



RULES



1. Summary

The objective of DISK DERBY is for two teams to compete to collect colored discs (blue, orange, and gold) and bring them to their respective zones within a maximum time of 120 seconds.

All teams will solve the challenge live on the day of the event. This challenge will only take place at in-person events. All teams will be able to participate in up to three qualifying rounds.

The competition is open to participants of any age. Each registered team can have a maximum of 3 members and a mentor. If all the 3 members are under the age of 18, the mentor must be 18 y/o or older and must act as the adult responsible for the team.

2. Registration

All the information regarding registration can be found in <http://robojam.live/>

3. Rules Clarification

All those circumstances not foreseen in this set of rules, will be up to the judges and/or the tournament staff to solve. They will have the final decision on it and cannot be appealed.

By registering the team, the team understands and accepts all the rules presented here.

In case of being disqualified, or not showing up to the event, there will be no reimbursement of any kind for the team.

Rules could be modified until the registration due date. However, if there is any need to clarify one of the rules before the event, the teams will be notified

Allied events that use RoboJam challenges may have differences in the application of our challenge rules and competition format, with prior authorization from the organization.

4. Challenge Setup

The team is responsible to get and organize all the elements necessary to participate.



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5. Robot

- a) Any type of platform can be used. The design of the robot can have any design.
- b) The maximum dimensions of the robot are 20 cm long x 20 cm wide, with no height restriction. Anything detached from the robot is considered an extension of it. The robot must not exceed these measurements at any time.
- c) The robot must be Radio Controlled. Any type of signal can be used. (Infrared, wifi, bluetooth, etc.). Sensors cannot be used to guide the robot.
- d) The robot must grab the discs and take them to the zone of their corresponding color, which will be assigned at the beginning of the round. There must be a clear grasp.
- e) It must have a switch, to turn the robot on and off.
- f) The use of programming devices (computers, tablets, cell phones, etc.) or remote start devices during official rounds (classification or finals) is not allowed.
- g) We want to clarify, these requirements are mandatory in order for the robot to participate. In case a team starts competing without complying with any of them the round will be considered null and the team can even be disqualified.

6. Competition

- a) The team will have the opportunity to carry out practice rounds before carrying out their qualification rounds, for this they must appear at the time designated for this purpose.
- b) All teams will have the opportunity to carry out 3 qualifying rounds, which they must do in a maximum time of 2 hours. If they fail to do them, they lose that opportunity, and only the rounds completed are counted.
- c) If a team is not ready when called, they will have a maximum of one minute to arrive; otherwise, they will lose that opportunity, and the other team will participate without an opponent.
- d) Each round will have a maximum of 2 minutes (120 seconds).
- e) For classification purposes, the round with the best score of the 3 is counted.
- f) The robot must carry the discs of its color to its corresponding unloading zone. There are 7 blue discs, 7 orange discs, and 1 gold disc.
- g) Each blue or orange disc that is inside its matching color zone will earn 10 points, and the gold disc will earn 30 points. Each blue or orange disc that remains inside the field at the end of the time, and is not in its corresponding



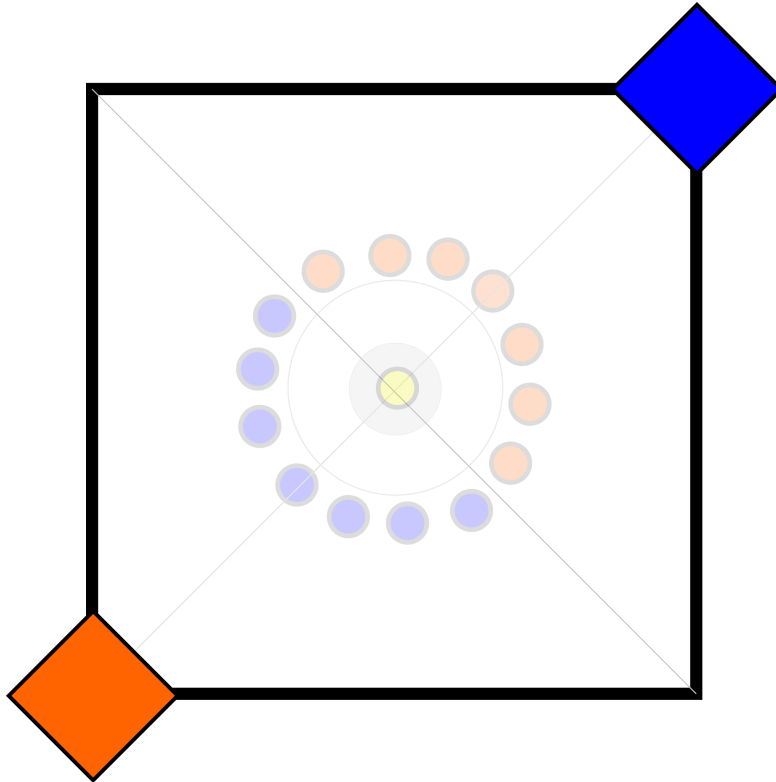
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unloading zone, will earn 1 point. The gold disc does not earn any points if it is outside the colored zones.

- h) If a robot deliberately picks up a disc that does not belong to it, the referee will end that team's round.
- i) Robots may only pick up the gold disc after they have delivered all discs of their color to their unloading zone. If a robot takes the gold disc before doing so, the referee will end that team's round.
- j) If both robots finish delivering their discs and go for the gold disc at the same time, the first robot to clearly take possession of the disc may carry it to its zone, and the referee will order the other robot to end its round.
- k) The robot cannot be touching any objects in the unloading zone when the time ends. If it does, the discs will be considered outside the zone.
- l) Each robot may carry only one disc at a time. If it takes more than one disc simultaneously, the referee will end its round.
- m) At no time may participants touch any discs or the robot once the round has started. If they do, their round will be ended immediately.
- n) If the referee ends a team's round for any of the above reasons, the team must place the controller on the ground and wait for the score count, leaving the robot in its current position. In those cases, the opposing robot may continue its round unless the referee orders otherwise.
- o) Each robot must start in one of the color-marked zones corresponding to its team on the field. The time ends when one of the robots successfully delivers its 7 discs plus the gold disc to its colored zones, or when the 120 seconds are up. If a robot completes the task before time runs out, each remaining second counts as one additional point.
- p) The best time, from the qualifying rounds carried out by the team, will be chosen. In the event of a tie for the last qualifying position, the rounds of the teams in question will be averaged to determine who passes. The best 8 teams will go to direct elimination by brackets {1-8, 3-6} & {2-7,4-5}, until the podium winners are reached. If there are 8 or fewer teams participating, the 4 teams with the best points will go directly to the semifinals.
- q) In case of a tie in the final rounds, a single additional tiebreaker round will be held between the teams in question. The judges and/or the organizer will determine under what conditions it will be done, right at that moment.

- r) If the team in final instances is not yet ready, it will continue with the next bracket (giving a minimum time of 2 minutes for the team to organize), and it will be called again at the end. If the team is not ready when called in the second instance, the round is given to the other team.

7. Track



The discs indicate their initial position and color. There is one blue unloading zone and one orange unloading zone. Each robot will start in the zone of its corresponding color.

- a) The field measures 100 x 100 cm, with walls around the perimeter that are 5 to 10 cm high.
- b) There is one blue unloading zone and one orange unloading zone, located in opposite corners, each measuring 20 x 20 cm.
- c) A total of 15 discs will be used as objects, each 7 cm in diameter (± 2 mm), 2 cm thick, and weighing up to 50 g each. These discs will be placed at the beginning of each round in their designated color-marked positions on the field.



8. Penalties

Teams may receive a time penalty for not complying with any of these regulations. The points penalties are -50 points for each foul.

The judges and / or the staff can disqualify any team, at any time, for any fault that in their opinion is serious and is against the respect, ethics and education that is sought in the event. This includes, but is not limited to, any of the following situations:

- a) Fraud in the information shared with the organization or in the competition
- b) Dishonesty in the challenge, deliberately breaking the rules.
- c) Disrespect to judges or participants, during the competition or in the comments during the live streaming.

9. Claims

- a) The captains can file a claim in front of the judges, in case of having any disagreement.
- b) The final decision on any claim is at the discretion of the judges and / or the organizer, who are considered the last instance in the resolution of this situation and their decision is final, cannot be appealed.

10. Prizes

The first 3 places will be awarded with credentials for a ROBOJAM event. All other teams can request participation certificates.

Other additional prizes, such as cash prizes or sponsor gifts, will be assigned and communicated by the organizer at his own discretion, after the registration due date, but before the competition date.



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Any question, please send us a message to

Info.RoboJam@gmail.com

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