

Robot Hockey Contest

1. The contest is one-on-one fashion. A match consists of an upper half set and a lower half set. Each set has 90sec.
2. A robot which brings the puck into the opponent goal wins a score of 2 points. If the puck is in the own goal, there is no score for either side.
3. As time is up in any half set, a robot which holds the puck wins a score of 1 point.
4. If a robot does not move for 15sec in the game, the game ends immediately. The opponent side wins a score of 1 point.
5. Four teams with the highest scores in round 1 will be selected to the 2nd round of the contest. It consists of two semi-finals and the final of the contest.
6. **There are three start positions for each robot (see below). The start position is determined by throwing a dice in the beginning. The original puck position is at the center.**
7. During the match, if a robot is broken, upon the student request, the match may be suspended for 60 sec for repairing.
8. **Each and every robot is not allowed to lock the puck during the contest, for example to use a magnet or a fence is not allowed.**
9. The judge gives the final decision for any other conditions occurring during the contest.

Arena:

