CMR ENGINEERING COLLEGE
EXPLORE TO INVENT
UGC AUTONOMOUS

DRACO-BOTZ

RET CLUB CMREC

IDEAS
ROBOTS
PEOPLE
A BRIGHTER
TOMORROW

CHAKRAVYUHAM 2.0

NATIONAL ROBOTICS CHAMPIONSHIP 2026

ROBO SUMO

OFFICIAL RULEBOOK

BUILD | COMPETE | PLAY | GO BEYOND

SMALL ROBOTS BIGGER WARRIORS

相撲

STRENGTH
STRATEGY
VICTORY



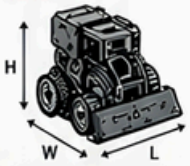
1 OBJECTIVE

Design and operate a robot to defeat your opponent by pushing them out of the arena. Show your engineering, strategy and control to become the last robot standing.

2 TEAM RULES

- Team size: 1–4 members
- 1 robot vs 1 robot
- Only one active robot per team
- Nominate one team captain
- Report before scheduled match
- Late reporting may result in penalty or disqualification

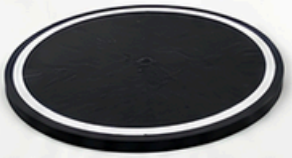
3 ROBOT SPECIFICATIONS



Parameter	Maximum Limit
Length	315 mm
Width	315 mm
Height	315 mm
Weight	5.000 kg (No tolerance)
Supply Voltage	12.6 V

- Dimensions include all attachments.
- Weight includes battery and all components.
- Must remain within permitted voltage limit.
- Sharp weapons, destructive mechanisms, liquids, flames, projectiles or magnets are prohibited.
- Must pass technical inspection before competing.

4 ARENA



- Circular arena with marked boundary.
- Robots must start within the designated starting area.
- Exact arena dimensions will be announced during the technical briefing.

5 MATCH FORMAT

- Total match time: 3 minutes (maximum).
- Best of 3 points.
- First robot to reach 2 points wins immediately.
- If neither robot reaches 2 points, the robot with the higher score at the end of 3 minutes wins.
- If the score is tied, a tie-breaker round will be conducted (see Rule 9).

6 SCORING

1 point is awarded when:

- The opponent's robot is completely pushed outside the arena.
- The opponent is unable to continue the round.
- A rule violation results in a point being awarded by the judge.
- Points are awarded only after judge confirmation.

7 TIE-BREAKER

- If the score is tied at the end of 3 minutes, a Sudden-Death Tie-Breaker Round will be conducted.
- First robot to score one valid point wins the match.
- Arena, positions and procedures will be announced by the organizers.

8 RESTART

- After each point, robots return to the starting positions.
- The next round begins only on the judge's signal.
- Participants must not touch their robots during active play without permission.

9 PROHIBITED

- Weapons or mechanisms intended to damage the opponent.
- Sharp edges, cutters, flames, liquids, projectiles, magnets.
- Intentionally lifting, flipping or immobilizing.
- Deliberate ramming without attempt to push.
- Damaging the arena.
- Unsportsmanlike behaviour.

10 PARTICIPANT CONDUCT

- Behave professionally and respectfully.
- No fighting, threats or abusive language.
- Follow all official instructions.
- Only team captain may raise queries.
- Violation may result in penalty or disqualification.

11 SAFETY

- Judges may stop the match if a robot becomes unsafe or creates a risk to participants, spectators or the arena.
- Unsafe robots may not continue until approved by officials.

12 JUDGE'S AUTHORITY

- Final authority over points, fouls, restarts, match timing and results.
- The judge's decision is final and binding on all teams.

QUICK REFERENCE

Team Size	: 1 – 4 members	Max Voltage	: 12.6 V
Match Format	: 1 vs 1	Match Time	: 3 minutes
Robot Size	: 315 × 315 × 315 mm	Scoring	: Best of 3 points
Max Weight	: 5 kg	Win Condition	: 2 points or highest score
		Tie Breaker	: Sudden death

PUSH
OUTTHINK
DOMINATE

ENGINEERING
BEYOND BOUNDARIES

CHAKRAVYUHAM 2.0

NATIONAL ROBOTICS CHAMPIONSHIP 2026

SAME SPIRIT
BIGGER BATTLES