

## KICK-O-BOT

### RULES & REGULATIONS

#### Singles (One on One)

- The game will start at the count of 3 given by referee followed by whistle. In case a team starts its robot before the whistle, the game will be restarted and a team making this mistake for more than 3 times will be disqualified.
- Each team will have to defend the goal on its side as well as score the goal on the opposite side.
- Each team can have a maximum of 5 team members.
- The ball can be either dragged or pushed by the team. But cannot have any holding or gripping mechanism.
- One half-length will be 4 minutes.
- Maximum 3 members per team will be allowed to remain close to field for operating the robots.
- In case of jam up of robots for more than 30 seconds the robots will have to kick-off again at the order of the referee.
- In case of any discrepancy the final decision rests in the hands of coordinators.
- Any act of misbehaviour or misconduct will lead to immediate disqualification of the team.
- The robots are not allowed to use grippers or actuators which are intended to harm the opponent's robot.
- Any type of war or destructive mechanisms are not allowed.

