



IIUM ROBOTIC COMPETITION (IRC) 2026

RULES AND REGULATIONS:
TIME RUSH
(PRIMARY / SECONDARY)

IIUM ROBOTIC COMPETITION

REVISED JUNE 2026

1. Objective

Participants are required to build a robust robot that can follow the line to achieve the fastest time. The robot will be operated autonomously.

Category Offered: Primary – 7 to 12 years old
Secondary – 13 to 17 years old

2. Robot Specification

- 2.1 The size of the robot shall not exceed 200mm (length) x 200mm (width) x 200mm (height).
- 2.2 No weight limit.
- 2.3 The robot cannot split into multiple units.
- 2.4 The robot shall not damage the track deliberately.

3. Track

- 3.1 The track is made of black lines from start to finish.
- 3.2 The width of the line is 20mm±5%.
- 3.3 The color of the line is black and printed on the white surface. The track will be printed on a flexible vinyl banner.
- 3.4 Both categories will have same field design. Participants are required to follow only the field assigned to their category.
- 3.5 The track design is in Appendix A.

4. Rules

- 4.1 The robot should **start moving** only **after the start signal** to reach the finishing line.
- 4.2 The robot is allowed to go off the track briefly but is **not allowed** to skip any part of the track.
- 4.3 The **time limit of the trial is 3 minutes**. Within this time, the robot can be retrieved (from the starting line) until it successfully reaches the finishing line.
- 4.4 Each team will be given unlimited chances within the time limit.
- 4.5 The track has **5 checkpoints** before reaching the finish line.
- 4.6 This checkpoint only serves as a distance marker for the participant's robot. Each checkpoint does not contain any additional points.
- 4.7 These checkpoints also do not interfere with other rules. If the participant's robot leaves the track, the robot must return to the starting line according to the rules that have been set before.
- 4.8 The competition will be divided into 3 sessions (2 sessions in the morning and 1 session in the afternoon).
- 4.9 Each team will play in one session only, and will be given 2 trials in the session.
- 4.10 Only the best time out of the 2 trials will be counted.
- 4.11 The robot that reaches the finishing line with the fastest time will be declared the winner. If no robot reaches the finishing line, the robot that has moved the farthest with the fastest time will be declared the winner.
- 4.12 Time will be given for each team to **calibrate** their sensors before the game starts.
- 4.13 Your robot must **start** either **behind or touching** the starting line but must not cross it.

5. Disqualification

- 5.1 Causing or attempting to damage the game field, the equipment on the field, or the opponent's robot.
- 5.2 Performing any act against the spirit of fair play and friendship between participating teams.
- 5.3 The team that does not follow the instructions or warning of the referee.
- 5.4 Team not complying with the rule on the dimensions of the robots.
- 5.5 **Please be ready when your team is called to the field for the race**. We will begin calling teams five minutes before the race starts. If your team is more than five minutes late, **you may be disqualified** for that game only.

6. Others

- 6.1 For any dispute not specified in the rules, referees are **given full authority to decide** and **their decision is final**.
- 6.2 All teams are **encouraged to decorate the robots** to reflect the culture, aesthetics and styles of their respective educational institute or country.
- 6.3 When designing the robot, the teams must consider that there will be some **uncontrolled environmental parameters** that might affect the robot's behaviors.
- 6.4 **Only participants** are **allowed** inside the playing field.
- 6.5 We will not provide any power plugs at the field.
- 6.6 We will provide a designated testing field.



