



# Summary of 2027 Rules Updates

Rev. 2027.0 - **DRAFT**

# BattleBots 2027 Rules Update Summary

This document provides a brief summary of the rule changes following the 2026 Pro League tournament. For full details see the complete rules documents.

## Design Rules

The lightest Multi-Bot segment may not weigh less than half of the weight of the heaviest Multi-Bot segment. For example, a Multi-Bot where the heaviest segment weighed 166 pounds would be permitted a smaller segment weighing no less than 83 pounds. - Minibots are no longer included/permitted in the rules.

Flame effect modules may receive up to a 4lb weight exclusion. This exclusion applies to the flame module specifically and does not give a 4lb bonus to robots to robots with a flame effect module.

## Tournament Rules

Team Personnel Exclusivity - 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.

Duplicate/Modular Robots - 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.

Tap outs are permitted.

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.

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

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

Tournament format will be defined at a future date.

## Judges Guide

A disabled self righting mechanism is classified as C tier damage.

Lifter vs. Self Righter - A lifter is clearly designed to interact with the opposing robot while a self-righting mechanism is designed such that it will be unlikely to directly interact with the opposing robot.

Minibot specific rules have been removed from the judging criteria and each multibot segment is treated as an equal contributor to overall scoring.