

Sumo Robots Rules – Jedobot 2026

Categories:

Category	Limit				Ring		
	Weight	Width	Length	Height	Diameter	Height	Width of the white border
Mini Sumo	500g	100mm	100mm	no limits	770mm	25mm	25mm
Lego Sumo	1000g	150mm	150mm				
Sumo		200mm	200mm				

Principle:

Pairs of robots compete in the ring. After the start, they try to push each other out of the ring. If one of the robots (or its part) touches any part of the area outside the ring, it loses.

Robot:

A single robot cannot be shared among multiple teams within the same category, and each team must compete with only one robot per category.

The robot must be completely autonomous.

A robot may not in any case exceed the weight limit.

Dimensional limit is set at startup. After the start, unlike their weight, their size and shape may change in any way. It can freely rotate or flip. The robot can also split into several separate parts.

The dimensional control is performed by a profile with an internal dimension corresponding to the limit. Unlike upwards, robot parts cannot stick out of the profile.

Robots strategy must not intend to be destructive. Strategy must not lead to damage to the opponent robot or ring.

The robot must not release any substances and it must not pollute the track or the opponent's robot.

In the Lego category, it is only allowed to use Lego parts (excluding batteries).

Competition:

It is expected for the competition to be in style of Round Robin. In the case of many participants, they will be divided into individual groups. Each group winners will then advance to the final group.

Competition can also be played in terms of elimination system where advancing depends on individual duels.

Tournament system is declared at the start.

The match consists of three duels. Each duel lasts max. three minutes. The winning robot gets 2 points, the losing 0 points. If the duel is not decided within limits, it is a draw, both get 1 point. After an agreement, it is possible to end the duel early.

In case of Round Robin, If some competitors have in the end the same number of points, their rankings are decided from the match between them. If that match ended in draw, deciding match will be made or both competitors will share the same rank.

In case of the “elimination” system, if the match is uncertain after the three duels, the match continues up to the first win.

Disqualification:

The robot may be disqualified from the competition, from a match or from a duel.

If disqualified from the competition, it is counted as if he did not participate at all. This is only done if there is a serious violation of the rules of competition (eg. Fraud).

If disqualified from a match, the oponent will be awarded 6 points and the disqualified 0. This happens when there is a discovered violation of the rules of the competition after the match has already ended.

If disqualified from a duel, the oponent is awarded 2 points and the disqualified is awarded 0 points. This happens only when there is a discovered violation of the rules of the competition at the time of the duel or immediately after a duel has ended and only if the violation has to do with the current duel.

A robot can be disqualified by a referee only.

Duel:

The competitors are called to duel appropriately. The competitors are obliged to come to the ring within 1 minute, in which it will compete.

The robot must be placed on their part of the ring. Ie. None of its parts may extend beyond the corresponding quarter lines.

The robots may be freely rotated in their part of the ring. In the first duel under the first match, the competitor who chooses his robot's placement is chosen by a lot. In the other duels, the first placer is the winner of the previous duel. If it was a draw, the first placer is again decided by a lot. The placement cannot be later changed.

At the referee's order, both competitors start their robots. The robots may be started by diferent means than pressing a button.

A robot must be programmed so it will start its activity after five seconds, during which all people must move away from the ring beyond the active zone. The active zone is a one meter buffer space around the ring. In this zone, there are no objects, people, or anything that could affect the robot's sensors.

In the first five seconds, the robots are only allowed to make acoustic or light changes, but no motion activity.

If during the countdown the competitor finds that his robot does not work, or the robot starts moving before it should, he can give a signal to the referee, who stops the countdown. The duel is immediately repeated. If it happens a second time, the competitor is disqualified from the match and loses his points to the oponent.

Intentionally programming the countdown duration shorter than 5 seconds ca lead to disqualification from the entire competition.

The first robot movement has to be a rotation at least 90 degrees.

A referee decides the winner of the duels.

A competitor looses, if any of his opponent's robot parts (even one that during a match, for example, fell off) touches the area outside the ring.

Between individual matches, the same robot must have a at least 5 minute break for service option.

Ring:

The ring is a flat disk on which robots compete. Dimensions of the ring:

- diameter of the entire ring: 770 mm
- width of the white edge: 25 mm
- ring height: 25 mm
- the active zone from the ring: 1 m
- starting lines are forming a + shape, which its center is same as the centre of the ring.

The basic surface is matte black. Edges of the ring are white.

Starting lines are drawn using a pencil or adhesive tape.

The surface of the ring is homogeneous and contains no dividing lines or ridges, which could affect the movements of the robot.

