournament Rules. These definitions may be modified or further defined in subsequent sections of this document.

1.3.1 BattleBots Inc.

The term "BattleBots Inc." shall include the corporate entity BattleBots Inc., BattleBots Inc. executives (including without limitation the CEO and President) and designees.

1.3.2 Producer

The term "Producer" shall collectively include Greetings Media, LLC, Whalerock Studios, LLC and each of their respective officers, employees, and designees.

1.3.3 BattleBots Officials

The term "BattleBots Officials" or "Officials" refers to BattleBots Inc. executives, Producer's executives, and those persons designated by BattleBots Inc. and/or Producer to perform certain duties at the Tournament and in relation to the Program.

1.3.4 Robot

The term "Robot" refers to a combat robot that has been selected to potentially participate in the Tournament. The term "Robot" can also be used to indicate a "Multi-Bot" (ref. 1.3.5).

1.3.5 Multi-Bot

The term "Multi-Bot" refers to a combination of combat robots that are intended to compete as a group. A single robot that is part of a Multi-Bot combination is referred to as a Multi-Bot "Segment".

1.3.6 Team

A "Team" is a group of **2 or more** people associated with the design, construction, operation and/or support of a Robot competing in the Tournament. The terms "Robot" and "Team" may be used interchangeably at times in these Tournament Rules (e.g., if a Robot is disqualified, then the Team associated with that Robot will also be disqualified).

1.3.7 Primary Applicant

The term "Primary Applicant" describes the person chosen by each Team to manage the Team's entry into the Tournament. This is assumed to be the same person as the "Primary Applicant" on the Teams' application to enter the Tournament. If not, BattleBots Inc. has to be notified of, and approve, the change.

1.3.8 Entrant

An "Entrant" is a Team that has been selected to enter a Robot and compete in the Tournament. Entrant may refer to the Team as whole or to each individual member of the Team. For describing certain Tournament activities in this document, the term "Entrant" may also refer to an Alternate (ref. 1.3.9).

1.3.9 Alternate

An "Alternate" is a Team that has been selected to serve as a back-up in the case that an Entrant is unable to compete in the Tournament. If an Alternate is needed, BattleBots Inc. will select the replacement Team.

1.3.10 Competitor

"Competitor" refers to one or more members of a Team that is competing as an Entrant or Alternate in the Tournament.

1.3.11 Tournament

The term "Tournament" includes all activities by Competitors and their Robots during all the prescribed days of on-location preparation and combat robot competition.

1.3.12 Program

The term "Program" includes all Tournament activities, and in addition the activities of all BattleBots Officials and their affiliates, as well as the televised production and exhibition of the Tournament and its related activities.

1.4 Documents and Information Sources

Multiple documents and information sources define the requirements for participation in the Tournament. All Entrants must be familiar with the contents of these documents and sources.

1.4.1 Primary Documents

The primary documents governing the Tournament are:

- a. These BattleBots Tournament Rules ("Tournament Rules") that define the operational rules for a safe, fair and efficient Tournament.
- b. The BattleBots Design Rules ("Design Rules") define the requirements specific to the design and construction of a combat robot that is potentially eligible to compete in the Tournament.

The Tournament Rules and the Design Rules shall be referred to collectively herein as the "Rules".

1.4.2 Potential Competitor Responsibilities

It is the sole responsibility of every potential Competitor to verify that they are referencing the last-updated version of the Primary Documents.

It is also each potential Competitor's responsibility to ensure that BattleBots Inc. has an up-to-date email address for that Team, and to regularly check the BattleBots website and their email.

1.4.3 Rules Violation

A violation of any rule in connection with the Tournament (including without limitation, any of the Rules) or a breach of any agreement or representation made by an Entrant or Alternate in any agreement relating to the Program (including without limitation in the Participant Agreement and any and all representations and warranties therein) may, in the sole discretion of BattleBots Officials, result in penalties up to and including the Entrant's removal from the Tournament/Program and/or forfeiture and/or return of any prize awarded (if any), even if already awarded.

1.4.4 Prize Forms

Each Team Member will be required to fill out and sign his/her Team's Team Member & Prize Allocation Form prior to commencement of the Tournament. The Team Member Prize & Allocation Form specifies how that Team wants its prizes (if any) allocated amongst the Team Members. Only Team members listed on the Team Member & Prize Allocation Form are eligible to receive a prize (if any).

Additionally, prior to the awarding of any Tournament prizes, each Team member entitled to part of the prize will be required to execute a Prize Acceptance Form outlining the amount of the total prize that the Team is entitled to, and portion of the Team prize to which the individual Team member is entitled.

1.5 Right to Exclude/Remove

Authorized BattleBots Officials may exclude from competition any combat robot that, due to its design, construction or usage, they judge to be a hazard to safe competition, even if that robot has met all of the requirements in the Design Rules or any other BattleBots Inc. document. The foregoing shall not limit Official's right to, at any time, exclude or remove from the Tournament any Robot or Team for any reason and without explanation. Decisions of BattleBots officials in this regard are final and not subject to challenge or appeal.

1.6 Rules Interpretation

1.6.1 Applicability

Rules outlined in these Primary Documents supersede any corresponding previously-published Rules regarding Tournament operations.

1.6.2 Overlapping/Conflicting Requirements

A reasonable effort is made to ensure that the requirements in all Rules are consistent with each other. However, in case of an inconsistency:

- a. If any provisions in the Rules appear to overlap, then the effective requirement will be the combination of all of the overlapping requirements, as determined by BattleBots officials.
- b. If any provisions in the Rules appear to conflict, then the effective requirement will be the most restrictive of the conflicting requirements, as determined by BattleBots officials.

1.6.3 Additional Requirements

At the discretion of BattleBots Officials, additional rules, restrictions and/or requirements may be applied to all Competitors and/or their Robots at any time and without prior notice.

1.6.4 Final Authority

BattleBots Inc. and Producer shall have final authority over the interpretation and application of all Rules and decisions regarding the Rules shall be made by BattleBots Inc. and Producer in their sole and absolute discretion. Decisions by BattleBots Inc. and Producer in regards to the interpretation and application of the Rules, the Tournament and the Program shall be final and not subject to challenge or appeal.

1.6.5 Rule Changes

BattleBots Inc. and Producer reserve the right, at any time, to change, add to, delete from, modify or amend these and any other Rules at their sole and absolute discretion. BattleBots Inc. and/or Producer will make commercially reasonable efforts to have any Rules changes available to all Competitors within a reasonable time.

1.6.6 Rules Clarification

If a proposed Robot's configuration or component design is not adequately addressed by the rules set forth in the Design Rules, it is the Entrant's responsibility to contact BattleBots Inc. for clarification in advance of constructing the combat Robot.

The sole responsibility of BattleBots Inc. will be to notify the requestor if the proposed combat Robot design does not comply with the applicable Design Rules. BattleBots Inc. will not provide any guarantees that an entry will be accepted to compete in the Tournament.

No "waivers", release forms or other documents will be issued to allow a Robot to compete if that Robot does not meet the Design Rules requirements as interpreted by BattleBots Inc. in its sole and absolute discretion.

1.7 Security Cameras

Teams are hereby notified that there may be video and audio recording security cameras at any location in and around the Tournament premises.

By participating in the Tournament and Program, each Competitor agrees that all decisions regarding the Tournament and the Program including, but not limited to, eligibility determinations, the selection of Entrants and Alternates, all judging and safety determinations, match-ups, seeding and match play, the awarding of any prize, penalties or disqualifications, Competitor/Team removal, substitution, and/or elimination, these Rules and rule interpretations, the interruption, resumption, cancellation or postponement of any game play, the handling of technical difficulties or other errors are at the sole and exclusive discretion of BattleBots Inc. and Producer, and are final, binding and not subject to appeal.

2.0 General Tournament Rules

2.1 Minors and Restrictions

2.1.1 Minor Definition

A "Minor" is defined as a person less than **18 years** old. Minors are allowed to be Team members, provided that they have the written approval of both the Primary Applicant and the Minor's parent or legal guardian.

2.1.2 Supervising Adult

A "Supervising Adult" is a Team member **21 years** or older who is responsible for no more than **2 Minors** on the Team. Thus, if there are more than two Minors on the Team, there will need to be more than one Supervising Adult.

Each Supervising Adult must understand their limits and responsibilities defined herein, and takes full responsibility for the actions of any Minors under his/her charge.

While supervising any Minors, a Supervising Adult cannot at the same time be participating in any way in the supervision, preparation, repair, transport, or testing of any Robot.

2.1.3 Minors' Participation Rules

Minors less than **8 years** old are not allowed in the Pit Area, or any other area where Robots are being repaired, transported or operated.

Minors **8 years** old or more are allowed to work on the preparation and repair of their Team's Robot, under the direct watch of the Supervising Adult. Such repair and preparation can only involve the use of basic hand tools.

The Supervising Adult may request that a Minor under their supervision be allowed to use low-powered hand tools such as a soldering iron or electric drill. BattleBots officials will evaluate the skill and maturity of the Minor, and may agree to allow that specific Minor to use specific tools, in the exercise of their sole discretion.

Minors cannot enter the BattleBox or any testing area during the Activation or Deactivation (ref. 2.3.3) of any Robot.

2.2 Teams

Tournament Teams and Team members are subject to the following:

2.2.1 Team Name

All Team names must be approved by BattleBots Inc. The Team name must be unique and not be identical or very similar to the name of a previously-registered Team. The name also cannot be identical or very similar to any commercially-trademarked name.

BattleBots Inc. reserves the right to require the renaming of any Team whose name it deems inappropriate, offensive or conflicting.

Once a Team has been accepted for entry into the Tournament, the Team's name cannot be changed, unless they receive written permission from BattleBots Inc.

2.2.2 Team Technical Expertise

One member or a combination of members of the Team must have knowledge and understanding of all of the technical aspects of the Team's Robot.

2.2.3 Team Size Limits

A Team must consist of a minimum of **2 people**, at least one who is not a Minor.

There are no specific limits to the maximum number of people that may be on any Team. However, there are limits on the number and age of Team members who can be on a Pit Crew (ref. "2.1.3 Minors' Participation Rules" and "3.1.4 Pit Crew Members").

2.2.4 Team Personnel

No person can be a member of more than one Team.

2.3 Additional Definitions

Below are additional definitions of terms used throughout this document. Many are explained in more detail in other sections.

2.3.1 BattleBox

The "BattleBox" (also referred to as the "Arena") is the enclosed area in which combat takes place between two or more Teams and their Robots. The BattleBox may also be made available for Robot testing purposes.

2.3.2 Driving Platform

The "Driving Platform" is an area adjacent to the BattleBox from where the Team members operate their Robots and any associated equipment.

Depending upon the type of contest in the Arena, BattleBots Inc. will limit the number of members from each Team who can be on the Driving Platform during that contest.

2.3.3 Activation and Deactivation

"Activation" of a Robot is the process of using switches or other means to provide power to a Robot's weapons and mobility systems. "Deactivation" is the reverse of Activation, where all power is removed from the Robot's weapons and mobility systems.

2.3.4 Disqualification

"Disqualification" or being "Disqualified" means that, at a minimum, a Team's Robot is no longer allowed to compete in the Tournament.

2.3.5 Expulsion

"Expulsion" or being "Expelled" means that one or more Team members is to leave the Tournament premises for the duration of the Tournament.

2.3.6 Fuel-Powered Engine

An internal combustion engine that runs on gasoline.

2.3.7 Match

A "Match" is a competition between two or more Robots. Refer to "6.0 Match Descriptions".

2.3.8 MiniBot

A Multi-Bot Segment that has no active weapon (as defined in the Design Rules) and weighs no more than 20 pounds.

2.3.9 Operators

"Operators" Refers to the Team members who control the Team's Robot during a Match.

2.3.10 Pit Area

The "Pit Area" refers to the areas within which each Team's Robot and associated support equipment are prepared, maintained, stored and tested during a Tournament. Further definitions and specifications of the Pit Area are described in "3.1.1 Pit Area".

2.3.11 Pit Crew

The "Pit Crew" includes those Team members who provide direct support work for a Robot at the Tournament.

2.3.12 Test Box

A "Test Box" is a special enclosed, armored area used for testing the operation of a single Robot. Test Box usage is strictly regulated. There may be more than one Test Box.

2.4 Competitor Responsibilities

All Competitors at the Tournament have certain duties and responsibilities.

2.4.1 Response to Officials

Competitors must follow the verbal instructions of BattleBots Officials at all times.

2.4.2 Regulations, Rules and Procedures

Competitors are ultimately responsible for knowing the Rules of the Tournament/Program, including without limitation the regulations, rules and procedures as defined in this and other official BattleBots Inc. documents, including emails and web pages, as well as each of the Primary Documents.

2.4.3 Promptness

Competitors are responsible for showing up on time for all meetings, inspections, ceremonies or other events that require their participation.

2.4.4 Pre-Match Readiness

BattleBots Officials will provide ways for Competitors to learn approximately when their Matches are scheduled. However, some Matches cannot be scheduled until a previous Match's outcome has been determined, and the Match order can change at any time due to unforeseen circumstances.

Prior to a Match, each Team's Robot must undergo an inspection and weigh-in, as described in paragraph 5.6.4. Once notified of their scheduled Match time, competitors are ultimately responsible for having their Robot combat-ready with sufficient time (at least **60 minutes**) to allow for the inspection.

2.4.5 Pit Crew Member Availability

Each Team must have a person available at their designated Pit Table during periods when inspections or contests are taking place. At other times, the Team must leave a note on their Pit Table with the phone numbers and/or locations where key Pit Crew members can be found.

If a Team's Robot is scheduled for a Match and BattleBots Officials cannot find any member of the Pit Crew, the Team will Forfeit the Match.

2.4.6 Informing Officials

Competitors are responsible for immediately informing the appropriate BattleBots Officials of any problems with remote-control radios, their Robot, or any other factor that could affect the Team's participation.

2.5 Operators

Multiple members of the same Team may control the Team's Robot during a Match. The number of Operators is limited to the number of members allowed on the Pit Crew for that Team, as defined in "3.1.4 Pit Crew Members".

The plural form ("Operators") may refer to a single person who is the only one controlling the Robot. When the singular form is used ("Operator"), it always refers to one person.

"Operators" also includes any Team member who is using additional equipment to "target" an opponent Robot, or who is controlling Arena hazards.

2.5.1 Operators' Positions

Operators may only control a Robot from the designated "Driver's Platforms" adjacent to the BattleBox.

2.6 Robot Completeness

Each Robot must be designed to be complete, and not be dependent upon components from any other Team's Robot competing at the Tournament.

2.6.1 Sharing of Parts

A Robot, including its remote-control system, must not contain any parts from any other Robot that is still eligible to compete in Tournament elimination Matches. Thus, a Robot may utilize parts from another only if that other Robot has been eliminated from Match competition.

However, spare parts may be shared between consenting Teams.

2.6.2 Sharing of a Transmitter

Two Robots entered by different Teams cannot be required to use the same remote-control transmitter unit.

2.7 Prohibited Activities

BattleBots Inc. expects all Competitors to act in a safe and legal manner. The actions of a single Team member may be grounds for Disqualification or Expulsion of the entire Team.

The following activities are prohibited; violation of any of these terms may result in Competitor and/or Team Disqualification, as determined by BattleBots Inc. and/or Producer in their sole and absolute discretion.

2.7.1 Unruly Behavior

Fighting, belligerence, threat of physical violence or other unruly behavior, including abusive physical contact with any BattleBots Official, will not be tolerated and can result in the immediate Expulsion of the offending Team member's entire Team from the Tournament.

2.7.2 Vehicles in Pit Areas

Scooters, bicycles, skateboards, skates and similar vehicles cannot be used in any of the Pit Areas. In addition, powered vehicles such as Segways, hoverboards or powered scooters cannot be used or stored in the Pit Areas.

The only exceptions are wheelchairs (manual and powered) occupied by disabled persons, and vehicles used by authorized personnel for Tournament operations.

2.7.3 Running and Playing

Running in the Pit Area, except in an emergency, is not allowed. Running while carrying a charged pneumatic tank, or any sharp or otherwise dangerous part, may result in the revoking of the Pit Pass of the offender.

Engaging in horseplay, tossing balls or other items, or operating remote-control vehicles or equipment in the Pit Area is also not allowed.

2.7.4 Team Property

No Team member may deliberately touch, handle or otherwise come in contact with any Robot, parts, tools or other equipment belonging to another Team, without the explicit verbal authorization from a member of the other Team.

2.7.5 Smoking

Use of either tobacco products, nicotine vapor devices (e-cigarettes) or similar non-nicotine delivery devices is specifically prohibited in any of the Pit Areas, and in any other indoor or nearby outdoor area that is marked as "No Smoking".

2.7.6 Alcohol Use

No alcohol may be consumed at the Tournament by any Team member at any time. In addition, no alcoholic beverage may be brought into any of the Pit Areas.

A Team member under the influence of alcohol is not allowed in any of the Pit Areas, and cannot participate in any activity involving the preparation, transport or operation of any Robot at the Tournament.

2.7.7 Illegal Drugs

No possession of illegal drugs or other substances or any use thereof will be tolerated at any time or place during the entire production, on camera or off. Penalty is immediate dismissal of the entire Team of the offender from the Competition and Program.

2.7.8 Firearms and Explosives

No firearms, weapons, explosives or other dangerous items or materials of any kind may be possessed or brought to any Tournament location by any Competitor or anyone else other than authorized law enforcement personnel.

2.7.9 Lasers

Deliberate pointing of any laser at any other person at the Tournament will not be tolerated and may result in the immediate Expulsion of the offending Team member's entire Team from the Tournament.

2.7.10 No Pets

No pets of any kind are allowed anywhere at the Tournament. The only exception is a certified service dog being used to assist a disabled person.

2.8 Fire Marshals

For fire safety and to comply with local and state ordinances, Fire Marshals may place additional requirements or restrictions on any or all persons at the Tournament.

3.0 Pit and Preparation Area Rules

3.1 Pit Access

3.1.1 Pit Areas

The term "Pit Area" refers to several areas within and near the Tournament premises. These include:

- a. The "Main Pit Area" where Robots are stored and prepared for combat.
- b. The "Welding and Grinding Area" where all welding or grinding or sawing operations are to be performed.
- c. The "Battery Charging Area", where all batteries, regardless of type, are to be charged.
- d. The "Pressure Refill Station", where all charging of pressurized gasses is to take place.
- e. The "Fueling Area" where all filling of flammable gasses or liquids is to take place.
- f. Any other location where a Robot is being prepared, repaired, or tested.

3.1.2 Testing Area

The "Testing Area" is generally not considered to be a Pit Area. It has much stricter access and usage requirements, as described in the section "3.4 Robot Testing" below.

3.1.3 Pit Table

The "Pit Table" refers to the specific table in the Main Pit Area that is assigned by BattleBots Inc. to a specific Team's Robot. For identification purposes, each table is labeled with a number. This number must not be obscured or removed.

Each Team member is responsible for any and all activities that occur at or near the Team's Pit Table.

3.1.4 Pit Crew Members

The "Pit Crew" refers to those members of a Team who work on the Team's Robot. Different Team members may alternate between being on the Pit Crew. The Pit Crew is defined by those people wearing Pit Passes.

3.1.5 Pit Passes

The "Pit Passes" are laminated cards issued by BattleBots Inc. to each Team. A Pit Pass is required to be worn and visible at all times when a Team member is in the Pit Area. However, Pit Passes should not be worn when activating or deactivating a Robot.

Each Team will be provided up to **5 Pit Passes**. However a Team will not receive any more Pit Passes than there are Team members. Pit Passes are exchangeable between members of the same Team. Individual Pit Passes are revocable by BattleBots Inc. at any time.

3.1.6 Pit Access Limits

No Team member can be in a Pit Area without a Pit Pass.

3.1.7 Transferring a Pit Pass

Any Team member caught transferring their Pit Pass to a person not on their Team will be required to turn in their Pit Pass and leave any Pit Area immediately. No replacement Pit Pass for the Team will be issued.

3.1.8 Non-Team Pit Access

Subject to safety requirements and considerations, friends and family of Team members ("Visitors") may be allowed into certain designated Pit Areas if they have received prior approval from BattleBots Inc. and Producer, and they are escorted by a Team member with a Pit Pass. There is a limit of 2 Visitors per escort.

Other persons invited by BattleBots Inc. ("Invitees") may be allowed in the Pit Areas if they are escorted by BattleBots Officials.

3.2 Pit Safety Requirements

It is expected that Pit Crew members will practice safety and exhibit common sense at all times. However, certain specific safety requirements must be adhered to in the Pit Areas, as specified below.

3.2.1 Pit Pass Revocation

BattleBots Inc. reserves the right to permanently or temporarily revoke the Pit Pass of any Team member caught violating any of the Pit Safety Requirements defined herein.

3.2.2 Eye/Face Protection

All persons working, standing or moving through the Pit Areas must at all times wear shatterproof safety glasses or face masks.

Corrective-lens eyeglasses are not considered to be a substitute for safety glasses unless the eyeglasses have shatterproof lenses and some degree of side-entry protection.

3.2.3 Foot Protection

All persons in the Pit Area must at all times be wearing closed-toe shoes with full soles. Bare feet, socks-only, sandals and open-toe shoes are specifically prohibited in any Pit Area, the Test Box or the Arena.

3.2.4 Runaway Prevention

When any Robot is being stored at its Pit Table, all Robot motion system wheels/tracks/legs/etc. must be suspended in the air, with a clearance of at least **1/4 inch**, such that the Robot is incapable of translational motion even if its motion system is moving.

3.2.5 Protective Covers/Restraints

All sharp objects and edges of the Robot must have the Safety Covers installed, all pinch hazards must be blocked, and any Safety Restraints must be installed.

The only exception is when a Pit Crew member is working on a specific Robot part that requires removal of a cover, block or restraint.

3.2.6 Welding/Grinding/Sanding

No welding or power grinding/sanding of any kind is to be done except in the Welding and Grinding Area. This includes grinding and sanding of plastic and fiber composite materials (e.g. Lexan, fiberglass, Kevlar, etc.).

Drilling a small number of holes at a Pit Table is allowed, provided that all shavings fall within the Team's Pit Table area and are cleaned up immediately after the drilling operation is complete.

3.2.7 No Robot Activation

Under no circumstances can a Robot be Activated or operated except in a designated Testing Area.

Any switch or plug that activates the motion or weapon system must not be turned on or connected in the Pit Area. Such systems may only be Activated in the BattleBox or in a designated Testing Area. Refer to section "3.4 Robot Testing".

If a Robot employs pneumatic or hydraulic systems, the downstream system must not be pressurized in the Pit Area. That is: all shut-off valves must be closed and all pressure-relief valves must be opened.

A Robot's pneumatic or hydraulic actuation system may only be pressurized in the BattleBox or Test Box.

3.2.8 Robot Pressure Tanks

Pressurized primary pneumatic storage tanks specifically for use in a Robot are allowed in the Main Pit Area provided that:

- a. Any tank is completely undamaged, as defined in "5.7.5 Pneumatic Systems".
- b. The pressure in any tank does not exceed the limit specified in the Design Rules.
- c. Each tank has an attached pressure relief valve or a burst disk.
- d. Each tank is either properly installed in a Robot or is placed in a container that prevents it from moving.

All pneumatic tanks in the Main Pit Area, whether discharged or not, must either be installed in a Robot or placed in a secure container. There must be no pressure storage tanks lying about loose at any time.

Improper use, handling or storage of pneumatic tanks can result in the Disqualification of a Team.

3.2.9 Pneumatic Tank Charging

Pressurized pneumatic tank charging is specifically prohibited except in the designated Pressure Refill Station (ref. 3.7).

3.2.10 Fuel Filling and Storage

Gasoline engine and flame system tank filling is specifically prohibited in the Main Pit Area. All filling of Robot fuel tanks has to be done in the designated Fueling Area. In addition, fuel refilling containers have to be stored at the Fueling Area.

3.2.11 Battery Charging

Recharging of batteries of any type is specifically prohibited in the Main Pit Area. All battery charging has to be done in the designated Battery Charging Area. Batteries used to power a Robot's weapon, flame or mobility system are not allowed in the Pit Area at any time.

3.3 Robot Location

From the time a Contestant first brings their Robot to the Tournament location until the time that the Robot will no longer be competing in the Tournament, the Robot cannot be removed from the Tournament location. Parts for the Robot may be brought in or removed from the Tournament site, but the Robot must substantially remain at the Tournament location.

3.4 Robot Testing

Robots may only be tested in certain areas and only when supervised by certain BattleBots Officials.

3.4.1 Test Boxes

One or more Test Boxes will be provided at the Tournament for the testing of Robot safety and operation. Any use of a Test Box must be supervised by a BattleBots Official. This Official will control entry and exit from any Test Box and determine what type of testing may be safely performed.

A designated Safety/Tech Inspector ("Inspector") may in special circumstances choose to allow a Robot to be tested in a safe area outside the Test Box. During such testing, the Robot and supporting personnel must at all times be under the direct observation and supervision of the Inspector.

Unauthorized or unsupervised testing of any kind of robot at the Tournament site can result in the Disqualification of a Team.

3.4.2 Robot Transport

When transporting any Robot to or from the Pit Area, or any other Area on the Tournament grounds:

- a. The Robot must be moved on a rolling dolly or cart. Driving or hand carrying is prohibited.
- b. All Safety Covers and Restraints must be installed.
- c. The Robot must be completely Deactivated.

Absolutely no riding or carrying of passengers on robots or other remote-controlled vehicles is permitted at any time. Violators may be Expelled from the Tournament.

3.4.3 Testing Safety

In its sole discretion, BattleBots Inc. may at anytime modify the Testing process, move the location of the Testing Box or shut down any Testing Area.

3.5 **Welding and Grinding Areas**

All welding and power grinding or sanding must be done in areas specifically set aside for those purposes. When working in the Welding/Grinding Area, these procedures must be followed:

- a. Shatterproof safety glasses or facemasks must be worn by all persons in the Welding/Grinding Area, regardless of whether the person is performing welding or grinding operations, or simply observing.
- b. When grinding metal, the part and the grinding tool must be positioned such that no metal particles are thrown toward another person, or outside the Grinding Area.
- c. For welding or torch-cutting, darkened welder's goggles or a darkened face shield must be used by the welder and by anyone observing. The parts being welded or cut must be sufficiently shielded such that others cannot directly view the arc or flame.

3.6 **Fueling Area**

All fueling of gasoline, Propane or Butane has to take place in a Fueling Area specifically designated for that purpose. There must be no smoking or other open flames in or near the Fueling Area.

3.7 **Pressure Refill Station**

All refilling of pressurized Nitrogen or compressed air tanks must be done at the designated Pressure Refill Station. BattleBots Inc. will provide official pneumatic refilling equipment for Nitrogen.

All Robot pneumatic storage pressure tanks must be equipped with, or have an adapter for, the filler fitting specified in the Design Rules.

3.8 **Tank Heaters**

Pressurized tank heaters are specifically not allowed to be brought to or used at the Tournament.

3.9 **Battery Charging**

Batteries are subject to several restrictions on their use, storage and charging as follows;

3.9.1 **Charging Area**

Batteries of any type that are used to power a Robot can only be charged in a specific "Battery Charging Area" that will be designated by BattleBots Officials.

Teams are responsible for bringing their own battery chargers. Battery chargers must have the name of the Team and their Pit Table number clearly labeled on the charger.

3.9.2 **Lithium Chargers**

Lithium batteries must be charged using chargers specifically designed for Lithium batteries, and must have automatic overcharge protection.

3.9.3 **Lithium Battery Handling**

Teams using Lithium batteries must bring containment envelopes or other functional means to safely contain their Lithium batteries during charging.

BattleBots Officials will provide salt water baths and sand buckets in the Battery Charging Area and other locations. If a battery begins to swell, smoke or catch fire, it must be immediately disposed of in either the salt water bath, sand bucket or a containment envelope.

3.9.4 **Robot Battery Fires**

If a Robot is outside the Arena, and if its batteries start smoking or burning, the Robot must be immediately moved to an outdoor or other well-ventilated area away from any groups of people.

3.9.5 **Radio-Control Batteries**

Non-Lithium batteries for radio-control transmitters and receivers are allowed to be stored and charged in the Main Pit Area, provided that any charging is done using an un-modified commercially-made charger specifically designed for the type and capacity of the batteries being charged.

3.10 Trash, Debris and Hazardous Waste

For the safety of all, Pit Crew members have to at all times minimize the amount of trash and debris at their Pit Table location. In addition, when a Team vacates their Pit Table after their final Match, they must remove all debris and other items on the table, on the floor beneath and beside the table and on any walls adjacent to the table.

BattleBots Inc. will provide specific containers for the disposal of hazardous materials. These must be used at all times when disposing of fuels, oil, hydraulic fluid and damaged or discharged batteries.

Disposal of Trash, Debris and Hazardous waste in violation of local ordinances and/or state and federal codes can result in Team Disqualification.

3.11 Pit and Other Area Hours

The Pit Area access hours will be limited during the Tournament. The Main Pit Area will be closed from late night to early morning. For safety and operational reasons, the other Pit Areas (Welding/Grinding, Test Box, Fueling, Battery Charging, Pressure Refill, etc.) may have more limited hours.

The specific hours of operation for each of the Pit Areas may vary from day-to-day and will be announced and posted at the Tournament.

4.0 Remote-Control Radio Use

4.1 Design Rules Compliance

All Robot radio-control equipment ("R/C Equipment") must at all times comply with all the requirements and restrictions of the Design Rules document, including frequency used and control type.

4.2 Unauthorized Use

To avoid radio interference issues, all Teams must at all times follow the instructions of any BattleBots Official, regarding the use of their radio control equipment.

The unauthorized or improper use of any radio control transmitter is grounds for Disqualification of a Robot and/or Expulsion of a Team.

4.3 Radio Operation Restrictions

Radio transmitters or receivers are not allowed to be turned on in the Pit Area or any other locations other than the Test Box or the Arena, unless specifically authorized by a BattleBots Official who is present during the time that the radio is in operation.

4.4 Transmitter Responsibility

Teams should put their Team name and Pit Table number on each of their remote-control transmitters. BattleBots Inc. and its affiliates have no responsibility for the safeguarding of any transmitters or other remote-control equipment.

4.5 BattleBots Inc. Rights

Notwithstanding the above, BattleBots Inc., at its sole discretion, has the right to impound or otherwise limit access to any or all R/C Equipment as it deems necessary for safety or other practical reasons. Such added and/or changed procedures may be announced prior to or at the Tournament.

Failure to comply with any such procedures may result in the Disqualification of the Team and its Robot from the Tournament.

5.0 Safety/Technical Compliance

5.1 The Safety/Tech Inspection

To be eligible to compete in the Tournament, an Entrant's Robot and any associated auxiliary systems must pass a Safety and Technical Inspection ("Safety/Tech Inspection").

5.1.1 Safety Administrator

The Safety Administrator ("SA") is the BattleBots Official responsible for the scheduling of Robots for Safety/Tech Inspection and the recording of Inspection results. The SA is also the contact point for any questions or disagreements about the inspection scheduling and procedures.

5.1.2 Safety/Tech Inspector

A "Safety/Tech Inspector" (also "Inspector") is a BattleBots Official responsible for inspecting Robots for compliance with all the Rules. Inspectors also have additional responsibilities to insure the safe preparation, handling and testing of Robots at the Tournament.

5.1.3 Disagreement with Inspector

If an Entrant disagrees with an Inspector about whether their Robot complies with certain Rules, they can notify the SA to request a review of that Inspector's decision.

Similarly, if an Entrant or Alternate is asked to perform a test that they believe is unnecessary and could damage their Robot, they may refuse to do the test and notify the SA to request a review.

Any review regarding the disagreement will be done by a BattleBots Inc. and/or a proxy designated by BattleBots Inc, and the decision will be final.

5.2 Safety/Tech Checks

The Safety/Tech Inspection is intended to confirm that the Robot complies with all of the Rules as defined in the Design Rules and in this document. The Safety Tech Inspection will include but not be limited to:

- a. That all Safety Covers and Restraints meet the point/edge and pinch protection requirements.
- b. That the Robot complies with the weight limits, using the methods defined in "5.5 Robot Weighing".
- c. That remote-control and any telemetry systems comply with all requirements for allowed frequency, control-type and non-interference.
- d. That electrical systems comply with battery-type, voltage limitations and insulation requirements.
- e. That fuel-powered engines comply with the engine type, fuel type and fuel quantity requirements.
- f. That all pneumatics comply with the pressure limitations, component type, component rating, tank protection, tank fill and pressure-relief requirements.
- g. That all hydraulics comply with the pressure limitations, component type, component rating, reservoir tank protection and pressure-relief requirements.
- h. Flame weapons systems comply with all relevant requirements for such systems, and any additional requirements that may be specified by BattleBots Officials.
- i. A demonstration that the Robot can comply with the specified Activation and Deactivation time limits and fail-safe requirements.
- j. A demonstration that the Robot is readily controllable and maneuverable using the remote-control.
- k. A demonstration that all Active Weapon systems operation is predictable and fail-safe.

5.3 Activation/Deactivation Personnel

At least two Team members (other than the Team captain) have to be fully qualified to both Activate and Deactivate all of their Robots. In addition, those Team members must know how to disassemble their damaged Robot in order to Deactivate it. The specified Team members must be identified to BattleBots officials during the inspection and testing. No Team member other than those specified can Activate or Deactivate their Robot.

Some or all of the specified Team members may be required to demonstrate their ability to Activate and Deactivate their Robot during the Inspection Procedure.

5.4 Inspection Procedure

The inspection procedure has two primary parts: the Internal Inspection and the Functional Testing. The Robot also has to be weighed as part of the Inspection. A Robot's weight may be checked more than once during the inspection procedure and can be re-checked throughout the Tournament at the discretion of Inspectors or other BattleBots Officials.

5.4.1 Internal Inspection

Internal Inspection involves the inspection of all of the components of the Robot to confirm that its components and their configurations comply with the requirements of the Design Rules. For this part of the inspection, the Robot is partly disassembled to allow access to all internal components.

The Internal Inspection is performed at the Pit Table for the Team's Robot.

5.4.2 Functional Testing

Functional Testing of a Robot is not begun until the Robot has completely passed its Internal Inspection and has been reassembled. Functional Testing involves a demonstration that the Robot can be safely controlled and meets all of the Activation, Fail-Safe, Mobility, Deactivation and other requirements specified in the Design Rules. Operation and compliance of all active weapons (excluding flames) on the Robot will be tested also.

A Robot with a lifter, grappler or flipper will be required to demonstrate their ability to lift or flip a weight, as defined in the Builder's Guide.

If the Robot has one or more flame systems, the flame system(s) will be tested separately following satisfactory completion of the above-described tests. As a result of the flame testing, the Entrant may be required to modify the size and direction of the flame output, or to disable the flame system completely.

5.4.3 Inspection and Testing Completion

If a Robot fails any part of the Internal Inspection, it must again be inspected and pass completely before it can be eligible for the Functional Testing. Similarly, if a Robot fails any part of the Functional Test, it must again be tested and pass before it will be allowed to compete in any Matches.

At the discretion of the Inspector, the Robot may be required to re-pass all parts of the Internal Inspection or the Functional Test, even if some parts were passed on the initial inspection or testing.

5.4.4 Full Disclosure

During any Safety/Tech Inspection, an Entrant must fully and accurately disclose all features and characteristics of the Robot that could affect safety or compliance with all Rules. Deliberate misrepresentation or obfuscation of any Robot feature or characteristic may result in Disqualification of the Team and Robot.

5.5 Robot Weighing

5.5.1 Tournament Official Scale

One scale at the Tournament will be designated the Tournament "Official Scale". This scale can be used by any Robot for official weigh-in and will be used for any subsequent weight checks.

BattleBots Officials will make reasonable efforts to insure the accuracy, sensitivity and consistency of the Official Scale so that all Robots are treated equally.

5.5.2 Weight Limit

The weight limit, as specified in the Design Rules, will be strictly enforced. The weight reading on the Official Scale is the weight that will be used to determine whether a Robot complies with the rules.

Weighing is typically performed with the Robot in combat-ready configuration, including any gasses and liquids. For safety and other reasons, the Robot can be weighed without gasses or liquids provided that sufficient allowance is made for the added weight of any gasses and/or liquids.

5.5.3 Dithering

If the digital reading on the Official Scale is "dithering" (changing between two values) the weight value used will be the highest of the weights displayed. The scale will be considered to be dithering if it does not maintain a consistent value for at least **5 seconds**.

5.5.4 Alternate Configuration Weights

If the Robot uses alternate weapons or configurations, each of the configurations is weighed and must be within the weight limit.

5.5.5 Multi-Bot Weight

The weight of a Multi-Bot will be determined by weighing all Segments together at one time.

In addition, each Segment must also be weighed separately and a sticker applied to each segment indicating that Segment's weight. A MiniBot does not require a weight sticker.

Any time a change is made that affects the weight of a Multi-Bot Segment, then that Segment must be re-weighed and the sticker changed if necessary.

5.5.6 Other Scales

BattleBots Inc. may make other scales available for use by Competitors. If such scales are available, a Competitor may use them to weigh parts or to do comparative weighing. However, the initial Robot weighing and any subsequent re-weighing for compliance checking will use the Official Scale.

5.6 Additional Inspections and Testing

The initial Safety/Tech inspection and testing is intended to determine if a Robot, as initially entered, appears to comply with the Design Rules. Passing the initial Safety/Tech Inspection does not in any way exclude a Robot from being inspected or tested at any later time during the duration of the Tournament.

5.6.1 Robot Modification

If an inspected Robot is subsequently modified in any way that could affect its safety, efficacy, operation or appearance, the Robot's Team must request that the modification(s) be inspected and approved by a Safety/Tech Inspector. At the discretion of the Safety/Tech inspector, the Robot may be required to undergo new functional testing. Failure to request re-inspection can result in the Disqualification of the Robot.

5.6.2 Right to Request

If any BattleBots Official or Competitor has reason to believe that a Robot does not comply with any of the Rules, they can request that the Robot be re-weighed and/or re-inspected at any time except while the Robot is in the Arena competing in a Match.

The Competitor or BattleBots Official must verbally notify any Safety/Tech Inspector of their request to have a Robot re-weighed and/or re-inspected. Any Safety/Tech Inspector may initiate a re-weigh or re-inspection at their discretion.

5.6.3 Best Effort

If a Team's Robot has been selected for re-weighing and/or re-inspection, they must make their best effort to move and/or prepare their Robot for the procedure. Failure to do so may result in the Team's Disqualification.

5.6.4 Pre-Match Inspection

Prior to its Match, a Robot will be tested for functionality and also weighed to confirm compliance with the regulations.

Once the Pre-Match Inspection of a Robot starts, no changes are allowed to be made the Robot that involve the addition of any parts that affect the weight or functionality of a Robot. Removal of parts may be allowed.

If during or after inspection a part is found to be faulty or damaged, BattleBots Officials may allow replacement of that part with a structurally and functionally identical part.

If BattleBots Officials determine that Team is causing a delay in Tournament production by continually changing their Robot's configuration, the Officials may require that the Team decide on and implement a single Robot configuration to be used for the Robot's next Match.

5.6.5 Non-Compliant

If as the result of the re-weighing and/or re-inspection, a Robot is found to not comply with any applicable Rules, the remedy will depend on the nature of the non-compliance as follows:

- a. If the non-compliance was accidental, and would not have affected the outcome of any Match in which it participated, the Robot will have to be modified to make it comply.
- b. If the non-compliance was accidental, but could have affected the outcome of any Match in which it participated, the Robot may be Disqualified.
- c. If the non-compliance was deliberate, the Robot may be Disqualified.
- d. If the non-compliance was deliberate, and the non-compliance endangered or injured personnel at the Tournament, the Team will be subject to Expulsion.
- e. All decisions regarding the applicability of these non-compliance rules shall be made by BattleBots Inc. in its sole and absolute discretion and all decisions shall be final and not subject to challenge or appeal.

5.7 Damaged-Robot Requirements

If a Robot has been damaged, either by combat or by any other means, it must comply with the requirements specified below, as is applicable.

5.7.1 Activation/Deactivation Access

If a Robot is damaged such that it cannot meet the Activation or Deactivation time requirements of the Design Rules, it must not be activated. Before any Activation, the Robot must be repaired such that both the Activation and Deactivation time requirements can be met.

5.7.2 Safety Covers and Restraints

If damage to a Robot precludes the use of an existing Safety Cover or Restraint, a new cover or restraint may be fabricated, provided that it complies with all the requirements of the Design Rules.

5.7.3 Electrical Systems

If any Weapon or Mobility Master Switch or its mounting is damaged in such a way that it can no longer function safely and reliably, the Master Switch must either be replaced, or it must be repaired in such a manner that its full functionality and safety are restored before the Robot is Activated.

5.7.4 Fuel-Powered Engines

Damaged Fuel-Powered Engine systems cannot be operational on a Robot, in the following situations:

- a. If any fuel line, fuel tank or its mounting/attachment system is damaged, it must be either replaced or repaired such that the original functionality and structural integrity is fully restored.
- b. If any engine fail-safe cut-off system is damaged, it must be either replaced or repaired such that the full fail-safe functionality is restored.

Damaged Fuel-Powered Engine components may be carried aboard an Activated Robot provided that no fuel is carried on board.

5.7.5 Pneumatic Systems

Damaged pressurized pneumatic systems cannot be operational on a Robot, as follows:

- a. If any pneumatic pressure storage tank sustains damage that in any way compromises its structural integrity, it must be immediately depressurized as soon as the damage is discovered. This tank can never again be used to store pressurized gas at the Tournament.
- b. If any pneumatic component other than a pressure tank is damaged in any way that compromises its structural integrity or operation, then that component must be replaced before the pneumatic system is pressurized.

Damaged pneumatic components may be carried aboard an Activated Robot provided that the damaged components are completely depressurized at all times.

5.7.6 Hydraulic Systems

Damaged pressurized hydraulic systems cannot be operational on a Robot, as follows:

- a. If any low-pressure hydraulic storage reservoir or its mounting system is damaged, it must be either replaced or repaired such that the original functionality and structural integrity of the reservoir and/or its mounting system is fully restored.
- b. If any hydraulic component, other than the storage reservoir, is damaged in any way that compromises its structural integrity or operation, then that component must be replaced or restored to full integrity and functionality before the hydraulic system is pressurized.

Damaged hydraulic components may be carried aboard an activated Robot provided that the damaged components are completely depressurized and contain only residual hydraulic fluid, and that no fluid is leaking.

5.7.7 Flame Systems

Damaged flame-producing systems cannot be operational on a Robot, as follows:

- a. If any flammable-gas pressure storage tank sustains damage that in any way compromises its structural integrity, it must be immediately depressurized as soon as the damage is discovered. This tank can never again be used to store pressurized gas aboard a Robot at this Tournament.
- b. If any flame system component other than a pressure tank is damaged in any way that compromises its structural integrity or reliability of operation, then that component must be replaced or restored to original integrity and functionality before the flame system is pressurized.

Damaged flame system components may be carried aboard an activated Robot provided that the damaged components contain no flammable gas or fluid.

5.7.8 Competitor Responsibility

It is the responsibility of all Competitors to constantly check if their Robot has sustained any damage that requires repair or replacement as described herein. Checking for damage is particularly important immediately following a Match. Any deliberate Activation of a damaged Robot that fails to comply with the requirements of the Design Rules, or of this section 5.7, may result in the Disqualification of the Robot and its respective Team.

5.8 BattleBots Officials and Safety

If at any time during the Tournament, a BattleBots Official determines that a Robot poses a threat to Tournament safety, BattleBots Inc. reserves the right to require that specific modifications be made to the Robot. If such modifications are not possible, then the Team's Robot may be Disqualified.

6.0 Match Descriptions

6.1 The BattleBox

The BattleBox is the Arena in which Matches take place.

6.1.1 BattleBox Description

The BattleBox is a fully enclosed **48 foot** by **48 foot** rectangle raised **2 feet** off the ground. The BattleBox floor is approximately level, but is not guaranteed to be flat or smooth. The BattleBox employs certain “Hazards” and other obstacles that can block, damage and/or disable a Robot. The BattleBox may also contain debris and/or have damage from previous Matches.

Competitors are encouraged to use the Hazards and obstacles to their advantage. However, BattleBots Inc. is not responsible for any Robot damage caused by the BattleBox itself, the Hazards or any debris within the BattleBox.

6.1.2 No-Flame Zone

The area within **10 feet** of the BattleBox walls and **8 feet** from the bottom of the roof truss is designated a “No-Flame Zone”. Robots are not allowed to use any flames in this zone. A light gray line may be painted on the Arena floor to help indicate the boundary of the zone and Referees will warn Competitors if they use their flames near or within that area (ref. “7.5.20 “Flame Off”).

Violation of the No-Flame Zone rules can result in a Team being Disqualified, or their flame effect can be disabled for the duration of the Tournament. The penalty levied for violation of the No-Flame Zone will be determined in BattleBots Inc. at its sole and absolute discretion.

6.1.3 The “Upper Deck”

The **Upper Deck** is an approximately **16 foot** wide by **8 foot** deep platform raised about **6 inches** off the floor of the Arena. It is located against the far end of the Arena opposite the side with the entry/exit doors. The platform floor is covered in Lexan plastic. The side of the platform facing the center of the Arena has two screws identical to the hazard screws used on the sides of the Arena. The screws can rotate in either direction. The two other sides of the platform are vertical edges with a height of 6 inches, **with protruding spikes**.

If the Referees jointly determine that a Robot is unnecessarily remaining on the **Upper Deck**, they may start a count-down for the Robot, as defined in paragraph 7.5.4.

Note: During television production, the “Upper Deck” may be referred to using an alternate name.

6.1.4 Door Buffer Zones

The Door Buffer Zones are the Arena floor areas between the entry/exit doors and the floor spike strips that are inset from the doors. [Match rules for actions involving the Door Buffer Zones are defined in paragraph 7.5.9.](#)

6.1.5 Sneeze-Guard “Gap”

[The Sneeze-Guard Gap is the opening between the top of the slanted plastic sheets at the sides of the Arena and the sides of the Arena itself. Actions for a Robot stuck on the Sneeze-Guard Gap are defined in paragraph 7.5.13.](#)

6.2 Competition Terminology

The following are definitions of additional terms used to describe Match competition.

6.2.1 Tournament Definitions

These are the basic terms used at the Tournament. Some terms may be defined more fully in other paragraphs.

- a. **Match** – A competition between two or more Robots. It can take two forms: “One-on-One Matches” or “Rumble Matches”.
- b. **One-on-One Match** – A Match format where two Teams compete in one-on-one combat.

- c. **Rumble Match** – A Match where more than two Teams compete with each other in the Arena at the same time. Some rules for Rumble Matches are different than for the One-on-One Matches.
- d. **Rematch** – A repeat Match when a previous Match was stopped or otherwise declared to not have been completed.
- e. **BattleBox or Arena**– The armored venue where the Matches take place.
- f. **Round** – One set of Matches, where all remaining Competitors are paired off and compete in order to advance in the Eliminations.
- g. **Hazards** – Obstacles and other powered devices located in the BattleBox that are controlled by persons outside the BattleBox. Also referred to as "Arena Hazards".
- h. **Referee** – A person who oversees and manages the operations in and around the BattleBox before, during and after a Match.

6.2.2 Match-Specific Terminology

Below are terms used to describe situations that can occur during Match competition.

- a. **Corralling** – The situation where one Team's Robot blocks its opponent in an Arena corner or other Arena location such that the opponent is unable to move out of that location and unable to effectively use its weapon(s).
- b. **Count** – An interval of time that is approximately one second in duration. During a Match, the Referees will use "count-downs" to determine if certain actions are to be taken.
- c. **Disqualification** – A Robot and its Team is no longer permitted to compete in the Tournament.
- d. **Engagement Avoidance** – The situation when a Team's Robot deliberately and continuously avoids contact with an opponent Robot that is actively pursuing it.
- e. **Fault** – Occurs when a Robot starts moving along the Arena floor, starts a weapon moving, or initiates certain other actions before the official start of a Match.
- f. **Forfeit** – A Team loses a Match, either because it was not ready to compete at the scheduled time, or because of some specific Team, Operator or Robot action during a Match.
- g. **Incapacitated** – In a Referee's opinion, a Robot is not Responsive for a certain number of Counts. A Robot on the Upper Deck can become Incapacitated even if it is still Responsive.
- h. **Knock-Out** – **Usually occurs** when the attack or deliberate actions of one Team's Robot causes an opponent Robot to become Incapacitated. Other situations may also result in a Knock-Out
- i. **Lifting** – The situation where one Team's Robot controls an opponent Robot's translational motion by raising the drive mechanism of the opponent off of the Arena floor.
- j. **Grappling** – The situation where one Team's Robot controls an opponent Robot's translational motion by using its weapon to grab and hold an opponent Robot to prevent its movement.
- k. **Pinning** – The situation where one Team's Robot, through sheer force, holds an opponent Robot stationary (usually against the edge of the Arena) in order to Incapacitate it.
- l. **Postponement** – Occurs when a Match is delayed from the originally scheduled time.
- m. **Radio Interference** – Refers to the situation where a Robot becomes non-Responsive or non-controllable due to the effect of the opponent Robot's remote-control signal.
- n. **Responsive** – In a Referee's opinion, a Robot can display controlled and directed translational movement along the Arena floor.
- o. **Restart** – Occurs after a Fault or a Timeout has been declared and the competing Robots are ready to continue.
- p. **Stuck** – A Robot is jammed or otherwise hung-up such that it is effectively non-Responsive, but not necessarily Incapacitated. The conditions for defining and handling a Stuck Robot are specified in paragraph 7.5.12.
- q. **Tap-Out** – A situation during a Match when a Robot's Operators decide that they no longer want to continue the Match, and concede the win to the opposing Team. **Tap-outs are not allowed.**
- r. **Technical Knock-Out** – Occurs when a Team's Robot wins due to Incapacitation of the opponent Robot even though, in the Judges' opinion, no action of the winning Robot caused the opponent's Incapacitation.

- s. **Timeout** – A temporary halting of a Match. Timeouts can be called by Referees or by BattleBots Officials.

6.3 Matches

6.3.1 Match Format

One-on-One Matches are started with the two Robots in colored squares on opposite sides of the BattleBox. Rumble Matches are started with each Team's Robot located at designated positions within the BattleBox.

Before the start, all Robots must be completely motionless within their respective squares. After the official start, the Robots fight in an attempt to damage and/or Incapacitate their opponent.

6.3.2 Robot Weapon Operation

At the beginning of a Match, each Robot must be able to demonstrate the effective operation of at least one of its powered weapon systems. If it cannot, the Robot's Team may Forfeit the Match.

6.3.3 Multi-Bot Segments

If a Team is competing with a Multi-Bot, only one Segment is allowed to be a MiniBot; all of the other Segments must have an active weapon.

A Team can use a different MiniBot in different Matches, provided that all the MiniBots have passed the Safety/Tech inspection.

BattleBots officials reserve the right to exclude any MiniBot from competing in a Match, even if the use of that MiniBot was previously allowed.

6.3.4 Match Time Limits

Unless a Match terminates early (ref. "6.3.5 Early Termination"), the Match will last for **3 minutes** of fighting time. The time limit does not include any time elapsed as a result of Timeouts.

6.3.5 Early Termination

A Match can be terminated early by Forfeit, Disqualification or Incapacitation. Tap-Outs are not allowed.

6.3.6 Time Between Matches

Teams and their respective Robots may be required to compete in multiple Matches in one day. However, no Team will be required to compete in more than one Match in any **60 minute** period. Teams who are not prepared to compete after this period may be required to Forfeit.

There is no specified maximum time between Matches, and due to the scheduling of the Tournament and/or production related activities, Teams may have different amounts of time between their respective matches. BattleBots Officials will use reasonable efforts to schedule matches in a manner that minimizes the between-Match time differences.

6.3.7 Match Postponement

If a Team will not be able to compete in a Match as originally scheduled, e.g., due to problems with their Robot, they may request that the Match be postponed to a later time. All such requests are subject to the approval of BattleBots Officials, taking into account factors such as production and Tournament schedules, fairness considerations, etc.

After a Team has been granted a Match postponement, any subsequent requests for additional postponements must also be approved by the opposing Team in the affected Match, in addition to the approval process set forth above. Additionally, BattleBots Inc. reserves the right to postpone any Match for any reason in their sole and absolute discretion. Any such postponement will not count as a Team-requested postponement.

6.4 Tournament Judges

Tournament “Judges” provide informed subjective decisions on the outcome of all Matches that do not terminate early pursuant to “6.3.5 Early Termination”.

6.4.1 Number of Judges

There will be at least **3 Judges** for each Match. One or more additional “Guest” Judges may be added as determined by BattleBots Officers.

6.4.2 Designated Head Judge

BattleBots Officers may appoint one of the Judges to be the “Head Judge”. The Head Judge will decide a Match winner in the case of a tie between the Judges.

6.4.3 Judges' Duties

Specific Match judging methods and criteria are defined in the chapter: "7.0 Contest Procedures". The Judges' general duties are:

- a. Deciding the outcome of Matches that do not end in Early Termination.
- b. Watching for rules violations during the matches.
- c. Provide information to BattleBots officials regarding the disqualification of Teams and their Robots

6.5 Referees

Referees observe and supervise the Competitors before, during and after Matches.

6.5.1 Referee Assignment

There will be **2 Referees** assigned to each Match.

6.5.2 Referees' Duties

Specific duties and actions of Referees are specified in the chapter: "7.0 Contest Procedures". The general duties of Referees are:

- a. Starting Matches
- b. Stopping Matches early
- c. Declaring a win by Knock-Out
- d. Declaring and administering Timeouts
- e. Watching for safety violations

6.5.3 Referee Authority

If at any time before or during a Match, a Referee observes disruptive or other inappropriate behavior by any Operator or Team support person in or around the Arena, the Referee has the authority to require that person to leave the Arena area immediately.

6.6 CrewBots

CrewBots coordinate the movement and safety of Robots near and inside the BattleBox.

6.6.1 Robot Entry and Activation

Prior to a Match, CrewBots may escort the Robots and appropriate Team members into place within the BattleBox. They then supervise and coordinate the Activation of the Robots and the exit of the Team members from the BattleBox

When the CrewBots are satisfied that everything is ready for the start of the Match, the CrewBot(s) will secure the BattleBox doors.

6.6.2 BattleBox Entry During a Timeout

If a Timeout is declared, CrewBots may enter the BattleBox to escort a Team member to their Robot to assist in separating the Robot from a Hazard, from the Arena itself, or from the opponent Robot.

CrewBots may also enter the BattleBox for other reasons related to the safety or functioning of a Match.

6.6.3 Post-Competition Actions

At the end of the Match, the CrewBots open the BattleBox doors when they deem it safe to do so. No Team member is allowed to open the BattleBox doors.

CrewBots then supervise the Deactivation and damage-checking of the Robots. In certain circumstances a CrewBot, rather than a Team member, will Deactivate the Robot.

After Deactivation, the CrewBots coordinate the exit of the Robots and Team members out of the BattleBox.

6.6.4 CrewBot Authority

If at any time during a Tournament, a CrewBot observes disruptive or other inappropriate behavior by any Team member in the Arena area, the CrewBot has the authority to require that Team member to leave the Arena area and/or recommend that the Team be Disqualified from the Tournament.

7.0 Contest Procedures

7.1 Application of Procedures

Contest procedures generally apply to both One-on-One and Rumble Matches. However, there are some differences for the Rumble Matches due to the additional Robots and Operators. Distinctions may also be made between an individual Robot and a Multi-Bot Segment.

7.2 Match Information Card

Prior to each Match, BattleBots officials will provide cards for each competitor to fill out; giving them the opportunity to describe how they plan to use their weapon(s), their attack and defense strategies, fight tactics, Robot configuration changes and any other special considerations about their entry.

The cards will be kept in confidence and shown only to the Judges and the announcers. These are intended help the Judges and the announcers better understand the actions during the fight.

7.3 Prior to Match Start

7.3.1 BattleBox Pit Crew

All of a Team's Pit Crew members can be used to move the Robot into and out of the BattleBox.

During the Activation and Deactivation of a Robot, at most **one** Pit Crew member per Robot can be present in the BattleBox.

7.3.2 Multi-Bot Segment Weights

If a Robot is a Multi-Bot, and if no Segment of the Multi-Bot obviously weighs more than the combined weight of all of the other Segments, then the Judges must be informed prior to the Match of the weights and descriptions of each of the Segments.

7.3.3 Failure to Start Engine

If a Team is unable to start their Robot's Fuel-Powered Engine within **60 seconds**, the Team can request a Postponement. The Postponement must be approved by BattleBots Inc. or the Producers.

7.3.4 Initial Robot States

Prior to the start of a Match, all Robots must be in position and not moving. Specifically:

- a. For a One-on-One Match, each Robot must start completely inside its starting square.
For a Rumble Match, each Robot must start at the location defined by BattleBots officials.
- b. Each Robot must be motionless on the floor.
- c. All external components of weapons must be motionless.
- d. Any Fuel-Powered Engine must be running at idle speed.
- e. Any flame system must not be ignited.
- f. Spring-powered devices may have been armed via remote control.
- g. Autonomous functions may have been remotely enabled.

7.4 Beginning of the Match

7.4.1 Starting Lights

"Starting Lights" are a grouping of lights visible to the Operators. Unless otherwise authorized by the Referees, Robot combat will only take place in the Arena when the Starting Lights are Green.

7.4.2 Countdown to Start

The Referees will determine when each Team is ready to start, at which time an Operator from each Team will press a button to indicate their Team's readiness to begin the Match. After both Teams have indicated their readiness, the Match will start when the Starting Lights turn from Red to Green. In some circumstances, the Referees may verbally start the Match.

7.4.3 Match Start

The Match officially starts at the moment the Starting Lights first turn to Green, or if the Referees verbally declare the start.

7.4.4 Fault

If a Referee or Judge notices premature Robot movement or any other violation of starting procedure, he or she may declare a Fault, and require a Restart. Operators must cease all Robot movement and follow the instructions of the Referees for a Restart.

If a Team's Robot Faults more than **two times** in a single Match, the Team may Forfeit the Match.

7.4.5 Restart After a Fault

A Restart must begin with all Robots back in their starting positions and complying with all the requirements of "7.3.4 Initial Robot States". The Referees may choose to verbally restart the Match.

7.5 During the Match

The descriptions in this section 7.5 all apply to One-on-One Matches and most apply to Rumble Matches. Differences for the Rumble Matches are described in section 7.8.

7.5.1 Referee Decisions

Each Referee must observe his or her Operators and their Robot to check and respond to one or more of the following:

- a. Pinning, Lifting or Grappling
- b. One or both Robots Stuck
- c. Incapacitation
- d. Deliberate avoidance
- e. Disallowed flame operation
- f. Radio Interference

Each is described in more detail below.

7.5.2 Timeouts

Any Referee can call for a Timeout to stop the Match. All Operators must immediately stop the movement of their Robots and their weapons. Flying Robots must land. The subsequent actions of the Referees, Operators and BattleBots Officials will depend upon the circumstances that resulted in the Timeout.

7.5.3 The Upper Deck's Screws

The screws on the Upper Deck are considered to be a hazard, but the Upper Deck's platform floor is not. If no Robot is on the platform, the screws (if operating) will typically be rotating "upward" (blade tops moving inward) which will tend to lift onto the Upper Deck any Robot that hits or lands on the screws. Anytime a Robot is on the platform, the screws will (if operating) typically start rotating in the opposite direction (tops moving outward).

7.5.4 Robot on the Upper Deck

If any attached part of a Robot is touching the floor of the Upper Deck, the Robot will be considered to be "on" the Upper Deck. Touching the surrounding spike strips or the screws is not considered to be on the Upper Deck.

If the Referees jointly determine that a Robot has been on the Upper Deck for an unnecessarily excessive amount of time, a Referee will notify the Robot's Operator(s) and then begin a **10-count** count-down. If the Robot fails to be off the Upper Deck before the end of the count-down, it will be declared Incapacitated.

7.5.5 Pinning

Robots may not win by pinning their opponents. Referees will allow pinning for a maximum of **10 Counts** per pin then the Referee will instruct the attacker to release. If, after being instructed to do so, the attacker is able to release but does not, the Team may be Disqualified.

A weapon that is designed to partly or completely cover (smother) an opponent Robot is allowed. However, covering a Robot may be considered Pinning, depending upon which Robot is in control.

7.5.6 Lifting

Robots may not win by lifting their opponent's Robot off the floor. Referees will allow lifting in one location for a maximum of **10 Counts** per lift unless the lifting Robot is actively moving around the Arena. If the Robot is actively moving during the lift, the time limit is **30 Counts** after the start of the lift. At the end of the count, the Referee will instruct the lifting Robot to stop the lifting. If, after being instructed to do so, the attacker is able to stop the lifting but does not, their Robot may be Disqualified and the Team will Forfeit the Match.

High-centering of an opponent using a MiniBot is considered to be Lifting.

7.5.7 Grappling

Robots may not win by using a weapon or other means to grab and hold the opponent Robot. Referees will allow the Grappling to continue for maximum of **30 Counts**. After the count, the Referee will instruct the Grappling Robot to release. If, after being instructed to do so, the attacker is able to release but does not, their Robot may be Disqualified and Forfeit the Match.

7.5.8 Corraling

If both Referees jointly determine that one Robot is Corraling another, a Referee will instruct the Operator(s) of the blocking Robot to move to a specific location in the Arena in order to free the blocked Robot. There will be no Timeout during that move.

If the blocking Robot fails to comply, the Referees will issue a warning to that Robot's Operator. If the Operator still refuses to comply, the Referees will start a **10-count** count-down to Incapacitation for the blocking Robot.

7.5.9 Door Buffer Zones

With regard to the Door Buffer Zones (DBZs) the outcome of a Match depends upon the actions and intentions of the competing Robots and their Operators.

- a. If BattleBots officials determine that a Robot, entirely through its own actions, has inadvertently put itself into a DBZ, the Robot will be declared to have lost the Match by Knock-Out.
- b. If BattleBots officials determine that in the heat of battle a Robot has unintentionally put its competitor into a DBZ, the competitor Robot in the DBZ will be declared to have lost the Match by Knock-Out.
- c. If BattleBots officials determine that a Robot's Operator has intentionally and purposefully put its competitor into a DBZ, the Team that did that action will be declared to have lost the Match by Knock-Out.
- d. If the Referees determine that a Robot is deliberately staying in close proximity to a DBZ, the Referees will instruct the Robot's Operator to move the Robot away from the DBZ. If the Operator does not comply, the Referees will start a count to Knock-Out for that Robot.

7.5.10 Pausing a Count

A Referee can temporarily pause a count if needed to evaluate a Robot's situation, or to consult with a Robot's Operator or with BattleBots officials.

7.5.11 Early Count Termination

A Referee has the option of terminating a count early if the Referee determines that the pinning, lifting or grappling is not serving the purpose of damaging or disabling an opponent, but is just delaying the Match progress.

7.5.12 Stuck Robots

Whether a Robot is Stuck or not depends upon the circumstances. A Robot (or combination of Robots) will be considered to be Stuck in the following situations.

- a. A Robot is jammed or otherwise hung-up on a non-movable part of the Arena environment, such that it is effectively non-Responsive. This includes the surrounding spike strip of the Upper Deck.

- b. Two Robots, or an individual Robot and a Multi-Bot Segment from different Teams become entangled with each other, such that both Robots are effectively non-Responsive.

Robots will not be considered Stuck, and will thus be defined as Incapacitated, in the following situations:

- a. The Robot is jammed or hung-up on any movable Arena hazard (screws, kill-saw slots, etc.).
- b. The Robot caught or jammed-up on any loose debris in the Arena.
- c. The Robot can move along the Arena boundary railing, but cannot get back onto the Arena floor.
- d. The Robot is jammed or otherwise hung-up while any attached part is on the top of the Upper Deck.
- e. The Robot is jammed or otherwise hung-up on the Upper Deck screws.
- f. The Robot is caught on the Sneeze-Guard Gap.
- g. The Robot is a MiniBot.
- h. Two Multi-Bot Segments from the same Team become entangled with each other.

7.5.13 Stuck Robot Procedures

If at any time during a Match, a Robot or Multi-Bot Segment becomes Stuck, and cannot free itself after 20 seconds, the Referees can call a Timeout.

If a Team has determined that their Robot or Multi-Bot Segment has become Stuck:

- a. The Robot's Team needs to tell the Referee that their Robot is Stuck.
- b. At the Referee's discretion, based on the circumstances, a Timeout will be declared.
- c. If a Robot is Stuck against or under an Arena hazard, BattleBots officials may make a reasonable attempt to unstick the Robot by manipulating the operation of the hazard.
- d. If necessary, CrewBots will enter the Arena and attempt to free the Stuck Robot(s).
- e. If safe to do so, the CrewBots will turn upright any inverted Robots. They will also attempt to locate and orient the Robots such that they cannot immediately make contact on restart without first maneuvering.
- f. The Referees will verbally restart the Match.
- g. The Match will be continued for the remaining Match time

During the Timeout and restart, Teams must follow all instructions from BattleBots officials.

BattleBots Inc. will not be responsible for any inadvertent damage done to Robots when attempting to unstick them.

If no CrewBots are in the Arena, there is no prohibition against a Robot attempting to free a Stuck opponent Robot.

7.5.14 Failure to Unstick

Under some circumstances, it may not be possible to attempt to quickly unstick Robots without damaging the Robots or endangering the CrewBots. In such circumstances:

- a. If more than **90 seconds** have elapsed in the Match, the Judges will decide the Match winner.
- b. If less than **90 seconds** have elapsed in the Match, a Rematch will be scheduled. If a Rematch is not possible, the Judges will decide the Match winner.
- c. In the case of a Judge's decision, the winner will not be declared to have won by a Knock-Out.

7.5.15 Stuck Robot Deception

If the Referees, CrewBots or other BattleBots officials determine that a Team was pretending that their Robot was Stuck, that Team may face Disqualification.

7.5.16 Responsiveness

A Robot is considered Responsive if it can display some kind of controlled translational movement along the Arena floor. A damaged Robot moving about the arena is considered to be non-Responsive if the Operator cannot demonstrate the ability to basically control the direction of movement. Just randomly moving the Robot is not sufficient. A Robot that can only rotate in place due to partial failure of the drive mechanism is also considered to be non-Responsive.

7.5.17 Uncontrolled Robot Movement

If at any point it appears that a Robot cannot move in a controllable manner during a Match, the Referee will direct the Team to show that the Robot can move forward in an approximate straight line and/or a specific direction. If the Referee determines that the Operator cannot control the Robot's movement or direction, the Referee can start the Count.

7.5.18 Radio Interference

If Radio Interference occurs during a Match, a Team must immediately tell the Referee. A Timeout will be called and a reasonable attempt will be made to eliminate the interference. In the case of an unresolved Radio Interference issue, BattleBots Officials reserve the right to declare that one Robot is the Match winner.

7.5.19 Flame Effects

Flame effects are intended for "showmanship" rather than as a weapon. However, if a Robot using flame effects damages an opponent, that damage will be considered valid.

7.5.20 "Flame Off"

If a Referee notes that a Robot operates its flame system within the No-Flame Zone (ref. 6.1.2), the Referee will declare "Flame Off", and the Operator must turn off the flame immediately. Failure to comply may result in the Team forfeiting their Match.

7.5.21 Flame Length

If a Robot's flame length is observed to exceed the maximum length specified in the Builder's Guide, the Team may, at the discretion of BattleBots officials, be barred from using the flame in subsequent matches or alternatively may be Disqualified.

7.5.22 Flame System Failure

If an Operator is unable to turn off their flame system, the match will be stopped and the offending Robot is to be driven to the center of the BattleBox (and away from the opponent Robot) until the flame system runs out of gas.

Depending upon the circumstances, BattleBots Officials may choose to re-start the Match, or to declare the other Robot the Match winner by default.

7.5.23 Robot Fire

If a Robot begins to smoke or catches fire, the Match may be stopped, and the opponent Robot(s) will be moved as far from the burning Robot as practical.

If safe, CrewBots may attempt to extinguish the fire. However, BattleBots Officials have no obligation to attempt to extinguish the fire, or to permit anyone to enter the Arena while the Robot is burning.

7.6 One-on-One Match Winner

At the conclusion of each One-on-One Match, the winner will be decided by the following criteria:

7.6.1 Forfeit Due To Rules Violation

If one or more Judges believe that one Team's Robot was violating a Tournament Rule, they will inform BattleBots officials, who may then declare the opposing Team the winner by Forfeit. The Forfeit can be declared either during or immediately following the Match.

7.6.2 Knock-Out Due To Engagement Avoidance

If a Referee believes that an Operator is deliberately avoiding the engagement of their Robot with the opponent Robot, the Referee will notify that Operator that their Robot must make physical contact with, or otherwise engage, the opponent Robot. If the Operator does not attempt to comply, the Referee may declare that the Operator's Team has lost due to a Knock-Out.

7.6.3 Single Incapacitation Knock-Out

During a Match, a Robot or Multi-Bot must at any time be able to demonstrate that it is Responsive. This is confirmed as follows:

- a. At any time and for any reason, a Referee can request that a Team's Operators show that their Robot or Multi-Bot is Responsive.
- b. After the request, the Referee will start a count-down from **20** (of which the final **10** counts will be called out loud) for the Operators to demonstrate that the Robot or Multi-Bot can exhibit controlled translational movement.
- c. If the Robot or Multi-Bot cannot demonstrate that it is Responsive before the end of the count-down, it will be declared Incapacitated.

If one Team's Robot becomes Incapacitated, then the opponent Team will be declared the winner. The win will be considered a Knock-Out.

The Referees' decision in regards to when an Incapacitated Robot is deemed Knocked Out shall be final and not subject to challenge or appeal.

7.6.4 Non-Responsive Count Termination

Referees have the option of terminating a count early if both Referees agree that a Robot or Multi-Bot is non-Responsive and obviously will not recover.

7.6.5 Multi-Bot Incapacitation

A Multi-Bot will be considered Incapacitated when more than **60% by weight** of the combined Multi-Bot Segments have been declared Incapacitated.

7.6.6 Flying Robot Incapacitation

A flying Robot will be considered Incapacitated when it can no longer fly or move along the Arena floor in a controlled fashion.

7.6.7 Multiple Incapacitation

If both Robots become Incapacitated, but not simultaneously, the Robot that became Incapacitated last will be declared the winner. The determination of which Robot was last-Incapacitated will be decided by the Judges in their sole and absolute discretion. The Judges may review Match video footage to determine the order of Incapacitation.

A win due to Multiple Incapacitation will be considered a Technical Knock-Out.

7.6.8 Simultaneous-Action Incapacitation

If some action by one or both of the Robots ("Action") causes both Robots to become Incapacitated within **5 seconds** of the Action, a "Simultaneous-Action" Incapacitation will be declared, and the following procedure will be used to determine a winner:

- a. If the Action occurred more than **60 seconds** after the start of the Match, the Judges will decide the winner.
- b. If less than **60 seconds** have elapsed during the Match, a rematch may be scheduled. If a rematch is not possible, BattleBots officials will decide the winner.

A win due to Simultaneous-Action Incapacitation will be considered a Technical Knock-Out.

7.6.9 Multiple KO

If two or more Robots become disabled, and it's not obvious which Robot became disabled last, the decision may be put to the Judges. However, BattleBots officials have the option to declare that both (or all) Robots in the match have lost due to a Knock-Out.

7.7 Judges' Determination of Match Winner

Certain criteria and methods are used by the Judges to decide a Match winner in the event a winner is not determined during the course of a Match (i.e., neither Robot is Incapacitated, Knocked Out, Disqualified, etc. during the duration of the Match).

7.7.1 Judging Criteria

The judging criteria uses three factors, each which is assigned a point value, as follows:

Damage – 5 Points

"Damage" means that a BattleBot has sustained a reduction in effectiveness or a loss of functionality. It is considered to be Damage to a BattleBot even if the Robot inadvertently harms itself.

Aggression – 3 Points

The "Aggression" of a BattleBot is judged based on the frequency, severity and boldness of attacks deliberately initiated by the BattleBot against its opponent.

Continuous ramming attacks using a wedge or other passive armor and without using a powered weapon can reduce a Robot's comparative Aggression score.

Control – 3 Points

The Control of a BattleBot is about the ability of the Robot's Operators to attack an opponent at its weakest points, use their Robot's weapons in the most effective way, and avoid being damaged by the opponent or the Arena hazards. Control may also be a factor when two BattleBot are in a "shoving match" if one Robot is able to have more influence on the combined movement of the two Robots.

Additional descriptions of these terms are provided in the BattleBots Judges' Guide.

7.7.2 Points Calculation

For each of the above criteria, the Judge assigns points to one Robot or the other.

Each Judge then adds up their points, and the Robot with the most points is that Judge's choice for the winner. The Match winner is then selected as the choice of the majority of the Judges.

If no Robot has a majority vote of the Judges, the outcome of the Match will be decided by the Head Judge (ref. "6.4.2 Designated Head Judge").

7.7.3 Decisions are Final

All Judges' decisions in regards to the outcome of a Match are final and binding upon all Competitors. Judges' decisions are not subject to challenge or appeal.

7.8 Rumble Match Differences

When three or more Teams compete in a Rumble Match, some of the rules and procedures are different to account for the larger number of Robots and Operators.

7.8.1 Starting Positions

Robots start the Match in assigned positions located around the edges of the Arena. All Multi-Bot Segments (including any MiniBot) must be touching each other.

7.8.2 Match Start

When all of the Teams indicate to the Referees that they are ready, the Referees will verbally start the Match, rather than using the Starting Lights.

7.8.3 Faulting Robot

If the Referees or Judges determine that a Robot Faulted at the start of the Match, then that Robot cannot be declared the winner. There will be no Restart as the result of a Fault.

7.8.4 Stuck Robots

If one or more Robots or Multi-Bot Segments become Stuck, no Timeout will be declared to free the Stuck Robot(s).

7.8.5 Temporarily Disabled Robot

If a Robot is temporarily unable to move or operate its weapon, but later recovers, it can re-join the Rumble. This also applies if a Team pretends that their Robot is disabled in order to lure in other Robots. However, such a tactic can reduce their comparative Aggression score.

7.8.6 Single Robot Responsive

In the specific case where only one Robot is Responsive at the end of a Rumble Match, that Robot will be declared the winner by Knock-Out.

7.8.7 Multiple Responsive Robots

If at the end of the Match, more than one Robot is Responsive, or it cannot be determined which Robot was last-Responsive, the winner will be selected from the Responsive or the last-Responsive Robots as follows:

- a. Each Judge, based on their subjective evaluations of Damage, Aggression, and Control, will vote for the Robot they think won the Match.
- b. If one Robot receives more votes than any of the others, it will be declared the Winner.
- c. If there is a Judge's tie between two or more Robots, a BattleBots Executive Officer will break the tie by adding his vote.

The winner in this case will not be considered to have won by a Knock-Out.

7.8.8 No Robots Responsive

If no Robot is Responsive at the conclusion of the Rumble Match, the last Robot to become non-Responsive will be declared the winner. The Judges will decide by majority which of the Robots was the last to become non-Responsive.

If it cannot be determined which Robot became non-Responsive last, the Judges will declare a winner selected from the last-Responsive Robots, using the method described in "7.8.7 Multiple Responsive Robots".

7.8.9 Multi-Bot Responsiveness

If more than **60% by weight** of a Multi-Bot's Segments are declared Incapacitated, the Team's Multi-Bot will be declared Incapacitated. In this case, any remaining Responsive Segments cannot offensively engage any opponent Robot. However, if any remaining Multi-Bot Segment can make one or more non-responsive Multi-Bot Segments Responsive (e.g., by up-righting an inverted Segment), such that less than 60% of the Segments by weight are Incapacitated, then the Multi-Bot will be declared as once again Responsive.

7.9 Disqualification and Forfeit

7.9.1 Complying with Officials

During a Match, any Team member who deliberately fails to comply with any Referee's or CrewBot's instruction may be Disqualified.

7.9.2 Safety/Tech Violation

If a Judge, Referee or other BattleBots Official observes a safety or technical violation, he or she may declare a Timeout to discuss the matter with other BattleBots Officials and the Judges. If the Officials and Judges reach a unanimous decision, they may Disqualify the applicable Team.

7.9.3 Operator/Team Behavior

If a Referee observes disruptive or other inappropriate behavior by a Competitor on the Arena platform, the Referee can call a Timeout to instruct the Team member to leave the platform. If the affected Competitor is an Operator, and the Robot cannot compete without that Operator, the Team may be declared to have lost by Forfeit.

7.9.4 Attacking Arena Hazards

The deliberate attacking of any Arena Hazard by a Robot is strictly prohibited. If any Judge, Referee or other BattleBots Official believes that a Robot is deliberately attacking a Hazard, a Timeout may be called to discuss the situation with the Judges. If it is determined that the Robot was deliberately attacking a Hazard, the Team may be declared to have lost by Forfeit.

7.9.5 Attacking After a Match

After a Match has concluded, if a Robot deliberately attacks an opponent Robot, the Team of the attacking Robot may be Disqualified or Expelled, at the judgment of BattleBots Officials.

7.10 BattleBots Authority

BattleBots Officials may at any time, including during a Match, Disqualify any Team that they believe has committed a safety or technical violation.

8.0 Tournament Format

8.1 Contestants

The contestants in the Tournament are initially composed of:

- a) “Entrant” Teams
- b) “Backup” Teams

The number of Entrant and Backup Teams will be announced by BattleBots Inc. prior to the Tournament.

8.2 Activity Types

The Tournament consists of the following types of activities:

1. Fight Card.
2. Championship Rounds.
3. Other possible formats.

Each is described below.

8.3 Fight Card

The Fight Card is used to determine new rankings for the BattleBots. It works as follows:

- a) Entrant and Backup Teams will each compete in up to four Matches.
- b) Matches can be in One-on-One or Rumble format.
- c) The Producer determines the match-ups, based on the existing rankings
- d) The results of the Matches will be used to calculate new rankings, described farther below.

8.4 Championship Rounds

The Championship Rounds use a standard single-elimination, 4-round format with One-on-One Matches. Selection criteria for participating Teams are described below in paragraph 8.7.

8.4.1 Round 1 (“Top 32”)

This first round will consist of **16 Matches** between **32 Teams**.

8.4.2 Round 2 (“Sweet 16”)

The **16 winners** of Round 1 will compete in **8 Matches**.

8.4.3 Round 3 Quarter Finals (“Great 8”)

The **8 winners** of Round 2 will compete in **4 Matches**.

8.4.4 Round 4 Semi-Finals (“Final Four”)

The **4 winners** of Round 3 will compete in **2 Matches**.

8.4.5 Tournament Finals “Championship Match”

The **2 winners** of the Semi-Finals will compete for the Tournament Championship.

8.5 Other Possible Formats

At Producer's discretion, other types of competition formats may be included in the Tournament. Some format possibilities are:

1. Bounty One-on-One.
2. Tag-Team.
3. Round-Robin.
4. Grudge Match
5. Exhibition

8.6 Robot Rankings

New rankings for each Robot at the Tournament will be computed based on performance in the Fight Card Matches.

8.6.1 Ranking Factors

Multiple factors are used to compute the new rankings. Some of these are:

- a. Average number of wins
- b. Average Knock-Outs
- c. Average time to Knock-Out
- d. Highest "Knock-Out Against" time
- e. Strength of schedule
- f. Judge's scores

8.7 Championship Rounds Selection

The Producers will select the **16** Teams for the Championship Rounds.

8.7.1 Selection Criteria

The selection criteria include, but are not limited to:

- a. New Robot rankings
- b. Safety considerations
- c. Team/Robot history
- d. Robot design and capabilities
- e. Robot appearance and/or originality
- f. Robot functionality
- g. Entertainment value of the Robot
- h. Entertainment value of potential Matches

All decisions in regards to selections will be final and not subject to challenge or appeal.

8.8 Championship Replacement Team Selection

BattleBots Inc. reserves the right (but not the obligation) to select a Replacement Team for any Round of the Tournament in which there is not an equal number of Robots due to Forfeit or Disqualification.

Selection will be based upon the criteria defined above in [8.7.1], but can also include other factors at the Producer's discretion.

Typically, BattleBots Inc. will choose a replacement Team from one of the Teams that lost in the immediately preceding round of the Tournament, but reserves the right to select from any of the Backup Teams. For example, if one of the semi-finalist (Final Four) Teams cannot compete, the replacement Team might be selected from a Team eliminated in the Quarter Finals.

8.9 Prize Structure

There are prizes for all Robots that compete in combat at the Tournament. In addition, there will be trophies awarded to Teams based on their Robot's design and operation.

8.9.1 Tournament Prizes

The Tournament shall award cash prizes as follows:

	Win \$	Lose \$
Exhibition Matches	TBD	TBD
Fight Card Matches	TBD	TBD
Sweet 16	TBD	TBD
Quarter Finals	TBD	TBD
Semi-Finals	TBD	TBD
Finals	TBD	TBD

In addition, the Tournament Championship winning Team will receive the **Giant Nut Trophy**.

Producer, BattleBots Inc. and Network reserve the right to make changes to the total prize pool amount and/or the prize pool allocation prior to the commencement of the Tournament.

8.9.2 Design Awards

A **Giant Bolt Trophy** will be awarded to certain artistic, innovative or otherwise exceptional Robots regardless of their performance in the Tournament.

The awards are designated and determined as follows:

Most Destructive Robot

The Judges as a group will decide this Award winner.

Best Designer

The winner for this award will be decided by a poll of all of the Entrant and Backup Teams. The Robot with the most votes wins. In case of a tie, BattleBots officials will make the tie-breaking vote.

Founder's Award

This award will be decided by BattleBots Inc. Officials.

No Robot will be eligible for more than one Design Award.

9.0 Rules Enforcement

9.1 Rules Compliance

In all matters of compliance with these Rules, and any applicable civil or criminal laws, BattleBots Inc. and Producer reserve the right to Disqualify a Team or to warn, fine or subject any Team or individual Team member to Expulsion.

9.2 Team Responsibility

The action of any single Team member is considered to be the responsibility of the whole Team. If any individual Team member is found to be violating one or more requirements of this document or any other Program documents or Rules, the Team as a whole may be warned, fined, Disqualified or Expelled.

9.2.1 Team Member Expulsion

If any Team member subject to Expulsion, he or she must leave the Tournament premises for the duration of the Tournament. The Expelled member must turn in his/her Pit Pass, and the Team will not be allowed to add another member to their Pit Crew.

An Expelled Team member may be declared ineligible to participate in any BattleBots Inc. event for a time duration to be determined by solely by BattleBots Inc.

9.2.2 Team Expulsion

If an entire Team subject to Expulsion, they must vacate their Pit Table, turn in all their Pit Passes and leave the Tournament premises for the duration of the Tournament. Any Robot registered to the Expelled Team may face exclusion from future BattleBots Inc. competitions.

All of the Expelled Team members may be declared to be ineligible to compete in any BattleBots Inc. events for a time duration to be determined by BattleBots Inc.

9.3 Repeated Warnings

A Team or Team Member may unintentionally do something that fails to adhere to the requirements of these Rules. When that happens, the Team will receive a warning from a BattleBots Official. However, if a Team is repeatedly warned for the same violation:

- a. On the first warning, the violation is explained, and the Team is told that it must not occur again.
- b. On the second warning for the same offense, the Team is told that if they commit the same offense again, the Team will be Disqualified.
- c. On the third warning for the same offense, the entire Team and their Robot will be Disqualified.
- d. Notwithstanding the terms of this section, there are certain egregious violations of the Rules that will result in immediate Disqualification with or without warning.

9.4 Protests and Appeals

Teams have no right to protest or appeal the decision of a BattleBots Official, Judge or Referee.

All determinations by BattleBots, Inc. and/or Producer (whether relating to selection and/or termination of Competitors, implementation of these Rules and/or other instructions, elements or otherwise) shall be in BattleBots, Inc. and/or Producer's sole and absolute discretion and shall be final and binding on all Teams and individual Competitors.