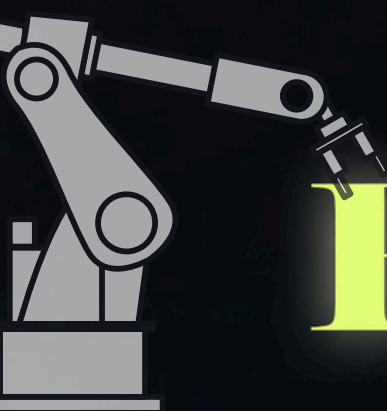


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ROBO MANIA

ROBO SOCCER



MIT CAMPUS

3RD-4TH
APRIL



General Rules:

- Team Size: Each team can consist of 2-4 members who collaborate to design and program their soccer bot. One team can have only one soccer bot. Same Members can form multiple teams. The event is open for currently studying college students only.
- Final Decisions: Judges and organizers' decisions throughout the event shall be considered absolute and binding.
- Robot Regulations: Soccer bots must adhere to specific size and weight limitations, ensuring a levelled playing field.
- Wired or Wireless: Teams can opt for wired or wireless control systems for their robots.
- Duration: Each match will have 3 minutes of time, in which after 1½ minute is halftime.

Bot Specification:

- Size Limitations: Each soccer bot must fit within the following dimensions Width: 35cm, Length: 35cm and have a weight within 5kg with a 5% tolerance.
- Assembly: Robots must not be constructed from Lego parts or any pre-made assembly kits, emphasizing originality and creativity.
- Voltage Control: Voltage between any two points on the robot must not exceed 12.5 V.
- Power Supply: The robot can be powered by a power source such as battery fixed on the robot or by a stationary power source connected to the robot by a cord.
- Limitations: push or power-up mechanisms are not allowed.
- locking mechanism: locking mechanism is strictly prohibited throughout the event.

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Arena Specification:

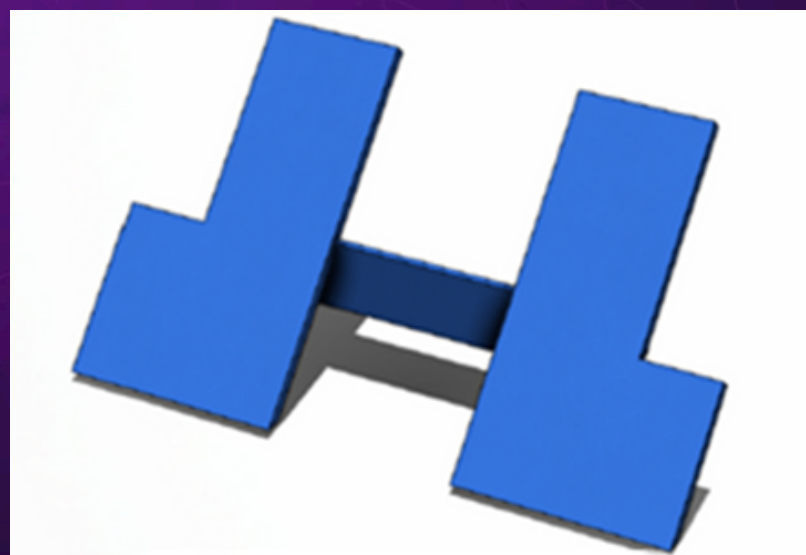
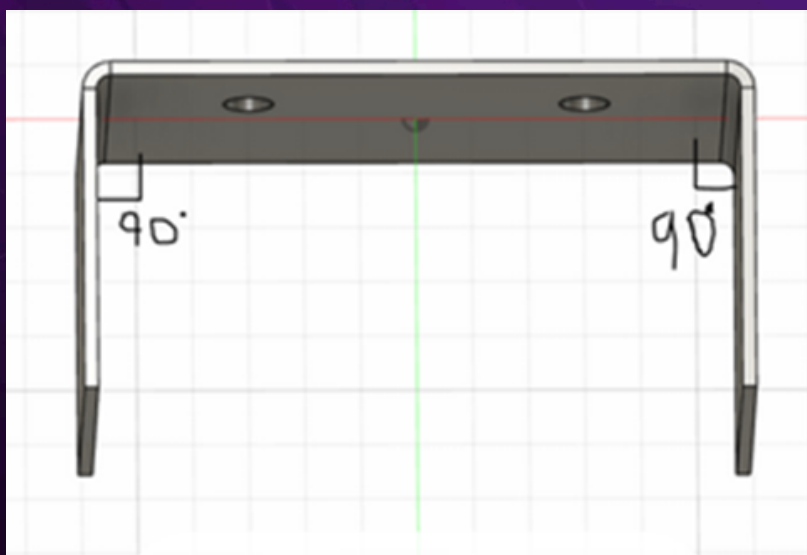
The action unfolds in a specially designed arena with dimensions measuring 7ft×5ft, providing ample space for robot maneuvers and goal-scoring excitement.

Contest Rules:

1. Game Format: Each game is divided into two halves, with each half lasting one and half minutes. Teams must strategize and compete with precision.
2. Mobility Requirement: Soccer bots must not remain immobile for more than 10 seconds during the match, ensuring continuous action and engagement.
3. Scoring: Teams aim to score goals while following the rule of fair play. Pushing the opponent's bot into the goal post is allowed, adding an element of strategy and defense.
4. Technical Timeouts: 60 sec technical timeout is provided only once for a match to address robot issues. However, exceeding the allotted time leads to penalties. At the halftime of the match, one minute timeout is provided. During that, court swap will made.
5. Judging: A panel of judges evaluates goals, game play, and adherence to the rules to determine the winners and his judgment remains final.
6. Exclusions: There we will be a special rule which will be informed before the gameplay.

Soccer attachments

Allowed



Note: Event coordinators have the authority to modify the rules of their respective event on the spot.

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