

Robo Soccer

ABOUT:

Dribble your bot against the opponent bot. You're the manager controlling your striker ,mid-fielder,defender,goal-keeper all rolled up into one. Come & show your skills on the robo ground.

TASKS:

Score goal against your opponent to win.

ARENA DETAILS:

- 1.The arena will be SQUARE.
- 2.The two bots will enter the arena from an inclined platform.

GENERAL RULES:

1. Each team may consist of minimum of maximum 5 members.
Cross college teams are allowed.
2. There is no restriction to the number of teams participating from the same institute.
3. No person can be in two teams for the same event.
4. All teams must be present before the commencement of the event. Teams will be disqualified if they do not turn up during the slot allotted to them.
5. The tournament will be a knockout tournament.
6. During the match, only two of the members will be allowed in the field to control and guide the bot. Teams can switch members.
7. Point system and additional rules will be disclosed on the day of the event.
8. Time will not be given to candidates to prepare their bots inside the arena.
9. Inactivity of bots for more than 60 secs will lead to deduction in score.
10. LEGO kits or its spare parts or pre-made mechanical parts are not allowed.
11. No bot is allowed to grip and incorporate the ball within its body such that it is not playable for the opponent.

BOT SPECIFICATIONS:

1. The dimension of the bot must not exceed 25cm x 25cm x 25cm (length x breadth x height). A 10% allowance will be given to the participants.
2. The weight of the bot must not exceed 2.5 kg. A 10% allowance will be given to the participants.
3. The external wired control used to control the machine manually is not included in this size constraint.
4. If the machine uses an externally placed power supply, the dimensions of the power supply are not included in the size constraint. However, in case of an on-board power supply, the machine along with the power supply should follow the rule mentioned in clause 1 and clause 2.

POWER SUPPLY AND CONTROL MECHANISM:

1. The machine can use an externally placed or on-board electric or non-electric power supply.
2. In case of an electric power supply, the voltage at any point on the machine must be lower than or equal to 24V at any point of time during the game.
3. The organizer will provide 230V, 50 Hz AC power supply. Any extension cords, adaptors or battery box etc. required will have to be arranged by participants themselves.

MATCH RULES AND REGULATIONS:

1. The game will be of maximum 6 minutes (3 mins for each half).
2. The match will be a 1 vs 1 one.
3. A maximum of 10 secs will be allowed to hold the ball by a bot.
4. The ball will be placed in the centre with the two bots on either side of it.
5. After a goal is scored, the ball will be again placed in the centre.
6. The match will commence on the start of whistle.
7. In case of any mechanical or electrical fault a maximum of 10 mins will be allowed, the timer will be paused.
8. In case of corner kicks, the bot is allowed to shoot from the sideline at an angle of 45 degrees. The opponent will be removed from the field for 20 secs.
9. In case of fouls the bot causing the foul will be taken from the field for 20 secs, the opponent is allowed to shot the ball from the point of foul using a shooting mechanism.
10. The foul is reported by the coordinators and their decision is final.
11. In case of a tie there will be a penalty shootout and each team will be given 3 chances.
12. The teams are allowed to make a maximum of 2 resets.
13. The team scoring the maximum will be crowned the winner.