

MAKERFIGHT's main Ruleset

1 General rules

1.1 Introduction

1. **Safety first.** People's safety must be the first focus during any activity related to Makerfight.
2. **Be excellent to each other.** Mutual respect is necessary to the good running of the community, and we take it to heart. In case of doubt when it comes to solving a conflict, try to solve the problems with a positive attitude.
3. **Don't make us create new rules.** Most rules exist because somebody, somewhere, one day, had a risky or inappropriate behavior, making the said rules unfortunately necessary. Don't be that somebody !

1.1 Participating to Makerfight

1. All participants build and use their robots at their own risks. All participants are responsible for their own safety and other's safety while designing, building and using their robots. The event organizer maintains a liability insurance for the event and encourages the participants to do the same.
2. It is expected from the participants that they follow Makerfight's ruleset on their own without constantly requiring reminders. These rules are made of all the content of the Règlement / Ruleset webpage <https://www.makerfight.fr/reglement-makerfight/>.
3. In case of doubt regarding a robot or a weapon not taken into account in the overall ruleset, it is recommended to contact the event organizer prior to the event, in order to avoid a potentially disappointing non admission to participate from the organizer during the technical check.
4. Exploiting a loophole that may exist in this ruleset may put at risk the participants, the staff, or the audience, thus the organizer may disqualify a robot even before the beginning of the fights without necessarily having to justify their decision.
5. A team may be disqualified in case of inappropriate behavior of one or several of its members, especially if repeated.

2 Safety by robots design

Refer to chapters available in the Règlement / Ruleset webpage, and to the documents related <https://www.makerfight.fr/reglement-makerfight/> :

- Build rules,
- Kinetic weapons limitations.

3 Safety by behaviour

3.1 Everytime

It is expected by the participants that they follow common sense safety rules, such as wearing personal protective equipment when using power tools. The use of welders, grinders and any other equipment that may cause sparks, fumes, arcs, debris or any other substances is only allowed in specialized and dedicated areas. In case of doubt, don't decide, ask the event organizer.

Participants must care to always keep the remote close to the matching robot. A lost remote can cause an accident by activation of the matching robot.

Also, remotes must never be put inside the arena, nor on the floor.

3.2 When the robot does not fight

When the robot is not inside of the arena, then, by default, the locking bars must be in place, the electrical supply disconnection device must be disconnecting the electrical supply, and the robot must be put on its cradle.

Exception: if a table is dedicated to robots about to fight or which have just fought (ready table), it will be tolerated that the robot is carried without the cradle from the said table to the arena and back.

In the pits, it is possible to :

- Remove the locking bars, provided that the source(s) of energy has been fully disconnected, and if possible removed from the robot.
- Powering on the robot, provided that the robot is on its cradle and :
 - either the locking bar is in place

- or the moving parts of the weapon are mechanically disconnected from their source of mechanical power (for example by removing the chain or belt between a spinner and its motor). This case is not automatically allowed if the source of mechanical power is not an electrical rotating motor. In case of doubt, ask the organizer before powering on.

3.3 Before a fight

Before putting the robots in the arena, roboteers must turn on their remote and put them on the dedicated table.

A robot can only be put inside the arena after being invited to do so by the designated arena Marshall.

Only one operation of putting a robot inside the arena can be performed at the same time.

Once inside the arena, the first roboteer can power on its robot and then must make sure nothing moves.

After being invited to do so, the second roboteer follows the same procedure.

After this it is the arena Marshall who removes the locking bars, then closes and locks the arena door.

It is only once the door is secured that the roboteers can take their remotes.

One organizer will let each roboteers know from which corner (blue or red) it will start, after what the robots must go the said corner.

3.4 During a fight

During the fight, events that can compromise safety may happen. One organizer will alert the roboteers to stop. Roboteers must then, by default, immediately stop every movement, put their remotes on the dedicated table, then follow the organizer's instructions.

- Robot out of control: If a robot gets out of control, the organizer will decide on how to react. Reactions can include the use of an entanglement net to stop the robot. The organizer is not responsible of any damage caused to the robot during these procedures.

- A robot emits too much smoke or is burning: an internal procedure will be applied, with as a final goal to put the robot in a metallic crate, which will be taken outside the building. Every participant and organizer must clear the shortest way possible between the arena and the nearest emergency exit to allow fast and easy exit of the crate.

- The arena is damaged: any damage to the arena that can lead to a dangerous situation must be detected, announced to the organizers and repaired.

The fight can also be paused to separate 2 robots entangled together. In this case also, roboteers must by default stop every movement, put their remotes on the dedicated table, then follow the organizer's instructions.

3.5 After a fight

If they are still capable of doing so, the roboteers will drive their robots close to the arena door.

Then they must stop every movement and put their remotes on the dedicated table.

The arena Marshall unlocks and opens the door. He will put the locking bars back on the robots.

He invites the first roboteer to turn its robots power off, then turn the remote off, then to get its robot out of the arena.

The arena Marshall then invites the second roboteer to follow the same procedure.

Roboteers are not allowed to get inside the arena without being invited by the arena Marshall. If a robot has not been able to get close enough to the door to be deactivated from outside of the arena, the arena Marshall will get inside of the arena, put the locking bar, bring the robot close to the door for the roboteer to power off the robot, turn the remote off, and to get its robot out of the arena.