

LEGO Sumo

Tournament Rules

Robot Building Guidelines:

- Robots cannot be larger than 12" wide and 12" long. Robots can be as short or tall as you want.
- Robots cannot weigh more than 2 lbs.
- Teams can only use LEGO pieces to build a robot.
- Teams can only use the motors included in a standard kit.
- Tank tread rubber grips are not allowed.

How Matches Work:

- Robots will begin a match 10" apart parallel to each facing opposite directions inside a 3' sumo ring.
- Matches will last a maximum of two minutes.
- If robots become tangled or deadlocked for 20 seconds, officials will stop the clock and return robots to their starting positions.
- All teams will use the LEGO Commander app to control their robot.

How to Win a Match:

- If any part of a robot touches the floor, officials will award a win to the opposing team.
- If a robot drives out of the ring before making contact, robots will return to their starting position.
- Once robots make contact, the first robot that touches the ground loses.
- If a robot becomes disabled and cannot move, officials will award a win to the opposing team.
- If both robots fall out of a ring at the same time, the robot that touches the ground first loses.
- If the official is not in a position to see which robot touches the ground first, the official will declare a rematch.
- All rulings by officials are final.
- If no robot falls out of the ring, the match will be declared a draw.

Points:

- 2 points for winning a match
- 1 point for a draw

How to Win the Tournament:

The team with the most points at the end of the tournament will be declared the winner. In the event of a tie, teams will face each other in a five minute sudden death match. The first robot to fall out of the ring or become disabled loses. If no teams wins after five minutes, the judge will flip a coin between the two teams.