

Robosoccer

General Rules

1. Each team is required to construct 1 robot.
2. The maximum number of participants in a team is 4.
3. Each member must produce a valid ID card of his/her respective institution.
4. However students from different institutions can form a team.

Match Rules

The usual rules of robosoccer apply. A foul shall be called in case of :

1. Deliberate obstruction of the opponent robot.
2. Touching the opponent's robot when both of the robots aren't controlling the ball.
3. The ball is held (not allowed to roll) by clamping mechanism.
4. The robots enter the D (yellow zone) of the field.
5. Damaging the arena will lead to disqualification.
6. The robots can go to any part of the field except the D zone. Regarding
7. D zone if the ball is not cleared by the second bot of the team within 5 seconds of ball
Entering D zone the opponent bot can enter the d zone by informing co-ordinator
8. The robots can use the side wall for reflecting the ball. It won't be considered as a foul.
9. A team cannot block their goal for more than 10 seconds. If no team scores, then team who handled the ball for longer time will win.

Arena Specifications

1. The dimensions of the play area are 240 x 120 cm². The height of the wall is 12cm.
2. The goal is 40cm wide.
3. The D dimension is 40*40 sq cm.
4. A semicircle will be drawn with radius 70cm, with centre of the semicircle at the centre of the goal. This semicircle will be for penalty shots.
5. A golf ball will be used for the game. The weight of the ball will be 50gm approximately and will have a diameter of 5 cm.

6. The arena is made of plywood on top of which vinyl sheet will be stuck.
7. There will not be any extra metal casing indicating the goal.

Robot Specifications

1. The dimensions of both the robots at any point of time in the game should fit in a box of 20x20x20 cm³.
2. The weight of both the robots combined should not exceed 15 kgs. The remote control (wireless/wired), battery all of which will be included in the weight.
3. The potential difference between any points in the robots and the remote should not exceed 12V at any point of the match.
4. Both wired and wireless robots are allowed.
5. In case of wireless robots, each robot must be able to support dual frequency so that there is no interference with the opponent's robots.
6. In the case of wired control, the participants must ensure that the wires out of a pole of height at least 30cm. The height of the pole is not counted during dimension check. The wire must be slack at all points of the match
7. RF modules from toy cars may be used. However use of IC engines and LEGO kits will attract disqualification.
8. No direct use of remote controlled (wired or wireless) cars will be entertained.
9. The robots may not hold the ball while moving. Dribbler mechanisms can be used; however the ball must have at least one direction for free motion.
10. The ball can be dribbled and hit from any part of the robot.
11. Even own goals are counted.

Games/Matches

The games is similar to normal football tournaments

1. Depending on the no. of teams, league groups will be made.
2. Top 8(or 4) (depending on no. of teams) teams will qualify for quarters (or semis).

Scoring

The scoring is similar to normal football games

1. The game has two halves each of duration 2.5 minutes in league stage matches (Subject to change.),while 3.5 minutes in matches from quarters onwards.
2. The winner of the toss is allowed to opt for a side
3. In the second half the side will be changed .
4. A color detector has been used to detect a colored ball (the ball is to be colored with red color)As the colored ball crosses the line of the goal, a beep sound is heard indicating the goal and the score of the team will be updated on a display.
- 5.The team which scores maximum number of goals by the end of full time is considered as winner for that particular game, In case of tie, an extra time will be given following which sudden death will be implemented, i.e. game will be played for indefinite time and first team to score wins.

THE DECISION OF THE COORDINATORS IS FINAL AND BINDING.