



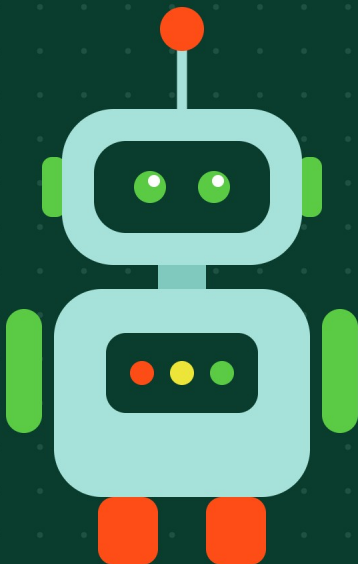
GLOBAL ROBOTICS & INNOVATION CHAMPIONSHIP

International Rulebook

Every league, age group, rule and award in one place. Made for students, teachers and parents.

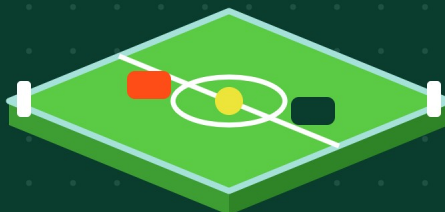
Season: International Round

3 Leagues · 3 Age Groups



Project League

Build & present



Arena League

Play head-to-head



Startup League

Pitch like a founder



One championship. Three leagues. Every young innovator.

A worldwide robotics and innovation championship where students build, play and pitch.

3

Leagues

3

Age groups

1

International stage

INSIDE

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Three age groups. Each judged on its own.

Students compete only within their own age group, so every young innovator gets a fair stage and their own prizes.



EXPLORER

Grades 1–5

Primary school



CHALLENGER

Grades 6–10

Middle & secondary
school



PRO

University

College & university
students

LEAGUE	TEAM SIZE	AGE GROUPS	FORMAT
Project League	 1–4 students	Explorer Challenger Pro Each judged separately	Booth display + 3–5 min presentation
Arena League	 1–2 students 1 robot per team	Open track* May be split by age group	Head-to-head robot mini soccer
Startup League	 1–4 students	Pro Made for college & university founders	Live pitch to judges, Shark Tank style

*Arena League runs as one open track. Where school participation is strong, the national organiser may split it into Explorer, Challenger and Pro.



Team members may come from the same or different institutions.



Every team registers a unique team name and one team leader.



In Project and Startup League, each student joins only one team.

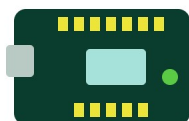


No kit limits. Build with anything.

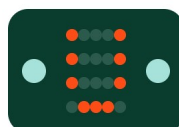
Use any materials you like and mix them freely in one project. Judges score the idea and how well it works, never the brand of the kit.



LEGO



Arduino



micro:bit



Anything else



Physical builds

Robots, models, devices and machines.



Digital creations

Software, apps, simulations, games and other computer-based projects.

✓ **No physical robot required.** Digital projects are evaluated fairly alongside physical builds.

Your GRIC journey

5 STEPS

1

Register

Online on the GRIC website or your country's dedicated GRIC website

2

Prepare

Get your project, robot or pitch ready. Everything is brought on event day

3

Check in

At the registration desk on event day. Arena robots go to inspection

4

Compete

Present your project, play your matches or pitch to the judges

5

Celebrate

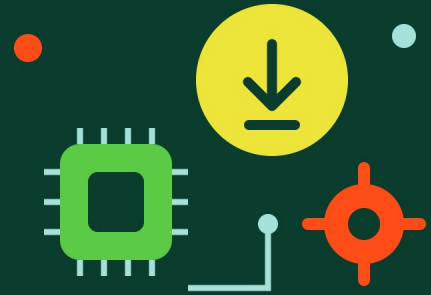
Prizes, special awards and medals for every age group



Project League

Show what you built.

A project showcase: display your robot, prototype, model or working demo at your booth and present it to the judges.



TEAM

1–4 students

AGE GROUPS

**Explorer •
Challenger • Pro**

FORMAT

**Booth display +
presentation**

BUILDS

**Physical, digital
or hybrid**



Bring on event day

No pre-submission needed

- **Your prototype, model or demo** (hardware, software or hybrid)
- Optional short report: problem, design, testing and results (2–5 pages)
- Your own laptop, chargers, adapters and power strip
- **A poster or PDF/PPT** that explains the project clearly
- A backup: offline demo, screenshots or a recorded demo on USB

Your presentation



1 The problem

2 How it works

3 What you tested

4 What you learned

Demonstrate while you speak. Judges visit booths in any order, so be ready at your display during your assigned time.



How projects are scored

Judges score every project out of **100 points**. Each age group is judged separately.

20

20

25

15

20



Problem & relevance

A clear, real need and a realistic context

20



Innovation

A new idea or smart improvement, with thoughtful design choices

20



Technical quality

A working demo, software and design depth, correct concepts

25



Testing & evidence

Measurements, trials, comparisons and honest limitations

15



Presentation & storytelling

A clear story, good visuals and confident answers to questions

20



Strong in one area? Special awards also recognise the best presentation, teamwork, structure, software and design. See page 12.

Display & safety rules



Your setup fits on **one table**. Keep cables tidy and safe for visitors.



No open flames, dangerous chemicals, sharp exposed blades or unsafe high-voltage systems.



Moving parts? Demonstrate safely with guards, low speed or a safe distance.



Credit any borrowed code or assets.



Used AI tools? Say where (text, images or code). You must still explain your work clearly.



Disqualification

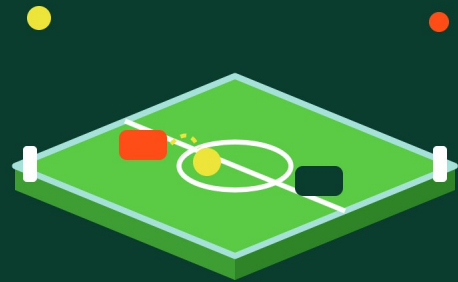
- Plagiarism or a copied project without credit
- Unsafe project setup or unsafe behaviour
- False results or claiming others' work
- Harassment, cheating or ignoring organisers



Arena League · Mini Soccer

Robots go head to head.

Two teams, one enclosed field. Drive your robot by hand, wirelessly, and score more goals than your opponent.



TEAM
1–2 students

AGE GROUPS
Open track*

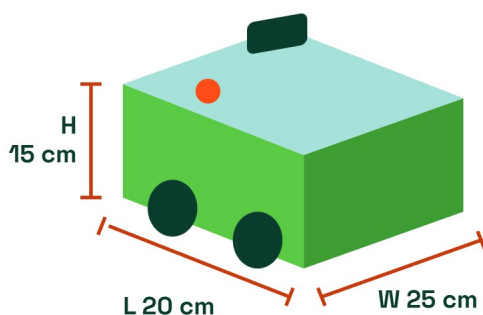
CONTROL
Manual, wireless

MATCH
5 or 9 minutes

*One open track. The national organiser may split it by age group when school participation is strong.

Robot rules

ONE ROBOT PER TEAM · CHECKED AT INSPECTION



Max 1.5 kg, battery included

MOTORS
TT motors

POWER
13 V max onboard

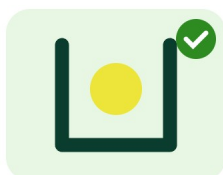
BODY
Any material

WIRELESS LINK
RF, Wi-Fi, Bluetooth

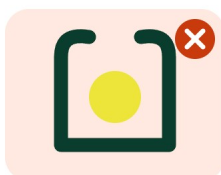
CONTROLLER
Joystick, gamepad, phone or any wireless controller

NOT ALLOWED
Wired connections during play · Jamming devices

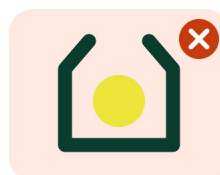
Front clamp: the ball must roll free



Open U shape



Hooked tips



Angled-in tips

No slope mechanism

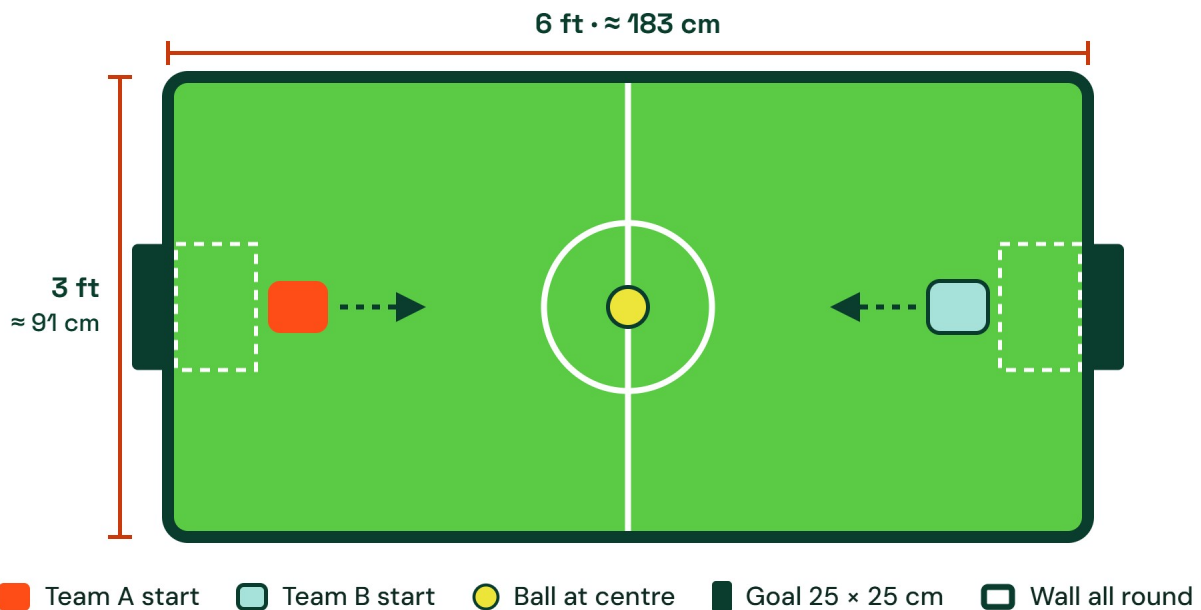


Tennis-ball size

6.5–6.85 cm diameter



The field & how to play



Robot inspection at least
30 min before your
match



Bring batteries, chargers,
tools and power strips



No battery change or
changes to the robot at
half-time

Rules of the game

1

A **coin toss** decides each team's side for the first half.

2

Robots start in front of their own goal. The referee places the ball at the centre.

3

Touching the ball **before the whistle** gives a penalty.

4

Robot still for **15 seconds**? The referee may restart and give a penalty.

5

After a goal, the team that conceded restarts from the centre with the ball.

6

Robots tangled? The referee pauses and restarts from the starting positions.

7

Play the ball. Blocking, pushing or fighting without playing it is penalised.

8

Ball stuck in a corner? The referee calls a **corner restart**.

9

Only the referee may enter the game zone during play.

10

Unsafe behaviour or serious arena damage can lead to disqualification.



Matches, scoring & penalties

STAGE	Half	Break	(minutes)	TOTAL	GOAL RESET
Group Round	2	1	2	5 min	15 s
Quarter Final	2	1	2	5 min	15 s
Semi-Final	3.5	2	3.5	9 min	20 s
Final	3.5	2	3.5	9 min	20 s

Fixtures are set by the organisers (lottery or bracket) and the exact schedule is announced in advance. The referee may call a time-out to explain a decision or let a damaged robot be repaired.



10 pts
for every goal

A goal counts when the ball **fully** crosses the goal line.

Own goals are awarded to the opponent.

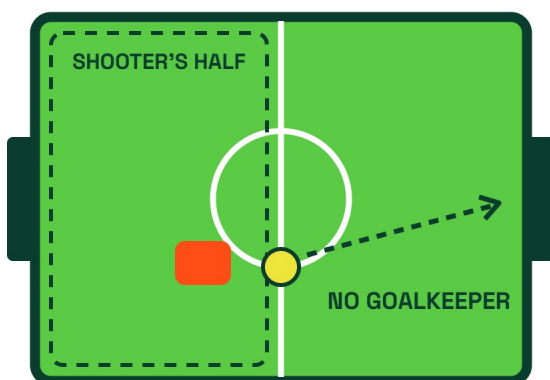
Draw at full-time



3 penalty shots each



Still tied? Sudden-death penalties



Penalty shoot-out

- The ball is placed at the bottom point of the centre circle.
- The shooting robot starts anywhere in its own half and may push or kick the ball.
- It must not cross the centre line during the shot.
- There is no goalkeeper in the defending goal.
- The ball must leave the centre line within **10 seconds**, or the attempt is cancelled.



Startup League

Pitch your startup, Shark Tank style.

For college and university founders. Pitch a product or service that solves a real problem to a panel of judges.



TEAM

1–4 students

AGE GROUP

Pro

FORMAT

Live pitch

PITCH TIME

Up to 10 minutes

1 Check in

Arrive 60 minutes before your reporting time with everything ready.

2 Live pitch

Up to 10 minutes, demo included. Judges may stop pitches that run over.

3 Judges' Q&A

Answer the judges' questions with confidence. It counts towards your score.

Bring to your pitch

NO PRE-SUBMISSION

Pitch deck, maximum 12 slides

Required

1-page executive summary

Required

Evidence of problem research:

surveys, interviews, field notes, photos or data

Required

Prototype or MVP: demo, mock-up, simulation or clickable design

Recommended

Demo video, maximum 2 minutes

Optional

Team rules

- One entry per team. Each student joins only one Startup League team.
- All work must be original. Credit any borrowed ideas, images or code.
- Mentors are welcome, but students lead the pitch, the deck and the decisions.

On event day



Arrive **60 min** before your reporting time



Bring laptop, chargers, adapters, extension cord



Internet is not guaranteed: keep offline backups



No unsafe demos at the venue



A 12-slide pitch deck

A suggested structure. Change the order if you like, but cover every topic clearly.

01 Title Startup name, team name and a one-line description	02 Problem Who has it, where it happens and why it matters	03 Solution What your product or service does for the user	04 How it works The key mechanism or workflow in simple steps
05 Why now, why you The insight, research or advantage behind it	06 Users & market Your main user group and a simple, realistic estimate	07 Business model How you earn revenue or sustain operations	08 Competition What people use today and why yours is better
09 Validation Tests, pilots, interviews, feedback or early results	10 Roadmap Milestones for the next 3–6 months	11 Team & roles Who does what, and why you can deliver	12 The ask Funding, mentors, pilot partners, users or lab support

How pitches are scored

100 POINTS

20	20	15	15	15	15
Problem & customer clarity Clear user pain and context	20	Solution & differentiation Clear value and a real advantage	20	Feasibility & execution plan A realistic path to build and deliver	15
Validation & prototype Evidence of testing and progress	15	Market & business model Sensible market logic and revenue plan	15	Pitch quality & Q&A Clarity, timing, teamwork, answers	15

✗ Disqualification

- Missing required items on event day
- Plagiarism or false claims about progress
- Disruptive, unethical or unsafe conduct
- Influencing judges or ignoring organisers

Your ideas stay yours

- Teams keep ownership of their ideas.
- GRIC may show slides, photos and clips to promote the event, crediting teams.
- Keep confidential details out of your pitch.
- GRIC gives no legal, tax or investment advice.



Every effort counts.

GRIC recognises students in several ways in every category, so young innovators go home proud of what they did well.



Explorer



Challenger



Pro

MEDAL SYSTEM

Medals for every student above the line.

Medals are not only for the top three. Every student who scores **30 or more** earns a medal. The higher the score, the higher the medal.



Keep building

Bronze
30–49

Silver
50–69

Gold
70–100

0

▲ 30 medal line

50

70

100

Special awards

FOR STANDOUT STRENGTHS



Best
Presentation



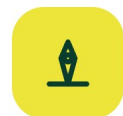
Best
Teamwork



Best
Structure



Best Software



Best Design



More than one way to shine: every category and age group has placement prizes, special awards and medals.



Event day & general rules



Registration

- Register online on the GRIC website or your country's dedicated GRIC website.
- Each team registers a unique team name and one team leader.
- On event day, check in at the registration desk at the venue.



Parents are welcome!



Walk around, see the projects, watch the matches and cheer.



During judging, please wait outside the judging area so students can present on their own.



Bring with you

- Your own laptop, chargers, adapters and power strip
- Offline backups of your files and demo. Internet is not guaranteed
- Arena teams: batteries, chargers and tools for the robot



Fair play

- Original work only. Credit any borrowed ideas, code or assets
- Say where you used AI tools, and be ready to explain your work
- Safe builds and safe behaviour at all times
- Follow the organisers, judges and referees



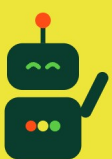
Rules may be updated until the day before the competition.



Judges' and referees' decisions are final.



Questions? Write to contact@gric.global



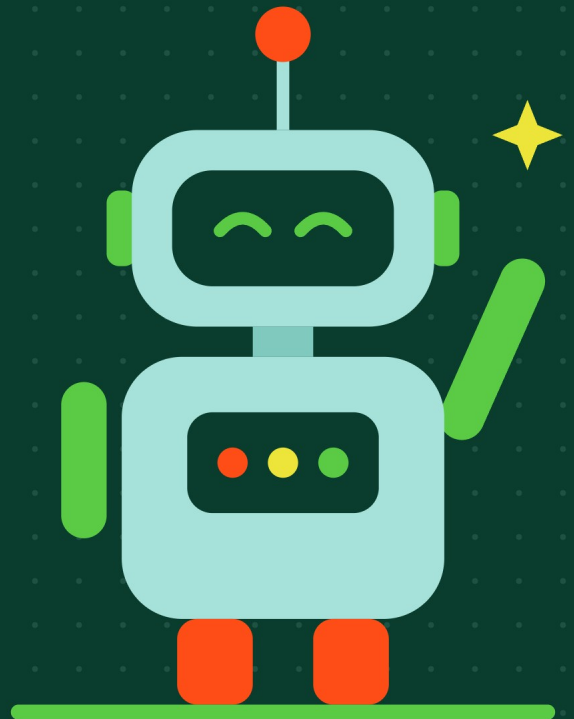
Good luck to every team!



GLOBAL ROBOTICS &
INNOVATION CONSORTIUM

Build. Play. Pitch.

See you at the Global Robotics &
Innovation Championship.



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