

ROBO SOCCER

Problem Statement :

1. To build manually controlled robot capable of playing soccer on an arena specially designed for robotic soccer match.
2. The robot would compete against others in 1-1 matches.

Bot Specifications :

1. Both Wired and RC wireless bots are allowed.
2. Maximum ROBOT size: 25Cm x 25Cm x 20cm.
3. The kicking mechanism of robot should not damage the arena.
4. The weight limit of the robot for this competition is 5 Kg.
5. The design to stretch a robot's body or its parts may be allowed after a match has started, but must remain a single centralized robot.
6. The bots can have on board as well as off board power supply (The organizing committee will not provide power supply or any other battery sources.)
7. The maximum potential difference between any two points on the bot should not exceed 15 volts.
8. Grabbing the ball is not allowed. So bots should not have any kind of grabbing mechanisms..

General Rules :

1. A team may consist of maximum of 4 members. Students from different institutes may form a team.
2. Bots are not supposed to carry/hold the ball.
3. Ready-made LEGO kits are not allowed.
4. No last minute repairs will be allowed in the arena. However, each team can take a time-out of 1 minute once during a match.
5. Bots would be checked for their safety before the match and may be discarded if found unsafe for other team or spectators.

6. All students with a valid identity card of their respective institutes are eligible to participate in the event.

Fouls :

1. Any kind of intentional damage caused to opponent team's bot will be considered as foul. Intentional grabbing of the ball so as to make it impossible for other team to get the control of the ball will also be considered as foul.
2. A free kick will be given to other team in case of fouls during which bots of the team committing the foul will be freezed for 30 seconds and ball will be given to the other team.
3. If a foul is committed inside the D-area, penalty will be given.
4. Decision of the referee will be final and binding.

Disqualification :

1. During the Game, the team members should not touch the machine or the arena. Failure to do so will lead to disqualification.
2. Team committing repeated fouls will attract disqualification.
3. The Bot will be liable for disqualification if it causes any kind of damage to the arena.
4. Bots should not destroy the opponent Bots. Otherwise will lead to disqualification
5. Any kind of assistance through edges for locomotion will lead to a disqualification.
6. The teams must get ready 5 minutes before the start of the match. If a team is not ready within the stipulated time, this will lead to disqualification.

NOTE: In case of any discrepancies, FINAL DECISION WILL BE MADE BY THE ORGANIZERS.