

Wild Soccer

Set your goals at the goal post!

INTRODUCTION:

Soccer is undoubtedly a challenging and fun loving game. But isn't it more interesting when robots play soccer? To enable that experience, we present to you a platform where robots can compete and tackle with others to score goals. Showcase your skills to merge the realms of robotics and humans in the game of football.

PROBLEM STATEMENT:

To build a robot, within the given specifications, that can tackle the opponent robot and score goals without extending its dimensions.

QUALIFYING ROUND:

1. Robot of each team has to score as many goals as possible in given time.
2. Ball will be placed at the center of the arena every time the game starts.
3. The robot is to be taken across the field only by pushing. It cannot be clamped or lifted in the air.
4. The robot cannot enter into the **opponent's D box** in front of the goalpost.
5. Before every kick-off, the robot must return to its starting point at the beginning of one's court.
6. The match in the qualifying round will last for 4 min.
7. The number of rounds and duration of further rounds will be declared on the event day.
8. In case of a tie at the end of stipulated time, there will be extra time given. If

there is a tie after extra time, the one to score first wins.

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9. In case the robot is struck at any position for more than 10 seconds, the robot will have to kick-off again.
10. Standard plastic balls (8-10 cm in diameter) are used.

ROBOT SPECIFICATIONS:

1. The maximum dimensions of the robot is 40cmx 30cmx30cm (l*b*h).
2. The arena consists of a rectangular region with dimensions 500cmx400cm (Approx.).
3. Robots can be wired, wireless, or autonomous.
4. Power supply to the robots should not exceed 12V.
5. Power supply can be ON/OFF board.
6. Weight of the robot should not exceed 6kg (including battery).
7. Tolerance of 5% on any dimension and weight is allowed.
8. The robot shall not extend its dimensions at any point of time in the arena.

RULES AND REGULATIONS:

1. A team can consist of a maximum of 4 members.
2. Members of different institutions can form a team and must carry your respective college ID cards.
3. Only 2 members of a team are allowed to stay around the arena (for controlling and assisting).
4. Any kind of damage to the arena will not be entertained, and if done, the robot will be immediately disqualified.
5. No technical assistance will be provided by the coordinators during the time of the event.

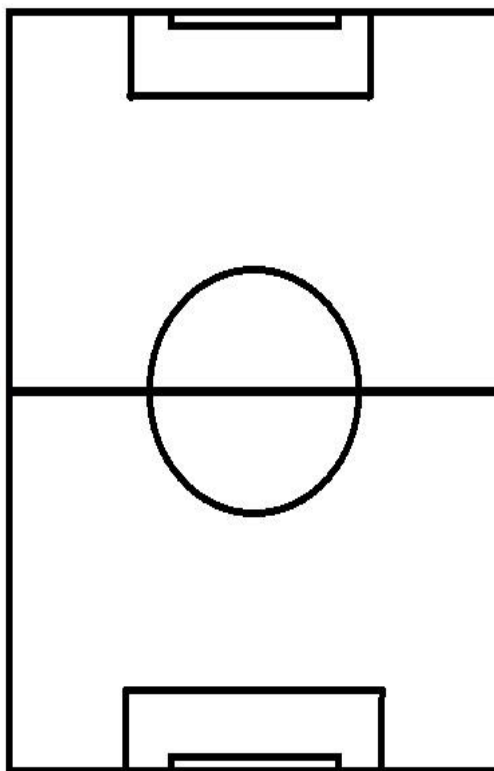
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6. No practice runs will be provided.
7. Use of an IC engine in any form is not allowed.
8. Human interference (e.g. touching the robot, stepping into the arena) during the game is not allowed.
9. No external power supply will be provided at the time of event.
10. A robot with the base of a toy car and its gearbox as a machine part will be disqualified. Also, LEGO kits are strictly prohibited.
11. Participants with wired robots are strictly advised to get wires of length 3m or more. The wires should remain slack throughout the gameplay.
12. Member participated from a team cannot participate in another team for the same event.
13. A robot is allowed to participate only once in that particular event.
14. The organisers are not responsible for any kind of damage to your robot.
15. In case of any discrepancies, the decision of the coordinator and the event head shall be final and no further arguments shall be entertained.
16. The teams should bring their own toolkits.

CERTIFICATE POLICY:

1. A certificate of participation will be awarded to all participating teams except for the disqualified team.
2. A certificate of merit would be awarded to the winners, along with prize:
 - *1st Prize: Rs 4000**
 - *2nd prize: Rs 2000**

Arena:



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