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General Rules

1. Division

Division		Target
Junior	Junior-L	Birth year 2016-2014
	Junior-J	Birth year 2013-2011
Senior	Senior-L	Birth year 2010-2008
	Senior-H	Birth year 2007-2005

2. Common Rules

2-1. Robot, Materials, Equipment

2-1-1. On-site Development All participants/teams must bring their materials, tools, equipment when entering the site. All robot must be disassembled before developing time.

2-1-2. Pre-Development All participants/teams must make their robot before competition. Additional time for development or time to fix the robot may be given.

2-2. Prohibition in Carrying Materials

2-2-1. During Competition Bringing in materials after first entering the competition site is prohibited, and all materials must be carried at the first entrance. The participant bringing in additional materials after their entrance may be disqualified.

2-2-1. Lunch Participant may not take any items outside the competition site after the competition starts including lunchtime. Also, participant may not bring any items after the lunchtime. If bring in or taking out an item, the participant may be disqualified.

2-3. Using Computer Computer must be prepared by the participant/team. Only computers



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with built-in battery is allowed, in order to prepare for the situation when electricity supply is instable.

2-4. Carry-in Items No restriction

2-4-1. Allowed Items Phones are allowed to be entered, but must be turned off at the competition site. **If using phone in the competition site, the participant will be disqualified after warning once.**

2-4-2. Prohibited Items Following items are prohibited. If carried in, the participant will be disqualified immediately.

2-4-2-1. Data storing items such as MP3, PMP, USB (For the games that allow USBs, staff will examine the USB before the competition starts.)

2-4-2-2. Programs or manuals related to robots.

2-5. Prohibition on Cheating The participant may be disqualified or warned when cheating.

2-5-1. Examples of cheating

2-5-1-1. Proxy participation

2-5-1-2. Changing robot with another team or participant

2-5-1-3. Using manual or instructions when building robot

2-5-1-4. Using materials not fitting the rules

2-5-2. Exit

2-5-2-1. Touching or breaking other participants' robot, notebook, or personal items.

2-5-2-2. Using materials or robots not gone through staff's inspection.

2-5-3. Exiting and warning on its importance

2-5-2-1. Giving and taking ideas with spectators or other participants

2-5-2-2. Not following staff's instructions, disturbing order, disorderly conducts

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2-6. Uniform and Card Uniform and RFID/NFC card given must be worn and possessed to enter and participate the competition.

2-7. Record and Written Record Checking All participant must check and sign their record after each game. **Nobody should not appeal about the signed record.**

2-8. Seat Assignment and Electricity Use

2-8-1. Seat Assignment Host can assign seat randomly. If the participant does not follow staffs' instruction, they may be counted as trying cheating.

2-8-2. Electricity Use Two participants use one table, and each team gets one socket. However, using multitap brought individually may be used.

2-9. Field Assignment

2-9-1. Judge and staffs must give equal practicing time to the participants.

2-9-2. Judge and staffs must consider level of difficulty, number of participants when assigning field.

2-9-3. Judge and staffs can limit time and number for practicing.

2-10. Environment

2-10-1. Interference of Light Participant must prepare and develop the robot even when lighting details such as indoors light, light of the sun, and light change made due to photo shooting changes.

2-10-2. Interference of Sign Participant must prepare and develop the robot even when electrical signs from electronic equipment and communication devices interferes.

2-11. Rules in the Site

2-11-1. Only participants are allowed to enter the site.

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2-11-2. Participants are not allowed to leave the site without allowance of judges or staffs. Participant must accompany staffs when using restroom.

2-12. Rules The participant must check if the competition is held on-site or non-face-to-face beforehand via notification on official website or rules. Without special notification, on-site competition will be held.

2-13. Prohibition in Duplicated Participant Participating in more than two games a day is prohibited. If participating in more than two games a day, the participant must cancel participation except one game.

2-14. Other Rules

2-14-1. If criticizing other participants' robot or result, the participant may get disadvantages or may not be able to participate in the future games.

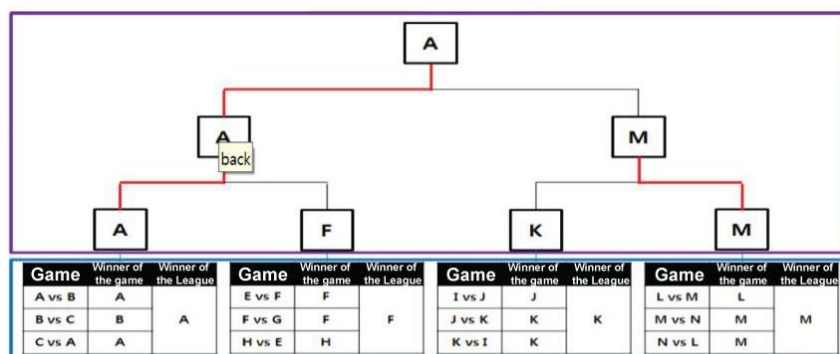
2-14-2. Other details not in the rules may be notified on site based on decision on headquarter.

3. Tournament

3-1. Game Process

3-1-1. Qualifying league will be held, and winners of the qualifying league will proceed to tournament game.

Example of qualifying league and tournament



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3-1-2. League Game (Qualifying League)

3-1-2-1. Team Assignment All participant must make a team of 3-4 people for league by lottery.

3-1-2-2. Points and Advancement to Tournament Winner takes 3 points, 1 point when tied, 0 point for losers are given. Team with the highest point advances to the tournament and will be notified on site.

3-1-2-3. If tied in league, detailed rules of the game apply.

3-1-3. Tournament (Main Game)

3-1-3-1. Participants advanced to tournament proceeds lottery after league game.

3-1-3-2. No ties are allowed and additional games are held till winner gets decided.

3-1-3-3. Additional game is held for 1 minute, and held when the field gets reset. Detailed rules of the game apply.

3-2. Modification

3-3-1. Participant can develop and modify their robots creatively.

3-3-2. Only certified components are allowed to use in KIT games.

4. Record Games

4-1. Game Process Two trials are given for all participants as a form of record game. Time for modification is given between trials.

4-2. Robot Development and Practicing Time Maximum 3 hours are given for developing robot and practicing, and will be notified on site.

4-3. Field Assignment Field will be assigned based on level of difficulty and number of people participating.

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4-4. Robot Development and Practicing Participant can develop robot and practice at the assigned field before given time finishes. Practicing is impossible before field assignment.

4-5. End of Robot Development and Practicing Time Participant must stop the robot and go back to seat following staff's instructions when time for developing and practicing finishes.

4-6. First Trial First trial starts after developing and practicing time or after lunchtime depending on the situation.

4-6-1. Game Preparation All participant must take the robot out to the designated place, and wait following staff's instructions.

4-6-2. Standby After the Game All participant must go back to end of the line and wait till all participant finishes the game.

4-7. Modification All participants get time for modification and practicing after the first trial, and will be notified on site.

4-8. Second Trial Second trial starts right after modification time.

4-8-1. Game Preparation All participant must take the robot out to the designated place, and wait following staff's instructions.

4-8-2. Standby After the Game All participant must go back to end of the line and wait till all participant finishes the game.