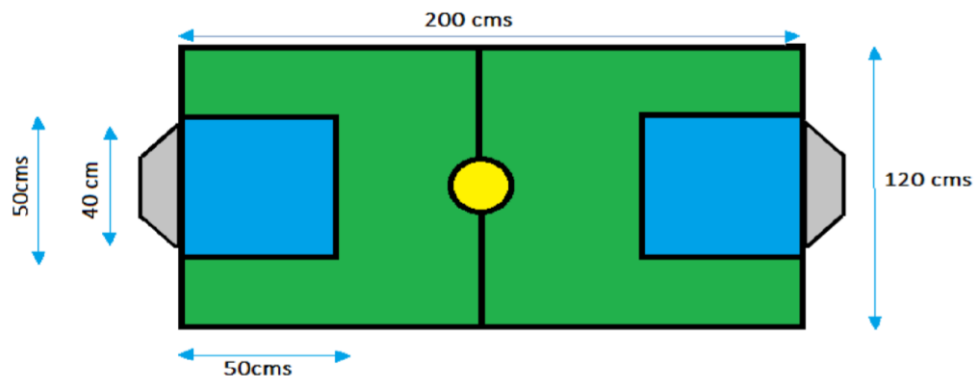


Arena:



Rules and Regulations:

- Match will start from the center of the field with the TT ball kept in the yellow circle.
- At the starting of the match the bots should be in their respective blue fields. The other bot of the same team should be in the green field.
- The bot should not cross the opponent's field before the starting of the match. Violation leads -5 points.
- For every goal 20 points will be awarded.
- None of the bot should hold the ball more than 5secs. If it holds more than the prescribed time ball will be passed to opponent team.
- Bots shouldn't destroy the opponent Bots. The participants are suggested not to use RF technology else interference can be caused by the other teams using the RF.
- Any bot can goal from anywhere on the game field following the 4th rule, otherwise no goal will be awarded and -ve points will be awarded according to that rule, and match will be started by the opponent team from their blue field.
- Every match is 5 minutes in the first round. The duration for the matches in the next rounds will be decided by the organizers.
- If ball goes outside the field then opponent will start the match from that point without any timeout.
- Finally, the winner is the team who scores more points at the end of the match.
- In case of a tie, only one-on-one match with 2 minutes and who ever scored first goal within 2 minutes is announced as the winner of the match. If there is a tie between two teams still, another tie breaker match of 2 minutes will be played.
- If the bot stops working inside the game field, due to any internal problem in the bot, the team will lose the match.
- In case of any discrepancy, the decision of the judges is final and binding.

Bot Dimensions:

- Bot maximum dimensions should be 25cm X 25cm X 25 cm.
- Maximum of 24V will be allowed on the bot, no external supply will be allowed.
- Bot can be controlled by wired or wireless remote.
- Maximum weight of the bot is 3kgs.