

AVALON

TECHFEST

2026

Rule Book For ROBO SOCCER

PRIZE POOL :20,000/-*



DATE
10 FEBRUARY 2026

Register at
<https://avalontechfest.in/register>

Registration
Rs 300 per team



TEAM NAME:

Each team is required to have a unique name, and Avalon reserves the right to disqualify any team with a name deemed inappropriate, offensive, or conflicting. Should a team decide to change its name, they must promptly inform the organizers.

TEAM SPECIFICATIONS:

1. Each team may consist of up to 4 members.
2. Only 2 members from each team are allowed in the arena at any given time.
3. One member will operate the bot, while the other manages the wires.
4. The roles of the controller and the wire holder must remain fixed throughout the match.
5. A single bot may be registered for a maximum of two entries; however, each entry must have a different driver.

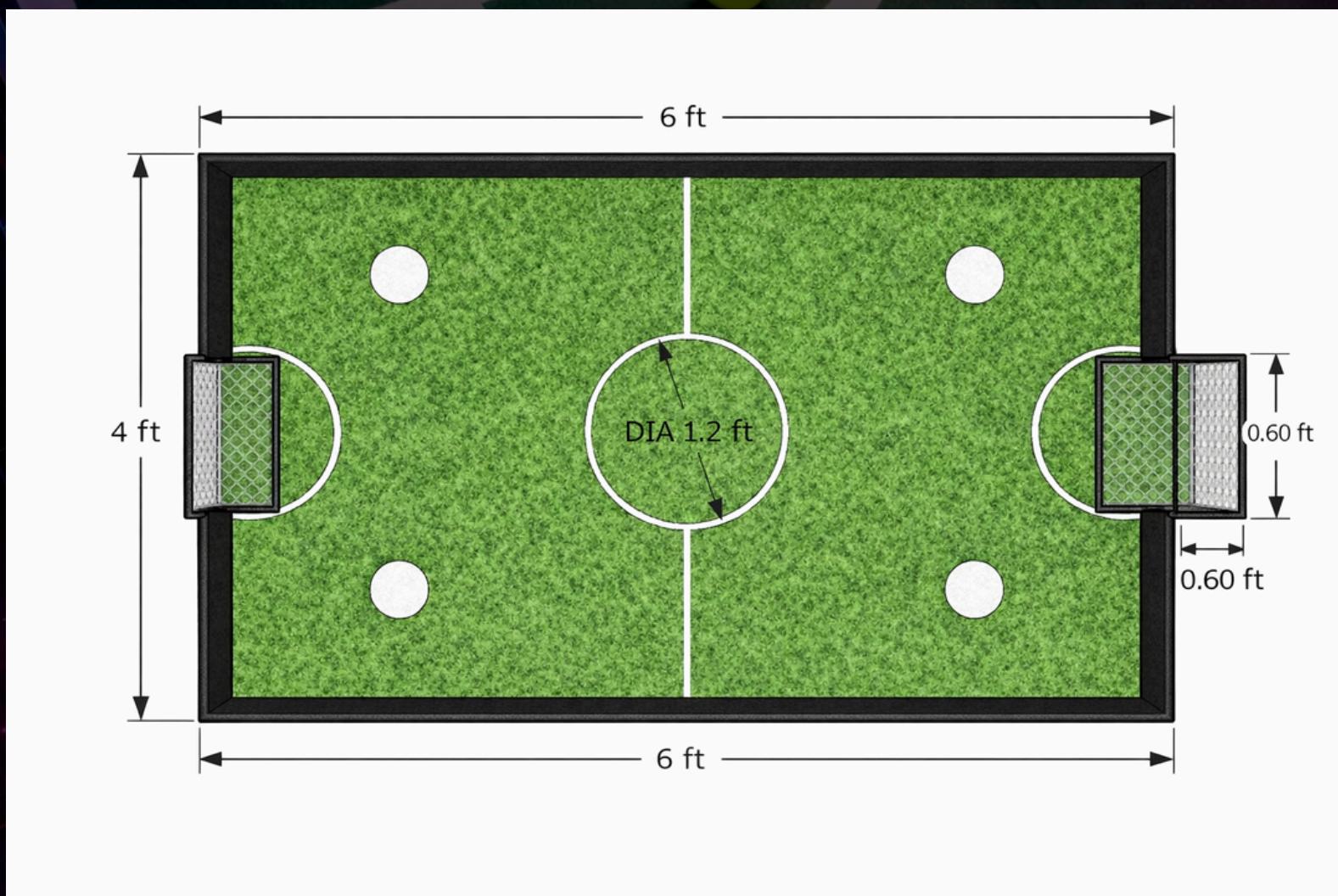
BOT SPECIFICATIONS:

1. Bots may be wired or wireless.
2. Wireless bots must have a minimum operational range of 14 feet.
3. Wired bots should have a cable length of at least 14 feet.
4. Bot dimensions must comply with the following limits (+- 3cm tolerance is acceptable):
 - Length: ≤ 30 cm
 - Breadth: ≤ 30 cm
 - Height: ≤ 30cm
 - Weight: ≤ 5 kg (5% tolerance acceptable)
5. The battery voltage supplied to the bot should not exceed 12 volts.
6. Single battery of maximum 3S is allowed.
7. Kicking mechanisms are not permitted on bots.

ARENA SPECIFICATIONS:

1. Arena Size: 6 feet × 4 feet
2. Goalpost Size: 16 inches × 7 inches
3. Penalty Arc Chord Width: 14 inches
4. Centre Circle Diameter: 14 inches

VIEWS:





GAMEPLAY:

1. At the start of each half, the ball is placed within the center circle, and both bots must be positioned outside the circle in their respective halves. The team that wins the toss chooses to either attack or defend first.
2. The attacking team will start from the 3/4 mark of the arena, while the defending bot starts from the corner in its assigned half.
3. After each goal, the ball is returned to the center circle. Both bots must again start outside the circle in their own halves, with the defending bot positioned at the 3/4.
4. In case of a draw, a 2-minute tiebreaker period will be played, during which no bonus points are awarded. Both bots may enter the center circle once play begins, and the bot with the most goals at the end of the period wins. A foul during the tiebreaker results in the disqualification of the fouling team, awarding victory to the opposing team.
5. If the tiebreaker ends with no winner (after 2 minutes), the **golden goal** rule applies, where the first team to score wins. In this phase, any foul will result in a win for the non-fouling team.
6. After each goal, the ball is returned to the center circle. Both bots must again start outside the circle in their own halves, with the defending bot positioned at the 3/4.
7. Matches are divided into two halves, with half durations based on the match type:
 - Initial knockout rounds: 2 minutes per half.
 - Quarterfinals and Semifinals: 3 minutes per half.
 - Finals: 3 minutes per half.
8. Each goal scored awards +5 points, while every foul results in a penalty of -1 point.

RULE:

1. Bots must remain in a single, cohesive structure and cannot separate into multiple parts after the initial transformation to their specified size.
2. Teams are allotted 2 minutes at the start of each half to make any adjustments or modifications to their bot.
3. If a bot becomes immobile during the match, the team will have 30 seconds to repair it without point deductions. If repairs exceed 30 seconds, an additional 30 seconds is allowed at the cost of 1 point. If the bot remains immobile after this period, it will be disqualified.
4. Stalling is strictly prohibited.
5. Bots must have an independent power supply.
6. Bots will undergo inspection by the referee before the match; any bot that does not comply with the rules or the dimensions may be disqualified.
7. If the bots' wires become tangled, time will be paused until the wires are detangled, and the bots will resume from their previous positions.
8. Any clamp on the bot must not exceed the diameter of the ball.
9. Bots are not allowed to lift the ball off the ground.
10. Entering the opponent's penalty arc is considered a foul.
11. If one team is disqualified, the opposing will be sent to semi finals.
12. All referee decisions are final.
13. In cases of dispute, the judgment of referees or event managers is final.
14. If both bots' jaws lock together with no movement, play will restart from the previous positions, with the attacker and defender resuming from the designated spots.
15. Practice and testing are permitted before the event only within the designated practice area assigned by the organizers.
16. A single driver is not permitted to operate more than one bot during the event.
17. Once the bot enters the arena, its design cannot be modified; however, replacement with identical components is permitted if necessary.
18. Robots must not cause any damage to the arena; sharp wedges, pointed objects, or any form of weapons are strictly prohibited.



NOTE:

- The rules stated above are subject to change at any time. Participants are advised to organizing team members to for check for any updated rules . For now, this draft should be followed as the most current version.
- The rulebook coordinator reserves the right to modify the rules based on circumstances, and any changes will be communicated to participants prior to the match.

CONTACT INFO:

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