



GENERAL RULES



UNIVERSAL ROBOTICS OLYMPIAD 2026

[Explorers](#) | [Trailblazers](#) | [Visionaries](#)

SEASON 2026

Organized by

ALYSS

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1. Team and age group definitions

- 1.1 Students can participate individually or in teams of Five.
- 1.2 Each student or team must be guided by a coach.
- 1.3 A team can consist of one student and one coach.
- 1.4 A student may only participate in one of the URO categories and modes during a season.
- 1.5 A student may only be a part of one team.
- 1.6 The minimum age for a coach is 18 years old.
- 1.7 Coaches are allowed to work with more than one team.

Elementary	Student 7 – 10 year old
Innovators	Students 10-15 years old
Visionaries	Students 15-17 years old

2. Responsibilities and team's own work

- 2.1 Students should play fair and show respect towards other teams, coaches, judges, and competition organizers.
- 2.2 The construction and coding of the robot must be done solely by the team members.
- 2.3 The judge has the final say in all decisions.

3. Robot material & regulations

3.1 Explorers category

- 3.1.1** Each team builds one robot to solve the challenges on the field.
- 3.1.2** The maximum dimensions of the robot before it starts a run are 250 mm x 250 mm x 250 mm. After the robot has started, its dimensions are no longer restricted.
- 3.1.3** Teams are allowed to use only the LEGO® Education NXT kit, LEGO® Education EV3 kit, LEGO® Education SPIKE Prime kit, and LEGO Mindstorms Robot Inventor kit along with their official motors, sensors, and batteries to build the robot.
- 3.1.4** A team is allowed to bring and use only one controller during practice time or robot runs.
- 3.1.5** The robot must be autonomous or semi-autonomous and must complete the missions by itself.
- 3.1.6** Any form of radio communication, remote control, or wired control systems is not allowed while the robot is running.
- 3.1.7** In case of semi-autonomous robots, teams are not allowed to use a laptop, tablet, or any other device to transfer code once the robot run has started.
- 3.1.8** During an attempt, the team is allowed to touch or grab the robot only when any part of it - such as a wheel - touches (top view) the Home Area. If a team touches a robot that is not in contact with a Home Area, the judge will place the robot in the nearest Home Area.
- 3.1.9** Teams are allowed to move the robot from one Home Area to another, but only the robot may be moved - not any challenge objects.
- 3.1.10** During an attempt, team members are not allowed to touch any challenge object outside the Home Areas. If a team touches a challenge object outside a Home Area, the judge will place the touched item at its original location on the field, in the state it was in when touched.
- 3.1.11** When placing the robot in the Home Area to begin a challenge, the robot must be completely inside the Home Area. At the end of the task, if the robot's top-view projection is completely or partially inside the Home Area, it will be considered inside.
- 3.1.12** Teams can assemble the robot and keep it ready before the recording. They do not need to re-build the robot during the video recording.
- 3.1.13** The maximum time allowed for the robot run is 3 minutes.

3.2 Trailblazers category

- 3.2.1** Each team builds one robot to solve the challenges on the field.
- 3.2.2** The maximum dimensions of the robot before it starts a run are 250 mm x 250 mm x 250 mm. After the robot has started, its dimensions are no longer restricted.
- 3.2.3** Teams are allowed to use only the LEGO® Education NXT kit, LEGO® Education EV3 kit, LEGO® Education SPIKE Prime kit, and LEGO Mindstorms Robot Inventor kit along with their official motors, sensors, and batteries to build the robot.
- 3.2.4** A team is allowed to bring and use only one controller during practice time or robot runs.
- 3.2.5** The robot must be autonomous or semi-autonomous and must complete the missions by itself.
- 3.2.6** Any form of radio communication, remote control, or wired control systems is not allowed while the robot is running.
- 3.2.7** During an attempt, the team is allowed to touch or grab the robot only when any part of it - such as a wheel - touches (top view) the Home Area. If a team touches a robot that is not in contact with a Home Area, the judge will place the robot in the nearest Home Area.
- 3.2.8** Teams are allowed to move the robot from one Home Area to another, but only the robot may be moved - not any challenge objects.
- 3.2.9** During an attempt, team members are not allowed to touch any challenge object outside the Home Areas. If a team touches a challenge object outside a Home Area, the judge will place the touched item at its original location on the field, in the state it was in when touched.
- 3.2.10** When placing the robot in the Home Area to begin a challenge, the robot must be completely inside the Home Area. At the end of the task, if the robot's top-view projection is completely or partially inside the Home Area, it will be considered inside.
- 3.2.11** Teams can assemble the robot and keep it ready before the recording. They do not need to re-build the robot during the video recording.
- 3.2.12** The maximum time allowed for the robot run is 3 minutes.

3.3 Visionaries category

- 3.3.1** Each team builds one robot to solve the challenges on the field.
- 3.3.2** The maximum dimensions of the robot before it starts a run are 250 mm x 250 mm x 250 mm, including cables. After the robot has started, its dimensions are no longer restricted.
- 3.3.3** Teams are allowed to use only the LEGO® Education NXT kit, LEGO® Education EV3 kit, LEGO® Education SPIKE Prime kit, and LEGO Mindstorms Robot Inventor kit along with their official motors, sensors, and batteries to build the robot.
- 3.3.4** Only LEGO®-branded elements are allowed in the construction of the robot.
- 3.3.5** The number of motors and sensors that can be used is not restricted.
- 3.3.6** A team is allowed to use only one controller during the robot runs.
- 3.3.7** The robot must be autonomous and complete the missions by itself.
- 3.3.8** Any form of radio communication, remote control, or wired control systems is not allowed while the robot is running.
- 3.3.9** A team is not allowed to perform any actions or movements to interfere with or assist the robot after it has started its run.
- 3.3.10** Any software may be used to code the robot, and teams can prepare the code before recording the robot run.
- 3.3.11** Teams can assemble the robot and keep it ready before the recording. They do not need to re-build the robot during the video recording.
- 3.3.12** The maximum time allowed for the robot run is 2 minutes and 30 seconds.

4. Challenge mat and equipment

- 4.1** In this category, the robot solves missions on a field. Each age group has its own mat, as the missions vary by age group.
- 4.2** The dimensions of the URO Innovators and Visionaries category mats are 2362 mm x 1143 mm each.
- 4.3** The challenge objects are built from LEGO bricks.
- 4.4** It is not allowed to damage challenge objects. If a challenge object is damaged, the potential score for that challenge object does not count.
- 4.5** Students may place the challenge mat on any flat surface to record their robot run.
- 4.6** Innovators category: The robot should start from one of the two Home Areas and must be completely inside the Home Area at the start.
- 4.7** Visionaries category: The robot should start from the Start and Finish Area and must be completely inside this area at the start.

5. How to create my video for URO

5.1 General

- 5.1.1** Team Members Only: Ensure that only team members are visible in the video - no coaches or parents.
- 5.1.2** Landscape Mode: Record the video in landscape orientation (16:9) for the best viewing experience.
- 5.1.3** Stable Camera: Keep the camera steady. Use a tripod if possible to avoid any shaking.
- 5.1.4** Sound Quality: Perform a sound check before recording to ensure that your voices are clear and audible.
- 5.1.5** Lighting: Check the lighting to ensure that all team members are well-lit and clearly visible.
- 5.1.6** Natural Speed: Record at normal speed - do not adjust the video speed during recording or editing.
- 5.1.7** Visible Timer: Place a timer, such as a tablet or smartphone, in view of the camera. Ensure it is clearly visible throughout the video.

6. How to submit my video for URO

- 6.1** Ensure Compliance: Before posting, double-check that your video meets all the requirements outlined in “How to Create My Video for URO.”
- 6.2** Upload to Google Drive: Upload your video to Google Drive. Make sure the video is set to public, as private videos cannot be judged. Please note that submitted videos may be published on the official URO channel/platform to support transparency and participant viewing.
- 6.3** Submit Your Video:
 - Open the official URO submission form.
 - Fill in all required information.
 - Copy and paste the public Google Drive link to your video. Please share only one video link.
 - Upload the scanned copy of the score sheet.
 - Submit the form.

7. Awards

7.1 All participants will receive a medal certificate (soft copy) based on the percentage of total points scored in their robot run video.

7.2 Soft copies of the medal certificates will be sent to the registered email ID. The results will be published through the official URO website/platform.



Universal Robotics Olympiad 2026

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