

Manitoba Robot Games – 2010

General Rules

Effective January 16, 2010

Statements

MRG Goal

- Manitoba Robot Games (MRG) is run by Science Council Manitoba.
- Science Council Manitoba is a volunteer organization dedicated to promoting Science and Technology to Manitoba's youth.

Fair Play

The MRG Committee believes that the competition should be decided upon the playing fields with a sense of fair play exhibited by all competitors.

- As such, the MRG Committee reserves the right to disqualify from the event: competitors, team members, coaches or educational institution teams who do not exhibit this sense of fair play in order to maintain this goal.

Judging

The Judges and Committee members are all volunteers and as such are not to be subjected to:

- Verbal abuse or threats
 - In the event of an incident, the matter may be reported to the appropriate authority.
- Physical abuse
 - In the event of an incident, the matter WILL be reported to the appropriate authority.

Rules

The MRG rules comprise of this document and rules specific to the individual competition.

Conduct

Competitors are representing themselves, their teams and in most case their educational institution. As such they are required to act with appropriate decorum with consideration to all facilities, equipment, opponents, coaches, judges, volunteers, staff and spectators at the event.

Violations include:

- Uttering insulting or offensive words, or putting voice devices in a robot to utter insulting or offensive words.
- Making insulting or offensive gestures.
- Wearing of inappropriate clothing at the event, such as T-Shirts with generally unacceptable messaging or images.
- Decorating of robot with generally unacceptable messaging or images.
- Willful damage to the facility or equipment.
- Inappropriate naming of robot.
- Any other conduct deemed inappropriate to the event.

Acknowledgment

It is the policy of the MRG Committee that competitors will acknowledge their opponents upon completion of a match prior to leaving the playing field area, regardless of the results. This acknowledgment may take the form of a handshake (if offered), encouraging comment, bow, nod of the head, high 5 or other generally accepted well meant gesture.

Dangerous Strategy or Operation

A robot using a design, strategy or operation that is deemed too dangerous may be disqualified. Contestants who are unsure if their strategies are suitable should contact a representative of the Manitoba Robot Games prior to commencement of the competition.

Prevention of Damage

Prevention of damage to playing fields and equipment is paramount. As such:

- Should a robot, in design, construction or due to subsequent modification, malfunction, wear and tear or damage start to cause the above, it is the requirement of the competitor to cease operation.
- Contestants are to ensure the playing field is returned to its original state and is clean and ready for the next round to the satisfaction of the judges.
- Failure to do so may lead to disqualification of the contestant who produced the mess or who does not help in returning the playing field to the original state. This includes cleaning of all debris, fluids, or marks remaining on the playing field. Contestants or their teams are to supply the appropriate equipment to facilitate this cleaning.

Methods of competition

At the discretion of the committee, competition method will be determined taking into account:

- Giving participants fair and equal opportunity to compete.
- Nature of the competition.
- Scheduling of the event.

Specific Methods

- Round robin
 - Each competitor plays every other competitor.
 - Typically with a double knock-out final.
- Double knock-out
 - Each competitor must lose twice to be eliminated.
- Single knock out
 - Each competitor is eliminated on their 1st loss.
- Self-competitive competition (such as Line Follower or Tractor Pull).
 - Overall winner determined by goals (time, weight, points) as detailed in rules specific to the competition.

Competition Ties

Ties within competitions, at any level, may be resolved through:

- Mini Round Robins.
- Single or Double knock-outs.
- Method as set out in the rules specific to the competition.
- In the event of ties between members of an Educational Institute, club or association a mutual agreement of tied status may be reached.

Access

Competition Area

Only the Competitor / Designated Driver (one member from the each team) may be present in the competition area. Other Team Members, Coaches, friends and family, are limited to the stands and other public areas. Exceptions to this may be granted at the discretion of Judges, Officials or Committee Members.

Pit Area

Only Team Members, Coaches and Officials are allowed in the Pit Area.

Judges and Officials Are

Only Judges, Officials, Volunteers and Committee Members are allowed in this area. Competitors and Team Members are not allowed in this area. Exceptions to this may be granted at the discretion of Judges, Officials or Committee Members.

Rules that may be invoked for scheduling

To keep the event on schedule and progressing in an orderly fashion, the following may be invoked in whole or in part by the Head Judge in consultation with Committee members and event volunteers:

Time Outs

Judges will endeavor to allow competitors reasonable time outs to allow for simple repairs. For scheduling purposes, time outs may be denied and competitors are not "entitled" to having time outs but are expected to attend in a "competition ready" state.

Time Between Rounds

Judges will endeavor to allow competitors reasonable time between rounds. For scheduling purposes, this time may be limited to 30 seconds.

Match Start Delays

Contests WILL start within a reasonable amount of time once the match is announced.

In the event a robot fails to respond, the judge may grant no more than ONE, one minute delay. If after the one minute delay, the contestant still has not responded, they will lose the match.

Competitors are expected to be ready for competition and there is an "on-deck" area for the competitors to assemble in to facilitate this.

Competitors with more than one robot entered in the competition must have an alternate driver who is ready and able to compete to facilitate this.

For this reason, the MRG 2010 competition strongly suggests a robot not be entered into multiple competitions, which in most cases, will run at the same time. In the event that this happens, the competitor will be asked to withdraw from one of the competitions.

Challenges and Resolutions

Challenges brought forth by a competitor can only reference rules specific to the individual competition. Rules as detailed in this document are not challengeable by competitors. They may be discussed with MRG officials or committee members by coaches.

Guidelines for challenges include:

- Immediacy
- Time out must be requested by competitor.
- If Judge agrees to hear the challenge - the time out is called.
- Should be prior to competitors leaving the competition area.

Who may object

- Either competitor in the match.
- Coaches of the competitors in the match.

Who may be present at the discussion?

- Competitors (challenger and opponent)
- Coaches (challenger and opponent)
- Match officials
- Interpreter if required
- Head judge if requested, and at the Head Judges discretion:
 - Any committee members.
 - Other volunteers and officials who witnessed the incident.
 - Any other person or people who the head judge wishes to consult with.

Others

- All others will be asked, once, to leave the area.
- If others fail to leave the area and are deemed connected with the challenger or their team in any way such as parent, sibling, friend, schoolmate, etc. the challenge will be dismissed.

Demeanor of discussion

- The discussion must remain cordial.
- In the event that discussion becomes heated, participants will be asked to maintain their calm. In the event that this does not happen, the Judge may terminate the discussion by making a ruling.

Escalation

Challenges may be escalated to the Head Judge if requested.

Resolution

- The Judge will make the ruling. If escalated, the Head Judge will make a final ruling on the challenge that is not open to further discussion.

Flexibility of Judgments and Rulings

Objections to Rules

Questions about qualifications or exceptions to the rules should be discussed and resolved before the event with the event organizers and as such are not eligible for discussion upon start of a competition.

Flexibility of Rules

As long as the general concept and fundamentals of the rules are observed, the rules shall be flexible enough to encompass changes in qualifications and of the contents of matches as initiated only by Judges, Volunteers and agreed upon by the MRG Committee.

Changes in Written Rules

Any changes to, or obsolescence of, these rules shall be decided by the MRG Committee at least 30 days prior to the games.

Challenges to Judgments or Rulings

Method is defined in the above.

Closing Statement

As stated, the goal of Manitoba Robot Games is to promoting Science and Technology to Manitoba's youth, through an interesting and fun event. Let's all endeavor to keep sight of this goal while participating in the event.