Annex  
to the Regulations on the X Festival of Robotics,

Programming and Innovative Technologies

“RoboLand 2025”

**GENERAL RULES OF THE  
ROBOT COMPETITION**

**1. Tasks in accordancewith age**

Different regulations lead to different requirements for the mechanical design of the robot and the complexity of the program code. By participating in multiple seasons of the competition in different categories, teams can grow and develop with the program, solving increasingly complex problems as they get older.

**2. Study comes first**

RoboLand wants to inspire students to learn science-related subjects, and we want participants to develop their skills through game-based learning through our competitions. That is why the following aspects are key to all our competitions:

– Teachers, parents or other adults can help, guide and inspire the team, but they are not allowed to create or program the robot.

– On competition day, teams and coaches shall respect the final decision of the judges and not violate the rules of the competition when working with the judges and other teams.

**3. Responsibilities and work of the team**

3.1. A team consists of 1 or 2 students. The exception is the creative category – up to 3 students, as well as the competitive category RoboLand Kazakhstan – 2 students and 1 teacher.

3.2. The team shall be accompanied by a coach, and only one.

3.3. A team can only compete in one RoboLand category per season.

3.4. A student can only be in one team.

3.5. One robot can be used by only one team and take part in only one competition regulation.

3.6. The minimum age of the coach shall be 18 years old.

3.7. Coaches can work with more than one team.

3.8. The maximum age stated represents the age that the competitor will reach on the day of the competition, not the age in the calendar year.

3.9. Participants over the specified age shall not be allowed to participate in this category. Younger participants shall not be prohibited from participating.

3.10. The team shallcompete fairly and respect the teams, coaches, referees and competition organisers.

3.11. Creating and programming a robot can only be done by a team. The coach’s task is to accompany the team, help it in organisational and logistical matters and support the team in case of questions or problems. The coach cannot participate in the creation and programming of the robot. This applies to both the day of the competition and the preparation for it.

3.12. During the competition, the team shall not be allowed to communicate/contact people outside the competition area in any way. If communication is necessary, the team shall ask permission from the judge, who may allow team members to communicate with outsiders under the supervision of the judge.

3.13. Team members shall not be allowed to use mobile (cell) phones or any other electronic devices, including communication devices, in the competition area, except for laptops (tablets if necessary for programming robots).

3.14. The team may bring writing materials (pen, pencil, ruler) with them on the day of the competition if they consider it necessary.

3.15. The use of solutions developed by non-team members shall not be allowed. If the judging team has doubts about the implementation of this point, the judges can conduct a technical interview aimed at identifying the fact of independent assembly/programming. If during the interview the participants cannot answer the judges’ questions, the robot shall be recognised as not being assembled independently and the team shall be disqualified.

**4. Competition regulations**

4.1. Robot competitions shall be held according to 17 regulations and divided into age categories (see Annex No. 1).

4.2. Each regulation has its own schedule, described in the rules of the corresponding competition.

**5. Conducting competitions**

5.1. The competition consists of debugging time and qualifying attempts.

5.2. The number of qualifying attempts, as well as the preparation time before attempts, shall be determined in accordance with the rules of a particular category.

5.3. The permissible error in the production of competition props, including polygons, etc., shall be +/- 10%.

5.4. If necessary, an appeal shall be submitted to the Organising Committee before the end of this type of competition. In the absence of representatives of the Organising Committee, the appeal shall be submitted to the competition judge.

**6. Requirements for materials and equipment**

**and software**

6.1. The team shall use materials and equipment (robots, components, laptop computers, etc.) brought with them. The organisers shall not provide the specified equipment (unless otherwise provided by the competition category regulations).

6.2. In the event of an unexpected breakdown or malfunction of the team’s equipment, the organisers shall not be responsible for their repair or replacement. Teams are advised to provide a set of spare parts.

6.3. All restrictions on robots, such as maximum dimensions, robot weight, etc., are described in each specific regulation.

6.4. The use of wireless connections between the robot and a computer or any other influence on the robot during competitions shall be prohibited, unless otherwise provided by the competition category regulations.

6.5. A robot that, in the opinion of the judges, damages the field surface in any way will be given a reprimand. If the robot damages the field, the team will be disqualified for the entire duration of the competition.

6.6. It is prohibited to influence the progress of the task in any way. For example, flashes, magnetic emitters, ultrasonic interference.

6.7. The possibility and restrictions on the use of the software are described in each specific regulation.

6.8. Other requirements for robots may be described in the rules of the corresponding competition.

**7. During competitions it is prohibited to**

7.1. Cause damage to the site, fields, materials and equipment used for competitions, as well as to robots of other teams.

7.2. Take any measures that the judge may consider an obstacle to the competition or a violation of the regulations.

7.3. Participants who violate any of these points may be disqualified.