Name of Event:	Sumobot RC (by invitation only)
Robot per team:	1 sumobot per team (provided and built by the organizer)
No. of players:	Max of 2 players per team: 1 team captain, 1 backup player
Robot control:	Remotely controlled over the internet. Software and instructions to control the robot will be provided to registered teams
Game format:	To be announced by the organizers
Event Summary:	Two robots compete in a head-to-head match following the basic system of traditional human sumo matches. Participants must control the Sumobot (provided and built by the organizers) over the internet.

1. Objective

The objective of the game is for the participant to control the robot and push the opponent's robot out of the Sumo ring. The players will control their robot over the internet.

2. Robot Specifications

Category	Weight	Dimension
500g	300-500g	10cm x 10cm (LxW)
3kg	2.5kg - 3kg	20cm x 20cm (LxW)
Sumobot uses an Arduino board and Wi-Fi module.		

3. Playing field

3.1. The Sumo Ring is made up of a circular wooden plank.
3.2. The surface of the Sumo Ring is smooth and NOT rubberized.
3.3. The surface of the ring is painted black (inner ring) and white (border).
3.4. For the 500g category, the diameter of the Sumo ring is 120cm and the thickness of the ring is 1cm. Outer border is 5cm thick
3.5. For the 3kg category, the diameter of the Sumo ring is 154cm and the thickness of the ring is 2cm. Outer border is 5cm thick
3.6. Shikiri lines consist of two painted lines.

4. Procedure
    4.1. Organizers will send an invitation to the participants.

    4.2. Participants must respond and send a confirmation.

    4.3. Of those who are invited, final selection will be made. Organizers will send a seal of participation which contains schedule of practice and actual game, issuance of username and password

5. Preparation
    5.1. The team captain (or backup player if the team captain is not available) must login their account to the RSM website (http://rsmvirtual.com.br/). You may watch this video for the instructions.

    5.2. Stable internet connection (at least 10mbps), microphone, & speaker are required during the game.

    5.3. After they login, players can see the robots, the playing field, and the controller.

    5.4. Both players will be given 1 minute to test the robot, before the actual match.

6. Game Proper
    6.1. Start of the match

        6.1.1. At the start of the game, the referee will place both robots on the sumo ring (robot position will be announced during the practice).
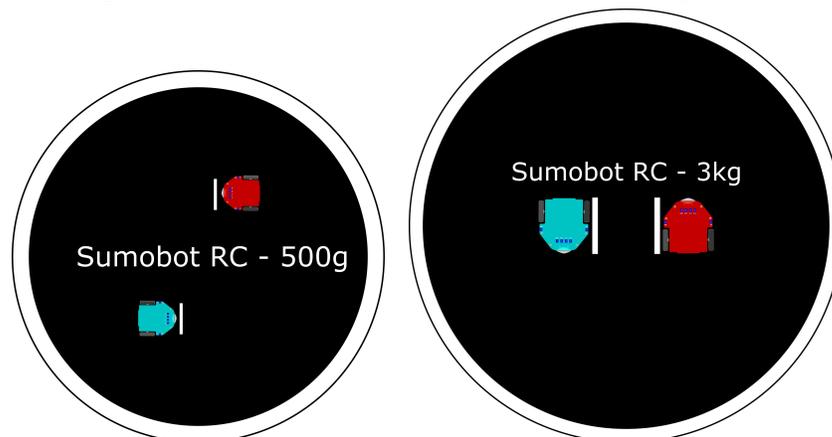
        6.1.2. There will be 3 rounds. Players will be given 1 minute for each round.

        6.1.3. Referee will start the timer (players can see the 5 seconds countdown on their screen). After the countdown, players can start controlling their robot.

    6.2. Scoring

        6.2.1. A Yuhkoh point is a reward to the winner of a round.

        6.2.2. When the other robot falls off outside the ring. The robot that remained in the ring wins the point. This is valid even if NO CONTACT

is made between the robots.

    6.2.3. When a robot flips, does not move or spins around on the same location for 5 seconds, the other robot wins the Yuhkoh point.

    6.2.4. When ALL the wheels of the robot are not touching the ring's surface, the other robot wins the point. (Rule 6.2.3 will apply).

6.3. Draw

A game is considered as draw:

    6.3.1. When 60 seconds (including the 5 sec delay) has lapsed into the match.

    6.3.2. If the referee cannot decide on which robot fell first.

    6.3.3. When both robots are in a deadlock position for 10 seconds, a draw is called. A deadlock is when both robots contact without progress in the position.