Thunder-Dome

Rules and Regulations:

Contest Overview:

A match is fought between two teams, each team having one or more contestants. Only one team member may approach the ring, other team members must watch from the audience. In accordance with the game rules each team competes on the Thunder-Dome Platform with a robot that they have constructed themselves to the specifications. The match starts at the judge's command.

The sole purpose is a pushing match between the two robots to force the other from the arena or as close to the edge of the arena as possible. There will be 3 rings marked on the field similar to a bull's eye. If time ends without a Robot pushed out of the arena. The robot on the outermost ring will be declared the losing team. The judge determines the winner of the match. The judge's ruling is final.

Section 1: Requirements for the Thunder-Dome Arena

Interior of the Thunder-Dome Arena

1. The ring interior is defined as the playing surface surrounded by and including the border line. Anywhere outside this area is called the ring exterior. There will be 2 starting lines centered in the Circle. Each team will be required to start at one of the 2 lines.
2. The ring shall be circular in shape and of the appropriate dimensions for the given size competition.
3. Starting lines consist of two painted parallel lines centered in the ring with appropriate width and spacing for the given class. The separation distance between the lines is measured to their outside edges.
4. The border line is marked as a white circular ring of a width appropriate for the given competition on the outer edge of the playing surface. The ring area extends to the outside edge of this circular line.
5. The ring will have several inner rings for judging a match that exceeds the given time limit.

Exterior of the Thunder-Dome Arena

The space outside the outer edge of the ring is considered to be the exterior. This space can be of any color, and can be of any material or shape as long as the basic concepts of these rules are not violated. This area, with the ring in the middle, is to be called the "ring area". Any markings or parts of the ring platform outside the minimum dimensions will also be considered in the ring area.

Section 2: Telecommunications

Network class: Network controlled robots must be controlled via Wi-Fi communication from the operator's computer, via an intermediary router. Direct connections to and from the robot by the operator's controller/computer are prevented by the network configuration and not allowed. Both the operator and the robot will have open connections to the internet. The event will provide two WPA2 PSK secured routers, one for the controller and one for the robot, with publicly addressable IP addresses. Probable router model will be Linksys WRT54GL. Participants should practice control through multiple routers both prior to and on arrival to the event. No augmented autonomous controls are allowed on the robot. All robot motion must be directly due to the telecommunication of the operator.
Section 3: Robot Restrictions

1. Jamming devices are not allowed.
2. Parts that could break or damage the ring are not allowed. Do not use parts that are intended to damage the opponent’s robot or the operator. Normal pushes and bangs are not considered intent to damage.
3. Devices that can store liquid, powder, gas or other substances for throwing at the opponent are not allowed.
4. Any flaming devices are not allowed.
5. Devices that throw things at your opponent are not allowed.
6. Sticky substances to improve traction are not allowed. Tires and other components of the robot in contact with the ring must not be able to pick up and hold a standard 3”x5” index card for more than two seconds.
7. Devices to increase down force, such as a vacuum pump or magnets, are only allowed in the competition.

Section 4: Rules of the Match

1. A robot or a part of a robot may not be placed beyond the front edge of the Starting line. If the robot is placed in front of the starting line the judge will advise the team to adjust the Robot. Only one warning is granted per match. If the warning is not heeded and the team places their robot beyond the line once again, then the round will be forfeited by the violator.
2. One match shall consist of 3 rounds, within a total time of 1 minute, unless extended by the judges. After the round is called to an end both robots must cease to move. If a robot moves after the time limit is up the violating robot will forfeit that given round.
3. The robot that is knocked out of the arena is declared the loser. If time expires and both robots remain in the arena, then the robot in the most center part of the bull’s eye will be declared the winner. If both robots share the same positioning toward the center of the ring then the round will be considered a tie. If the round is considered a tie and overall there is no ultimate winner. Then the round will be replayed. The judge’s ruling is final.
4. If a robot stops moving for more than 5 seconds the judge must give them a warning. If the warning is not heeded then the violating team will forfeit the round. Robots must be in continuous movement throughout the match.
5. The winner is declared in the best of 3 rounds.

Section 3: Miscellaneous and Modifications

As long as the concept and fundamentals of the rules are observed, these rules shall be flexible enough to encompass the changes in the contents of matches. Any additions to the robots must be approved by a judge and, also must be submitted to all teams in the league.

All Modifications must be submitted by May 16th, 2013 5:00PM.

- If modification is deemed legal by judge, then modification is allowed.
- If modification is questioned by the judge then a vote will commence amongst competitors. Majority rules. The modification will have to be submitted to all competing teams. Each team has exactly 48 hours to vote on the modification. If a team does not vote on a modification then their vote is surrendered.