

# **ROBO SOCCER** **COMPETITION**

## **COMPETITION OVERVIEW:**

Prepare for an electrifying spectacle as two formidable teams engage in a captivating soccer match, showcasing a fusion of programming, robotics, electronics, and mechatronics expertise. The competition unfolds as participants unleash their innovative skills, combining technology and strategy to outmaneuver their opponents on the field. The ultimate goal is to secure victory by scoring the most goals, turning this game into a thrilling showcase of talent and technological prowess. May the team with the highest score emerge triumphant in this dynamic and exciting clash of skills .

## **MEMBERS PER TEAM:**

Members should be 2 to 4

## **GENERAL RULES:**

- 2-4 members is allowed per team
- Any team that is not ready or available at the time specified (Relaxations are possible, according to the situation) will be eliminated from the competition
- Replacement of the parts of robot will be allowed in case only if accident occurs
- Judges has the right to disqualify any team in any case.

## **COMPETITION RULES:**

- Each team will have to defend the goal on its side as well as score the goal on the opposite side.
- Each team can have a maximum of 4 team members.
- The weight limit of the robot for this competition is 1.5 Kg.
- Robot should not exceed by maximum size of 15 x 15 x 15(L x W x H) inches. There is a deduction of 1 point on overweight (per 0.1kg).
- A team can make one robot (manually controlled) taking into consideration that the total weight of the robot, the controller and batteries should not exceed 1.5 kg. (This means that whatever components the participants enter onto the field should not be more than 1.5 kg.)
- The game will start at the count of 3 given by the referee followed by a whistle. In case a team starts its robot before the whistle, the game will be restarted and a team making this mistake more than 3 times will be disqualified.
- The ball can be either dragged or pushed by the team (Independently) once it crosses the start zone.
- Each goal scored by a team by rolling the ball on the ground will fetch the team 1 point.
- The voltage at any point on the electrical connections should not exceed 16V DC.
- The game will last for 4 minutes. . You have total 2 timeout allowed of 1 minute each in each match.
- In case of a jam up of robots for more than 20 seconds the robots will have to kick-off again at the order of the referee.
- In case of any discrepancy the final decision rests in the hands of coordinators.
- Any act of misbehavior or misconduct will lead to immediate disqualification of the team.

- The robots are not allowed to use grippers or actuators which are intended to harm the opponent's robot. The competition is aimed at making the game a friendly football match rather than a robo war.