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General Rule

0. Participation Category

Sectors		Target
Junior	Junior-L	Born in 2017 to 2015
	Junior-H	Born in 2014 to 2012
Senior	Senior-L	Born 2011 to 2009
	Senior-H	Born in 2008 to 2006

1. Common (General)

1.1 Robots and materials, tooling equipment

- 1.1.1 **On-site construction:** Competitors (teams) must bring their own materials, tools, and equipment to the competition site, and all robots must be disassembled before the start of construction.
- 1.1.2 **Pre-built events:** Contestants (teams) must build their robots in advance to compete, and may be given time to build or repair as needed after the start of the competition.

1.2 No carrying in games

- 1.2.1 No tools, equipment, or robots are allowed during the competition. All necessary extra tools, equipment, and robots must be in the possession of the competitor prior to the start of the competition. If any of these are found during the competition, the competitor will be immediately disqualified.
- 1.2.2 **Lunch Break:** If a lunch break is included in the competition time, no competitor may carry any items related to the competition outside the competition venue. Upon re-entry to the venue after the lunch break, no additional items related to the competition may be brought into the venue. If caught, the competitor will be immediately disqualified.
- 1.2.3 **Use of computers:** If computers are required for the competition, the competitors (teams) must provide their own computers and the specifications are limited to laptops with built-in batteries. This is in case the electricity supply at the venue is unreliable.

International Robot Olympiad Committee



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1.3 No external contact

- 1.3.1 During competition time, participants may not contact the outside world by cell phone, internet or any other means. Anyone caught doing so will be immediately disqualified.
- 1.3.2 **Allowed Items:** Cell phones are allowed, but must be turned off inside the competition venue, and anyone caught using a cell phone inside the competition venue will be immediately disqualified for any reason, and if the competitor needs to check the time during the competition, he/she must check with the referee or check the time on his/her laptop.
- 1.3.3 **Restricted/Prohibited Items:** The following items are not allowed to be carried and will result in disqualification upon discovery.
 - 1.3.3.1 Data storage media such as MP3, PMP, USB memory stick, etc.
(However, USB memory sticks are permitted in some events and may be carried after a preliminary inspection by the officials)
 - 1.3.3.2 Programs and manuals related to the robot
- 1.3.4 **No cheating:** Anyone caught cheating will be disqualified and expelled, and if so, the disqualification will apply to all events taken.
 - 1.3.4.1 Cheating and Kickable Behavior
 - 1.3.4.1.1 Proxy participation
 - 1.3.4.1.2 Trading robots with other teams
 - 1.3.4.1.3 Referring to manuals or materials during the production of an on-site production event.
 - 1.3.4.1.4 Using non-compliant parts
 - 1.3.4.1.5 Touching or damaging another participant's robot, laptop, or belongings.
 - 1.3.4.1.6 Using parts or robots that have not been inspected before the start of a match
- 1.3.5 **Disqualification**
 - 1.3.5.1 Communicate with spectators and other participants
 - 1.3.5.2 Disobeying instructions from referees or officials and disruptive and disorderly conduct

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1.4 Uniforms and Cards: The issued uniform and participant card must be worn/possessed in order to enter the venue and compete, no exceptions will be made.

1.5 Results and Manual Records: Verification Participants must verify and sign the results of the match immediately after the end of the match with the officials. Once signed, the results cannot be challenged.

1.6 Seating arrangement and electricity usage

1.6.1 Seating arrangement: The organizers may determine the seating arrangement at their discretion, and failure to comply with the instructions of the organizers will be considered an attempt to cheat and will result in disqualification.

1.6.2 Electricity: Each participant will be seated at a table with two people per table, and each team of participants will be given one outlet. However, individuals are allowed to bring their own multi-tap if needed.

1.7 Assigning players and giving them practice time

1.7.1 Referees and moderators should give participants equal time to practice.

1.7.2 Referees and officials may allocate additional stadiums and practice fields to facilitate the competition, taking into account the difficulty of the competition and the number of participants.

1.7.3 Referees and supervisors can limit the duration and number of practices per participant (team).

1.7.4 All games starts at same time, but practice time, waiting time, game time. End time vary depening on environment of the contest

1.8 Venue Environment

1.8.1 Light interference: Participants (teams) must prepare and build their robot so that it can operate with respect to the brightness of light and its changes due to indoor lighting, sunlight, photography, etc.

1.8.2 Signal Interference: Participants (teams) must prepare and build their robot so that it can operate without interference from electronic signals caused by electronic devices and communication devices.

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1.9 Venue rules

- 1.9.1 All rules are subject to the Bylaws, which supersede the General Rules.
- 1.9.2 Only participants are allowed to enter the venue.
- 1.9.3 During the competition, competitors are not allowed to leave the venue without the permission of the referee and staff. Contestants must be accompanied by a staff member when using the restroom, and will be warned if they move arbitrarily, and will be disqualified if they accumulate two warnings.

1.10 Competition Operation

- 1.10.1 Participants (teams) must check the method of conducting the event in which they are participating through the website announcement or regulations. In the absence of a separate announcement, face-to-face (offline) competition shall be conducted in principle.

1.11 Double Entry Restrictions

- 1.11.1 For judged events or team events, athletes are prohibited from competing in more than one event on the same day. If an athlete participates in two or more events on the same day, all but one of the events shall be disqualified. This provision is limited to the IRO Championship and will be applied from January 2025. However, in the case of the second day of the Creative Category (production + presentation), participation in two or more events is allowed. If you participate in two or more events on the second day of the Creative Category, there is no production time, and the order of presentation is assigned in the last order. <2024.10.16 Revision>
- 1.11.2 For individual events, athletes are allowed to participate in more than one event on the same day. However, the participant is solely responsible for any penalties resulting from multiple entries.

1.12 Do not interfere with play

- 1.12.1 Participants are prohibited from interfering with other players' games by shouting, moving their seats, making noise, or causing disturbances. Violators will be warned immediately and will be expelled if caught again.

1.13 Game etiquette



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- 1.13.1 Participating teams are expected to demonstrate player-like behavior when interacting with opposing teams. Harassment, unsportsmanlike conduct, and intentionally harming another team is strictly prohibited. Participants found to be in violation of these rules may be penalized or disqualified, depending on the severity of the offense.
- 1.13.2 During the competition, judges may ask participants questions about the performance and construction of their robot. Participants found or suspected of any form of misconduct or cheating may be penalized and penalized.
- 1.13.3 Participants are expected to maintain a clean environment and may be penalized for not keeping their team's area in proper condition.

1.14 Other / Discipline

- 1.14.1 Disciplinary actions may be taken against participants, coaches, spectators, or unspecified parties, and decisions are not subject to reversal. Details are as follows [Annex].
- 1.14.2 Disciplinary actions and penalties are available on a per-registration basis.
- 1.14.3 Violent, abusive, insulting, or threatening behavior that occurs between Competitors in the Competition's accommodation will be treated the same as if it occurred during the Competition.
- 1.14.4 For violations by participants, tutors, mentors/overs, and affiliated (registered) teams, the affiliated (registered) organization may also be subject to disciplinary action for neglecting their duties of oversight.
- 1.14.5 Any case that is not covered herein but may be considered disciplinary may be deliberated and decided by the Organizing Committee in accordance with the relevant regulations.
- 1.14.6 If you have been found guilty by a judicial authority of a criminal offense that is not included in this discipline type, you may be subject to discipline under Section 3 Annex, Defamation of Character.

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[Annex].

Type	Contents	Subject and disciplinary standards		
		Participants/Teams	Preceptor/Coach	Spectator or Unspecified
1. Common in-competition offenses	Warnings and ejections by referees	By the Rules and Regulations of the Competition		
2. specific match-related offenses	A. Violent Behavior	Expulsion and medal stripping	Criminal charges, no stadium entry, expulsion	Criminal charges and No stadium entry
	Violence against participants			
	Violence against referees			
	Violence against moderators			
	Violence with dangerous objects			
	B. Abusive, insulting, and threatening behavior	Warning Suspension -1 year Medal stripping	Suspend -1 year	
	C. Disruptive behavior			
	Trespassing in a stadium	Suspend -2 years or less	Match Suspension -2 years or less	
	Facilities and vandalism	compensation for damages	compensation for damages	
	Inciting and inciting violence, throwing filth	Disqualification		
	Aiding and abetting crowd disorder	-	Match Restrictions	
	Excessive protests of judgments and complaints	Warning anomalies Match Suspension	Team Suspend a match	
	an act of ordering in the stands	Warnings and match result deductions -5	Suspend the team and demote them in the rankings	
	D. Match-related manipulations			
Volunteer bribes and map leaks <i>*Volunteers will be fined 10x the cost of their services and restricted from playing.</i>	Current Year Match Results Delete All	Team Match Restrictions	-	
3. defamatory behavior	Disgracing an association, International Robotics Olympiad, or IRO participant	Suspended for 1 year or more - Expulsion and removal of awards for the year		
4. innocence or perjury	Misrepresenting or falsely accusing others to punish them.	Awards Delete All	Permanently banned	Suspension -1 year

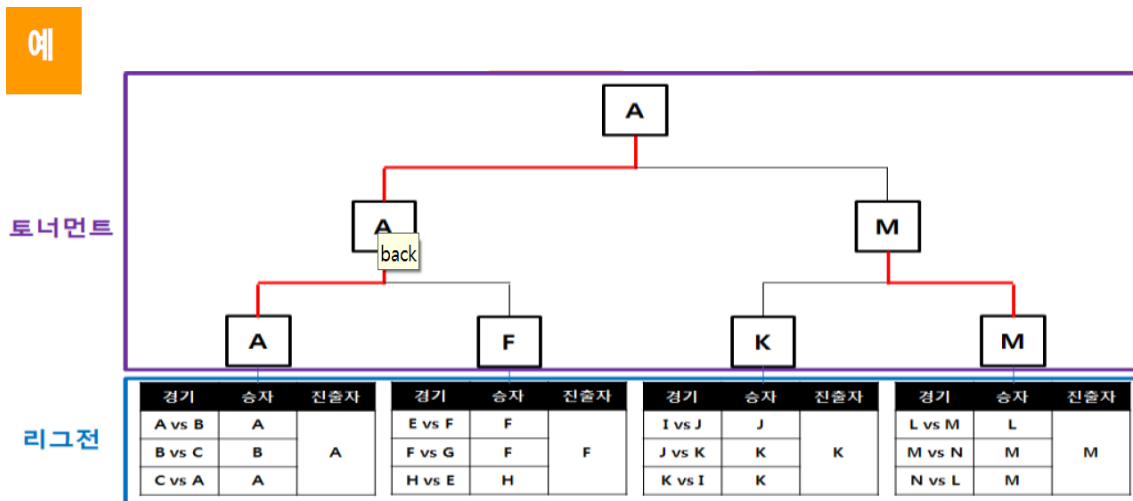
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2. Match (General)

2.1 Match Procedures

2.1.1 Matches are played in leagues, where participants are selected and then compete in tournaments that are made up of participants who have passed



the selection process.

2.1.2 League play

2.1.2.1 **Group Draw:** All participants will be randomly drawn from the organizer's match program to create a league play group of three or four players.

2.1.2.2 **Victory Points and Tournament Advancement:** Victory points are awarded as follows: 3 points for a win, 1 point for a draw, and 0 points for a loss. The participant (team) with the highest number of victories in the league matches will advance to the tournament, and the number of teams will be announced on-site before the match, depending on the number of participants (teams) in the event.

2.1.2.3 In the event of a league-specific tie, refer to the specific rules for each sport.

2.1.3 Tournaments

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- 2.1.3.1 The bracket is randomly determined by the organizer's match program after all league matches have been played, with the tournament qualifiers.
- 2.1.3.2 In the event of a tie, overtime will be played to decide the winner, see the specific rules for each sport.
- 2.1.3.3 Overtime will be played after the field is initialized, and the time for each overtime period will be determined by the rules of each sport.

2.2 Programs and controls

- 2.2.1 The robot can be self-driven or controlled by a controller, depending on the specific rules of each discipline.
- 2.2.2 If the robot is activated before the referee declares the start of the match, the competitor (team) will be disqualified.
- 2.2.3 **Communication Standards for Piloting**
 - 2.2.3.1 Only Zigbee/Bluetooth/WiFi/2.4GHz wireless communication is supported.
 - 2.2.3.2 The use of a smartphone as a controller is permitted, but all data communications must be blocked in airplane mode or the pilot will be disqualified.
 - 2.2.3.3 Do not allow wired adjustments.
 - 2.2.3.4 If there is a communication miscommunication and the channel needs to be changed, it can be done in the presence of the referee, but if the match cannot be played within the allotted time, both teams will be disqualified.

2.3 Selecting and modifying robots

- 2.3.1 Participants (teams) may creatively build and further modify their robots and are not restricted to robot kits.

2.4 Recorded matches

- 2.4.1 **Procedure:** The record game will be played in two rounds with a correction period between each round.
- 2.4.2 **Venue assignments:** Organizers can assign venues based on the number of competitors and the difficulty of each mission.
- 2.4.3 **Robot construction and practice time:** Up to 3 hours are allowed to build the robot and practice in the presence of a judge.
 - 2.4.3.1 Participants (teams) may practice in their assigned arena until the end of the published production and practice hours on the day of the competition and may practice in their assigned arena. No practice is allowed in unassigned arenas.
 - 2.4.3.2 At the end of the build and practice time, the robot must stop running and

move to its place as directed by the moderator, and if it damages another
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competitor's robot while moving, it will be dealt with in accordance with Section 1.12.

2.4.4 **Match 1:** The first round of matches will begin immediately after the robot build and practice period. If lunch is included in the match period, the first period should be after lunch.

2.4.4.1 **Preparation:** All participants (teams) bring their robots to the designated location and wait as instructed by the referees and officials at each venue.

2.4.4.2 **Waiting after the match:** All competitors (teams) must wait in the waiting line until all competitors have finished playing, rather than playing on their turn and returning to their seats. This is to limit robot or program modifications in their seats and to give all competitors (teams) a fair amount of time.

2.4.4.3 **Modification Time:** Additional time for robot modification and practice will be granted after the end of the first round of each event, which will be announced on the day of the event.

2.4.5 **Match 2:** The second period is held immediately after the correction period.

2.4.5.1 **Match Preparation:** Follow Section 2.4.4.1.

2.4.5.2 **Post-match standby:** All participants will return to their seats after finishing their match and follow any further instructions from the moderators.

※ **If any other participant wishes to appeal the result of the match, he/she may do so through the form on the IRO official website archive, and the organizer will hold a review committee and notify the applicant.**