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General Rules

1. League

Division	By School	Year of birth
Junior	Elementary school	2012~ 2007
Challenge	Middle school (Junior high school)	2006~2001
	High school (Senior high school)	

2. Common Rules

2-1. Robot, kits, items, tools and etc

2-1-1. Category for robot built on site: When participant come into competition site, they must bring their own robot, kits, tools and any other items needed to conduct the game. must be dismantled when entering competition site.

2-1-2. Category for premade robot: When participant come into competition site, they must bring their own premade robots. No time is given to build or repair the robot.

2-2. Prohibited Items

2-2-1. During the competition: It is restricted to bring any items during the competition. Participants must bring all needed items and materials when they enter the competition site. Once the competition starts, no item or materials will be allowed to enter the site. If this misbehavior is found after entering the competition site, participant will be disqualified.

2-2-2. During lunch break: When participants leave the site during a lunch break, they CANNOT bring out any item related to the competition. Upon their return, no item or material will be allowed to enter the site. If this misbehavior is found after entering the competition site, participant will be disqualified same as above.

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2-3. Using laptops

If participant needs their laptop to participate in the competition, they should bring their own laptop with batteries. This is just for preparing any situation without electricity.

2-4. Belongings

2-4-1. Available items

If participant brings a cellphone in the competition site, the cellphone must be turned-OFF at all times. Participant will be disqualified otherwise.

2-4-2. Restricted items

Participants cannot carry items below. If this misbehavior is found, participant will be disqualified.

2-4-2-1. Any storage devices including MP3 player, PMP, USB memory, etc.

(If you participate a category which allow to carry USB memory in its rules, you can carry that items, but you should be confirmed by referee before the match.)

2-4-2-2. Any programs and manuals regarding the robotics

2-5. Cheating

If participants get caught cheating on the competition, they will get a warning or be disqualified depending on the seriousness of the cheating. Violators are not allowed to object.

2-5-1. Typical cases of cheating

2-5-1-1. Exchanging parts/tools/materials/equipment with other teams.

2-5-1-2. Exchanging robots with other teams.

2-5-1-3. Constructing their robot while reading their manual.

2-5-1-4. Using premade parts.

2-6. Disqualification

2-6-1. Touching or damaging other participant's robot, laptops, or belongings

2-6-2. Using parts of robot that is not authorized before match

2-7. Warning or disqualification depending on the seriousness of the problem

2-7-1. Communicating with someone in the stadium or other participants.

2-7-2. Not obeying referee or organizing staff.



2-8. Uniform and RFID card

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Uniform and RFID card given during application should be worn in order to enter the match.

2-9. Confirmation of the match results

Participants should confirm their match statistics and sign on the paper after the match.

Participants cannot object to match statistics after confirmation.

2-10. Seat and electricity use

2-10-1. IROC allocates all participant's seats and participants are not allowed to object.

Failure to comply may result in attempting to cheat.

2-10-2. Electricity use

Two participants are seated in one table. One power socket will be given per each team. Participants can bring and use multi-socket or extension cord if they want to use.

2-11. Playfield assignment

2-11-1. Referee and supervisor manage equal and fair practice time for all participants.

2-11-2. Referee and supervisor assign playfield to each participant for successful operations.

2-11-3. Referee and supervisor can restrict practice time per participant/team to manage equal and fair practice time.

2-12. The competition site environment

2-12-1. Participant should be prepared to control their robots under electrical lightings, and sun-light changes and photographing.

2-12-2. Participants should be prepared to prevent any problems in operating their robot even if there is an interference with the electronic signal.

2-13. Rule for competition site

2-13-1. Only participants can enter competition site on the matchday

2-13-2. Participants should not go outside of competition site without permission of referees and staffs during competition. If participants want to go restroom, they should be accompanied by referee or staff

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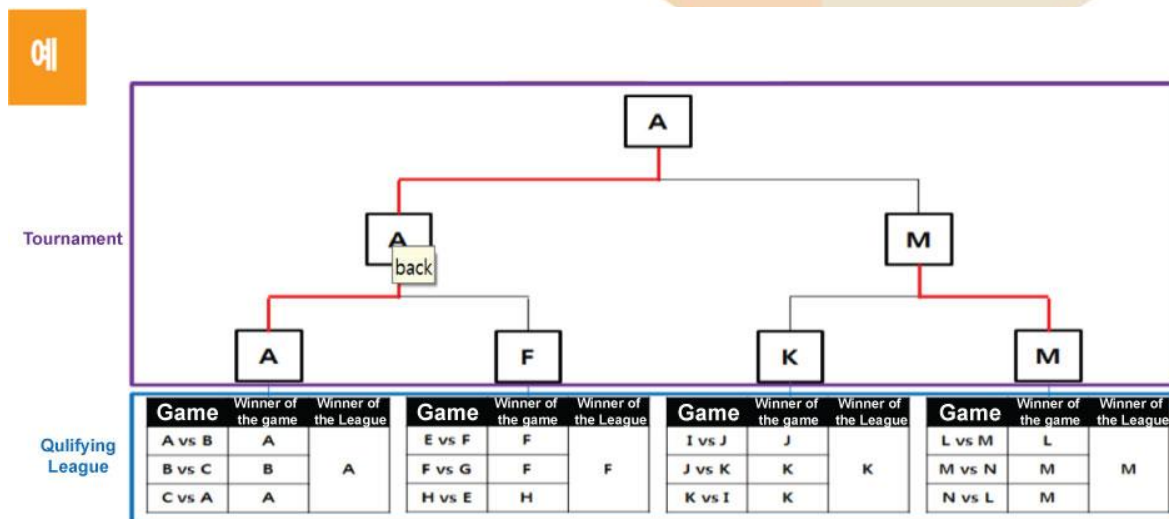
2-14. Others

IRO Committee can decide other unspecified rules and notify on the day of match.
Any objections are not allowed

3. Tournament

3-1. Match progress

3-1-1. Match is divided into ①qualifying league and ②tournament. Only winners of the qualifying league can proceed to tournament.



<Example>

3-1-2. Qualifying League

3-1-2-1. Draws of league

3 participants (teams) are in a league by the lottery

3-1-2-2. Points / advance to the next round

Win point is 3, draw point is 1 and lose point is 0. A participant (a team) scoring the highest score will advance to the next tournament. The fixture of next round will be announced in the competition site on the day of match.

3-1-2-3. Teams scoring same points in a league: Check the rule of each category.

3-1-3. Tournament

3-1-3-1. Lottery of tournament are drawn after the league is finished.

3-1-3-2. No draws in tournament, so extra time will be given.

3-1-3-3. The extra time will be given 1 minute, and it will start with same conditions of

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first playfield. For more detail, please refer to each rule of the category for the extra time.

3-2. Program and operation

3-2-1. Both programmed robot and remote-controlled robot are allowed.

3-2-2. Before signal of referee to start, it is disqualified if robot moves.

3-2-3. Telecommunication rule

3-2-3-1. Only Zigbee / Bluetooth / 2.4Ghz Wireless are allowed to use

3-2-3-2. Smartphone are allowed as a remote controller, but airplane mode turned on all the time.

3-2-3-3. Cable-based control is not allowed.

3-2-3-4. When communication system is interrupted, any team couldn't change channel or failed to function will be disqualified.

3-2-3-5. **In case of after-school Kit, only allowed to use telecommunication module in the kit.**

3-3. Robot modification

3-3-1. Participant can build, add parts, and modify robots creatively.

4. Recorded Match

4-1. Match progress

Participants are given 2 trials for each category and after first trial there will be some modification time.

4-2. Robot construction and practice time is less than 3 hours and the exact time will be announced on the day of match.

4-3. Referee and supervisor will assign the playfield in accordance with the number of participants and the level of difficulty of each mission.

4-4. **Organizer will inform practice time to the participants and they should practice in their assigned playfield. They cannot practice before their playfield is assigned.**

4-5. After the practice time, participants should stop their robot and go back to their own seat and follow the instruction given by referee.

4-6. First trial will be conducted right after construction and practice time.

4-6-1. Participants should line up with their robot and wait till the instruction given by referee and staff.

4-6-2. After first trial, participants should return to end of waiting line and wait until all participants finish first trial.

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4-7. Modification time is given after first trial and before second trial. Modification time will be announced on the day of match.

4-8. Second trial will be conducted right after modification time.

4-8-1. Participants should be lined up with their robot and wait till the instruction given by referee and staff.

4-8-2. After second trial, participants should return to their seats and wait until all participants finish second trial.



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