

LIGHT WEIGHT ROBO WAR

General Rules:

1. Group members must disclose to the coordinators even to their opponent all the probable damages their bot can make.
2. If the bot specifications are changed after registration or at any point of the event, participants are liable to be penalised.
3. Intentional Wire cutting not allowed. This will lead to instant disqualification.
4. The winner will be decided via point system. Team with highest point at the end of match wins. If one team cannot compete, then the opponent team automatically wins. In that case points, will not be considered.
5. Each group must contain maximum 5 players.

1st Round:

1. Each match will be 5 minutes. It will be a one on one match from the very 1st round and the winner of the match will be moved on to the next level.
2. Last man standing or Bot with highest points will be the winner of the respective matches.
3. In case of a tie extra time of 1 minutes will be given.
4. Both the teams/bots will have a home area (schematic given below).

2nd Round:

1. Each match will be 6 minutes.
2. In 2nd round again, all matches will be played on a one on one basis and the winner of each match will be moved on to the next level.
3. Last man standing or Bot with highest points will be the winner of the respective matches.
4. In case of a tie extra time of 1 minutes will be given.

Final Round:

1. Each match will be 7 minutes.
2. In Final round again, all matches will be played on a one on one basis and the winner of each match will be moved on to the next level (i.e Semi Final, Final).
3. Last man standing or Bot with highest points will be the winner of the respective matches.
4. In case of a tie extra time of 1.5 minutes will be given.

Point System (1st Round Onwards)

Immobilize Rule:

If a bot is immobilized, a countdown of 10 seconds will start. After that, the bot which caused the immobilization should be able to pull out of the immobilize hold. If he fails to do so, another countdown of 10 seconds will start. If the bot fails to move out, both of the bots will be awarded equal points. If at any time both of the bots are immobilized, separate concurrent 10 second countdowns will be carried out for each bot; failing to react within the 10 seconds will award the opponent with points. Point for immobilization -- 50 pts.

Outside the Arena:

1. If a bot is thrown outside the arena only from the allowed openings then the bot which has thrown it out will be awarded with 100 pts.
2. If a bot throws itself outside the arena then its opponent will be awarded with 70 pts.
3. If a bot is thrown over the fence of the arena then the bot to do so will be awarded with 150 pts.

Technical Timeout:

One (1) technical timeout of 3 minutes is allowed without any penalty. After that one more-technical time out will be allowed for 2 minutes. The participant can choose when to take which technical time out. That is, he may choose to take the penalty technical time out first if he so wishes. 50 pts will be deducted from the group which takes penalty technical timeout.

Robot Specification:

1. The robot dimensions should not exceed 35cm X 35cm X 30cm when placed on the arena.
2. Maximum weight of the robot should not exceed 5 kgs including internal batteries and pneumatic systems if any (with tolerance up to 5.5kgs). The robot can be powered on board or off.
3. The potential difference between any two electrical points on the robot must not exceed 24 volts throughout the run (tolerance of 2V).
4. AC motors are strictly forbidden.

STUDENT COORDINATOR

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