RULE BOOK FOR ROBO KABADDI

GENERAL RULES:

1. There will be maximum five members in each group. Students from different institutes may form a team.
2. Teams will have to report at least 15 minutes before the time slot allotted to them at the beginning of the event, failing to do so may result in disqualification.
3. Maximum 2 members per team will be allowed to remain close to field for operating the robots.
4. A single timeout of 30 seconds can be requested between rounds. Only one timeout per player. A player who extends beyond the 30 second will be charged 5 points. After 1 minute for every 30 seconds, a penalty of 10 points will be added to previous penalty and charged.
5. During a time out, repairs to the robot can be made but BATTERIES CANNOT be changed. Major repairs and battery changes are done after the match.
6. The match will be paused in case of any entanglement of wires of both the bots.

RESTRICTIONS:

o Readymade LEGO Kits are not allowed. However readymade gear assemblies and development boards may be used.
o The wire must not disturb the opponent in any circumstance. The participant should not apply any trick to the wire, so pulling the wire will cause disqualification of that team.
o Parts that could break or damage the other robot and cube are not allowed. Normal pushes and bangs are not considered intent to damage.
o Devices that can store liquids, powder, gas or other substances for throwing at the opponent are not allowed.
o Any flaming devices are not allowed.
o Devices that throw things at your opponent are not allowed.
o Sticky substances to improve traction are not allowed. Tires and other components of the robot in contact with the arena must not be able to hold the arena.
o Players shall not damage the cubes arranged in arena. Causing damage to cubes would lead to penalty of the corresponding points.

GAME RULES:

o 6 Cubes with different points (2*10 points, 2*20 points, 2*30 points) will be placed in each player's arena.
o Each team will have to ride the opponent during their turn as well as defend during opponent's turn.
o The cube can be either be picked, dragged or pushed by the team.
o Each ride is of 1 minute.
o During the ride, aim of riding robot is to transfer the cube in opponent's arena to its location and place in a described location.
o The aim of defending robot is to push the riding robot out of the arena.

SCORING RULES:

1. The team that wins the toss shall have the choice of the court, or the raid, and the team that loses the toss shall have the remaining choice.

2. A bot shall be declared out if any part of its body touches outside the court (outside any end(black) line). During struggle, a bot will be declared out only if its entire body is out of the court, and no part of its body is in contact with the court, including the lobby area.

    a. If any bot goes out of the end line during the course of play, it shall be declared out and corresponding (cube points) points are awarded to opponent.

3. The bots involved in the **struggle** can use the lobbies (Yellow zone) to enter their respective side of the court.

4. If a raider goes out of turn, the referee will order him to go back and a technical point (10 Points) will be given to opponent team and the chance to raid.

5. After a raiding robot has reached its court and placed the cube in designated area , the opponents shall start their ride within 10 seconds. Each side shall continue to send their raider until the end of the game in this fashion. In case the raiding robot fails to start his raid within 10 seconds the team loses its chance to raid and the opponent team is awarded a technical point (10 points).

6. During the course of raid, the defending robot shall not touch the raider's court until completion of the raid. In case defender touches the raiders' court before completion of the raid the opponent team will be given 30 points.

7. If the defending bot touches the riding bot before rider touches the cube and riding bot crosses the partition line , then raiding team will be awarded the 30 points.
THIS IS APPLICABLE ONLY IF DEFENDING BOT TOUCHES THE RIDING BOT.

8. If the defending bot succeeds in pushing the riding bot out of end line before it touches the cube then defending bot is awarded 10 points.

9. If a raiding bot does not transfer the cube or just touches the opponent and crosses the partition line, the raid will be treated as an empty raid for its team. In case a team makes three such consecutive empty raids, the opponent team shall be awarded 10 points.

10. The defending bot is not allowed to touch the cube placed in its arena. Intentional pushing or moving away cube from its position or to outside of arena is considered as foul.

11. Cube can move from its position during the struggle but if cube move out of arena by a particular bot then the opponent bot will be awarded corresponding cube points.

12. The defending bot can move along with riding bot outside the end line during the struggle. But it shouldn't cross the end line before the riding bot. In such case 10 points are awarded for opponent.

FOULS:

YELLOW CARD:
Damaging the arena or the opponent's bot.
Intentional pushing of cube outside of arena by defending bot.
Foul behavior:
Any action that seems offensive or against the rules to the referee would be considered as foul.

RED CARD:
Two yellow cards will lead to red card.

Two red cards will lead to disqualification.

DISQUALIFICATION:

Following cases will attract immediate disqualification:

1. If a team fails to adhere to size specifications.
2. If a team damages the arena in any way.
3. If a team gets 2 red cards.
4. If a team fails to report in time.
5. If a team tries to intervene the game play without permission of the referee.

- ## ARENA: