Kick it to win it

GAMEPLAY

ROUND 1:

The objective is to transverse the robot quickly through the maze and place the objects (blocks, cylinder) at a specified location.
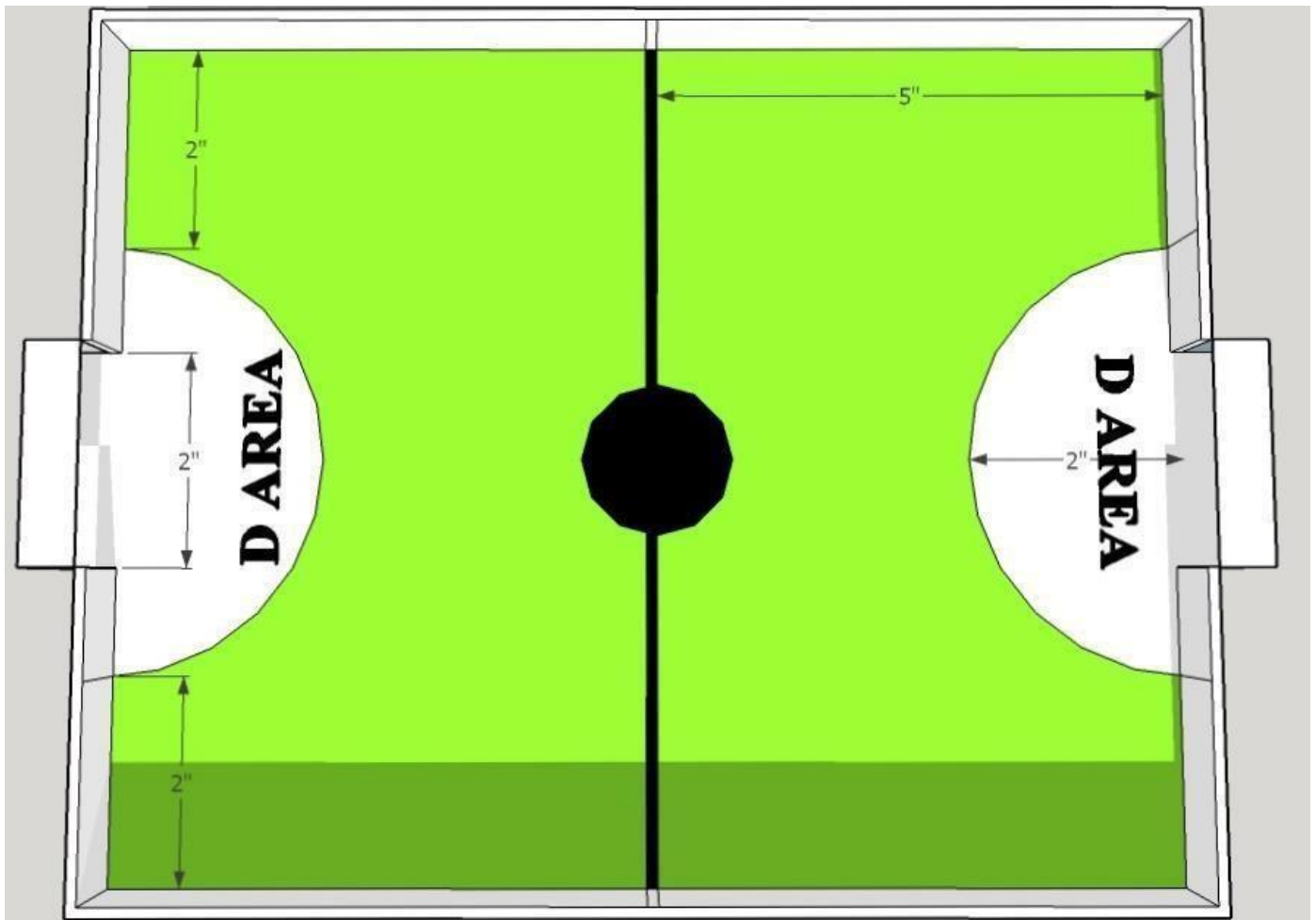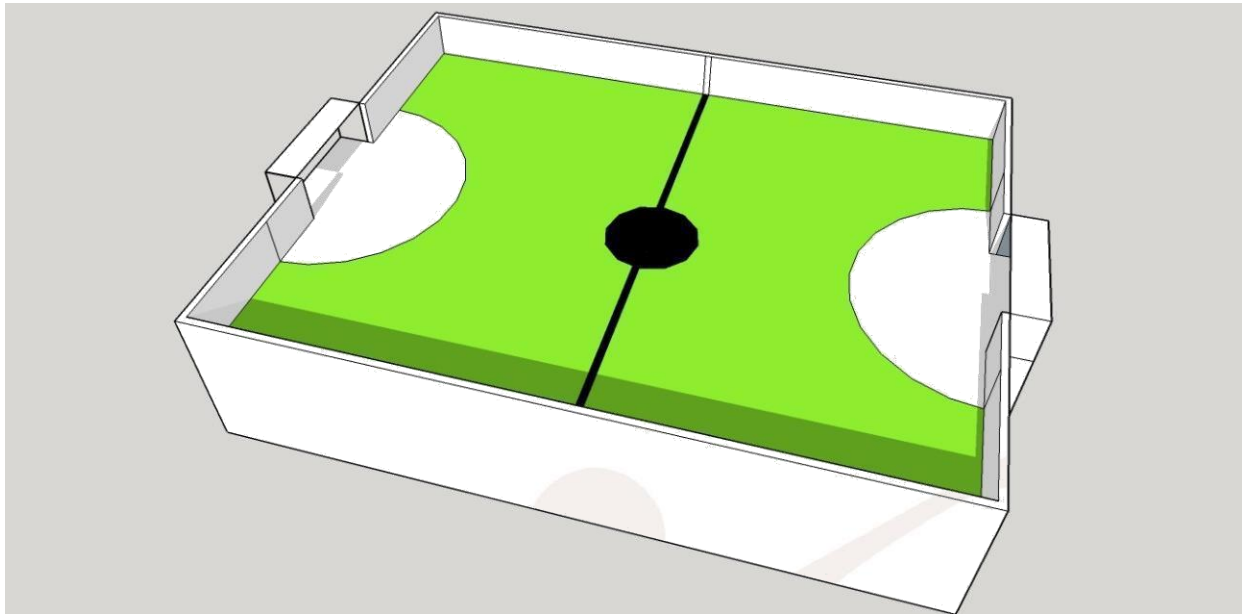
ARENA:

Fig 1

Fig 2

GAMEPLAY:

1. The robots will go one on one in this football tournament.
2. Each match would have 2 halves of 4 minutes each.
3. The bots from both the teams must attack by making goals and at the same time defend their own goalpost.
4. The bot can kick or drag the ball to score goals.
5. A yellow sponge ball of diameter 2.5 inches will be used.
6. In case the game ends up in a dead lock where the bots or the ball are stationary in the arena for more than 15 seconds the timer will be paused and the game will resume with both bots at their respective D-areas
7. Fixtures will be decided on the spot with a lucky draw using chits
8. The winners of each game would qualify to the next level.
9. Each level would have its own scoring i.e. no accumulation of scores of the previous levels.
10. In semifinals and the finals, some obstacles (light weight objects) might be introduced in the arena in the second half of the play.

PENALTIES:

1. Entangling your opponent's robot in the wires coming from your robot.
2. Head on collision with your opponent.
3. Pushing the ball out of arena.

SCORING:

1. 50 points for every goal
2. -10 for every penalty.
3. In case of tie:
   a. At Qualifiers: the team with less penalties wins.
   b. At Finals: 2 minutes to score a golden goal.

ROBOT SPECIFICATIONS:

1. The bot should fit in a box of dimensions 300mm X 300mm X 300mm.
2. The potential difference between any two points on the bot should not be more than 24V.
3. The bot can be wired or wireless. The wireless bot shouldn't be connected with any other device(example cell phones) except a unique controller.
4. The bot cannot be constructed using readymade Lego kits or any readymade mechanism. But you can make use of readymade gear assemblies and readymade wireless modules if required.
5. The robots shall be inspected before the event. Failing the inspection shall lead to disqualification.
6. Pneumatic/Hydraulic/Cutter/Projectile/Entanglement etc. mechanisms are NOT allowed.
7. Damaging the arena in any way will lead to disqualification.

GENERAL RULES:

1. Each team can have a maximum of 4 participants.
2. A team may consist of students from different colleges.
3. One person cannot be part of two teams.
4. Only one person from the team can control the bot at one point of time.
5. The event may be recorded by an overhead camera provided by the organizers.
6. No damage should be made by a bot to the arena or to other team's bots during the match any manner.
7. The organizers reserve the right to change the rules as they deem fit.
8. When a team is called for match, they must report within five minutes.
9. Judges decision will be final.

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