Compu tenigma 2020

Empowering Technology for Digital Evolution

Soccer Bot

Official Rule Book

BAIUST Computer Club is welcoming students to participate in the Bot Soccer.

Announcements:
- Participants must bring their respective Student IDs for verification purposes at the event.

Conditions:
- Only the students of College, and Universities is allowed to participant without limiting scope. Security clearance is necessary for every participant.
- Members of a team can be from different institutions too.
- Participants will have to participate with their team which minimum of two (2) members, and maximum three (3) members.
- Maximum 2 members can enter the certain arena during game play.
- Each team will be recognized by its registered team name and registered Team leader.

Registration Link for Bot Soccer: http://bit.ly/registration-computenigma2020

Deadline for Registration: December 25, 2019

Registration Fees for Bot Soccer: 1200 BDT (2 Members) or 1500 BDT (3 Members)

Start Receiving Payment: December 26, 2019

Deadline for Payment: January 01, 2019

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Payment Submission:

Interested participants will have to directly pay in advance for their participation fee by using Mobile Banking Payment Method "bKash".

Payment Procedure for paying through bKash for Bot Soccer:

1. Go to bKash Menu by dialing *247#
2. Choose 'Send Money' option by pressing '1'
3. Enter our billfold number: XXXXXXXXXX.
4. Enter BDT. 1200/1500 BDT
5. Enter a reference against your payment: SoccerBot.
6. Now enter your PIN to confirm: XXXX.
7. Please wait for confirmation text from bKash.
8. Please save the confirmation text after receiving it.
9. Write down the payment code to the registration form.
10. Done!

Robot Specification: Restrictions

- Only one robot can be allowed in the arena. Teams have to submit their bot before the event started.
- Any substitution of extra robots during this tournament is forbidden and disqualification will result. Teams can't enter the venue with more than one constructed robot.

Robot Specification: Dimensions

- Width: 25 Centimeter maximum
- Length: 25 Centimeter maximum
- Height: 25 Centimeter maximum
- Weight: 2.5 kg maximum
- Any kind of shooting mechanism or weapon is not allowed.

Robot Specification: Power Supply

- Maximum 24 volt on board power supply.

Robot Specification: Control

- The robot has to be controlled manually.
- It must be controlled by any wireless communication such as RF, NRF, BLUETOOTH etc. are allowed.
- Wired communication is not allowed.

Robot Specification: Clamp (For Holding Ball)

- Clamp must be open from the front side.
- Clamp should not hold the ball or lock the ball inside it.
  (Following Figure)
- Clamp length: Maximum 20 Centimeter.
- Clamp width: Maximum 8 Centimeter.
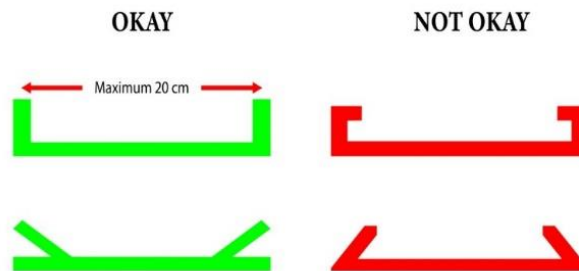
Robot Specification: Arena

- Field Width: 6 feet
- Field Length: 10 feet
- Boundary: The whole field will be surrounded by a boundary wall of acrylic material. The height of the wall will be around 10 to 12 inches.
- Centre circle: the diameter of the center circle is between 2 to 2.5 feet.
- This is only use for starting the games and placing the ball after multiple calls.
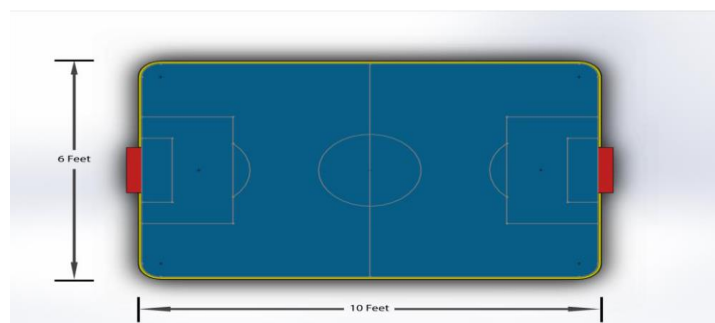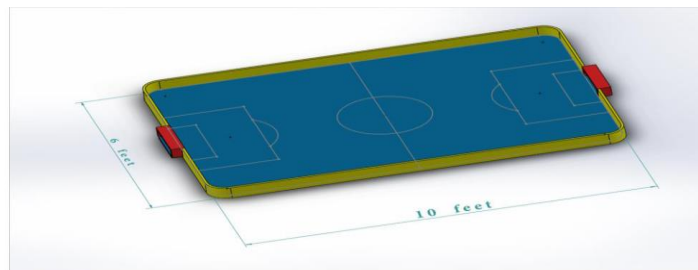
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Goal Post Specification:

- Width: 40 Centimeter.
- Height: 15 Centimeter.
- Length: 15 Centimeter.
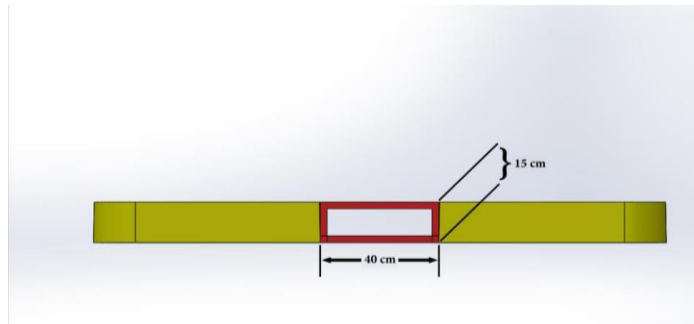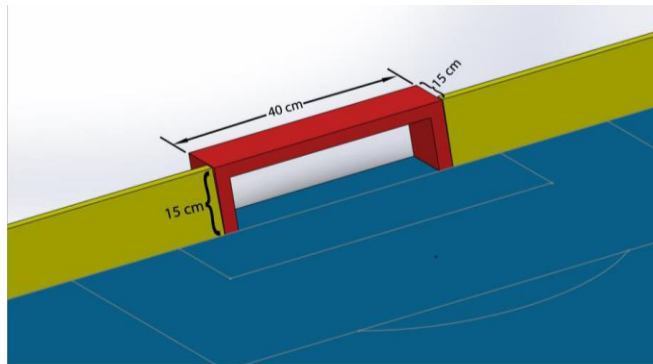
Ball Specification:

- The match ball will be round in shape and have a diameter of between Six (6) to Seven (7) Centimeter. Almost similar to the shape and size of a tennis ball.

Gameplay:

- Initially, one bot of each team will be placed in front of their respective goalposts and the other bot of each team will be placed in each side of the center circle.
- At the start of the game the ball will be placed at the center of the field by referee.
- Robot can start from anywhere of its own side and push or kick the ball towards opposition goalpost. But it can't cross the center line at starting time.
- Any robot pushing or touching the ball before the referee's whistle will be penalized.
- If any robot does not move for 30 seconds from a position, a penalty shoot-out will be given.
- Every time a goal is scored, the opponent team will start from the center with the ball.
- If two opposing robots are tangled with each other, the referee will pause the game and then start it from starting position.
- The robots must always try to win back the possession from the opponent if they lose the ball.
- It is not mandatory to place a bot in front of goalpost at all times. Each bot is allowed to go to the opponent half for attack.
- It cannot push/force/fight with the opponent intentionally without the ball.
- In that case a penalty shoot-out will be awarded to the opponent.
- Only the referee is allowed inside the game zone.
- Damage of the arena severely by any bot will lead to disqualification of the team.
- The referee can interrupt a game in progress if necessary.

Penalty Shoot-Out:

- In case of penalty shoot-out, ball will be placed at the bottom point of the center circle. The Opponent goalpost will have no robots (as goalkeeper) to stop the shot.
- If any team does not push or shoot the ball out of the center line within 20 seconds of the start of the whistle the penalty shot will be cancelled.

Game Time:

- Each game will continue for 6 minutes with each halves of 3 minutes. Between two halves one minute will break time.
- The referee can call for a timeout to explain a rule/decision or to allow a damaged robot to be repaired.

Goals:

- A goal is scored when the ball crosses the goal Line.
- The team scoring the most number of goals will be considered as winner.
- Goals in own goalpost will be awarded to the opposition.
- In case of a draw each team will be given 2 minutes of extra time play. The team with most goals will be considered as winner.

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- If the score line remains still same, there will be 2 penalty shot.
- After that if again remain same, the first team missing the penalty will be knocked out as known as sudden death.

Odd Number, and Odd Teams Qualifying to the Next Rounds:

- After, second round in case the number of teams qualifying to the next round is not even, the following criteria given according to priority will be followed to make the team number even by eliminating one team.
- Teams with lower goal difference will qualify to the next round.
- Teams with higher number of goals scored will qualify to the next round.
- Even if the above two conditions are unable to differentiate between teams, each team will be given two penalty shoot outs. Team with a better score in the penalty will qualify to the next round.
- The winning team will be declared based on its score line. In every case JUDGES decision will be final.

Game Scoring point:

- For each goal scoring team will get 100 point.
- For each restart 50 point will be cut off.
- Maximum three restart for each team.

Disqualifications:

- Evidence of disrespecting to competition judges.
- Evidence of disrespecting to security rules.
- Evidence of disrespecting any opponent team mate.

Flexibility:

- The competition committee can make modifications of the rules at any time, and the committee has full right to change the rules.

Liabilities:

- Participating teams are always responsible for the safety of their robots and are liable for any accidents caused by their team members or their robots.
- Computenigma 2020 organizing team members will never be held responsible nor liable for any incidents or accidents caused by participating teams or their equipment.

For more information, please feel free to contact to: +8801533619472

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