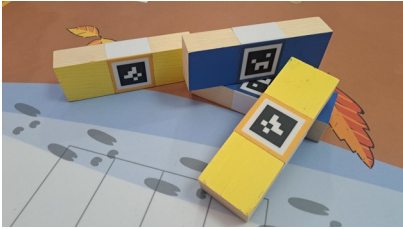
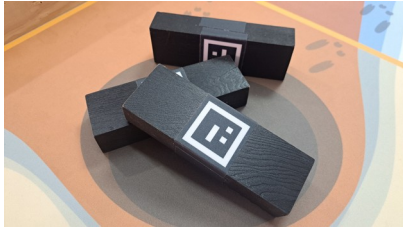




Eurobot Junior 2026 “Winter is coming” Referee Guide

Playing Elements:

Crates	
	
<p>Hazelnut crates: wooden pieces of 15×5×3 cm, painted in the teams’ colors on their two largest, opposite sides (one face blue and one face yellow). A vinyl wrap is glued around each hazelnut crate.</p>	<p>Empty crates: Wooden pieces of 15×5×3 cm, completely painted in black. A vinyl wrap is glued around each empty crate.</p>
Thermometer	Cursor
	
<p>Vinyl stickers stuck to the outside of the front border of the table</p>	<p>3D printed element of 10×10×4,5 cm. Optionally, each team may bring its own cursor as long as it respects the dimensions.</p>



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Score summary:

- Let’s Keep the Hazelnuts Warm!
 - Hazelnut crate in nest: 2 points (maximum 6 crates).
 - Hazelnut crate valid in a pantry: 3 points.
 - Bonus for won pantry (for the team with the majority of valid hazelnut crates of its color): 5 points.
- To Find is to Keep! (Points for this action are scored for both teams)
 - Empty fridge: 2 points.
 - Fridge with empty crates: 5 points.
- Not Too Warm, Not Too Cold.
 - Depending on the cursor position: between 0 and 10 points.
- Nest, Sweet Nest.
- Team’s main robot partially in its own valid area: 5 points.
- Team’s main robot completely in its own valid area: 10 points.
- Munch Time!
 - Pantry with a SIMA: 5 points.
 - All SIMA eat the hazelnuts: 10 points.



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0.- Match Preparation:

Constraints:

- Each team has a maximum of three minutes to proceed with the placement of the robots. Once that time has finished, teams are no longer allowed to touch their robots.
- During the preparation time, participants may ask the referee to confirm that all components are in place (all robots are completely within the starting zone). Any robot found outside the starting zone once the time has finished will be disqualified from the match.
- ATTENTION: Flexible parts of the robot, such as cables, rubber hoses, etc., are not considered part of the robot’s vertical projection nor count toward its perimeter.
- To activate the SIMAs, the starting cord—which is at least 500 mm long—must be pulled from the far end; pulling from the middle of the cord is not permitted. If any robot (e.g., a SIMA) moves from its original position and ends up partially outside its starting zone upon pulling the cord, that robot will be disqualified from the match.
- Before the 85th second, the SIMAs can move within their starting zone (nest) or throughout the granary (Ninja SIMA). If a SIMA moves outside the starting area, or the Ninja SIMA falls from the granary, before the 85th second, it will be removed from the match, but the team will not be penalized.



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1.- Let’s Keep the Hazelnuts Warm!:

Actions:

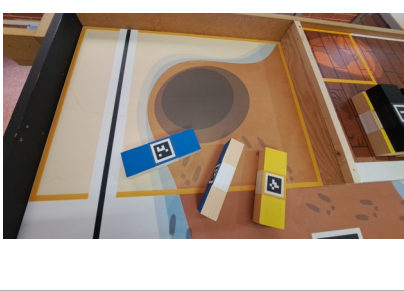
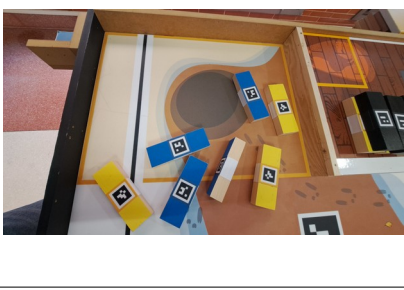

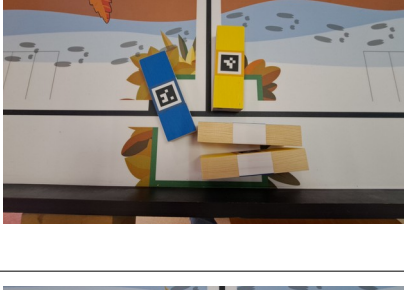

- Hazelnut crate in nest: 2 points (maximum 6 crates).
- Hazelnut crate valid in a pantry: 3 points.
- Bonus for won pantry: 5 points.

Constraints:

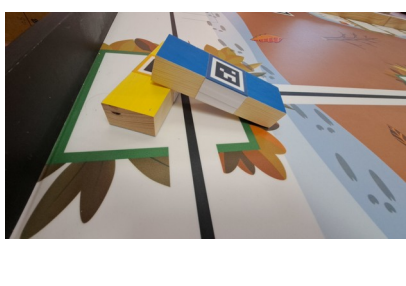
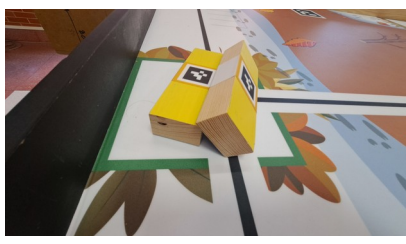

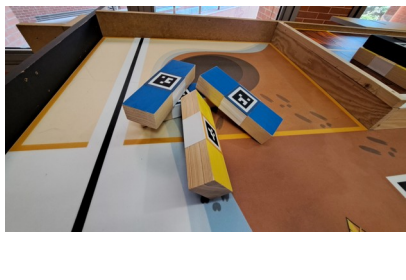

- A hazelnut crate is considered placed in a zone if one of its four large sides is in flat contact with the floor of the table.
- For a hazelnut crate to be considered valid, it only needs to be partially within the designated nest or pantry area.
- The empty crates (black boxes) are not considered for this action.
- A hazelnut crate placed in a pantry awards points to the team whose color matches the color on the top face of the crate. If the box is placed on one of its unpainted sides, both teams earn points.
- A hazelnut crate placed in the squirrel nest is valid for the team regardless of the color of its upper face.
- Scoring is independent of which team performs an action. For example, if the blue team places a yellow box in a pantry, that box counts toward the yellow team’s score, even if their robot didn’t place it there.
- A hazelnut crate placed in the nest cannot be stolen by the opposing team, even if it is only partially within the nest. **ATTENTION:** It is not allowed to accumulate crates inside the nest to prevent the opposing team from using them. If this happens, the referee may grant permission to remove them from the opposing team’s nest without penalty.
- A hazelnut crate placed in a pantry may be stolen by the opposing team without restriction, and this will never be considered anti-game conduct. Moving the hazelnut crates from their original positions in the “storage areas” will be only considered anti-game if it is done with the intention to clutter them to hinder the opposing robot’s movements rather than manipulate them. In any case, crates must be handled in a controlled way. Removing crates in an uncontrolled way may result in a penalty at the referee’s discretion:
 - Penalty to be applied in this case: “Degradation of the table or a game element: loss of 30 points.”
- A crate that is being handled by a robot cannot be stolen by an opposing robot. To determine whether a crate is being handled, it will be considered the proximity between the crate and the robot, as well as the robot’s intention to use it to perform an action.
- The hazelnut crates will initially be placed in the storage areas in groups of four in random colors (two of each). The specific color arrangement for each area will be revealed once the teams have positioned their robots and can no longer manipulate them, that is, after the 3-minute preparation period has ended.

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Examples:

<p>1.1</p>		<p>Yellow team nest:</p> <ul style="list-style-type: none"> • crates: 3 (6 points) • Total yellow team.: 6 points
<p>1.2</p>		<p>Yellow team nest (máx. 6 crates):</p> <ul style="list-style-type: none"> • crates: 7 (12 points) • Total yellow team.: 12 points
<p>1.3</p>		<p>Pantry:</p> <ul style="list-style-type: none"> • Blue team crates: 2 (6 points) • Yellow team crates: 0 (0 points) • Neutral color crates: 0 (0 points) • Pantry: blue team (5 points) • Total blue team: 11 points • Total yellow team: 0 points
<p>1.4</p>		<p>Pantry:</p> <ul style="list-style-type: none"> • Blue team crates: 1 (3 points) • Yellow team crates: 1 (3 points) • Neutral color crates: 2 (6 points) • Pantry: none (0 points) • Total blue team: 9 points • Total yellow team: 9 points
<p>1.5</p>		<p>Pantry:</p> <ul style="list-style-type: none"> • Blue team crates: 0 (0 points) • Yellow team crates: 1 (3 points) • Neutral color crates: 1 (3 points) • Pantry: yellow team (5 points) • Total blue team: 3 points • Total yellow team: 11 points

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<p>1.6</p>		<p>Non-valid crates:</p> <ul style="list-style-type: none"> • The blue crate does not have any side in flat contact with the floor. • Total yellow team: 3 + 5 points • Total blue team: 0 points
<p>1.7</p>		<p>Non-valid crates:</p> <ul style="list-style-type: none"> • The crate on the right does not have any side in flat contact with the floor. • Total yellow team: 3 + 5 points • Total blue team: 0 points
<p>1.8</p>		<p>Non-valid crates:</p> <ul style="list-style-type: none"> • The crate on top does not have any side in flat contact with the floor. • Total yellow team: 3 + 5 points • Total blue team: 0 points
<p>1.9</p>		<p>Non-valid crates in the nest:</p> <ul style="list-style-type: none"> • The crate in the center, the one on the right, and the one on top (note that there are four boxes in this image) do not have any sides in contact with the floor • Total yellow team: 2 points
<p>1.10</p>		<p>Non-valid crates in the nest:</p> <ul style="list-style-type: none"> • The crate on top does not have any side in flat contact with the floor. • Total yellow team: 2 points



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2.- • To Find is to Keep!:

Actions:

- Empty fridge: 2 points.
- Fridge with empty crates: 5 points.

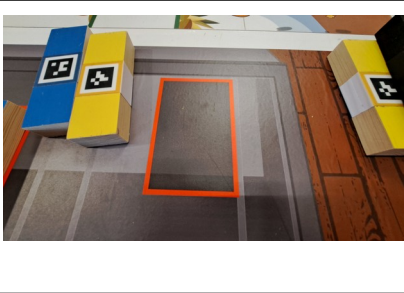
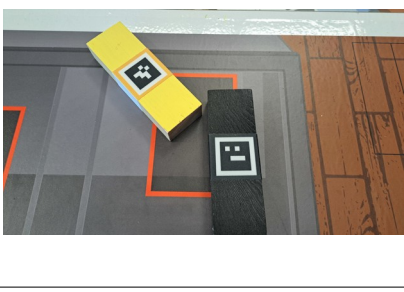
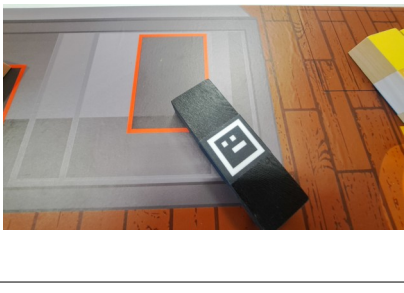
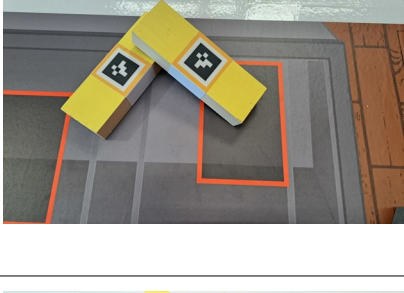
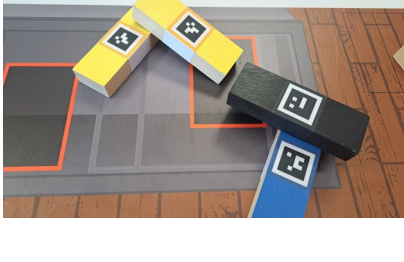
Both teams receive the same points, regardless of which team handled the crates.

Constraints:

- The hazelnut crates will initially be placed in the fridges in groups of two in random colors (one of each color). The specific color arrangement for each area will be revealed once the teams have positioned their robots and can no longer manipulate them, that is, after the 3-minute preparation period has ended. The four hazelnut crates in the loading area will always be the team's color (yellow for the left loading area and blue for the right one).
- During the preliminary round, participating teams may cooperate to earn points for both teams. This will under no circumstances be considered anti-game play.
- All the hazelnut crates inside the granary can be used for the “Let's Keep the Hazelnuts Warm!” activity—that is, to take them down from the granary and place them in the pantries, just like any other box located in the storage areas.
- The main robot can access all the hazelnut crates inside the granary, even though it cannot climb into the granary. However, if the main robot, while attempting to move a crate on the granary, strikes the opposing Ninja SIMA – either directly or indirectly – the offending team may be penalized:
 - Penalty to be applied in this case: “Unfair or unsportsmanlike conduct: loss of 50 to 100 points.”

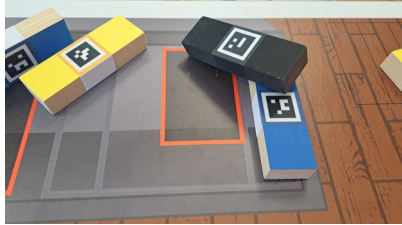
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Examples:

2.1		<p>Empty fridge:</p> <ul style="list-style-type: none"> • Total: 2 points (both teams)
2.2		<p>Non-empty fridge with empty crate:</p> <ul style="list-style-type: none"> • Total: 5 points (both teams)
2.3		<p>Empty fridge with empty crate:</p> <ul style="list-style-type: none"> • Total: 7 points (both teams)
2.4		<p>Non-empty fridge (the crate does not need to be in contact with the floor):</p> <ul style="list-style-type: none"> • Total: 0 points (both teams)
2.5		<p>Non-empty fridge with empty crate (the crate does not need to be in contact with the floor):</p> <ul style="list-style-type: none"> • Total: 5 points (both teams)

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2.6



Empty fridge with empty crate (the crate does not need to be in contact with the floor):

- **Total: 7 points (both teams)**

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3.- • Not Too Warm, Not Too Cold.



Actions:

- Depending on the cursor position: between 0 and 10 points

Constraints:

- At the start of the match, the team must place its thermometer cursor in a 0 zone of the team thermometer, without overflowing into another area. If, at the end of the preparation time, the referee determines that the setup does not meet the aforementioned requirements, the referee will move the cursor to the correct position. Throughout the preparation time, the team may ask the referee if the setup is correct.
- If the team provides the cursor, it cannot have a propulsion or braking system.
- If a team throws its cursor outside the playing area, the action will be canceled, and the team will not receive any points. However, the team will not be penalized.
- If a team *unintentionally* moves the opposing team’s cursor significantly, the non-offending team will receive the maximum score, and the offending team will not receive any penalty. In this case, “*significantly*” means that the cursor moves to a different zone. If the referee determines that this was done intentionally, the offending team may be penalized and the cursor returned to its previous position.
 - Penalty to be applied in this case: “Unfair or unsportsmanlike conduct: loss of 50 to 100 points.”

Examples:

3.1		Cursor correctly positioned over zone 0 on the thermometer.
3.2		Cursor incorrectly positioned over zone 0 on the thermometer.



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4.- Nest, Sweet Nest

Actions:

- Team’s main robot partially in its own valid area: 5 points.
- Team’s main robot completely in its own valid area: 10 points.

Constraints:

- To be considered partially in the zone, the main robot must have part of its vertical projection in the arrival area.
- To be considered completely in the zone, the main robot must have all of its vertical projection in the arrival area.
- The colored lines and the border of the table (on its 22mm thickness) around the area are also included in the arrival area.
- NOTE: Flexible robot components, such as cables, rubber hoses, etc., are not considered part of the robot’s vertical projection and do not count toward its perimeter. However, it is recommended that all these elements be secured to the robot's chassis to prevent any issues.
- The robot must be completely stopped and fully undeployed by the end of the match. Otherwise, it will be penalized, even if its activity after the match does not change the score. For example, if the robot moves or activates an actuator within the arrival zone after the match ends, the "Nest, Sweet Nest" action will be validated if applicable, but the team will also be penalized.
 - Penalty to be applied in this case: “Robot keeps moving when time runs out: loss of 50 points.”
- For the junior category, the driver must leave the remote control on the playing area immediately after the end of the match.



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5.- Munch Time:

Actions:

- Pantry with a SIMA: 5 points.
- All SIMAs eat the hazelnuts: 10 points.

Constraints:

- A team can homologate more than six SIMAs, as well as the ninja Sima, but only six SIMAs can be placed inside the starting area (nest) before the start of the match (in addition to the ninja SIMA in the granary).
- The team does not need to specify which SIMA will act as the ninja SIMA. They will simply place one of them on the granary (if participating with a ninja SIMA) and the rest on the nest.
- At the start of the match, each team must place the main robot and the SIMAs inside the nest. Teams may position the elements however they like, as long as they all fit inside the starting zone.
- The ninja SIMA may also move to a pantry to validate the "Pantry with a SIMA" action. If the SIMA Ninja is going to descend from the granary, it will ensure that it does not damage the playing field while falling. If there is any doubt, the referee may remove the SIMA from the game.
- If a SIMA leaves partially the nest, or the Ninja SIMA falls from the granary, before the 85th second, it will be removed from the game. This SIMA will not count toward the "Pantry with a SIMA" action and it will not be considered for the "All SIMAs eat the hazelnuts" action. The team will not be penalized. If this happens, it should be removed from the playground immediately to avoid disrupting the game elements (for example, the hazelnut crates on the pantries).
- If a SIMA moves after the match has ended, it will be removed from the match. This SIMA will not count toward the "Pantry with a SIMA" action and it will not be considered for the "All SIMAs eat the hazelnuts" action. The team will not be penalized. If, as it moves after the end of the game, it touches any element of the playground, the referee will return it to its previous position.
- For all SIMAs to validate the "All SIMAs eat the hazelnuts" action, each one—including the ninja SIMA—must keep an actuator moving before the end of the match and until the referee instructs otherwise. The actuator may begin moving at any time during the match.
- To validate the "All SIMAs eat the hazelnuts" action, the team must present at least one SIMA, and at least one of them must completely exit the starting area (i.e., the nest or granary starting area).
- To validate the "All SIMAs eat the hazelnuts" action, it is enough that at least one SIMA completely exits the starting zone and all of them keep the actuator moving. They do not need to end up on any pantry.
- The opposing robot cannot drag crates into the opposing team's nest to block the other team's SIMAs from advancing. The referee may apply an unfair play penalty.
- In the Junior category, SIMAs are not required to have a collision detection system. In the event of a collision, no penalties will be imposed, regardless of the consequences.



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- Penalties will only be imposed as a last resort if the referee judges it appropriate. For example, if a SIMA collides with an opponent's SIMA, knocking it out of the pantry, the non-offending SIMA will be returned to the pantry by the referee, and the SIMA that caused the collision will not necessarily be penalized. Collision penalties will only be applied if it is not possible to reverse the situation.



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6.- Collision detection and collisions:

Junior category:

- It is not required to incorporate a collision detection system.
- In the event of a foreseeable collision between the remote-controlled robot and a SIMA, the SIMA has the right of way. The remote-controlled robot is always responsible for a collision.
- A remote-controlled robot may not block the opposing robot’s path, unless doing so prevents a loss of points. For example, it may block access to an area where the opposing robot could steal game elements, but it may not trap the opposing robot in a corner of the playground.
 - Penalty to be applied in this case: “unfair or unsportsmanlike conduct: loss of 50 to 100 points.”



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7.- Competition:

Match Preparation:

- Teams will have 3 minutes, starting when the referee gives the signal, to position the robot and the SIMAs on the field. Once that time has elapsed, team members are no longer allowed to interact with the robots, with the exception of turning a device on or off to save energy.
- If the team has not finished placing its robots after 3 minutes, they will be penalized. During the preliminary series, a warning will be issued and the team will be given an additional three minutes if this is their first infraction. If the team commits the same infraction again after this time has elapsed, or during another match, the corresponding penalty will be applied. During the final phase, the corresponding penalty will be applied immediately once the first three minutes have elapsed.
 - Penalty to be applied in this case: “excessive preparation time: **loss of 50 points.**”
- Only two team members may enter the field area to place the robots on the playground.

Match:

- All matches scheduled for the preliminary round will be played between two teams. If one of the two teams is absent, the other team will play alone. To offset the potential advantage of the team that does participate, its score may never exceed the maximum score achieved in the other matches of the preliminary round. The absent team will receive a score of 0 points but may continue to participate.
- If both teams are not able to participate, and provided there is sufficient time remaining in the session, the match may be played at the end of that session. However, both teams will receive the corresponding penalty:
 - Penalty to be applied in this case: “excessive preparation time: **loss of 50 points.**”
- The final score can never be negative; if applicable, it will be set to 0 points.
- In the final rounds, if one team fails to attend, the other team will automatically qualify.
- To determine the ranking order in the preliminary round, the following criteria will be used (in the event of a tie based on one criterion, the next criterion in the order listed will be used):
 1. The sum of the scores from the matches in all rounds.
 2. The sum of the main robot's scores (excluding SIMA scores and penalties) from the matches in all rounds.
 3. If the tie persists:
 - If the tiebreaker does NOT result in the elimination of either team for the next round: A draw will be held to determine the ranking order.
 - If the tiebreaker results in the elimination of one of the teams for the next round: An additional match will be played between the affected teams.
- In the final round matches, the following criteria will be used to determine the winner (if there is a tie based on one criterion, the next one in the order listed will be used):
 1. Match score.
 2. Score of the main robot (excluding SIMA scores and penalties) for the match.
 3. Total score from the preliminary round matches.
 4. Replay of the match.



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End of the match:

- Once the match ends, the procedure will be as follows:
 1. The referees will score the points and enter them, on a provisional basis, into the refereeing application.
 2. The teams will review the points scored by the referees, and once they agree, the referees will validate them.
 3. If either team objects to the course of the game (collision, illegal play, etc.), the game will be referred for review. In any case, the playing field will be prepared so that the next game can begin (unless the objection relates to the final placement of game elements).
 4. Two representatives from each team will meet with the referee to present any objections they may have. Once these have been considered, the referee will issue a final decision, against which no further objections may be raised.
 5. Once the match has ended, no further objections may be raised, and the match result will be considered final.



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8.- Penalties:

1. The following Actions will result in **warning** the first time they occur, and a **point loss** starting with the second time. The warning only applies during the series; during the final phases, any action will result in a point loss, even if it is the first time. Penalties will only be imposed as a last resort when the referee determines that the situation cannot be reverted.
 - 1.a. loss of part or element of a robot on the playground: **loss of 20 points.**
 - 1.b. degradation of the table or a game element: **loss of 30 points.**
 - 1.c. false start: **loss of 50 points.**
 - 1.d. robot keeps moving when time runs out: **loss of 50 points.**
 - 1.e. excessive preparation time: **loss of 50 points.**
 - 1.f. robot change its start zone after 3 minute of preparation : **loss of 50 points.**
 - 1.g. unfair or unsportsmanlike conduct: **loss of 50 to 100 points.**
 - 1.h. on arbitration decisions: **loss of 50 to 100 points.**
 - 1.i. on decisions of the organization: **loss of 50 to 100 points.**
2. The following Actions will result in forfeiture of the match for the offending team (**0 points**):
 - 2.a. no robot and no SIMA exit from its starting area.
 - 2.b. removal of a point from an opposing protected element or protected area.
 - 2.c. repeated excessive preparation time.
 - 2.d. dimensional limitations not respected.
 - 2.e. repeated false start.
 - 2.f. voluntary fixate, vibrate the table.
 - 2.g. intervention of a team member on the table, game elements or robots, after the preparation time (with the exception of the emergency stop button).
 - 2.h. intervention of a team member on the table, the game elements or the robots, during the match.
 - 2.i. following arbitration decisions.
 - 2.j. following decisions of the organization committee.
3. The following Actions Will result in **disqualification of the team from the competition**:
 - 3.a. voluntary deactivation of robot avoidance systems.
 - 3.b. design robots that are noticeably similar to robots from other teams.
 - 3.c. intentional degradation of robot belonging to other teams.
 - 3.d. following decisions of the organization committee.

Multiple penalties may be assessed during the same match. The score of a forfeiting team will be set to 0, as will any negative score. Only the referees are authorized to intervene on the playing field or with the robots after the preparation time and during the match. If you are unsure, ask a referee for assistance to avoid disqualification.

A general definition of unsportsmanlike conduct is: “If the goal is to cause harm without contributing to the game, then it is unsportsmanlike conduct.” The assessment of penalties and unsportsmanlike conduct is at the referee’s discretion. No complaints are allowed after the game.