

## League of Robotic Destruction New Blood Rules

### Basic Tournament Stuff:

DSL-IRL 2.5 ruleset - Robots must look as close to real-life designs as possible/insides must NOT be clipping through each other nonsensically. (Batteries inside motors, flippers passing through insides etc).

Heavyweight limit of 800kg.

Skinned components are encouraged so long as you send me the files necessary for it to function.

BFE/OBJ are legal.

### New Blood specific

The bot or its predecessor (if it is a sequel to another bot) can't have competed in any of the first 2 series of the Robotic Destruction League or the World Championship.

The bot must have been made in 2021. If it is a sequel to a bot and the sequel was made in 2021 that is allowed.

The bot can't have won a main competition in AI or in PARSEC. Side events and Team events such as WWRA2 do not count towards this.

1 bot per builder

### Ruleset:

#### Spinner Weapon Limits:

##### Teeth limits

- 2 Large Teeth (25kg, 600DP) (3 Large allowed on Tribars)
- 4 Small Teeth (10Kg, 480dp)
- Hammerheads on Spinners are banned
- Minion Discs and Mechavore Discs of both sizes allowed (1 large or 2 small)

##### Beater limits

- 6 Large beaters (extended variants count as their respective length)
- 8 Med beaters (extended variants count as their respective length)
- 9 Small (extended variants count as their respective length)
- Wedged drums are allowed so long as at least 50% of the drum is visible to attack.

### General

- Max of 80gs of damaging weapons
- Max total DP of 2000
- No more than 4 saws per robot

- Use some level of common sense if you're going to mix and match parts

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#### Axes/Hammers/Clamps:

- Max of 1 Hammer weapons (Judge gavels, Beta Hammer, Battleaxe, Frenzy hammer, Gothic Axe)
- Basic common sense if using other weapons
- No Beta in the AI lines
- Crusher style clamps (like Razer or Quantum) will be limited to two motorised crushing weapons (Imagine Mr Psycho's claw but each of the 2 segments were motorised individually).
- Side style clamps (Like Kan-Opener or Tough As Nails) will only be allowed two claws. Large Typhoon teeth are not allowed on side style clamps however I will allow all other weapon teeth as well as all spikes.
- Lifter clamps will be limited to one lifter motor and one clamping motor.

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#### Flippers:

- Front/Rear hinges are allowed up to 1 Beta Burst/Motor or 2 VDMA R/P Bursts/VDMA Front Hinged/Storm Burst/Mag Snappers
- Top Hinges are allowed 2 Mag Snappers or BSG's maximum. Pneumatics are banned
- ALL flipper types must have a flipping arc of 90 degrees \_| <- like that.

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#### cheatbot2:

- Overkill motors and Razer motors are the ONLY CB2 parts allowed

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#### Other:

- Dual motors verts are banned, "true" wedgeless drums can still have two motors (protip: you're doing you weapon setup wrong if you think that single overvolted motors are worse)
- Spikes are the only damaging weapons allowed on the front of rammers, wammers are banned
- All DSL 2.5 (7/2) armors allowed
- Skirts only allowed on dustpans with proper support
- Configbots are allowed. Maximum of 3 Configs. Config bots MUST come with a list of what type of opponent each config is to be used against
- Bots that are too unstable will be rejected
- Max of 1 flamethrower per robot (eternalflame banned)
- NeptuniaSys AI is banned

- Free hinges/axles are banned for wedges/wedgelets. These are allowed for details like Rat King's tail/Purin's headband However, please limit use of these as they can cause havoc and lag issues.
- No servos UNLESS you can AI it yourself then feel free to send me the servo bot with the AI.
- Sit and Spin robots will be allowed with some conditions.
- No meltybrains, SnS's must stay in one location when spinning (So Golddigger from Battle bots would be allowed but Robot Wars Season 10 Nuts would be banned).
- The weapon on the sit and spin must be static. No motorised weapons.
- SnS will only be allowed to use spikes (Provided they follow the same limit as rammers) or axeheads. Only one axe head allowed.
- SnS's will be unlikely to do well with regards to aggression in judge's decisions (not really a build rule but I thought it would be wise to mention that now).
- Cluster bots are allowed: Cluster bots must add up to a maximum of 800kg. Max weight for one half of a cluster is 405kg.
- If one half of the cluster bot is beaten the cluster bot will still be allowed to continue till the end of the fight. However, if it goes to a judge's decision and the cluster bot is down a robot the cluster bot will lose
- If a clusterbot ends up in a rumble then only 1 half of the cluster will be able to compete in the rumble.
- No weapon spam or stacking. I won't limit parts but I will be clamping down on robots I think are pushing it.
- No excessive extender spamming/stacking (Extenderbots are allowed of course but if you use extenders to armour your bot...just use the armour panels!)
- Any bots with decals on the bottom of their bot containing racist, homophobic or transphobic language will have the offending decal painted over. This is just to avoid unnecessary drama like the "Our Greatest Ally" situation
- If you have any questions about the build rules or your bot has something that is not covered in this ruleset please feel free to DM me and I'll answer your questions.

## Qualification

### 24 Robots

Signups open for 1 week

If less than 24 are received after 1 week signups close when 24 bots are received.

If more than 24 are received in that 1-week period, I will choose the 24 machines.

Any machine not chosen for the New Blood will be given a chance to qualify for Series 3 of League of Robotic Destruction.

24 machines placed into 12 1v1 matches

Winners go into top 16 bracket

12 Losers are placed into 4 3 way rumbles with the winner of each rumble getting a wild card spot

Top 16 bracket is single elimination till we have our champion.

Winner of New Blood gets 16<sup>th</sup> seed in LORD Series 3.

Battle Rules:

Skinned Robogames arena

3 minute matches. If a match goes the full 3 minutes, it will be judged by a panel of judges.

If a robot havocs/causes crashes 3 times, it will go to a judge's decision.

If the robot that havocs wins the judge's decision but then causes 3 havocs later on in the tournament. It will be disqualified.

Should a match havoc or crash with 10 seconds or less remaining, it will go to the judges even if that robot has had a havoc or crash before.

Havoc's that do not impact the result of a fight will be allowed to continue

If your weapon clips through the floor while trying to self-right once, fight will be restarted. If it occurs again then it will be deemed immobilised.

If a robot pins a robot against a wall and doesn't let it out before 1 minute 30. The match is restarted. If after or it happens in the rematch it will go to the judges.

If a robot hits the floor of the OOTA zone it will be considered out.

Robots that spikeball for longer than 20 seconds will be considered immobile and out.