



## General rules:

This is a team event.

- A team can have 2 to 4 members.
- A team may comprise members from different colleges. No person shall be a member of multiple teams.
- Teams have to showcase and get their bots measured as per specification before the match.
- No bots can be shared by two teams.
- Robots are not allowed which are constructed using LEGO kits or its spare parts or any other readymade mechanism.
- Use of pneumatics, hydraulics, lethal weapons like projectiles, acids, sharp cutters, strong electromagnets, tesla coil, fire, and EMP are strictly prohibited.
- Bots are not allowed to pick or hold the ball with the bot, if found faulty may lead to disqualification.
- The bot can be wired or wireless.
- Intentional Damage to the arena may lead to disqualification of the bot.
- The right spirit of participation is expected from every participant.
- A team can be disqualified on disciplinary ground.
- The decision of the coordinators will be deemed final.





## Bot Specifications:

- Dimension of the bot shouldn't exceed 30cm x 30cm (L x B)
- Weight of the bot must be below 3 kg, no tolerance.
- Maximum allowed voltage is 18V.
- Power of the bot should be fixed throughout the play. Variable power is prohibited.
- For wired bots, pulling wires to alter the movement of the robots will not be Tolerated and may lead to disqualification.
- The robot may have some sort of ball hitting mechanism but the robot, as a whole, must comply with the dimension constraints throughout its performance.
- Touching the robot during the competition is strictly prohibited.
- Loose weights on the bot are not allowed.
- The length of wire attached with wired robots should be at least 5m.
- Unnecessary attack on the opponent bot is not allowed.





## Event Details:

- Prelims:

- The bot has to score goal by passing through obstacles in the arena
- For every Goal scored +50 points will be credited
- For every obstacle touch -10 will be deducted.
- A total of 3 minutes will be given to the robot in the arena
- Once the timer starts , it will stop after 3 minutes, no hand touch is allowed. Until the bot topples the bot will be replaced. Technical time-out of 1min will be given.
- According to the scores, the top 8 or 16 teams will be qualified for the next round.

- Knockout:

- 1v1 play between bots
- 1v1 will be chosen through a lottery system.
- The ball will be placed at the center of the arena , bots will be placed in the extreme opposite corners of the arena .
- A total of 6 minutes of Game play with 3 minutes of each half
- a total of 2 minutes of repair timeout will be given to every team .
- In case of a tie golden goal wins
- In case of deadlock between bots for 10 seconds, the position will be reset and back to original .





- Final:

- 1v1 play between two bots from knockouts
- The ball will be placed at the centre of the arena , bots will be placed in the extreme opposite corners of the arena .
- A total of 8 minutes of Game play with 4 minutes of each half
- a total of 2 minutes of repair timeout will be given to every team .
- In case of a tie golden goal wins
- In case of deadlock between bots for 10 seconds, the position will be reset and back to original .

