

What's New in Botball 2026

Technology Changes

- **New IDE**
 - **V32.0.0**
 - This has several new features including:
 - Live effector controls and viewer (motors, servos, sensors)
 - Users can be organized into classrooms
 - Right click to delete or rename projects or users
 - Common and full documentation popups
 - Uploading users/projects/files
- **Current Wombat (pre-new IDE) updates**
 - **V31.2.0**
 - Fixes no IP or password issues
 - No longer need to toggle Wi-Fi to solve issue
 - No delays when many Wombats are in a room
- **KIPR recommends users update to at least this version or the new IDE in V32.0.0**
- **Simulator**
 - 2026 Botball Fall Game in Simulator
 - 2026 Botball Game in Simulator
 - Jump to your progress on leaderboard
 - Download your leaderboard progress report

Kit Part Changes in the 2026 Kit

- Additions to the Kit
 - a. An extra set of Solarbotics wheels. You can use mecanum wheels on one robot and Solarbotics on the other or Solarbotics wheels on both of your robots.
 - b. KIPR Metal Parts
 - i. An extra Polulu caster (you may use two in 2026)
- KIPR is releasing some custom parts that teams can use for their 3D prints
- All 3D prints submitted last year are available on the team homebase
- Only sensors that were in the kit from 2020 and onward may be reused. Sensors should look the same as the ones that are in the electronics kits that teams receive every year.

Changes in game FAQ and KIPR-team communication

- **All FAQ and team communication will be on the team homebase (kipr.org)**

Changes in Documentation and Surveys

- Check rubrics on team homebase for changes to any questions

Game Board

- No FRP divider on the game table
- Teams do not have to print the full drum dispenser, alternatives include
 - A manual simple 3D print is also available on the team homebase
 - You can also use leftover corrugated plastic, cardboard or similar to make a ramp at the correct angle and roll them down manually

Rule Changes

- **Complete rules should be reviewed in the game review on the team homebase on kipr.org**
- Teams may send up to 4 team members to the practice tables.
- New Spirit of Botball/Interference Rules for 2026

- **Intentional Contact:**
If a robot or any portion of a robot intentionally crosses into the opponent's game area (not neutral areas) and **touches or interferes with an opponent's robot**, that team will be **Disqualified (DSQ)** and lose the match.
- **End-of-Game Contact:**
If a robot is **intentionally touching** the surface of the opponent's side or their scoring areas (not mutual scoring areas) at the end of the game, the opponent will receive a **bonus equal to 25%** of the offending team's total score.
- **Game Piece Interference:**
If a robot **intentionally throws, launches, or pushes game pieces** into the opponent's game area to disrupt **the opponent's robot, movement, or scoring**, that team will be **Disqualified (DSQ)** and lose the match.
- Game pieces placed in scoring position on the exterior loading dock may not be intentionally disrupted by the opposing team, or the team will be **Disqualified (DSQ)** and lose the match.
- **3D Printing**
 - PLA and PETG may be used to print parts.
 - Teams may use a total of six 3D-printed parts on their robots this year instead of four.
 - Specific wording changes and rules should be reviewed in the game review on the team homepage.