

## Rules of Robofooties

The event 'Robofooties' consists of two rounds. They are as follows:

### Time Trial:

1. Balls will be placed all over the arena. The team will be given the privilege to place their robot anywhere in the arena.
2. The robot will have to score maximum number of goals in **2 minutes**.
3. Each goal would award **+20** points & special goal would award **+50** points.
4. The robot can score goals in any of the goal posts.
5. The arena will have many obstacles while moving.
6. The robot will incur a penalty of **-10** points if it touches or hits an obstacle. However if the robot touches or hits an obstacles two or more times within 3 seconds no extra penalty will be imposed.
7. The team may take a maximum of two RESETs. The team will incur a penalty of **-50** points for each reset.
8. The timer won't stop if a RESET is taken. RESET only means that the ball will be placed in the centre of the arena and the team will be allowed to place their robot accordingly.
9. The Teams will get a technical timeout of 2 minutes if they need. First technical timeout will be free. Extra timeouts will cause a penalty of **-50**. Timer will be stopped during technical timeout
10. Top 16 top scorer teams would be selected to go for the next round, i.e. Knock Out round.

### Knock Out:

1. This is a one-on-one round in which two robots will take on each other.
2. Each robot has to try scoring more number of goals than the other.
3. There are no obstacles in this round on the arena.
4. There will be a toss and the team winning the toss will get to decide the goal post of their choice.
5. The ball will be placed in the centre with robots on both sides of the arena.
6. A total of **6 minutes** will be given to score goals in the opponent's goal post.
7. The 6 minutes time is divided in **two halves** consisting of **3 minutes** each.
8. If there is a deadlock between two robots for a time of 30 seconds or more, then each robot will be reset to its original position and the ball will be placed at the centre of the arena. During this period, time will be paused, and it will continue after the robots are reset.
9. In case of a draw after 6 minutes, fastest kick approach will be applied.
10. In fastest kick approach, 6 balls will be placed at different positions on the arena and extra 1 minute time will be given the team scoring the max goals will win.

### Bot parameters\*:

Bot size - **12 inches x 12 inches x 6 inches**

Bot weight - **1.5 Kg**

Operating voltage - **12V**

**5 % Tolerance** across all size and weight

(\*All values are the max values allowed)

**NOTE: All the rules are subjected to change according to the organisers except the bot parameters.**



<http://www.facebook.com/Robofooties/>

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