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I. TIRT Top International Robotic Tournament - General Rules Explanation

1.1 Definition

2025.10.27 版

These rules apply to all related competition events of the " The 2025 INTERNATIONAL ROBOTIC FESTIVAL IN TAOYUAN- TIRT Top International Robotic Tournament ". These rules are the general rules of the competition. For detailed regulations of each event, please refer to the attached competition rules.

1.2 Applicability

These rules apply to all domestic and international participants, teachers, teams, and related personnel of the " The 2025 INTERNATIONAL ROBOTIC FESTIVAL IN TAOYUAN- TIRT Top International Robotic Tournament ".

1.3 Implementation

- a. These rules are in effect during the entire " The 2025 INTERNATIONAL ROBOTIC FESTIVAL IN TAOYUAN- TIRT Top International Robotic Tournament ". All applicable parties must abide by these rules and demonstrate the spirit of the competition. Specific regulations of each event can be found in the attached rules. All applicable parties must thoroughly read these rules before the competition. Violation of the competition spirit or rules may result in disqualification and cancellation of results according to the regulations.
- b. During the implementation of these rules, if participants have any inquiries or questions, they should raise them to the referees before the competition starts. Once the competition begins, any subsequent objections will not be considered. In case of disagreements or differences in understanding the rules, the consensus of the referees will be the final decision. Any disputes that violate the appeal procedure may be rejected by the organizing unit, and all associated costs will be borne by the party raising the objection. Matters not covered by these rules will be decided and announced by the organizer or referees during the competition.

1.4 General Competition Regulations

- a. The 2025 INTERNATIONAL ROBOTIC FESTIVAL IN TAOYUAN- TIRT Top International Robotic Tournament will kick off with a series of warm-up competitions on October 18 and October 25–26. The official opening ceremony will take place on October 30 at the Zhongyuan Cultural and Creative Park. From November 1–2, the event will feature international robotics competitions alongside the Industry & Innovation Carnival. The carnival will bring together cross-sector brands including Taoyuan's tourism factories, startups, and international hospitality

providers. Attendees can enjoy a wide variety of DIY workshops, interactive games, and prize giveaways, showcasing the vibrant local spirit of Taoyuan while connecting with global innovation.

- b. Due to long-term renovations at the Taoyuan Arena in 2025, this year's competitions will be held across three separate venues on different dates. To comply with venue and environmental restrictions, only registered participants will be allowed to enter the competition areas.(For the Lightweight Sumo Robots category and TEMI Competition Series, please refer to the competition rules for detailed entry guidelines.) This policy is implemented to ensure the quality and fairness of the competition environment for all participants.**
- c. Violations by participants and teams in the following situations will result in disqualification and the revocation of rewards:**
 - ① Impersonating the original registrant to participate in the competition or registration check-in. If this is discovered by the staff or reported and verified as true, the original registrant (the whole team) and the replacement participants (the whole team) will be disqualified. If they participate in other " The 2025 INTERNATIONAL ROBOTIC FESTIVAL IN TAOYUAN- TIRT Top International Robotic Tournament " events, their results and qualifications will also be revoked and the rewards will be recovered.
 - ② Failure to meet the team composition or participant eligibility requirements of the competition category. For example: participants who do not hold valid student status recognized by the Ministry of Education, or, in the case of international teams, those who cannot provide age identification and proof of enrollment for verification. During the competition, if a parent, mentor, or other non-participant enters the competition venue or provides deliberate guidance through any means or electronic communication software, once discovered by the event staff or reported and verified as true, the participant will be disqualified as determined by the referees.
 - ③ During the competition, if parents, instructors, or other non-participants enter the competition venue or intentionally provide remote assistance through any means or electronic communication software, once discovered by the staff or reported and verified as true, and confirmed by the judges, the team will be disqualified.
 - ④ During the competition, if a participant assists a non-affiliated team in their competition, once discovered by the staff or reported and verified as true by others.

- ⑤ If a participating team carries tools and materials that violate the organizer's regulations into the competition venue, or carries prohibited items mentioned in the event regulations into the venue, once verified as true.
 - ⑥ Intentionally damaging the competition venue, competition props, or the works of other teams as determined by the organizer.
 - ⑦ Using dangerous items or engaging in behaviors that may affect the competition as determined by the organizer.
 - ⑧ Making inappropriate verbal or behavioral attacks against participating teams, spectators, referees, or event staff, as determined by the organizer.
 - ⑨ Any other matters deemed by the organizer or referees to affect the conduct of the competition or violate the spirit of the competition.
- d.** During the competition, the following circumstances may result in disqualification based on the judgment of the referees:
- ① Failure to complete the registration and check-in procedures according to the specified time.
 - ② Leaving the competition area without permission during the event and failing to respond after being called three times.
 - ③ Refusal to comply with the final ruling of the referees on the competition results.
 - ④ When the competition is announced, participants who are unable to return to their designated areas to participate in the competition in time (and are not allowed to request the referee to wait or delay the competition).
 - ⑤ If a team assists another team in repairing their work or using another team's work for competition, and this is discovered by staff or reported by others and confirmed to be true, both teams will be disqualified.
 - ⑥ Participants who intentionally damage the work of others or are deemed by the referee to have affected the progress of others' competition activities.
 - ⑦ During the competition, participants who use communication devices to transmit competition-related information, and after verification, it is confirmed that they have affected the progress of the competition or violated the competition rules.

- ⑧ Athletes or coaches who allow others, including family members, to use their athlete or coach pass to impersonate them and gain access to the competition area will be deemed in violation of the rules.

e. Other notes:

- ① Once participants enter the preparation area after the official start of the competition, they are not allowed to leave the preparation area, and teachers, parents, and other non-participants are not allowed to enter the preparation area. **(For the Lightweight Sumo Robots category and TEMI Competition Series, please refer to the competition rules for detailed entry guidelines.)**
- ② Organizers may require non-participants who attempt to enter or have entered the competition control area to leave the competition venue.
- ③ Organizers may require participants or non-participants who attempt to influence the competition results and progress to leave the competition venue.
- ④ Due to venue restrictions, access to each competition area requires a valid athlete pass. The pass may be in the form of a sticker, so athletes are advised to avoid damaging or losing it, as this may affect their eligibility to compete
- ⑤ The schedule for each competition will be adjusted flexibly based on the actual number of registered teams. Participants should refer to the latest announcements on the official website or on-site notices.
- ⑥ The organizer reserves the right to interpret, amend, or modify the event rules and details without prior notice.

1.5 Competition Venue

If the results cannot be determined due to venue conditions or unforeseen factors, the referee has the authority to determine a rematch, and participants are not allowed to object. If participants have any objections regarding the competition venue, they should raise them before the match starts. Objections raised after the competition starts will not be accepted, and the decision will be based on the judgment of the respective event referees.

- a. Referees have the authority to determine whether a rematch is necessary. If a rematch is deemed necessary by the referee, the result of the rematch will be considered final.
- b. Lighting, temperature, humidity, and other uncontrollable environmental factors, as well as hardware and spatial conditions, are considered challenges for participants and will not be taken

into account as factors for rematch decision. This cannot be used as a basis for protesting against the competition format.

- c. The organizers have the right to adjust the venue size or format before the competition, and such adjustments will be announced on the official website. Participants should pay attention to the latest information on the official website before the competition, and protests regarding the competition format based on this will not be considered during the event.
- d. Referees of each event have the authority to adjust the positions and forms of competition stages during the official competition, and objections will not be accepted.

1.6 Principle of Rule Clarification

- a. During the competition, the referee has the absolute decision-making power. Teams that are deemed to have lost their qualification by the referee should immediately withdraw their robots from the competition, and the scores of that round will not be counted.
- b. All events do not accept video evidence as proof. During the competition, the referee team has the highest authority. The referee team's decision will not be changed by watching video recordings of the competition.
- c. The results of the competition are determined by the referee team of each event. If there are any doubts, they must be raised by "participants or teachers" to the referee of the respective event (objections raised by non-participants or teachers will not be accepted). The referee's decision is final and cannot be objected.
- d. In case of situations where the rules cannot be determined during the competition, the referee has the authority to interpret and make final decisions, and objections will not be accepted.

II. Event and Registration Information

2.1 Registration Time and Instructions:

- a. Registration Date:

Registration is now open and will be based on the announcements of the co-organizers.

- b. Deadline:

The deadline will be announced according to the registration information of the co-organizers.

- c. For more information, please visit the TIRT official website: <http://www.tirtpointsrace.org>



III. Prize Collection Information

3.1 Awarded Admission Quota

a. Number of Winners

The number of awards will not exceed one-third of the completed teams (including the top three) as determined by the judges. For example:

If there are 100 registered teams and 80 teams complete the competition, the number of awards will be one-third of the completed teams (rounded down) which is 26. Subtracting the top three winners (one each), there are 23 awards for honorable mentions.

Note 1: Special awards or sponsor awards are not governed by these regulations and are subject to the announcements of the co-organizers.

3.2 Certificate Issuance Instructions

a. Certificate Presentation:

- ① The award certificates and prize money will be presented at the award ceremony on the day of the competition (participants will go on stage for name announcement and group photos). They will be distributed by the co-organizers after the competition.
- ② The award presentation will be conducted by the Taoyuan City Government. The event codes are Autonomous Vehicle Maker Challenge- Senior High School Student Group 、 Autonomous Vehicle Racing 、 Intelligent Service Competition - Food Runner Robots 、 Lightweight Sumo Robots 、 AGV Task Challenge 、 Maze Robot Competition , a total of 9 categories in 6 events, and the top three winners in each category will also receive certificates from the Ministry of Education, Republic of China(Taiwan)
 - If there are any changes, the official website of the organizer or on-site announcements shall prevail.

b. Participation Certificate

- ① Participants must complete the registration, attendance, and competition process on the day of the competition to be considered as completing the competition.
- ② Completed participants can use their registration number to log in to the website and apply for a participation certificate:

Application period for competitions held from 2025/10/18 to 2025/11/02: 2025/12/01 to 2025/12/31.

If no application is made within the specified time period, it will be considered as a waiver and no certificate will be issued.

- ③ TIRT official website QR code (download participation certificate, please request the link on the official website)<http://www.tirtpointsrace.org>



3.3 Comprehensive Competition Category Information and Numbered Schedule

(The schedules of each competition will be flexibly adjusted based on the actual number of registered teams. Participants should refer to the latest announcements on the official website for the most accurate information.)

10/30(Fri.) Taoyuan Chung Yuan Cultural And Creative Park - Opening Ceremony			
Performance Events			
Maze Robot Competition			
Autonomous Driving Grand Challenge			
Integrated Circuit Application - Electronic Components Soldering/ Unsoldering Contest			
Integrated Circuit Application - Electronic Components Soldering/ Unsoldering Contest - Professional Level			
Robots' Soccer Game			
Robots' Dragon Boat Racing			
Korfball by Humanoid Robot			
Lightweight Sumo Robots -Elementary School Group			

10/18(Sat.) ShaYangYe Robot Wonderland - Competition Categories			
Competition Events	Number	Group	Region
Elders and Youth Competition - Robot Remote Control Carnival	E-3	Mixed Age Group	Shayangye 6F Building

10/25(Sat.) ShaYangYe Robot Wonderland - Competition Categories			
Competition Events	Number	Group	Region
Makers Robotic Competition-Specific Group	A-1	Elementary School Group	Shayangye 6F Building

Makers Robotic Competition-Open Group	B-1	Elementary School Group
Autonomous Vehicle Racing	G-1	Senior High School Group
	G-2	College and University Group

10/26(Sun.) National Yunlin University of Science and Technology - Competition Categories

Competition Events	Number	Group	Region
Intelligent Service Competition - Food Runner Robots	E-1	Mixed Age Group	

10/26(Sun.) ShaYangYe Robot Wonderland - Competition Categories

Competition Events	Number	Group	Region
Makers Robotic Competition-Specific Group	A-2	Junior High School Group	Shayangye 6F Building
	A-3	Senior High School Group	
Makers Robotic Competition-Open Group	B-2	Junior High School Group	
	B-3	Senior High School Group	
Digital Science Competition	L-1	Senior High School Group	

11/01(Sat.) Taoyuan Chung Yuan Cultural And Creative Park - Competition Categories

Competition Events	Number	Group	Region
Korfball by Humanoid Robot	C-5	Mixed Age Group	Warehouse No.3
Bowling by Humanoid Robot	C-6	Mixed Age Group	
Maze Robot Competition	F-1	Senior High School Group	Warehouse No.10
	F-2	College and University Group	

Lightweight Sumo Robots	D-1	Elementary School Group	Warehouse No.14
Robots' Soccer Game	T-3	Senior High School Group	Warehouse No.2
	T-4	College and University Group	
Robots' Dragon Boat Racing	T-8	Senior High School Group	
	T-9	College and University Group	
AITEMI Robot Competition	T-6	Senior High School Group	Warehouse No.1
T1 Intelligent Car Racing	T-12	Senior High School Group	
Robots' Water Soccer Game	T-15	Senior High School Group	Warehouse No.2
TBOT Cagebot Robot Creative Design Competition	T-17	Senior High School, College, and University Group	
AITEMI Robot Creative Design Competition	T-19	Senior High School Group	

11/02(Sun.) Taoyuan Chung Yuan Cultural And Creative Park - Competition Categories			
Competition Events	Competition Events	Competition Events	Competition Events
AGV Task Challenge	C-1	Senior High School Group	Warehouse No.3
	C-2	College and University Group	
Lightweight Sumo Robots	D-2	Junior High School Group	Warehouse No.14
	D-3	Senior High School, College, and University Group	
APRA&CAGEBOT Remote-Controlled Soccer	H-1	Elementary School Group	Warehouse No.10
	H-2	Junior High School Group	
	H-3	Senior High School, College, and University Group	

Robots' Soccer Game	T-1	Elementary School Group	Warehouse No.2
	T-2	Junior High School Group	
Robots' Dragon Boat Racing	T-7	Junior High School and Elementary School Group	
AITEMI Robot Competition	T-5	Junior High School and Elementary School Group	Warehouse No.1
T1 Intelligent Car Racing	T-10	Elementary School Group	
	T-11	Junior High School Group	
Robots' Water Soccer Game	T-13	Elementary School Group	Warehouse No.2
	T-14	Junior High School Group	
TBOT Cagobot Robot Creative Design Competition	T-16	Junior High School and Elementary School Group	
AITEMI Robot Creative Design Competition	T-18	Junior High School and Elementary School Group	Warehouse No.1
AI Proobie Crazy Run - Individual Competition	J-1	Mixed Age Group	Warehouse No.3
Automation Shipping Challenge – Team Competition	J-2	Mixed Age Group	

3.4 Daily Schedule Explanation

10/30(Thu.) Taoyuan Chung Yuan Cultural And Creative Park - Opening Ceremony	
Schedule Items	Time Slot
VIP Registration	14 : 00 - 14 : 30
Opening by the Host/ Opening Performance	14 : 30 - 14 : 35
VIP Introduction/ VIP Remarks	14 : 35 – 14 : 45
Awards Presentation Ceremony	14 : 45 - 14 : 50
Launching Ceremony/ Official Group Photo	14 : 50 - 14 : 55
Press Conference	14 : 55 - 15 : 00

Exhibition Match	15 : 00 - 15 : 20
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10/18(Sat.) 、 10/25(Sat.) 、 10/26(Sun.) ShaYangYe Robot Wonderland	
10/26(Sun.) National Yunlin University of Science and Technology	
11/01(Sat.) Taoyuan Chung Yuan Cultural And Creative Park	
Schedule Items	Time Slot
Player Entrance	08 : 00 - 09 : 00
Competition Schedule for Various Events	09 : 00 – 16 : 00
Calculating Results and Rankings	16 : 00 - 16 : 30
Award Ceremony	16 : 30 - 17 : 30

11/02(Sun.) Taoyuan Chung Yuan Cultural And Creative Park	
Schedule Items	Time Slot
Player Entrance	08 : 00 - 09 : 00
Competition Schedule for Various Events	09 : 00 - 16 : 00
Calculating Results and Rankings	16 : 00 - 16 : 30
Closing and Award Ceremony	16 : 30 - 18 : 00

※ **The organizer reserves the right to flexibly adjust the process and time based on the actual situation at the event venue.**

- a. 08:00-18:00 is the public activity time. The public can enter and participate (based on the fairness principle of the competition, they are not allowed to enter the competition venues, but can watch from outside the venues). All activities will end at 18:00, and non-staff members should leave the competition area after 18:00.
- b. If the schedule is not completed by 17:00, it will be carried out according to the instructions of the event's chief referee.
- c. The above is a preliminary competition schedule. The specific details of the process, such as check-in time and location, will be announced for each event.

- d. After each event (or after calculating the results), the referee will announce the winning team. Please follow the instructions of the chief referee for the award ceremony, which will take place from 16:30 to 18:00 daily. (Adjustments may be made based on the competition situation, so please pay attention to the organizer's announcements on the competition day.)

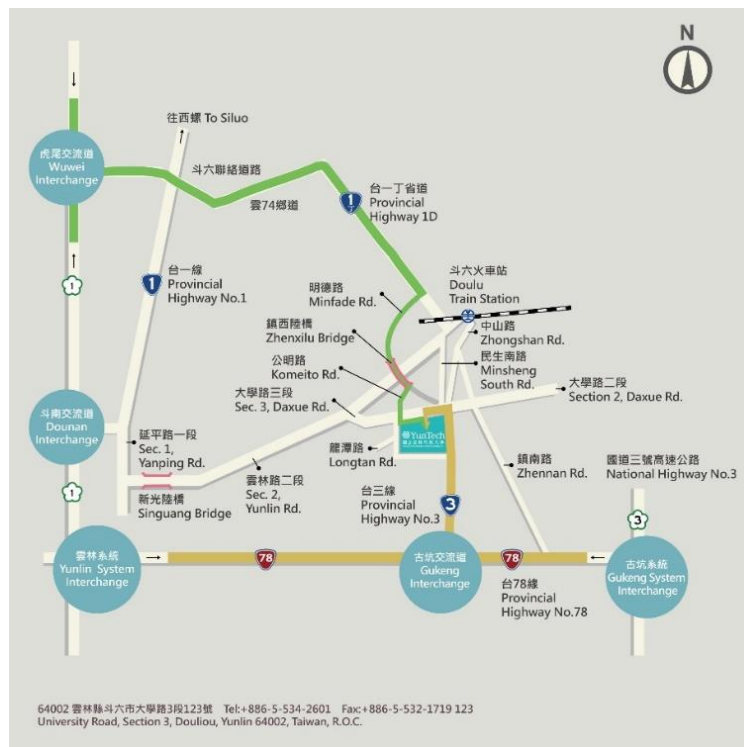
Note 1: If participants are participating in multiple events or multiple days of the competition, they need to pay attention to the schedule arrangement. The organizer will not take responsibility if the delay of one event affects the progress of other events, and participants cannot protest due to this.

Note 2: Please refer to the announcements of the co-organizing units for the detailed schedule of each event.

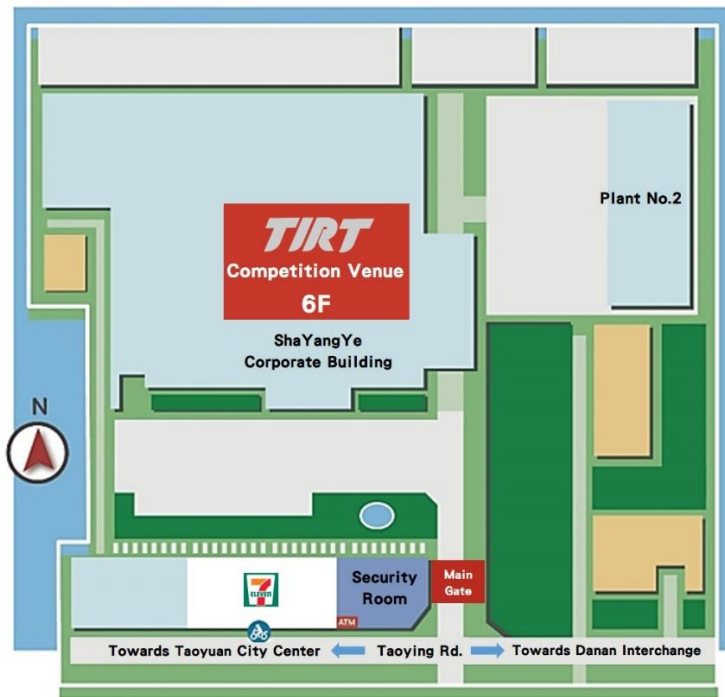
IV. Competition Venue Information

4.1 Description of the Competition Venue

① National Yunlin University of Science and Technology



② Shayangye



③ Chung Yuan Cultural And Creative



國際新創機器人節 競賽日程一覽表 Competition Schedule

11/01.SAT 中原文創園區.CYCC

產業應用 Industrial applications

- 14倉 • 相撲機器人輕量級 Lightweight Sumo Robots
- 10倉 • 迷宮機器人挑戰賽 Micromouse Maze Robot Competition

水上爭霸 Aquatic Robotics Challenge

- 2倉 • 機器人划龍舟競賽 Robots' Dragon Boat Racing
- 2倉 • 機器人水上足球賽 Robots' Water Soccer Game

陸地競技 Robot Mission

- 3倉 • 人型機器人合球競賽 Korfball by Humanoid Robot
- 3倉 • 人型機器人保齡球競賽 Bowling by Humanoid Robot
- 2倉 • 機器人踢足球競賽 Robots' Soccer Game
- 1倉 • AITEMI太空探險競技賽 AITEMI Robot Competition
- 1倉 • T1智能賽車競賽 T1 Intelligent Car Racing

創新創意 Creative Challenge

- 2倉 • 機器人創意造型設計競賽A組(限TBOT)
- 1倉 • 機器人創意造型設計競賽B組(限AITEMI)
- Robot Creative Modeling Design Group A (TBOT only) B (AITEMI only)

11/02.SUN 中原文創園區.CYCC

產業應用 Industrial applications

- 3倉 • AGV任務挑戰賽 AGV Task Challenge
- 14倉 • 相撲機器人輕量級 Lightweight Sumo Robots

水上爭霸 Aquatic Robotics Challenge

- 2倉 • 機器人划龍舟競賽 Robots' Dragon Boat Racing
- 2倉 • 機器人水上足球賽 Robots' Water Soccer Game

陸地競技 Robot Mission

- 2倉 • 機器人踢足球競賽 Robots' Soccer Game
- 1倉 • AITEMI太空探險競技賽 AITEMI Robot Competition
- 1倉 • T1智能賽車競賽 T1 Intelligent Car Racing
- 3倉 • AI實比大爆走-個人賽 AI Probbie Out of Control - Individual Competition
- 3倉 • 自動化出貨大挑戰-團體賽 AI Robotic Dispatch Automation Challenge - Team Competition
- 10倉 • APRA & CAGEBOT 遙控足球機器人挑戰賽 Remote-Controlled Soccer Competition

創新創意 Creative Challenge

- 2倉 • 機器人創意造型設計競賽A組(限TBOT)
- 1倉 • 機器人創意造型設計競賽B組(限AITEMI)
- Robot Creative Modeling Design Group A (TBOT only) B (AITEMI only)



Chung Yuan Cultural And Creative- Parking Information

P1 : Chung Yuan Cultural And Creative Public parking

Car: \$30 per hour, daily maximum \$120

Scooter/Motorcycle : \$20 per entry

P2 : City Parking

Car: \$30 per 30 minutes, daily maximum \$150

P3 : Zhongyuan Driving School Parking Lot

Car: \$40 per hour, daily maximum \$100

4.2 General Description of the Competition Venue

a. Venue Environment

- ① Due to hardware setup, there may be some impact on the competition venue, which is an unchangeable factor. If participants have concerns about the lighting on-site, they should consider participating or adjust their equipment at the venue during the designated time permitted by the organizer or co-organizer.
- ② The organizers will provide a designated working area for participants. Please bring your own portable power supply, as no electrical service will be available at the venue. While there may be 220V outlets in certain areas, connecting to any power source—either inside or outside the competition area—is strictly prohibited to prevent potential hazards or damage to equipment. Participants will be held fully responsible for any incidents resulting from violations, including personal liability and compensation for any damages caused.
- ③ Multiple teams will be simultaneously competing at the competition venue. Participants should pay attention to the functionality of their equipment's WiFi or Bluetooth connections. If participants have concerns about this matter, they should consider participating in the competition.

b. Venue Regulations

- ① It is prohibited to throw any objects or garbage from outside (higher areas) into the competition venue. If such behavior is found, the organizer has the right to remove the violator from the venue, and they will be prohibited from entering the venue for the duration of the event.
- ② Eating, chewing gum/betel nuts, and drinking beverages are prohibited in all competition areas. However, participants can bring sealed water bottles into the venue. If participants have food or beverage needs, they should go to the designated spectator area (or move to it) and clean up their own garbage to maintain the cleanliness of the venue.