G-ELECTRA
SMART SYSTEMS CLUB
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HAVANA '25

THE JOY OF TECH SPIRIT

27 th & 28 th February 2025

STRIKER LEAGUE

ABOUT COMPETITION

Strike League is a competition where two robots face off, each aiming to score goals by moving a soccer ball into the opposing team's goal. The robots are designed and programmed by participants to be fast, agile, and intelligent, capable of navigating the field, handling the ball, and competing against their opponent's robot.

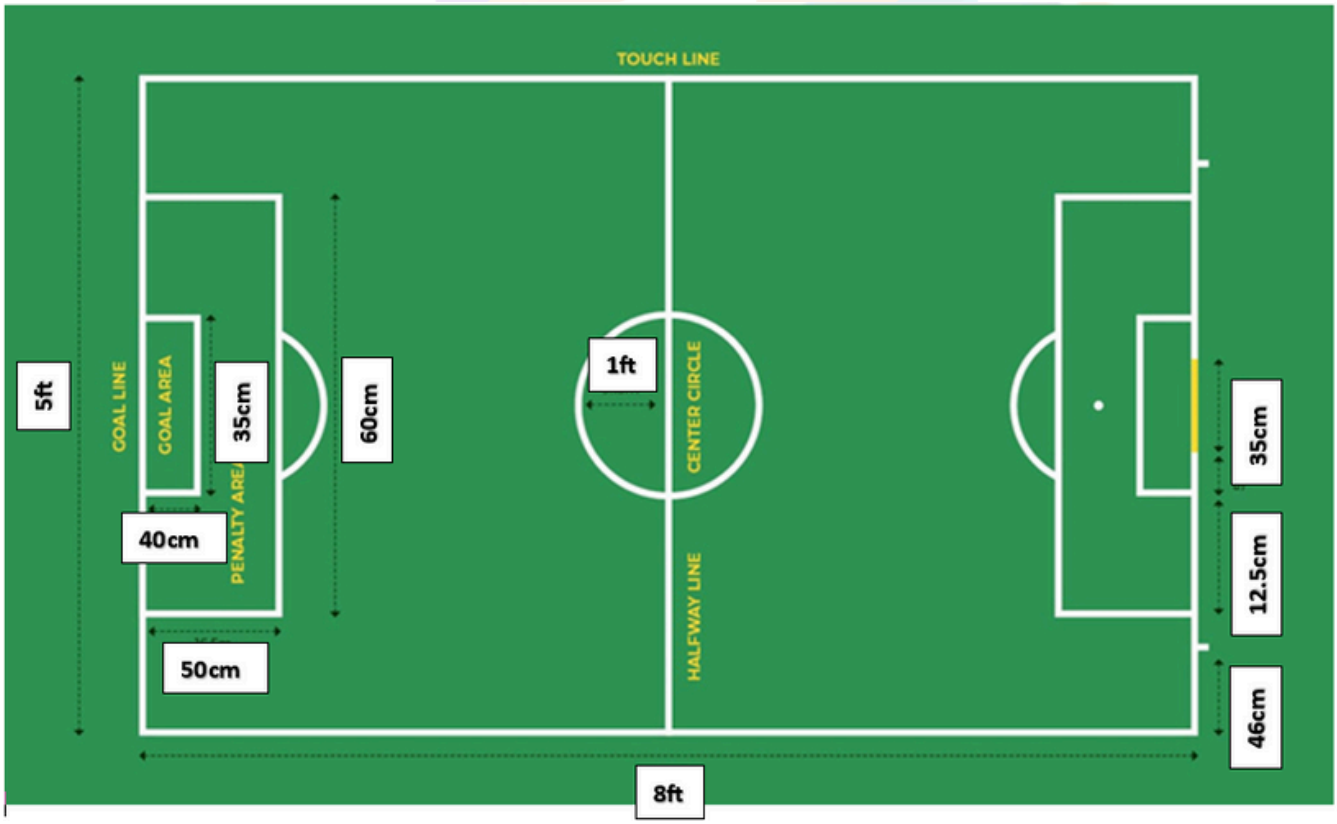
The challenge lies in creating robots that can effectively control the ball, block their opponent, and react quickly to the fast-paced action of the game. Teams must combine skills in robotics, engineering, and strategy to outmaneuver their rivals and score the most goals in this exciting, head-to-head robotic soccer match.

BOT SPECIFICATIONS

1. The robot should fit inside a box of 30cm*30cm*30cm(W*L*H) (±5% tolerance).
2. Robot should not exceed 7.5 kg.
3. The robot can be wired, wireless.
4. The robot should be self-powered with supply not exceeding 24V (on board power supply), the battery should be on the bot.
5. Only one participant should control the robot no player can be exchanged in the match

ARENA MAP (The arena map is just for your assumptions)

1. Playing area would be 8ft X 5ft. The exact field dimensions and the field markings at the venue may vary on the day of the competition.
2. The field has two goals, cantered on each of the shorter sides of the playing field. The goal inner space is 35cm in width, 40cm high and 40 cm deep, box shaped.
3. A centre circle will be drawn on the field. It is 2 ft in diameter. It is a thin white marked circle. It is there for Referees and Captains as guidance during the kick-off.
4. In front of each goal, there is a 60 cm wide and 50cm long penalty area. The penalty area is marked with white lines of 30 mm in width. The line is part of the area. A robot is considered inside the Penalty Area when it is completely inside.



COMPETITION RULES

- Team can have maximum number of four members.
- Only one participant should control the robot and no player can be exchanged in the match to control the robot.
- A robot can push or grab the ball. (Grabbing or pushing mechanism on the robot is allowed).
- Human interference (e.g. touching the robot) during the game is not allowed.
- Coordinators reserve the right to ask for the explanation of the robot. The coordinator can change the rules of the game depending on the situation.
- Rules & Regulations may change without prior notice, by the Event organizers.
- Positions of balls and obstacles in the arena will be decided by the organizers on the particular day of event.
- The decision taken by the event coordinator is final, and not interchangeable at any cost.
- Decision of the Judges and Event Organizers shall be treated as final and binding on all and cannot be contested.
- The event coordinator is the match referee. He takes all the decisions and participants have to abide by it

REGISTRATIONS:

- Registration fee = 300/-
- Event Date = 27th & 28th February.

EVALUATION PATTERN

- In robo soccer, it includes 2 rounds. The team which wins in round 1 will play in round 2.
- In round 2 team gets 3 chances to play, the team which wins will play with the other team till the final round.

NOTE:- The evaluation pattern may change on the day of the competition.

CERTIFICATE POLICY:

- Physical Certificates: Awarded exclusively to the top 10 teams.
- E-Certificates: Provided to all participants.
- Certificates will be emailed within 5–6 working days.

NOTE:- All rules are subject to change without prior notice, and the organizing team reserves all rights.

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INQUIRIES

For General and Technical inquiries related to the **HAVANA '25**
E-mail : gelectra@gitam.edu

COMPETITION Related Inquiries

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EVENT Related Inquiries

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LOCATION:
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https://maps.app.goo.gl/7baLjyD7oM3E7RBv6

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Karthikpagidi