



STREET SOCCER 1.0

“Possibility to triumph...Stay and hold on till the very end...Rejuvenate the football world.”

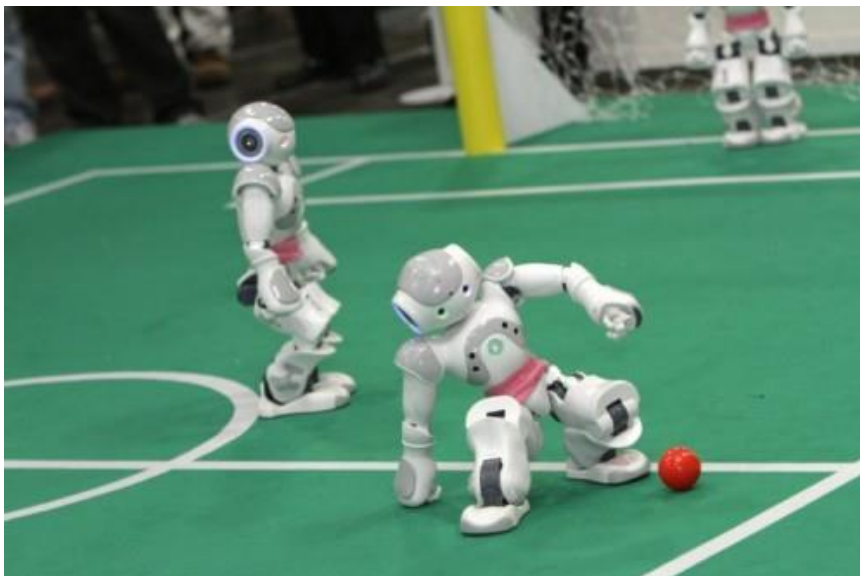
Srijan 2013 presents **STREET SOCCER 1.0**, a platform to showcase your robot's football talents.

We are awaiting to fire, ready to burst into flames???...

The event which witnesses' unprecedented popularity and participation is bigger and more competitive. Watch out for these small, superfast robots, which are not real humanoid bots, but do just the same things as those—score goals! The game is all about scoring goals But with street rules no off sides, no throw in. With new rules & enormous amount of passion and innovation, nothing can stop you from winning this event!

Be part of Srijan & experience it yourself...

Boom onto the fields ----start blocking & tackling...



General Rules:

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

Match Rules:

- The usual rules of **STREET SOCCER 1.0** apply. A foul shall be called in case of
 - Deliberate obstruction of the opponent robot.
 - Touching the opponent's robot when both of the robots aren't controlling the ball.
 - The ball is held (not allowed to roll) by clamping mechanism.
 - At least one robot leaves the D (yellow) zone of the field.
- Damaging the arena will lead to disqualification.
- The robots can use the side wall for reflecting the ball. It won't be considered as a foul.
- During penalty shootout there should be at least one pass between the two bots of the scoring team and the ball should not be in rest when second bot takes the pass.

Arena Specifications:

- The dimensions of the play area are 260*180 sq.cm. The height of the wall is 12cm.
- The goal is 40cm wide.
- The D dimension is 60*60 sq. cm.
- 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.
- 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.
- The event would be played in a live terrain arena instead of plywood and vinyl sheets.
(The participants should keep in mind the rough nature of the arena with obstructions such as grasses and stones which might slow down the ball)

Robot Specifications:

- The dimensions of both the robots at any point of time in the game should fit in a box of 20x20x20 cm³.
- The weight of both the robots combined should not exceed 12 kgs. The remote control (wireless/wired), battery all of which will be included in the weight.
- The potential difference between any points in the robots and the remote should not exceed 12V at any point of the match.
- Both wired and wireless robots are allowed.
 - 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.
 - 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
- Use of IC engines and LEGO kits will attract disqualification.

- No direct use of remote controlled (wired or wireless) cars will be entertained.
- 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.
- The ball can be dribbled and hit from any part of the robot.
- Even own goals are counted.
- The Robot should be hard enough to endure the rough surface.

Match Rule:

- The games is similar to normal football tournaments
- Depending on the no. of teams, league groups will be made.
- 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
 - The game has two halves each of duration 2.5 minutes in league stage matches (Subject to change.), while 3.5 in matches from quarters onwards.
 - The winner of the toss is allowed to opt for a side or by take the first kick.
 - In the second half the side will be changed and the other team will be allowed to take the first kick.
 - In case a foul is called the opponent team is given a chance to have a penalty kick which should be achieved from a distance of 70 cm along the radial direction from the centre of the goal.
 - During a penalty shot, the 2nd robot of the defending team should be on the other half of the soccer arena.
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 a tie, the score of the team will be considered. Even still if there a tie, then there will be a penalty shootout.
 - Each team is awarded points based on the formula: $50*A - 10*B - 30*C + 20*D$ where, **A** is the number of goals scored by your bot. **B** is the number of violations. **C** is the number of self-goals. **D** is the number of penalty kicks converted into goal.

FROM THE DESK OF SRIJAN 2013:

“ALL THE TEAMS ARE REQUESTED TO REGISTER FOR PARTICIPATION ON THE WEBSITE AND COLLECT THE PARTICIPANT CODE FROM THE REGISTRATION DESK BEFORE THEIR EVENT.”

“ANY CHANGES IN PROBLEM STATEMENT AND FAQ’S WILL ONLY BE NOTIFIED TO THE TEAMS REGISTERED”

“THE DECISION OF THE COORDINATORS IS FINAL AND BINDING”

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