**LEVITACION**

Minbend brings you the legendry game of air hockey. But hey, that's not all . It comes with a touch of robotics.

**OBJECTIVE**

Build a bot that shoots the puck in its opponent's goal before the time runs out. The team that makes 7 shots in opponent's goal first make its place for the next round.

## ****BOT SPECIFICATIONS:****

 Bot sizes should not exceed 350mm X 250mm.

 There are no restrictions on height and weight of the bot.

 Bot can be wired or wireless with a compulsory striking mechanism to be disclosed before the start of match.

## ARENA

 Standard air hockey table of approximate dimensions of 3000mm X 1250mm (length x breadth) will be made available.

 Puck of diameter 10cm and thickness 1cm weighing around 150 grams will be provided.

**Rules and scoring**

 The puck will be placed at the centre of table befor the start of the match.

 For each puck shot in opponent’s goal, a point-score will be recorded.

 The first team to score 7 points by shooting the puck into the opponent's goal wins the game OR the team scoring maximum points in the game run of 5 minutes wins.

 Once the puck is on a certain team's side of the center line, team has 10 seconds to hit the puck back across the center line. Otherwise a foul is recorded and opponent team receives possession of the puck.

 No team member is allowed to touch or strike the puck with any part of his/her body or with any object other than the bot. Doing so records a foul and possession switches to the opponent.

 Hitting the puck when it is on opposite side of the center line, or crossing the center line COMPLETELY with the bot results in a foul. Here, the opponent team receives possession of the puck.

 If the puck leaves the table, a foul is called on the team that caused the puck to go out of play due to offensive motion and the opposing team gets possession of the puck.

 No team can hold the puck with bot for more than 3 seconds. Doing so causes a foul and possession changes.

Any team making more than 5 fouls would be disqualified.

 The time measured by the organizers will be final and used for scoring the teams.

 In case of any dispute or ambiguity, event coordinators’ decision will be final.

 Elimination is on knock-out basis.

 A team of maximum 4 members can be formed.