

OBSTACLE ROBO RACE

RULES & REGULATIONS

ROBOVISIONÄR'26 // MISSION M-02 // 24-25 SEPTEMBER 2026

Ramps, rubble, and chokepoints. Speed means nothing without control.

ENTRY FEE	TEAM	EXTRA MEMBER	PRIZE POOL
₹900	1-4	+₹250	₹40,000

// SECTION 01

ROBOT SPECIFICATIONS

- 1.1** The dimensions of the bot must not exceed 30 cm × 30 cm × 30 cm at any point of the game. A 5% tolerance is allowed.
- 1.2** Both wired and wireless robots are permitted.
- 1.3** The weight of the bot must not exceed **5 kg**. A 5% tolerance is allowed.
- 1.4** Maximum voltage for batteries, and between any two points of the circuit, must not exceed **12 V** at any point of the game.
- 1.5** The bot may use 4-wheel drive or 2-wheel drive; all tyres must contribute to motion.
- 1.6** The body of the robot must not be taken from any readymade toy. Robot-making kits may be used.
- 1.7** For wired control, the control wire must be a minimum of 4 metres in length.
- 1.8** Wires must be routed through a pole at least 45 cm high, or held upright by a person throughout the match.
- 1.9** Wires must remain slack at all times during gameplay.
- 1.10** For wireless control, dual-frequency operation is required to avoid interference.
- 1.11** RF modules salvaged from toy cars may be used. Use of IC engines or LEGO kits will lead to disqualification.

// SECTION 02

GENERAL RULES

- 2.1** The robot must meet all stated specifications; non-compliant robots will not be permitted to participate.
- 2.2** The competition consists of two rounds: a **Time-based round** and a **One-vs-One round**.
- 2.3** Each team may have up to 4 members. Students from different institutes may form a joint team. Additional members are permitted for an extra fee of **₹250** per member.
- 2.4** Every member must carry their institute ID card at the venue.
- 2.5** Unethical behaviour may lead to disqualification.
- 2.6** All bots will be inspected by the organizers before the competition.
- 2.7** Registration is online only. No offline or on-spot registration will be entertained.

// SECTION 03

THE ARENA

The arena mixes natural and constructed terrain — muddy tracks, stones, gravel, water, bridges, ramps and similar features. The bot must be able to manoeuvre over any terrain it encounters.

PARAMETER**SPECIFICATION****Terrain features**

Mud, stones, gravel, water, bridges, ramps

Arena changes

May be reconfigured each round based on participation and club discretion

Personnel on field

Only coordinators and 2 members per team permitted inside the boundary during matches

Spectators

Must remain outside the boundary at all times

Arena damage

Intentional damage to any part of the arena results in disqualification

// SECTION 04

SCORING — ROUND 1 // TIME-BASED

The time taken to complete the arena is recorded as the base score. Penalties are added to that time as follows.

INFRACTION	PENALTY
Wheel touches the line	+5 seconds per wheel
Hand touches the robot	+5 seconds per touch
Bot goes out of track completely	+10 seconds
Bot goes out of track via ground contact	+20 seconds, plus +5 seconds per wheel involved
Obstacle skipped	+25 seconds

// SECTION 05

SCORING — ROUND 2 // ONE VS ONE

- 5.1** The top 8 or top 16 teams (depending on overall participation) advance from Round 1 to the One-vs-One race.
- 5.2** Round 2 is a pure knockout format — no penalties or time considerations apply.
- 5.3** A maximum of 2 wheels may go outside the line. If a third wheel touches outside the line, the bot is stopped and repositioned.
- 5.4** Pushing an opponent's bot out of the track is allowed as a tactic.
- 5.5** Any human interference with a robot during a match results in immediate disqualification.
- 5.6** Skipping obstacles is not permitted in this round.

// SECTION 06

GAMEPLAY RULES

- 6.1** The robot must be able to move in all directions as required by the arena layout.
- 6.2** Timing for each run will be captured using a laser-precision gate timer.
- 6.3** Disqualifications will be enforced strictly and without exception.
- 6.4** Each robot must use its own dedicated transmitter and receiver pair.
- 6.5** Any doubts regarding rules or arena layout must be clarified with the organizers before the event begins.

// SECTION 07

JUDGES' AUTHORITY

- 7.1** The judges' reading of these rules is **final and binding**. Where a rule is unclear, silent, or disputed, the judges decide how it applies, and that decision holds for the rest of the event.
- 7.2** Judges may **modify, add to, relax or clarify any rule** at any point — before, during or after a round — where the arena, the field of entries, a safety concern or the conduct of the event calls for it. This includes rules printed in this book.
- 7.3** Every such decision is made on a **fair and equal basis**. A ruling given for one team applies to every team in the same situation, and no change will be made to favour or penalise a particular entry. Judges will state the reasoning on request.
- 7.4** Changes take effect from the moment they are announced. They are not applied backwards to completed runs or matches unless every affected team re-runs under the new ruling.
- 7.5** Raise any question about a rule with the organisers **before your run or match ends**. Nothing is reopened once the result is declared.

// IN SHORT

Round 1 scores you on time, with penalties for line touches, hand touches, going off-track and skipped obstacles. The top teams then go head-to-head in Round 2 — **pure knockout**, tactical pushing allowed, no skipping. Meet the spec and respect the arena. Judges have the final read on every rule and may adjust one during the event — always announced, and always applied equally to every team.

// CONTACT

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// COMMUNITY

Live updates, briefings and Q&A run in the participants' WhatsApp community. **Join here** ➔