

IIUM ROBOTIC COMPETITION
(IRC) 2026

RULES AND REGULATIONS:

AUTONOMOUS SUMO ROBOT

IIUM ROBOTIC COMPETITION

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Category

**1KG AUTO NON MAGNETIC
ROBOT SUMO
(OPEN CATEGORY)**

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Glosary

1. Battle: is the confrontation between 2 robots and is composed of 3 matches mainly.
2. Crystal: is a piezoelectric device used to determine the frequency range and channels in traditional Radio Control Systems.

3. Dohyo: is the match ring where the robots fight.
4. Dohyo Jonai: is all the match area considered as battle zone.
5. Dohyo Jogai: is all the outside area from the Dohyo Jonai.
6. Fusensho: a win by default or without fighting due to the opponent not appearing, normally because of injury or when the opponent robot doesn't work before the battle.
7. Hakama: is a truncated rectangular pyramid which serves as base of the Dohyo.
8. Hansoku: means literally violation or penalty.
9. Hansoku-Make: means literally losing a battle by violation or penalty.
10. Judge Remote Control: Is the official remote control used only by the judges to start/stop movement of an autonomous type robot.
11. Keikoku: means literally warning or advise.
12. Match: is the length time where 2 robots fight with the goal of pushing the opponent outside the Dohyo.
13. PCS: Proportional Control System, is the radio control system used in the RC type, is composed by one transmitter and one receiver.
14. Shikiri-sen: means literally starting line, delimits where does the robot can be placed inside the Dohyo.
15. Shikkaku: means literally disqualification.
16. Shinitai: means literally death robot, is referred to a robot that cannot move because its wheels don't touch the Dohyo.
17. SPCC: cold-reduced carbon steel.
18. Tawara: means dividing line or white line, delimits the external border of the Dohyo.
19. Torinaoshi: means literally rematch or to repeat a match because is determined by the judges.
20. Yuko point: means effective point and is deemed to the robot that defeats the opponent during a match.
21. Yusei: means literally predominant robot, is referred to the robot that showed more battle actions.
22. Yochi: is the square area where the Dohyo is placed and delimits the safe area.

Section 1 Introduction & Philosophy

1.1 Objective of the Competition

This regulation defines the rules of a battle and the competition regulations, which follow the All Japan Robot-Sumo Tournament. The goal is to foster engineering skills, encourage innovative mechanical and programming design, and provide a competitive yet sportsmanlike environment for all participants.

1.2 Match definition

- In a match, both contestants will play the match and compete for a Yuko Point.
- Contestants will compete using their own made Autonomous type robot in a pre-allocated Dohyo in accordance with this Official Regulation.
- For every unit of robot, a single operator shall be registered.
- A single assistant can be attached to the team.
- However, the assistant cannot concurrently serve as an operator.
- A judge will determine the winner of the match.

1.3 Dohyo Specifications

Dohyo specifications shall be as follows:

1. Definition of Dohyo Jonai

- (1) A Dohyo Jonai consists of a Dohyo and a Yochi. The rest of the space is referred to as a Dohyo Jogai.

2. Specifications of Dohyo

- (1) Dohyo shall be a circular wood frame of 100 cm diameter (including Tawara) which is covered by a black melamine paint or melamine board located on the top at 2.5 cm of height.

3. Shikiri-Sen

- (1) Shikiri-Sen shall be indicated as two brown lines with a width of 1 cm and a length of 15 cm. Each line shall be located at 7.5 cm right and left from the center of the Dohyo.

4. Tawara

- (1) Tawara shall be indicated by a white circle line of 3 cm width, from the inside to the outer line of Dohyo (The Tawara shall be considered as within of the Dohyo)

Section 2 Robot Specification

2.1 Robot Specification

Robot specifications shall be as follows:

1. Robot Measures:

- 1) A robot shall measure less than or equal to 15 cm width and 15 cm depth (no height restrictions) and be able to fit in a cubicle box frame for standard inspection.

2. Robot Weight

- 1) A robot shall weigh less than or equal to 1000 g (including accessories); provided, however, in the case of the radio-control type robots the weight of the PCS shall be excluded from the 1000g limit.

3. Autonomous type robot - Starting movement

- 1) The robot must start instruction from the Judge Remote Control signal by "start /stop ". The operation of the Judge Remote Control is performed by the judgment or the event staff from Dohyo Jogai.
- 2) A robot shall be designed so that it will start its movement after the operating switch is turned on by means of the "remote controller for starting/stopping movement" (hereinafter referred to as "Remote Controller").
- 3) **The robot may use any IR start module(Cytron, JSUMO, Codetronics, etc...)**

4. Autonomous type robot - Stopping movement

- 1) An Autonomous type robot must be stopped by a Judge Remote Control or a player's remote control signal. The operation of the Judge Remote Control is performed by the judgment or the battle staff from Dohyo Jogai.
- 2) If the "Remote Control" is based on radio waves, the wave range for the radio-control robot type used in the tournament is not allowed; provided, however, 2.4GHz is excluded.

5. Conditions for usage of blades

- 1) It is totally prohibited the usage of materials that can be broken in two parts while operating the robot or when the robots come into contact.
- 2) No sharp or dangerous parts, apply masking tape on the blade if it is sharp.

6. Measures of fire prevention

- 1) To prevent over-current to the battery, safety equipment such as fuse, poly-switch and built-in blocking within the circuit, shall be taken.

7. Suction Check

- 1) **Robot must adhere: suction check place the robot on top of an A4 sheet of copy paper. If the sheet floats up when the robot is lifted, it will not pass the inspection.**

2.2 Movement conditions for Autonomous type robot

A robot shall be designed to detect, turn, face and act showing its fight against the opponent by itself. In the case of doubt in its movement, any operation check may be made under the instructions of the judges. (The operation check shall be carried out under the conditions the match has terminated, without any program change and before determining if it applies Hansoku- Make or not.)

2.3 Conditions of "Remote Control" usage for Autonomous type robot

1. Contestants shall put at the designated place and shall not touch the "Remote Control" until receiving instructions from judges.
2. Operation of the "Remote Control" to stop the movement of the robot shall be performed from Dohyo Jogai.

2.4 Prohibited matters in designing and making robots

- 1) Robots may not contain any disturbing wave generators or any components which may disturb the control of the opponent's robot, such as laser, flash or infrared light.
- 2) Any components which may scratch or cause any damage on the surface of Dohyo shall be prohibited.
- 3) Robots may not contain any devices which spray any charged liquid, powder or gas to the opponent.
- 4) Robots may not contain any ignition devices.
- 5) Robots may not contain any shooting or throwing devices.
- 6) Robots may not contain any parts which fix the robot to Dohyo surface and prevent it from moving, such as suckers, glue and so on

Section 3 Battle Rules

3.1 Battle Rules

1. As a basic rule, a battle shall be composed of up to three matches, and each match shall have a maximum time limit of one minute. The team which gets two Yuko points during the battle will be deemed the winner.
2. If only one Yuko Point has been won by the end of the battle time, the team which has won the Yuko Point will be deemed the winner.

3. If neither of the teams wins the match within the battle time, the winner will be Decided according to **Yusei** :

- A. If the head judge cannot determine a winner through **Yusei**, the battle time will be extended by one minute. In the extension time, the team which gets one Yuko Point will be deemed the winner of the battle

4. No maintenance is allowed until the battle is over; provided, however, that this shall not apply to any maintenance carried out during waiting time for the next battle or any programming, code or routine change for Autonomous type robot carried out during the battle.

Section 4 Match Execution

4.1 Safety Measure

1. To guarantee safety, contestants and judges shall wear goggle, gloves and sports shoes during the battle.
2. **Robots must be carried in a box or container or basket during the match.**

4.2 Match Beginning

1. A match will begin following the instruction of the judges. Contestants will bow to each other at the Dohyo Jogai and then enter to the Dohyo Jonai. Before the beginning of the battle and restart of a match, all the settings of the robot must be done promptly inside of Dohyo Jonai.

2. When the judge indicates it, the robots must be placed in the Dohyo at the same time as the opponent. No robot must exceed the Shikiri-Sen and must be placed inside the imaginary extension drawn from both ends of the Shikiri-Sen to the Tawara. Even if the robot is not completely inside the imaginary extension, the placement will be correct if any part of the robot touches the extension.

****After having placed the robot in the Dohyo you must leave the Dohyo Jonai immediately.**

3. Autonomous type robots start the match with the instruction of the Judge Remote Control operated by a judge or event staff.

4. Regarding scratches and dirt of Dohyo, if the judge decides that the match is possible, it will continue the game without exchanging the Dohyo.

4.3 Match Ending

1. Robots must stop immediately at the signal or instruction of the judges. The Autonomous type must stop immediately through the Judge Remote Control operated by the judge. (If necessary, participants can use their remote control to stop their robot from the Dohyo Jogai).

2. Battle shall be officially ended by the announcement of the winner made by the main judge. Players should bow to each other.

4.4 Torinaoshi

If any of the following situations arises, the match shall be suspended, and rematch shall be carried out:

1. Both robots are in a state of contact with each other, and either become unable to move or are running on the same orbit; even after the judge counts until 3 and the situation doesn't change.
2. Both robots touch simultaneously or at the same time any part outside the Dohyo.
3. The judges decide that it is impossible to determine the winner.
4. If the winner cannot be determined after the Torinaoshi, the main judge can allocate the position of the robots and resume the match. In the case where the game does not arrive further, judges can make "superiors" decisions.

Section 5 Yuko Point, Shinitai and Yusei

5.1 Yuko Point

A contestant shall be granted a Yuko Point if any of the following situations arise:

1. Their robot legally forces the opponent's robot to touch any area outside the Dohyo.
2. The opponent's robot touches any area outside the Dohyo for any reason.
3. The opponent's robot is officially declared a "Shinitai" (unable to move or return to the Dohyo).
4. Their robot is judged as "Yusei" (predominant) by the referees.

5. The opponent receives two "Keikoku" (warnings) during the course of the battle.
6. The opponent commits a "Hansoku" (foul/violation).
7. The contestant wins by default ("Fusensho"). In this scenario, the winner is awarded two Yuko points; however, if they have already earned one Yuko Point, only one additional point is granted. Any Yuko Points previously acquired by the losing opponent will remain valid.

5.2 Shinitai

One Yuko Point shall be granted to the contestant in the name of Shinitai if:

1. One or more wheels of the opponent's robot run out of the Dohyo edge, and the judge counts until 3 and it cannot return into the Dohyo.

5.3 Yusei

One Yuko Point shall be granted to the contestant in the name of Yusei if:

1. The judges decide that the contestant's robot is more predominant than the opponent's one, comprehensively taking into consideration strategy, movements and skills of both robots.
2. The decision under "Battle Rules" number 3 shall be made based on the criterion defined in the preceding paragraph.

Section 6 Hansoku and Keikoku

6.1 Keikoku

If any of the following situations arises on the part of a contestant, he/she shall receive a Keikoku. If a contestant receives a Keikoku twice during the battle, one Yuko Point shall be granted to the opponent.

1. An operator or assistant or any portion thereof (PCS, etc.) enters the Dohyo Jonai during the match; provided, however, that this shall not apply after the main judge calls match end.
2. There is a movement of the robot in the Dohyo (physical extension or movement) before the match begins.
3. The contestant violates **2.3** (Conditions for usage of "Remote Controller" for autonomous type robot).

4. The robot must be repositioned after it has been placed in the Dohyo or when you do not leave the robot quickly.
5. The contestant violates **4.1** (Safety Measures).
6. When the player uses a lot of time making some setups or any delay act.
7. Any other actions that may harm fairness of the match.

6.2 Hansoku

If any of the following situations arises on the part of a contestant, one Yuko Point shall be granted to the opponent or both parties (when the cases have been committed at the same time):

1. When the robot is divided into two parts and the second part is mobile by itself, therefore two robots come out from one. The robot must remain in a single unit throughout the battle.
2. The robot doesn't move, stops moving or becomes unmovable on the Dohyo; even judges count until 3.
3. Both robots are moving but no contacts are made; even after the judges count until 3 and the situation has not changed.
4. When a participant requests to stop the match before it ends or when a participant in the Autonomous category stops his robot before the match ends.
5. The contestant has caused its robot to start moving, and the judges consider it dangerous.
6. Any of the components has flown, and the judges consider it dangerous.

6.3 Hansoku-make

If any of the following events arises on the part of a contestant, he/she shall lose the game, in the name of Hansoku-make:

1. The contestant does not show up at the designated Dohyo when called at the beginning of the battle.
2. The contestant commits any actions that may seriously harm fairness of the match, including but not limited to damaging, making dirty and distorting the Dohyo.

Regarding scratches; when the length is 20 mm or more and the scratches where the background of the Dohyo looks are to be defeated as foul.

3. The contestant violates "Robot Specifications."; provided, however, that the terms as used in "Robot Specifications Number 8" shall include all the terms regardless of the scale.

4. The robot does not perform such movements as listed in Article 5 "Movement conditions for autonomous type robot".

5. The contestant attends the match without wearing protective guards as described in "Safety Measures".

6. A fire comes out from the robot or the judge decides that a similar situation as fire comes out.

6.4 Shikkaku

If any of the following events arises, the contestant shall be disqualified and shall not be on the ranking list:

1. The contestant has produced the robot by such methods as listed in **2.4** "Prohibited matters in designing and making robots".
2. The contestant displays unsportsmanlike behavior, including but not limited to abusing or defaming the opponent or judges, and intentional renunciation.
3. The contestant intentionally injures the opponent.

Section 7 Injuries and Accidents During a Match

7.1 Request for suspension

1. If being injured due to any accidents caused by robot operation of a robot during a match, and becoming unable to continue to perform the match, the contestant may request the judges to suspend the match.

2. In the case of the preceding paragraph, the judges shall promptly take appropriate measures.

3. If a rematch is not realised despite of the measures under the preceding paragraph, the opponent that remains shall be deemed the winner, without match.

Section 8 Objections

No objection may be made against the judgment of the judges

Section 9 Marking Specifications

9.1 East-West direction

For the Dohyo, define the right side of the judge as red and the left side as blue.

Section 10 Others

10.1 Revision or abolition of regulations

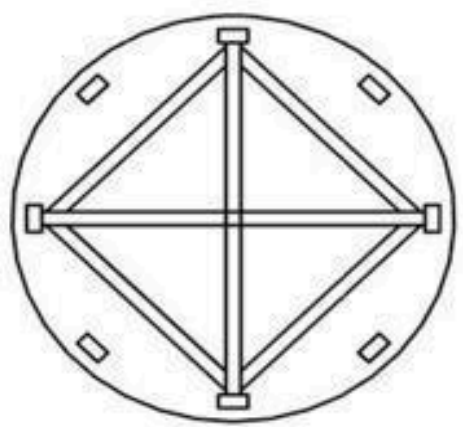
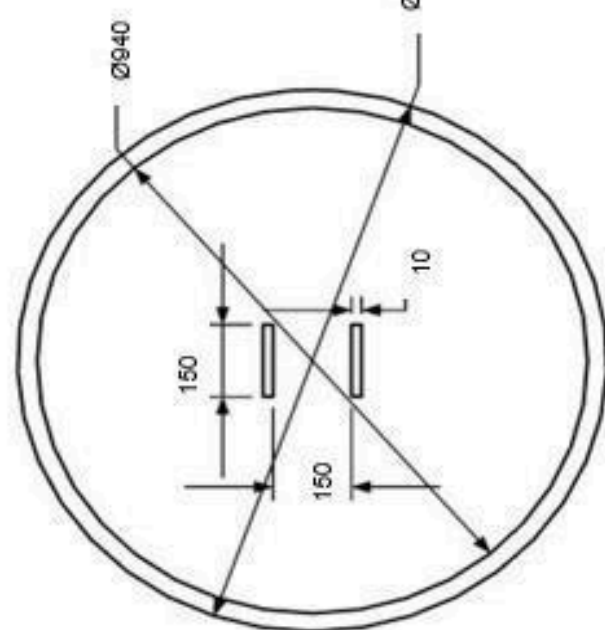
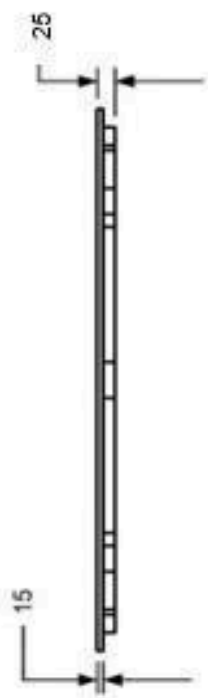
Revision or abolition of this regulation shall be adopted by the chairperson of the tournament committee, through deliberation of the committee pursuant to the tournament committee's regulation



Appendix A: Game Field

1. The game field, called the **Dohyo**, shall be **circular** in shape and the diameter is **1000 mm**.
2. The game field surface will be **black**.
3. The border line is marked with a **white** circular ring with a **width** of **30 mm**.
(the area on the white line is considered to be inside the ring)
4. The **Shikiri** line has a **length** of **150 mm**.



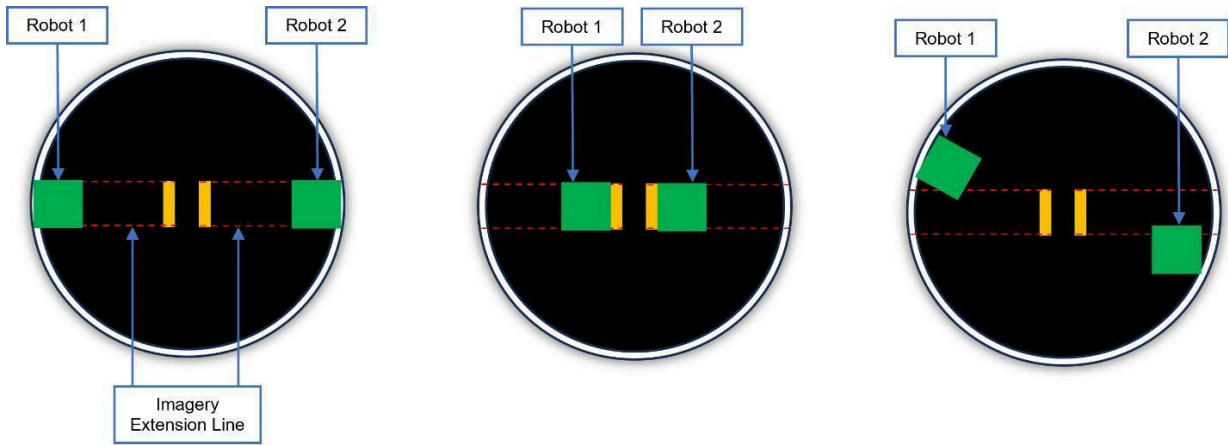


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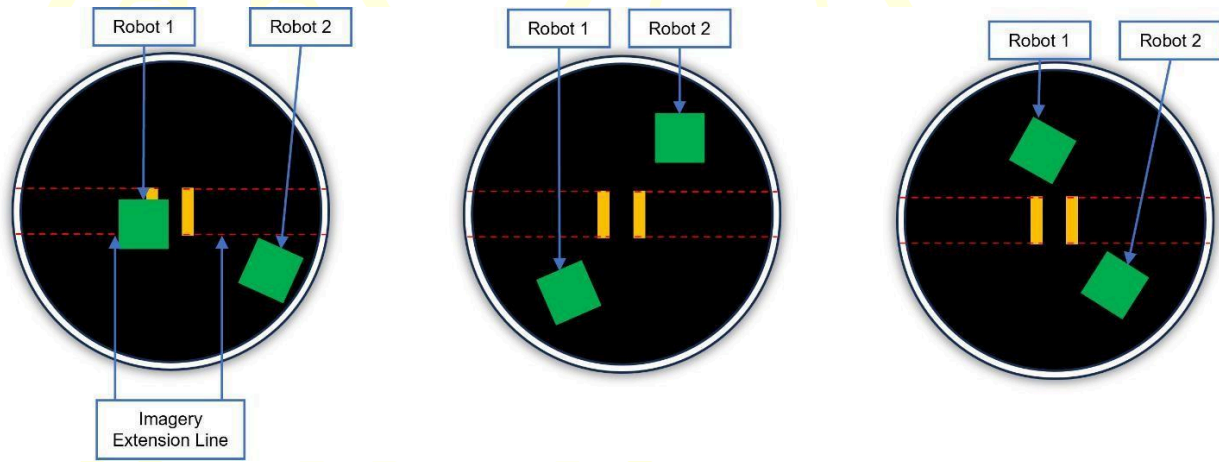
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Appendix B: Robot Placement



Allowed Placement



Prohibited Placement