



General Rule

0. Divisions

| Division | Target |
|----------|---|
| Junior | From 1 st to 6 th Grade or Primary School |
| Senior | From 7 th to 12 th Grade or Secondary School |
| Overall | From 1 st to 12 th Grade or Primary to Secondary school |

1. General Regulations

1.1 Robots, materials, and tools

1.1.1 For On-Site Build Categories: Participants (teams) must bring their own materials, tools, and equipment to the competition venue. All robots must remain disassembled until the official start of the building phase.

1.1.2 For Pre-Built Categories: Participants (teams) must complete their robots before the competition. Additional time for modifications or repairs may be provided after the competition begins if necessary.

1.2 Prohibited Items During the Competition

1.2.1 During the Competition: No tools, equipment, or robots may be brought into the stadium once the competition has started. Participants must bring all necessary spare tools, equipment, and robots with them before the competition begins. Any participant caught bringing in prohibited items during the competition will be immediately disqualified.

1.2.2 During Lunch Break: If the competition schedule includes a lunch break, participants are not allowed to take any competition-related items outside the venue. Likewise, no additional competition-related items may be brought in upon re-entry after lunch. Any participant caught violating this rule will be immediately disqualified.



1.2.3 Use of computers: If a computer is required for the competition, participants (teams) must bring their own. Only battery-powered laptops are allowed to ensure stability in case of unreliable power supply within the stadium.

1.2.4 Food and Beverages: Bringing in or consuming any type of food (including snacks, fruit, candy, ice cream, gum, etc.) or beverages without a secure lid (including canned drinks) is strictly prohibited in the competition venue. Accumulation of two warnings will result in disqualification.

1.3 Prohibition of external contact

1.3.1 During the competition, participants are not allowed to communicate with external parties via phone, internet, or any other method. Anyone caught doing so will be immediately disqualified.

1.3.2 Allowed Items: Cell phones are allowed, but must be turned off inside the stadium, and anyone caught using a cell phone inside the competition venue will be immediately disqualified. If the participant needs to check the time during the competition, they must ask the referee or use their laptop.

1.3.3 Restricted/Prohibited Items: The following items are not allowed to be carried and will result in disqualification upon discovery.

1.3.3.1 Data storage media such as MP3, PMP, USB memory stick, etc. (However, USB memory sticks are permitted in some events and may be carried after a preliminary inspection by the staff.)

1.3.3.2 Programs and manuals related to the robot

1.3.4 Prohibition of cheating: Any participant caught engaging in cheating will be disqualified and expelled from the competition. Disqualification applies to all categories the participant has entered.

1.3.4.1 Acts Subject to Disqualification and Expulsion

1.3.4.1.1 Proxy participation



1.3.4.1.2 Exchanging robots with other teams

1.3.4.1.3 Referring to manuals or materials during the production of an on-site production event.

1.3.4.1.4 Using non-compliant parts.

1.3.4.1.5 Touching or damaging another participant's robot, laptop, or belongings.

1.3.4.1.6 Using parts or robots that have not been inspected before the start of a match.

1.3.5 Disqualification

1.3.5.1 Communication with spectators and other participants.

1.3.5.2 Disobeying instructions from referees or staff as well as disruptive and disorderly conduct.

1.4 Uniforms and Cards: The issued uniform and participant card must be worn/possessed in order to enter the venue and compete; no exceptions will be made.

1.5 Results and Manual Records: Participants must verify and sign the results of the match immediately after the end of the match with the staff.. Once signed, the results cannot be challenged.

1.6 Seating arrangement and electricity usage.

1.6.1 Seating arrangement: The organizers may determine the seating arrangement at their discretion, and failure to comply with the instructions of the organizers will be considered an attempt to cheat and will result in disqualification.

1.6.2 Electricity: Each participant will be seated at a table with two people per table, and each team of participants will be given one outlet. However, individuals are allowed to bring their own extension cord if needed.

1.7 Assigning participants and giving them practice time



1.7.1 Referees and moderators should provide participants equal time to practice.

1.7.2 To ensure smooth operation of the competition, referees and staff may assign additional playfield and practice areas based on the difficulty of the competition and the number of participants.

1.7.3 Referees and supervisors can limit the duration and number of practices per participant (team).

1.7.4 Although the start time for all events is the same, practice time, waiting time after practice, main competition time, and end time may differ.

1.8 Stadium Environment

1.8.1 Light interference: Participants (teams) must prepare and design their robots to function efficiently without issues caused by variations in brightness due to indoor lighting, sunlight, or photography.

1.8.2 Signal Interference: Participants (teams) must prepare and build their robot so that it can operate without interference from electronic signals caused by electronic devices and communication devices.

1.9 Stadium rules

1.9.1 All regulations follow the general rules as a priority, with specific rules adhering to them.

1.9.2 Each event prioritizes the day's mission over detailed event-specific regulations.

1.9.3 Only participants are allowed to enter the venue.

1.9.4 During the competition, participants are not allowed to leave the venue without the permission of the referee and staff. Participants must be accompanied by a staff member when using the restroom, and will be warned if they move arbitrarily, and will be disqualified if they accumulate two warnings.



1.9.5 The GRC prioritizes evaluating participants' abilities to build robots or code on-site. Therefore, all participants must complete events based on the mission provided on the day of the competition.

1.9.6 In cases where there is a discrepancy between event-specific regulations, the day's mission, and the referee's interpretation, the referee's interpretation based on the mission will take precedence. Detailed explanations of the mission will be provided to participants (individuals or team leaders) on the day before the event begins. No objections or refusals will be accepted.

1.9.7 For team events (two or more members), all team members must remain in the same location during the build time and throughout both rounds of the event. During practice, team members may divide roles for efficient time management, but their roles must be communicated to the referee in advance.

1.9.8 In team events (two or more members), all team members must remain within the designated playfield and seated. Leaving the designated area will result in a warning, and two accumulated warnings will lead to disqualification.

1.10 Competition Procedures

1.10.1 Participants (teams) must check the competition procedures for their respective categories through the official website or regulations. Unless otherwise announced, all competitions will be conducted in person (offline) by default.

1.11 Double Entry Restrictions

1.11.1 For judging or team events, if two or more events are entered on the same day, at least one team member must be present and report to the referee of that event to confirm that they are ready to compete. If no one team member is present, the team will be disqualified from that event. However, for the second day of the Creative Category (build + presentation), participation in multiple events is allowed. If participating in multiple events on



the second day of the Creative Category, no additional build time will be provided, and the presentation order will be assigned as the last slot.

1.11.2 In team events where a single participant can compete as a one-person team or in individual categories, participation in multiple events on the same day is allowed. However, any disadvantages resulting from overlapping participation are solely the responsibility of the participant.

1.11.3 All team members must remain within the designated playfield and seated for team categories. Leaving the designated area will result in a warning, and accumulating two warnings will lead to disqualification Unless the competition officials have already been notified.

1.12 Prohibition of Interference with Competition Progress

1.12.1 Participants are prohibited from interfering with other participants' match by shouting, moving their seats, making noise, or causing disturbances. Violators will be warned immediately and will be disqualified if repeated again.

1.13 Game etiquette

1.13.1 Participating teams are expected to demonstrate sportsmanlike behavior when interacting with opposing teams. Harassment, unsportsmanlike conduct, and intentionally harming another team is strictly prohibited. Participants found to be in violation of these rules may be penalized or disqualified, depending on the severity of the offense.

1.13.2 During the competition, judges may ask participants questions about the performance and construction of their robot. Participants found or suspected of any form of misconduct or cheating may be penalized and penalized.

1.13.3 Participants are expected to maintain a clean environment and may be penalized for not keeping their team's area in proper condition.



1.14 Awards

1.14.1 Generally, 25% of participants in each category will be selected as award recipients. (However, slight variations may occur depending on specific circumstances.)

1.15 Other/Discipline

1.15.1 Disciplinary actions may be taken against participants, coaches, spectators, or unspecified parties, and decisions are not subject to reversal. Details are as follows [Annex].

1.15.2 Disciplinary actions and penalties are available on a per-registration basis.

1.15.3 Violent, abusive, insulting, or threatening behavior that occurs between participants in the participants' accommodation will be treated the same as if it occurred during the Competition.

1.15.4 For violations by participants, tutors, mentors/overs, and affiliated (registered) teams, the affiliated (registered) organization may also be subject to disciplinary action for neglecting their duties of oversight.

1.15.5 Any case that is not covered herein but may be considered disciplinary may be deliberated and decided by the Organizing Committee in accordance with the relevant regulations.

1.15.6 If a participant has been found guilty by a judicial authority of a criminal offense that is not included in this discipline type, they may be subject to discipline under Section 3 Annex, Defamation of Character.

1.16 Qualification

1.16.1 If a participant earns qualification for the World Championship through the national finals, the participant must compete in the same category in the World Championship for which the qualification was obtained.



1.16.1.1 (Example) If a participant earns qualification in the “Physical Computing” category, the participant must compete in the “Physical Computing” category at the World Championship. The participant may additionally register for one more category other than Physical Computing. However, selection of categories such as “Creative Movie” or “AI Autonomous Driving” is not permitted.

1.17 Division Consolidation

1.17.1 If the total number of participants in a category is fewer than 10 individuals (or fewer than 5 teams in the case of a team event), the category shall be deemed under-enrolled and therefore cancelled.

1.17.2 If a category is cancelled due to under-enrollment, the decision shall be announced on the official website prior to the start of the competition. (Individual notification will not be provided.)

1.17.3 In the event of category cancellation, no competition shall be held and therefore no awards shall be given. However, qualification for the World Championship will still be granted.

1.17.4 If under-enrollment is identified on the day of the competition, the divisions within the same category shall be consolidated, and results shall be recorded accordingly. (This rule applies equally to subdivisions such as “Low” and “High” in judged categories.)

Example: If 8 teams initially registered for the Senior L Division of Category A, but only 2 teams actually participate on the day of the competition, the division shall be consolidated with the Senior H Division of the same category. In such a case, the competition shall be conducted as a single division (Senior) and results shall be judged and recorded as one.



[Annex]

| Type | Contents | Subject and disciplinary standards | | |
|------------------------------------|---|--|---|---------------------------------------|
| | | Participants/ Teams | Preceptor/ Coach | Spectator or Unspecified |
| 1. Common in competition offenses | Warnings and ejections by referees | By the Rules and Regulations of the Competition | | |
| 2. Specific match-related offenses | A. Violent Behavior | Expulsion and medal stripping | Criminal charges, no stadium entry, expulsion | Criminal charges and No stadium entry |
| | Violence against participants | | | |
| | Violence against referees | | | |
| | Violence against moderators | | | |
| | Violence with dangerous objects | | | |
| | B. Abusive, insulting, and threatening behavior C. Disruptive behavior | Warning Suspension -1 year Medal stripping | Suspend -1 year | |



| Type | Contents | Subject and disciplinary standards | | |
|------|--|---|--|-----------------------------|
| | | Participants/ Teams | Preceptor/ Coach | Spectator or Unspecified |
| | Trespassing in a stadium | Suspend -2 years or less | Match Suspension -2 years or less | |
| | Facilities and vandalism | compensation for damages | compensatio n for damages | |
| | Inciting and inciting violence, throwing filth | Disqualification | | |
| | Aiding and abetting crowd disorder | - | Match Restrictions | |
| | Excessive protests of judgments and complaints | Warning anomalies Match Suspension | Team Suspend a match | |
| | an act of ordering in the stands | Warnings and match result deductions -5 | Suspend the team and demote them in the rankings | |



| Type | Contents | Subject and disciplinary standards | | |
|----------------------------|---|--|-------------------------|-----------------------------|
| | | Participants/ Teams | Preceptor/ Coach | Spectator or Unspecified |
| | D. Match-related manipulations | | | |
| | Volunteer bribes and map leaks <u><i>*Volunteers will be fined 10x the cost of their services and restricted from playing.</i></u> | Current Year Match Results Delete All | Team Match Restrictions | -. |
| 3. Defamatory behavior | Disgracing an association, Global Robotics Competition, or GRC participant (ex: Racism, foul language...) | Suspended for 1 year or more - Expulsion and removal of awards for the year | | |
| 4. Innocence or Perjury | Misrepresenting or falsely accusing others to punish them. | Awards Delete All | Permanently banned | Suspension -1 year |



2. Match (General)

2.1 Match Procedures

2.1.1 Matches are played in leagues, where participants are selected and then compete in tournaments that are made up of participants who have passed the selection process.

2.1.2 League

2.1.2.1 Group Draw: All participants will be randomly drawn from the organizer's match program to create a league play group of three or four participants.

2.1.2.2 Victory Points and Tournament Advancement: Victory points are awarded as follows: 3 points for a win, 1 point for a draw, and 0 points for a loss. The participant (team) with the highest number of victories in the league matches will advance to the tournament, and the number of teams will be announced on-site before the match, depending on the number of participants (teams) in the event.

2.1.2.3 In the event of a league-specific tie, refer to the specific rules for each sport.

2.1.3 Tournaments

2.1.3.1 The bracket is randomly determined by the organizer's match program after all league matches have been played, with the tournament qualifiers.

2.1.3.2 In the event of a tie, overtime will be played to decide the winner, see the specific rules for each sport.

2.1.3.3 Overtime will be played after the field is initialized, and the time for each overtime period will be determined by the rules of each sport.



2.2 Programs and controls

2.2.1 The robot can be self-driven or controlled by a controller, depending on the specific rules of each discipline.

2.2.2 If the robot is activated before the referee declares the start of the match, the participant (team) will be disqualified.

2.2.3 Communication Standards for Piloting

2.2.3.1 Only Zigbee/Bluetooth/WiFi/2.4GHz wireless communication is supported for some categories, and some categories only use wired (please refer to the requirements of each game).

2.2.3.2 The use of a smartphone as a controller is permitted, but all data communications must be blocked in airplane mode or the pilot will be disqualified.

2.2.3.3 If there is a communication miscommunication and the channel needs to be changed, it can be done in the presence of the referee, but if the match cannot be played within the allotted time, both teams will be disqualified.

2.3 Selecting and modifying robots

2.3.1 Participants (teams) may creatively build and further modify their robots and can choose not to use robot kits.

2.4 Record (Time-Trial) matches

2.4.1 Procedure: The record matches will be played in two rounds with a correction period between each round.

2.4.2 Playfield assignments: Organizers can assign playfields based on the number of participants and the difficulty of each mission.

2.4.3 Robot construction and practice time: Up to 3 hours are allowed to build the robot and practice in the presence of a judge.



2.4.3.1 Participants (teams) may practice in their assigned arena until the end of the published production and practice hours on the day of the competition and may practice in their assigned arena. No practice is allowed in unassigned arenas.

2.4.3.2 At the end of the build and practice time, the robot must stop running and move to its place as directed by the moderator, and if it damages another participant's robot while moving, it will be dealt with in accordance with Section 1.12.

2.4.4 Match 1: The first round of matches will begin immediately after the robot build and practice period. If lunch is included in the match period, the first period should be after lunch.

2.4.4.1 Preparation: All participants (teams) bring their robots to the designated location and wait as instructed by the referees and staff at each venue.

2.4.4.2 Waiting after the match: All participants (teams) must wait in the waiting line until all participants have finished playing, rather than playing on their turn and returning to their seats. This is to limit robot or program modifications in their seats and to give all participants (teams) a fair amount of time.

2.4.4.3 Modification Time: Additional time for robot modification and practice will be granted after the end of the first round of each event, which will be announced on the day of the event.

2.4.5 Match 2: The second period is held immediately after the correction period.

2.4.5.1 Match Preparation: Follow Section 2.4.4.1.

2.4.5.2 Post-match standby: All participants will return to their seats after finishing their match and follow any further instructions from the staff.



GLOBAL ROBOTICS COMPETITION

* These rules are not final and may be updated up until the day before the competition.

※ If any other participant wishes to appeal the result of the match, he/she may do so through the form on the GRC official website archive, and the organizer will hold a review committee and notify the applicant.