

3. Do not put into a robot's body devices that can store liquid, powder, or air, in which are thrown at the opponent.
4. Do not use any inflaming devices.
5. Do not use devices that throw things at your opponent.
6. Do not stick a robot down onto the Ring, using sucking devices or glue, or use any type of sticky tires (such as double sticky foam tape) or any device to assist in adding more down force (such as a vacuum device).

#### Section 4. How to Carry Sumo Matches

##### Article 7. [How to Carry Sumo Matches]

1. One match shall consist of 3 rounds, within a total time of 3 minutes, unless extended by the judges.
2. The team who wins two rounds or receives two "Yuhkoh" points first, within the time limit, shall win the match. A team receives a "Yuhkoh" point when they win a round. If the time limit is reached before one team can get two "Yuhkoh" points, and one of the teams has received one Yuhkoh point, the team with one Yuhkoh point shall win.
3. When the match is not won by either team within the time limit, the extended match shall be fought during which the team who receives the first Yuhkoh point shall win. However, the winner/loser of the match may be decided by judges or by means of lots, or there can be a rematch.
4. One Yuhkoh point shall be given to the winner when the judges' decision was called for or lots were employed.

#### Section 5. Start, Stop, Resume, End a Match

Article 8. [Start] With the chief judge's instructions, the two teams bow in the Outer Ring (For example, stand facing each other, outside the Ring platform or "Ring Area", with Ring between), go up to the Ring, and place a robot on or behind the Shikiri line or the imaginary extended Shikiri line. (A robot or a part of a robot may not be placed beyond the front edge of the Shikiri line toward the opponent.) A match starts with the following rules:

1. For remote-controlled robots, start operating a Prop when the

chief judge announces the start of a round.

2. For stand-alone robots, be ready to press a start switch. Press the switch when the chief judge announces the start of the round. After 5 seconds, the robot is allowed to start operating, before which players must clear out of the Ring Area.

Article 9. [Stop, Resume] The match stops and resumes when a judge announces so.

Article 10. [End] The match ends when the chief judge announces so. The two teams bring the robots out of the Ring Area, and bow.

#### Section 6. Time of Match

Article 11. [Time of Match] One Match will be fought for a total of 3 minutes, starting and ending by the chief judge's announcements. For stand-alone robots, the clock shall start ticking 5 seconds after the start is announced.

Article 12. An extended match shall be for 3 minutes, if called by the judge.

Article 13. The following are not included in the time of the Match:

1. The time elapsed after the chief judge announces Yuhkoh and before the match resumes. 30 seconds shall be the standard before the match resumes.
2. The time elapsed after a judge announces to stop the match and before the match resumes.

#### Section 7. Yuhkoh

Article 14. [Yuhkoh] One Yuhkoh point shall be given when:

1. You have legally forced the body of your opponent's robot to touch the space outside the Ring, which includes the side of the ring its self.
2. A Yuhkoh point is also given in the following cases:
  1. Your opponent's robot has touched the space outside the Ring, on its own.
  2. Either of the above takes place at the same time that the end

## Section 1. Definition of the Sumo Match

Article 1. [Definition] The match shall be fought by two teams. At the event, one team consists of one robot with two team members, one of which is a leader. Other team members must watch from the audience. According to these Rules for Sumo matches (hereafter called "these rules"), with each team's robot made by each team (either a remote-controlled model or a stand-alone model) competing to get the effective points (hereafter called Yuhkoh), within the perimeter of the defined Sumo Ring. The judges will decide which team wins. A single person can also compete with a Robot Sumo, with the same rules that apply to teams.

## Section 2. Requirements for Ring Area

Article 2. [Definition of Ring Area] The Ring Area means the Sumo Ring and the space outside the Ring. Anywhere outside this Ring Area is called Outer Area.

Article 3. [Sumo Ring]

1. The Ring shall be in circular shape with its height being 2.5 cm and its diameter 77 cm (including the outside of the line that divides the inside of the Ring from its outside). The Ring shall be of black hard rubber (made by Toyo Linoleum: long vinyl sheet NC #R289, or it's equivalent) adhered on top of aluminum plate.
2. Shikiri lines (where robots stand at the beginning of the match) are the two parallel lines with 10 cm distance between the lines, drawn in the center of the Ring. The Shikiri lines are painted in brown (or equivalent for reflection of IR light), 1 cm wide and 10 cm long.
3. The Ring shall be marked by a white circular line of 2.5 cm thickness. The Ring is within the outside of this circular line.

Article 4. [Space] There should be the space of more than 50 cm wide outside the outer side of the Ring. This space can be of any color except white, and can be of any materials or shape, as long as the basic concept of these rules are observed. This area, with the Ring in the middle, is to be called the: "Ring Area". If there are markings or part of the Ring platform outside these dimensions, this area will also be considered in the Ring Area.

1. Enters into the Ring during the match, except when the player does so to bring the robot out of the Ring upon the chief judge's announcement of Yuhkoh or stopping the match. To enter into the Ring means:

1. A part of the player's body is in the Ring, or
  2. A player puts any mechanical kits into the Ring to support his/her body.
2. Performs the following deeds:
1. Demand to stop the match without appropriate reasons.
  2. Take more than 30 seconds before resuming the match, unless the judge announces a time extension.
  3. Start operating the robot before the chief judge announces the start of the match (for remote-controlled robots).
  4. Start operating the robot within 5 seconds after the chief judge announces the start of the match (for stand-alone robots).
  5. Do or say that which should disgrace the fairness of the match.

## Section 9. Penalties

Article 18. [Penalties] Those who violate the rules with the deeds described in Articles 6 and 16 shall lose the match. The judge shall give two Yuhkoh points to the opponent and order the violator to clear out. The violator is not honored with any rights.

Article 19. Each occasion of the violations described in Article 17 shall be accumulated. Two of these violations shall give one Yuhkoh to the opponent.

Article 20. The violations described in Article 17 shall be accumulated throughout one match.

## Section 10. Injuries and Accidents during the Match

Article 21. [Request to Stop the Match] A player can request to stop the game when he/she is injured or his/her robot had an accident and the game cannot continue.

Article 22. [Unable to Continue the Match] When the game cannot continue due to player's injury or robot's accident, the player who is

