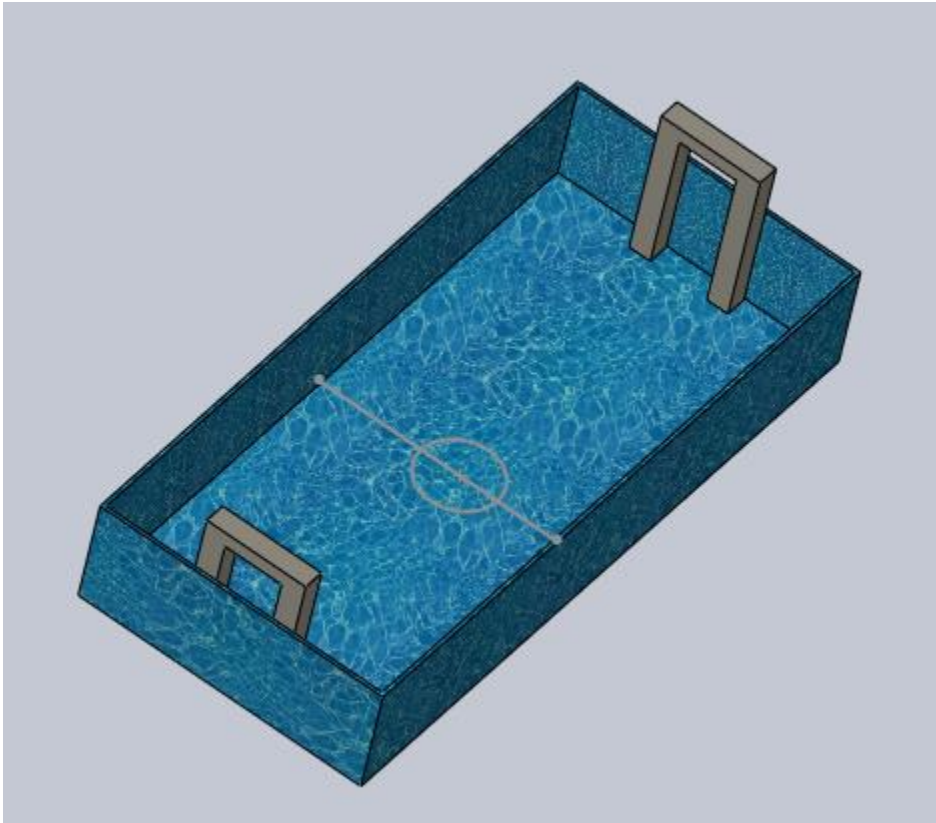# AQUABALL

Introduction:

Live the experience of playing the combination of water polo and football- bot style!

ARENA:

- The arena is the water pool of **3m x 2m**.
- Arena will have two goal posts of 60 cm length and 40 cm height.
- The distance of penalty point from goal post is 75 cm.
- Ball of 30 mm diameter will be used.

Mission:

- To score more than your opponent to prove your worth as a sea rider!
- Each team has to build a manual robot for completing the given tasks.
- Each bot have to play football with your opponent in water.

SCORING CRITERIA:

- 50 points for goal
- -30 points for penalty

TOTAL POINTS = POINTS - PENALTY

RULES:

- Time duration for each match is **10 minutes** which would be played in 2 halves of 5 minutes each.
- Damaging the opponent's bot is not allowed.
- Bot should kick the ball but gripping and picking is not allowed.
- None of the bots are allowed to retain the ball for more than 5 seconds.
- In case of draw, penalties will be given which will be carried out as follows-
    1. One bot will be placed behind the penalty mark with no opponent bot covering the goal.
    2. The bot will be given 5 sec to navigate the ball to the goal line.
    3. 5 chances will be given to each team to prove their excellence.

- In case the ball goes out or the wall is being touched by your bot the opponent will get the possession of the ball at that point.
- Team can touch the bot or take restart only three times with a **penalty** of extra **30 points** each and in either case the game will be resumed from the same position.
- The bot during penalty should hit the ball within 5 seconds of the referee's whistle otherwise penalty will be taken into count with no points added.
- Any damage to arena will lead to disqualification.
- Referee's decision is final.
- The event will consist of **4 stages** in total which are:
    1. Elimination round
    2. Quarter finals
    3. Semi finals
    4. Grand finale
- Only 2 team members are allowed along the track where the bot moves while the game is on.
- Organizers reserve the right to disqualify any team indulging in misbehaviour or violating any rules.
- Any team that is not ready at the specified time will be disqualified from the competition automatically.
- Using bot made from kit is strictly prohibited.
- Decision of the organizers will be final.

ROBOT SPECIFICATIONS:

- The maximum dimensions of the robot should be 30x30x50cm.
- It may extend in any direction after the start of the match.
- It must not use any ready made parts for kicking mechanism.
- It should be constructed by the participants.
- Maximum voltage difference between any two points in the circuit should not exceed 24v.
- In case of a wired bot, the length of the wire must be a minimum of 1.5m.

TEAM SPECIFICATIONS:

- A team of maximum 4 members carrying a valid college id-card can be formed.
- Students from different educational institutes can form a team.

PRIZE:

- In case of participation less than 5 team prize money will be decided by organizer.
- In case of participation less than 20 teams only 2 team will be awarded prize money.

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