

BATTLE-IT-LITE

General Rules

Destruction is strictly not allowed.

If the bot specifications are changed after registration or at any point of the event, participants are liable to be disqualified without any refund. Intentional wire cutting not allowed. This will lead to instant disqualification and the other team will be declared winners.

Winners will be decided via point system. Team with highest point at the end of match wins. If one team cannot compete, then the opponent team automatically wins. In that case points, will not be considered.

1st Round

It will be a one on one match from the very 1st round.

Both the teams/bots will have a home area (schematic given below).

A block or an object will be kept at the centre of arena, both the teams will start from their respective homes and the objective will be to push or throw the object outside the arena from either of the two openings at the side and then reach the opponents' home in 90seconds.

As soon as the block will be thrown by one of the team's (let's say Team A), the other team (Team B) can block the opponents' bot to reach its home.

If Team A succeeds in reaching B's home within 90seconds after throwing the block the former wins.

If Team B succeeds in blocking Team A's bot to reach its home within 90 seconds then Team B wins.

Team A will be considered a winner only if at some point it is able to be at least 60% (approx., upon coordinators decision) inside B's home.

Team B on the other hand will be disqualified if it is seen to be in its home for more than 10seconds in the blocking period.

The rule of technical timeout is also applicable in the 1st round similar to further rounds.

The 1st round will be a straight away elimination round.

2nd Round

In 2nd round again, all matches will be played on a one on one basis and the winner of each match will be moved on to the next level.

Last man standing or Bot with highest points will be the winner of the respective matches. In case of a tie, further decision will be taken by the coordinators.



Point System (2nd Round Onwards)

Immobilize Rule

If a bot is immobilized, a countdown of 10 seconds will start. After that, the bot which caused the immobilization should be able to pull out of the immobilize hold. If he fails to do so, another count down of 10 seconds will start. If the bot fails to move out, both of the bots will be awarded equal points. If at any time both of the bots are immobilized, separate concurrent 10 second countdowns will be carried out for each bot; failing to react within the 10 seconds will award the opponent with points. Point for immobilization->100pts.

Outside the Arena

If a bot is thrown outside the arena only from the two openings at the side wall by an opponent, the opponent is awarded points. If a bot throws itself outside the arena, the owner gets a deduction of points. A bot will be considered to have been outside if it is more than 80% outside the arena. If both of the bots are thrown outside, no one is awarded points. Points ->200pts.

Technical Timeout

One (1) technical timeout of 3 minutes is allowed without any penalty. After that one more-technical time out will be allowed for 2 minutes. The participant can choose when to take which technical time out. That is, he may choose to take the penalty technical time out first if he so wishes. During the technical time-out, the opponent will not be awarded any points. Points for technical timeout-> -100pts.

Robot Specification

The robot dimensions should not exceed 35cm X 35cm X 30cm when placed on the arena. Any further extension during a match exceeding the given limit will be allowed or disallowed by the coordinator.

Maximum weight of the robot should not exceed 4.5kgs including internal batteries and pneumatic systems if any (with tolerance up to 5kgs). The robot can be powered on board or off.

The potential difference between any two electrical points on the robot must not exceed 24 volts throughout the run (tolerance of 2V). AC motors are strictly forbidden.



Arena Specification

L X B = 7.5 ft. X 7.5 ft.

H = .5 ft.

All round wall height = 1ft.

Side wall openings, Width = 1.25 ft.

Home Area, L x B = 1ft. X 1ft.

