

2027
Pro League Tournament Rules

Rev 2027.0 - **DRAFT**

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Table of Contents

1.0 Introduction 4

1.1 BattleBots Tournament 4

1.2 Robot Safety 4

1.3 Basic Definitions 4

1.4 Documents and Information Sources 6

1.5 Right to Exclude/Remove 6

1.6 Rules Interpretation 6

1.7 Security Cameras 7

2.0 General Tournament Rules 8

2.1 Minors and Restrictions 8

2.2 Teams 8

2.3 Additional Definitions 9

2.4 Competitor Responsibilities 10

2.5 Operators 11

2.6 Robot Completeness 11

2.7 Prohibited Activities 12

2.8 Fire Marshals 13

3.0 Pit and Preparation Area Rules 14

3.1 Pit Access 14

3.2 Pit Safety Requirements 15

3.3 Robot Location 16

3.4 Robot Testing 16

3.5 Welding and Grinding Areas 17

3.6 Fueling Area 17

3.7 Pressure Refill Station 17

3.8 Tank Heaters 17

3.9 Battery Charging 17

3.10 Pit Steward 18

3.11 Trash, Debris and Hazardous Waste 18

3.12 Pit and Other Area Hours 18

4.0 Remote-Control Radio Use 20

4.1 Design Rules Compliance 20

4.2 Unauthorized Use 20

4.3 Radio Operation Restrictions 20

4.4 Transmitter Responsibility 20

4.5 BattleBots Inc. Rights 20

5.0 Safety/Technical Compliance 21

5.1 The Safety/Tech Inspection 21

5.2 Safety/Tech Checks 21

5.3 Activation/Deactivation Personnel 22

5.4 Inspection Procedure 22

5.5 Robot Weighing 23

5.6 Additional Inspections and Testing 23

5.7 Damaged-Robot Requirements 24

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5.8 BattleBots Officials and Safety 25
6.0 Match Descriptions 26
6.1 The BattleBox 26
6.2 Competition Terminology 26
6.3 Matches 28
6.4 Tournament Judges 29
6.5 Match Steward 29
6.6 Referees 29
6.7 CrewBots 29
7.0 Contest Procedures 31
7.1 Application of Procedures 31
7.2 Match Information Card 31
7.3 Configuration Lock 31
7.4 Pre-Match Procedures 31
7.5 Decorative Parts 31
7.6 Prior to Match Start 31
7.7 Beginning of the Match 32
7.8 During the Match 32
7.9 One-on-One Match Procedures 35
7.10 After Completion of Combat 37
7.11 Judges' Determination of Match Winner 38
7.12 Rumble Match Differences 38
7.13 Disqualification and Forfeit 39
7.14 BattleBots Authority 39
8.0 Pro League Tournament Format 40
8.1 Contestants 40
8.2 Contest Types 40
8.3 Groups 40
8.4 Alternates 40
8.5 Group Stage 40
8.6 Knockout Stage 40
8.7 Demo Matches 40
8.8 Handling Round-Robin Ties 40
8.9 Events Schedule 41
8.10 Tournament Prizes 41
9.0 Rules Enforcement 42
9.1 Rules Compliance 42
9.2 Team Responsibility 42
9.3 Repeated Warnings 42
9.4 Protests and Appeals 42

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1.0 Introduction

These Tournament Rules describe the basic definitions and procedures to be used at the BattleBots Pro League 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, or may be implemented at the Tournament.

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.

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.

Producer

The term “Producer” refers to BattleBots Inc. and its respective officers, employees, and designees.

BattleBots Officials

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

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.).

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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”.

Team

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

Tournament

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

Tournament is comprised of three combat events:

1) Two “Group” Round-Robin competitions
2) A final “Knockout Eliminations”

These are described in more detail in Chapter 8.0 “Pro League Tournament Format”.

Competitor

“Competitor” refers to one or more members of a Team that is competing in the Tournament.

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.

Judges

“Judges” are a group of at least three people who collectively determine the winner of a contest if more than one Robot is still operational at the end of a battle.

Match Steward

The “Match Steward” is a BattleBots Official who primarily acts as an intermediary between the Judges and Teams. The Match Steward can also have other Match-related responsibilities.

Pit Steward

The “Pit Steward” is a BattleBots Official who acts as monitor of, and advisor to, Teams. The Pit Steward can also temporarily be assigned some Match Steward responsibilities.

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.

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.).

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 a Match, or is Disqualified at the Tournament. If an Alternate is needed, BattleBots Inc. will select the replacement Team.

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.

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Primary Documents

The primary documents governing the Tournament are:

a. These BattleBots Pro League 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”.

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.

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.

Participation/Release/Liability Agreement

Each Team will be required to fill out and sign a Participation/Release/Liability Agreement document and send it to BattleBots Inc. at least **two weeks** prior to arriving at the Tournament.

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 Official in this regard are final and not subject to challenge or appeal.

1.6 Rules Interpretation

Applicability

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

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.

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.

Final Authority

BattleBots Inc. shall have final authority over the interpretation and application of all Rules and decisions regarding the Rules shall be made by BattleBots Inc. in their sole and absolute discretion. Decisions by BattleBots Inc. 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.

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Rule Changes

BattleBots Inc. reserves 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. will make commercially reasonable efforts to have any Rules changes available to all Competitors within a reasonable time.

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 are final, binding and not subject to appeal.

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2.0 General Tournament Rules

2.1 Minors and Restrictions

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.

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.

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 Official 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.) of any Robot.

2.2 Teams

Tournament Teams and Team members are subject to the following:

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.

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.

Team Size Limits

A Team must consist of a minimum of **2 people,** who are not Minors. A Team with more than **8 members** must receive specific approval from BattleBots Officials, who may limit the total number.

Also, there are limits on the number and age of Team members who can be on a Pit Crew (ref. " Minors' Participation Rules" and " Pit Crew Members").

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Team Personnel Exclusivity

No person can be a member of, or effectively act as a member of, more than one Team. Members of one team may assist other teams if invited but may not join them on the driving platform. Limited exceptions may be made with BattleBots permission and only for a non-operator role. BattleBots has the right to exclude or otherwise limit the activities of any Team member.

Team Member Behavior

BattleBots is a sport observed worldwide by millions of people. As such, Team personnel are expected to act in a reasonable and civil manner at all times. If any Team member is observed acting in a manner that reflects poorly on BattleBots or any Team, that Team member will be Expelled from the Tournament and may be excluded from participating in any future BattleBots activities.

2.3 Additional Definitions

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

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.

Driving Platform

The “Driving Platform” is an area adjacent to the BattleBox from where the Team members operate their Robots and any associated equipment. The Driving Platform area is defined by a line on the floor around the perimeter of the Driving Platform area.

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.

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.

Disqualification

“Disqualification” or being “Disqualified” means that, at a minimum, a Team’s Robot is no longer allowed to compete in the Tournament. Disqualification may also result in the Team forfeiting any prize money previously won during the Tournament.

Expulsion

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

Fuel-Powered Engine

An internal combustion engine that runs on gasoline.

Match

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

MiniBot

A Multi-Bot Segment that weighs no more than 20 pounds. Minibots are no longer permitted.

Operators

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

Pit Area

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

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Pit Crew

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

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.

Response to Officials

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

Regulations, Rules and Procedures

Competitors are ultimately responsible for knowing the Rules of the Tournament and 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.

Promptness

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

Pre-Match Readiness

BattleBots Officials will provide ways for Competitors to learn approximately when their Matches are scheduled. However, the Match order can change at any time due to unforeseen circumstances.

Prior to a Match, each Team’s Robot must undergo a mandatory weigh-in, inspection and testing, as described in paragraph 7.4Pre-Match Procedures. Once notified of their scheduled Match time, competitors are ultimately responsible for having their Robot combat-ready with sufficient time (at least **30 minutes**) to allow for the inspection.

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.

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.

Decision Appeals

At the end of a Match, if a Team disputes a decision of the Judges, they can make an appeal to the Match Steward to evaluate that decision. The procedure for an Appeal is as follows:

a. After the Judges’ decision is announced, a Team member informs the Match Steward that they are appealing the decision. The Match Steward will not consider any Appeal not made within **1 minute** after the decision is announced. Once an Appeal is made, it cannot be withdrawn.
b. Upon receiving the Appeal, the Match Steward then immediately meets with a single representative from each Team involved in the disputed Match. The member of the Team making the Appeal must at that time give a specific reason why they are Appealing. The Team representatives can request that the Match Steward show them anonymized Judges’ scorecards for the appealed Match. Other Team members may be present at the meeting but cannot in any way be involved in the discussion with the Match Steward.
c. After the meeting, the Match Steward then presents the Appeal information to the Judges and advises the Judges on any rule interpretation issues. Team members cannot have any contact whatsoever with the Judges themselves.

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d. The Judges then make a decision on whether or not to re-score the Match and report their decision to the Match Steward, who then informs the Teams and the appropriate BattleBots Officials. Due to time constraints, the Judges may have to defer their decision until there is a break between Matches.
e. If the Appeal is denied, it cannot be further appealed.

A Team that loses an Appeal during the Group Round-Robin or the Knockout Eliminations cannot make any additional Appeals during each of those Tournament events.

Any attempt by any member of a Team to subvert or otherwise affect the Appeal process will result in the Team being declared the loser of the Match. Further, any attempt to influence or intimidate the Match Steward or any Judge will result in the Disqualification of the offending Team from the Tournament.

2.5 Operators

Multiple members of the same Team may control the Team's Robot during a Match. However, during the Tournament, no person can act as an Operator for more than one Team.

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.

Number of Operators

The number of Operators is limited to the number of people allowed on the Driving Platform, as defined in "Driving Platform Rules".

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

Operators' Positions

Operators may only control a Robot or certain Arena Hazards from the designated Driving Platform.

Primary Operator

The Primary Operator is a single person designated by the Team to communicate with the Referees during a Match. No other Team member can interface with the Referees during the Match.

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.

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.

Sharing of a Transmitter

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

Multi-Bot Completeness

All Multi-Bot segments that are part of a Team's Robot entry are considered to be a single Robot. That is, a Multi-Bot segment can only be entered and compete in combination with the same other Multi-Bot segment(s).

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. in their sole and absolute discretion.

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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.

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.

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.

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.

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".

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.

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.

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.

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.

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.

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3.0 Pit and Preparation Area Rules

3.1 Pit Access

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 Storage Area”, where all batteries, regardless of type, are to be stored and 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.

Testing Area

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

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.

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.

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.

Pit Access Limits

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

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.

Non-Team Pit Access

Subject to safety requirements and considerations, friends and family of Team members, and Team sponsors (“Visitors”) may be allowed into certain designated Pit Areas at certain specified times if they have received prior approval from BattleBots Inc. and they are escorted by a Team member with Pit Passes. There is a limit of **2 Visitors** per escort and a total of **4 Visitors** per Team at any one time.

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

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BattleBots Pit Table Access

BattleBots Officials have the right to enter and observe the situation at any Pit Table at any time and without prior notice. All Team personnel at the Pit Table must comply with any requests by the Official(s).

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.

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.

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.

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.

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.

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.

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.

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.

No Rocket motors are allowed in the Pit Area. Such motors have to be stored in a special area of the Battery Storage Area.

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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 " 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.

Pneumatic Tank Charging

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

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.

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 Storage 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 unless specifically approved by the Pit Steward. The Pit Steward may place additional requirements on the removal duration and removed location of the Robot.

Parts for the Robot may be brought in or removed from the Tournament site, but except as described above, 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.

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.

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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. When on its dolly or cart, the weight of the Robot must be fully supported by the Robot's chassis, and no moveable part of the Robot can be in contact with the dolly or cart.
c. All Safety Covers and Restraints must be installed.
d. 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.

Testing Safety

In its sole discretion, BattleBots Inc. may at any time 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 bei*n*g 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;

Storing and Charging Area

Batteries of any type that are used to power a Robot can only be stored or charged in a specific "Battery Storage 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.

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Lithium Chargers

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

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 Storage 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.

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.

Power Tool Batteries

Lithium battery packs used in low-power electric tools can be used in the Pit Area provided that:

a. The power tools and their battery packs are used specifically and exclusively for the maintenance and repair of the Team's Robots.
b. The power tools and their batteries are un-modified commercially-available products.
c. The batteries are charged using chargers specifically designed for the battery packs.

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 Pit Steward

BattleBots Officers appoint a "Pit Steward", whose primary functions are:

a. Monitor Team operations in the Pit and Battery Storage Areas.
b. Advise Teams on the interpretation of these Tournament Rules.
c. Inform Teams of their Match times.
d. Verify that Teams have not changed their Robot configuration after Configuration Lock (ref. 7.3).

BattleBots Officials may temporarily allow the Pit Steward to perform some of the duties of the Match Steward. However, a Pit Steward cannot be involved in any Appeals process.

3.11 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.

3.12 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 Storage, Pressure Refill, etc.) may have more limited hours.

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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.

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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").

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.

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.

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.

Duplicate Robots

A Team can have multiple identical Robots to use for spare parts or replacement of a badly-damaged Robot. However, any duplicate Robots must use parts and accessories that are completely interchangeable between the Robots. BattleBots Officials have the right to reject the use of any duplicate Robot.

Any duplicate Robot has to individually undergo the Safety/Tech Checks described below.

For robots with interchangeable weapon systems each system should attach to a common drive platform that is fully capable of locomotion with any installed weapon system and installation of any weapon systems should not require alteration of the common platform. Configurable armor may be attached to either the common drive platform or the weapon system as needed. Robots with interchangeable weapon systems must provide BattleBots with detailed platform and module information for approval prior to arriving at an event. Unique circumstances may be approved at BattleBots discretion.

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. All Safety Covers and Restraints meet the point/edge and pinch protection requirements.
b. The Robot complies with the weight limits, using the methods defined in "5.5 Robot Weighing".
c. Remote-control and any telemetry systems comply with all requirements for allowed frequency, control-type and non-interference.
d. Electrical systems comply with battery-type, voltage limitations and insulation requirements.
e. Fuel-powered engines comply with the engine type, fuel type and fuel quantity requirements.
f. All pneumatics comply with the pressure limitations, component type, component rating, tank protection, tank fill and pressure-relief requirements.
g. All hydraulics comply with the pressure limitations, component type, component rating, reservoir tank protection and pressure-relief requirements.
h. Spinning weapons, projectiles and other moving parts comply with the maximum speed and kinetic energy requirements.
i. Flame weapons systems comply with all relevant requirements for such systems, and any additional requirements that may be specified by BattleBots Officials.
j. Rocket motor attachments and operation comply with the Design Rules and their operation is otherwise not hazardous.

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k. A demonstration that the Robot can comply with the specified Activation and Deactivation time limits and fail-safe requirements.
l. A demonstration that the Robot is readily controllable and maneuverable using the remote-control.
m. A demonstration that all Active Weapon systems operation is predictable and fail-safe.
n. The Robot transport method complies with the requirements defined in paragraph .

In addition, at the discretion of Safety or other BattleBots Officials, there may be an additional detailed inspection of the R/C Equipment for Robots that are deemed to be particularly hazardous.

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 Official 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.

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.

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 Design Rules.

A Robot with spinning parts will be evaluated and tested to confirm that it complies with the speed and energy limitations as described in the Design Rules. As a result of such testing, changes to the Robot and/or its controlling system(s) may be required.

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.

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.

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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

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 ensure the accuracy, sensitivity and consistency of the Official Scale so that all Robots are treated equally.

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.

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**.

Alternate Configuration Weights

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

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.

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.

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.

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.

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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.

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.

Pre-Match Inspection

Prior to its Match, a Robot will always be tested for functionality and also weighed to confirm compliance with the regulations. This is described in detail in paragraph 7.4 "Pre-Match Procedures".

Non-Compliant

If as the result of any weighing and/or 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.

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.

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.

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.

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.

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

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.

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.

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.

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.

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6.0 Match Descriptions

6.1 The BattleBox

The BattleBox is the Arena in which Matches take place.

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.

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. “ “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.

The “Upper Deck”

The Upper Deck is a platform raised several 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 short barrier step-ups to the platform level.

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 .

6.2 Competition Terminology

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

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.
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. **Door Buffer Zones** - The Arena floor areas between the entry/exit doors and the protective barriers that are inset from the doors.
g. **Arena Floor** – The surface area in the BattleBox with its extent defined by the spike strips, hazard screws and door barriers. The Upper Deck and the Door Buffer Zones are not considered to be part of the Arena Floor.
h. **Group** – A set of four Teams who compete in One-on-One Matches with each other in a Round-Robin format.
i. **Round Robin** – A set of Matches where each competitor in a Group competes with all of the other members in the Group.

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j. **Knockout Finals** – A set of Matches where selected competitors compete in a sudden death elimination bracket format.
k. **Hazards** – Obstacles and other powered devices located in the BattleBox that are controlled by persons outside the BattleBox. Also referred to as "Arena Hazards".
l. **Referee** – A person who oversees and manages the operations in and around the BattleBox before, during and after a Match.

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-outs" 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. **Double Count-Out** – Both Teams are counted-out at the same time. The Match decision then goes to the Judges. A win in this case will be counted as a Technical Knock-Out.
e. **Engagement** – A requirement that two Robots periodically make physical contact with each other during a Match.
f. **Entanglement** – The situation where some part of, or released substance from, one Robot effectively jams or otherwise renders ineffective the opponent's weapon or mobility system.
g. **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.
h. **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.
i. **Incapacitated** – If a Robot is non-Responsive or Stuck for a specified period of time, it is declared to be Incapacitated. Other actions by a Robot can also cause it to be declared Incapacitated.
j. **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
k. **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.
l. **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.
m. **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.
n. **Postponement** – Occurs when a Match is delayed from the originally scheduled time.
o. **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.
p. **Responsive** – A Robot is considered Responsive if it can display certain types of movement on the Arena Floor. Otherwise, it is deemed non-Responsive.
q. **Restart** – Occurs after a Fault or a Timeout has been declared and the competing Robots are ready to continue.
r. **Stuck** – A Robot is jammed or otherwise hung-up such that it is effectively non-Responsive.
s. **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 allowed.
t. **Technical Knock-Out** ("TKO") – Occurs when a 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.
u. **Timeout** – A temporary halting of a Match. Timeouts can be called by Referees or by BattleBots Officials.

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6.3 Matches

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.

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.

Multi-Bot Segments

If a Team is competing with a Multi-Bot all of the other Segments must have an active weapon.

Match Time Limits

Unless a Match terminates early (ref. " 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.

Early Termination

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

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.

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.

BattleBots Inc. is not obligated to modify the schedule to accommodate a Team and retains the right to substitute an Alternate Team as a replacement.

Driving Platform Rules

From the time the Robots enter the BattleBox until after the Match has completed and all competing Robots have been Deactivated, no more than **4 members** from each Team are allowed to be inside the Driving Platform area. If any additional member enters into the Driving Platform during that period, a Referee will give a warning to a Team. If a Referee has to give a second warning to a Team, the offending Team will Forfeit the Match.

6.4 Tournament Judges

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

Number of Judges

There will be **3 Judges** for each Match.

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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 Official regarding the disqualification of Teams and their Robots
d. Discuss certain scoring decisions with the Match Steward.

6.5 Match Steward

BattleBots Officers appoint the Match Steward, whose primary functions are:

e. Act as an intermediary between the Teams and Judges on Match scoring and rules questions.
f. Serve as an intermediary between the Judges and a Team making an Appeal.
g. Advise Judges on rules interpretation and Match scoring.
h. Advise BattleBots Officials on matters of Tournament seeding and scoring criteria.
i. Advise Teams on the interpretation of these Tournament Rules.

Regardless of the above functions, a Match Steward cannot directly overrule any Judge's decision.

6.6 Referees

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

Referee Assignment

There will be at least **2 Referees** assigned to each Match. A third Referee may also be used to assist operations in the Driving Platform area.

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

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.

6.7 CrewBots

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

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 form 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.

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.

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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.

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.

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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 Official 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 Configuration Lock

At **30 minutes** prior to the scheduled start a Match, all Teams competing in the Match must have implemented the final configuration of their Robots. This configuration includes any gases, liquids or solids that will be on board the Robot during the Match. The Pit Steward will notify Teams when their time for Robot modification has to stop.

The Pit Steward may allow a Team to continue working on their Robot past the 30 minute limit, provided that the time is used for repair or completion that does not affect the configuration of the Robot.

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.

7.4 Pre-Match Procedures

Immediately following Configuration Lock, the Robot has to be moved to a testing area where it will be weighed and tested for functionality. Failure of a Team to show up for this testing will result in the Team forfeiting their upcoming Match.

Once this 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 the Robot. Removal of parts may be allowed if approved by the opposing Team for the upcoming Match.

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.

Tire warmers can be used provided that they are removed prior to weigh-in and testing.

7.5 Decorative Parts

After the weigh-in and testing, but prior to entry into the Arena area (i.e., the "Walk-In"), Robots may provisionally attach props or other decorative parts to the Robot. Safety Officials and the opposing Team have the right to approve of any and all such parts and also observe their installation.

The decorative parts cannot in any way compromise the function of safety covers or weapon locks.

Once the Robot has been moved into the Arena, the decorative parts have to be completely removed and immediately taken out of the Arena prior to starting any Activation steps.

7.6 Prior to Match Start

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.

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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.

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.

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 Official.
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.

7.7 Beginning of the Match

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.

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.

Match Start

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

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.

Restart After a Fault

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

7.8 During the Match

The descriptions in this section 7.8 all apply to One-on-One Matches and most apply to Rumble Matches. Differences for the Rumble Matches are described in section 7.12.

Referee Actions

Each Referee must observe his or her Operators and their Robot to check for and respond to one or more of the possible Match conditions described in this section.

Operators and other Team members must follow the instructions of the Referees. Failing to follow such instructions can result in a Team losing the Match or being Disqualified.

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Several of the Match situations require a Referee to count down from either **20** or **10**, with each count being approximately one second. These are referred to as the "**20-count**" and the "**10-count**". The Referee will inform the affected Team that the count is starting, and for both count types the last **10** counts will be verbally announced to the affected Team.

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.

Incomplete Count

If a Count has not been completed when the end-of-Match buzzer sounds, the Match will be judged as if the Count had not been started.

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.

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). However, there are no specific guarantees about the direction of rotation.

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 **20-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.

Pinning

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 deliberately does not, their Robot may be Disqualified and the Team will Forfeit the Match.

After a pin, the attacker must move away from the opponent Robot, as defined in paragraph below.

If the attacker is unable to release, the Referees will declare the Robots to be Stuck (ref. Stuck Robot) and the procedures for a Stuck Robot will be followed.

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.

Lifting

Referees will allow lifting for a maximum of **20 Counts** per 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 deliberately does not, their Robot may be Disqualified and the Team will Forfeit the Match.

After a lift, the attacker must move away from the opponent Robot, as defined in paragraph below.

Grappling

Referees will allow the Grappling to continue for maximum of **20 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 deliberately does not, their Robot may be Disqualified and the Team will Forfeit the Match.

After the release, the attacker must move away from the opponent Robot, as defined in paragraph below.

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Robot Separation Procedure

A Pinning, Lifting, or Grappling (the “attacking”) Robot must release its opponent prior to the conclusion of the count. If the attacking Robot does not release by the end of the count, the Robot’s Team will receive a verbal warning from the Referees. If after receiving a warning the Robot is able to release but does not, the Match will be stopped and the Robot’s Team will Forfeit the Match.

If the attacking Robot is unable to release, the procedures defined in “Robots Stuck Together” will be used.

Immediately following the release of the opponent, the attacking Robot has to move away from the point of release, placing at least one full (4-foot square) Arena floor section between itself and the release point. To allow for unusual situations, the Referees may specify an alternate location. During the move to the location, neither Robot has an obligation to avoid contact. However, if the released Robot interferes in the attacking Robot’s ability to reach the designated location, the attacking Robot is no longer required to reach that location.

Failure to comply with any of the Referees instructions by either Team will result in that Team Forfeiting the Match.

Corralling

If a Team that thinks that their Robot is being Corralled, they must inform a Referee. However, the final determination will be made by the Referees.

If both Referees jointly determine that one Robot is Corralling 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 **20-count** count-down to Incapacitation for the blocking Robot.

Repeated Robot Actions

There is no defined limit to the number of times a Robot can Pin, Lift, Grapple or Corral its opponent during a Match, providing that the Robot follows the above-described procedures during and following the Pin, Lift, Grapple or Corral.

Early Count Termination

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

Entanglement Actions

If BattleBots officials observe that one Robot is effectively creating an Entanglement action on their opponent, the Referees will call a Timeout to allow the Entanglement device or parts to be removed. If entanglement removal and/or modification of the offending Robot is not practical, BattleBots officials will make a determination on whether to re-schedule the Match, or to declare the entangled Robot as the winner.

If the Match is rescheduled, the Team that caused the Entanglement will be required to modify their Robot such that the Entanglement action will not likely occur in future Matches.

Non-Responsiveness

A Robot has to be able to demonstrate some degree of mobility, or it will be declared to be non-Responsive. The criteria for determining if a Robot is Responsive, and the procedures for handling a
non-Responsive Robot, are described in paragraph below.

Stuck Robot

A Robot is considered to be Stuck if it is jammed or otherwise hung-up on any part of the Arena environment, such that it is not Responsive.

The procedures for handling Stuck Robots are described in paragraphs and below.

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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.

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.

“Flame Off”

If a Referee notes that a Robot operates its flame system within the No-Flame Zone (ref.), 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.

Flame Length

If a Robot’s flame length is observed to exceed the maximum length specified in the Design Rules, the Team may, at the discretion of BattleBots Official, be barred from using the flame in subsequent matches or alternatively may be Disqualified.

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 chose to re-start the Match, or to declare the other Robot the Match winner by default.

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.

7.9 One-on-One Match Procedures

At the conclusion of each One-on-One Match, the winner will be decided by the criteria described below.

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 Official, who may then declare the opposing Team the winner by Forfeit. The Forfeit can be declared either during or immediately following the Match. A Forfeit loss will be considered a Technical Knockout.

Responsiveness Procedures

A Robot is considered Responsive if it can display some kind of noticeable translational movement on the Arena Floor. However, a Robot that is simply moving in a small circle around a single location while spinning around (due to an imbalance) will not be considered Responsive.

The Robot can use any combination of mobility and/or weapon systems for the movement, and the direction of movement does not have to be controllable.

A spinning-shell type of Robot that can only spin its shell or cage and not noticeably change its position on the Arena Floor will be considered to be non-Responsive.

If the Referees determine that a Robot is not Responsive, they will perform a **20-count**. If, at the end of the count, the Robot is not able to move as described above, the Robot will be declared Incapacitated, and the competing Robot will be deemed the winner by KnockOut.

Referees have the option of terminating a count early if a Robot or Multi-Bot is non-Responsive and in their opinion will not recover.

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

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Single Robot Stuck

A Robot is considered to be Stuck when it is jammed or hung-up on any part of the Arena (including debris), such that it is incapable of moving from its position regardless of any action by the Team's Operator(s).

If the Referees determine that a single Robot is Stuck, they will start a **20 count**. If the Robot remains Stuck at the end of the count, it will be declared Incapacitated and lose the Match by Technical Knockout.

During the count, there is no prohibition against the competing Robot attacking or otherwise making contact with the Stuck Robot.

Robots Independently Stuck

If two Robots both become Stuck, but not to each other, the Match will be declared to have ended. The Judges will then decide the Match winner, regardless of how much time has elapsed during the Match.

Robots Stuck Together

If two Robots become stuck to each other, the response will depend upon the circumstances.

a. If more than **2 minutes** have elapsed in the Match, the Judges will decide the Match winner.
b. If **2 minutes** or less have elapsed in the Match, a Timeout will be called, and CrewBots will make a reasonable attempt to separate the Robots.
c. If the Robots can be safely separated, the Match will be restarted for the remaining Match duration.
d. If the Robots cannot be quickly and safely separated, the Judges will decide the Match winner. In this case, the winner will be declared to have won by a TKO.
e. If both Robots become Stuck together for a third time in a Match, the Referees will perform a **20 count** to allow the Robots to try to separate. If they cannot separate, the winner will be decided by the Judges.

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

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

Engagement Procedures

Competing Robots cannot avoid making physical contact with each other. A Mini-Bot making contact with any Robot is not considered to be Engagement.

If a Referee determines that two Robots are avoiding or unable to make contact, the Referee will notify the Teams and start a **20 count**. If the Robots have not made contact by the end of the count, the Match decision will go to the Judges.

If a Robot has been determined to be Stuck or non-Responsive ("Immobile"), and the Referees have started the **20** count, a competing Robot is not required to engage the Immobile Robot. However, there is also no prohibition against the competing Robot attacking or otherwise making contact with the Immobile Robot.

If an Immobile Robot manages to free itself and/or start moving before the end of the count, the Engagement requirements again apply starting from the time the Immobile Robot freed itself.

Robot Incapacitation

The handling of Incapacitation of one or both Robots depends upon the circumstances of the Incapacitation(s), as follows:

a. If during a count-out of a Robot to Incapacitation the Match time limit is reached before completion of the count-out, the Robot will not be considered to have been Incapacitated.
b. If only one Robot is counted-out to Incapacitation, it will be considered to have lost by Knock-Out.
c. If two Robots are being simultaneously counted-out to Incapacitation, and both Robots reach the end of their counts, the Match decision will go to the Judges. This applies even if the two count-outs did not start at exactly the same time.

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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.

Flying Robot Incapacitation

A flying Robot will be considered Incapacitated when it can no longer fly or make any kind of translational movement along the Arena floor.

Post-Match Functional Display

If both Robots are mobile at the end of the Match, and if it can be safely done, each of the Robots will have the opportunity to demonstrate mobility and weapon operation prior to moving to the load-out location. This allows the Judges to observe the level of functionality of each Robot. Teams are encouraged to demonstrate their functionality to improve the accuracy of the Judges' damage scoring.

These demonstrations are voluntary. Immediately following the end of the Match, each Team must notify their Referee if they want to participate.

Each demonstration should last for no more than **10 seconds**. The Referees will enforce the time limit.

7.10 After Completion of Combat

Post-Match Remote Controls

Immediately after the Match or a Functional Display, and prior to any other activities, the Robots' Operators have to place their remote-control units in a location specified by the Referees.

Unload Halting

Immediately after the end of a Match, any Judge, Referee or other BattleBots Official can call for the Arena doors to not be opened, or to be closed if already opened and no one has entered the Arena. This temporary closing can allow Judges to evaluate the state of the Robots in the Arena. It also can allow officials to analyze any possible safety concerns prior to the unloading.

Deactivation

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

Team Member Assistance

Once Deactivation has been completed for all Robots in the Arena, additional Team members may be allowed into the Arena to recover the Robots.

During recovery of the Robots, the additional Team members may pick up any parts of their Robots that may be scattered around the Arena. Any other actions by or between Team members can potentially result in Expulsion of the Team member(s) and/or automatic Forfeit of the Match by one or more Teams.

Drivers Platform Actions

Until all of the Robots have been Deactivated and removed from the Arena, no Team members other the Robot Operators are allowed in the area designated as the Drivers Platform.

Team members are expected to act in a courteous and respectful manner to any opposing Team.

7.11 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).

Judging Criteria

The judging criteria uses two factors, each which has a point value, as follows:

Damage – 4 Points

"Damage" is defined as how much a BattleBot has sustained a reduction in appearance, effectiveness and/or loss of functionality during the Match. It is considered to be Damage to a BattleBot even if the Robot inadvertently harms itself.

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Engagement – 5 Points

Engagement is a measure of how each Robot, relative to its competitor, controls the “flow” of the Match. A Robot that scores well in Engagement brings the fight to their opponent.

More complete descriptions of these terms are provided in the BattleBots Judges’ Guide.

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.

7.12 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.

Starting Positions

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

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.

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.

Stuck Robots

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

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.

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.

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 Judges’ tie between two or more Robots, a BattleBots Executive Officer will break the tie by adding their vote.

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

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 above in " Multiple Responsive Robots".

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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.

7.13 Disqualification and Forfeit

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.

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.

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.

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.

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.

7.14 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.

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8.0 Pro League Tournament Format

8.1 Contestants

The contestants in the Tournament are composed of:

a) **24** Teams, organized into **a number of** “Groups” (described below)
b) “Alternate” Teams (described below)

The number of Alternate Teams will be determined by BattleBots Inc. prior to the Tournament.

8.2 Contest Types

The Tournament consists of the two stages:

1. Two Round-Robin “Group” contests
2. Final “Knockout” Elimination Rounds

These are described below.

8.3 Groups

The 24 Teams are divided into **a number of** Groups, with 4 Teams per Group.
The Groups are designated **TBD**. BattleBots will decide which Teams are in each Group.

8.4 Alternates

Maintaining the production schedule is of primary importance during the Tournament.
BattleBots will have a number of alternate (“ALT”) Bots on standby. If a Team’s Bot fails safety or is not ready for its Match, the ALT Bot will take the Team’s place in the competition. A Team that has been replaced by an ALT will not be able to re-enter the competition.

8.5 Group Stage

In the Group stage, each Team in a Group will compete in round-robin Matches against each of the other three Teams in the Group. Thus, there will be a total of six Matches for each Group.

8.6 Knockout Stage

The winning Team from each of the (TBD) Groups will compete in a set of elimination quarter-finals, semi-finals and finals. For the quarter-finals contests, additional “wild card” Teams may be selected from the Groups to participate should the group count permit that. Should a robot that wins its knockout stage fight be unable to continue in the tournament they will be replaced by the robot they defeated in the prior round.

8.7 Demo Matches

Time permitting during the Knockout Stage, Robots with interesting designs and/or operational features may have an opportunity to display their features. These Robots must have been eliminated from the competition. Participation is voluntary.

8.8 Handling Round-Robin Ties

Round-Robin contests can end with two or more Teams tied.
In order to break ties, BattleBots will initially use a points system, as follows:

- Each Judge allocates 9 points per Match, so a total of 27 points are allocated by the 3 Judges during a Match. However, if a Team gets a Knock-Out, there will be no Judge’s decision, and the Team gets the full 27 points.
- Each Team plays three Matches and thus can accumulate from zero to 81 points during a round-robin contest.
- The Team with the most points will be the Group’s winner.

If two or more Teams in a Group have the same point totals, BattleBots will use the following tie-breakers in order:

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1. Strength of Wins (Points earned by defeated teams)
2. Survival Time (Duration of match with loss, higher is better)
3. Head to Head Winner
4. Coin Flip

8.9 Events Schedule

Schedule TBD

8.10 Tournament Prizes

There will be monetary awards for:

- Competing in a Group Round-Robin
- Advancing to the Knockout Stage
- First to fourth place in the Knockout Stage

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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. reserves 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.

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.

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.

Notwithstanding the terms of this section, certain egregious violations of the Rules will result in immediate Disqualification with or without warning.

9.4 Protests and Appeals

Outside of the specific Appeals process defined in paragraph “Decision Appeals”, Teams have no right to protest or appeal the decision of a BattleBots Official, Judge or Referee.

All determinations by BattleBots, Inc. (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. sole and absolute discretion and shall be final and binding on all Teams and individual Competitors.

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