

COGNIZANCE 2K24

Faculty of Technology & Engineering

Chandubhai S Patel Institute of Technology

Department – Electronics and Communication Engineering

Title of Technical Event: ROBO SOCCER



Event Coordinators:

Faculty Coordinators

1. Prof. Hardik Modi (Contact no: 9427083318)
2. Prof. Vishal Shah (Contact no: 9974569169)

Student Coordinators

1. Satvik, (Student ID: 21EC002, Contact no: 6351334616)
2. Khush Patel (Student ID: 22EC033, Contact no: 9106338141)
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4. Moksh Chavada (Student ID: 23EC014, Contact no: 9879646386)

Event Description:

Its football time and no-one plays soccer better than the engineers, in their own sophisticated way we hail this event ROBO SOCCER. All your soccer fans hold your breath, as we present to your soccer with an entirely new dimension. So if you are up for the challenge get your manual soccer playing bots ready in order to compete on the biggest stage and bring out the hidden RONALDO, MESSI in you...its time you to stop watching soccer on screens. Participate and have lots of fun it's going to be thrilling for sure.....enjoy the event!

Team Specification:

No. of Participants per entry/ Team: **3**

Task:

- Bring your manual designed robot and which can compete on an arena specially designed for robotic soccer match. The event mainly consists of ROUNDS 1, 2 and 3.
- Obstacles are placed on both halves of the arena; points will be deducted if the robot touches the obstacles.

General Rules and Regulations:

1. Fair Play: Teams must adhere to the principles of fair play and sportsmanship. Any form of cheating, use of external assistance, or disruptive behaviour may result in disqualification.
2. Time Management: Teams must be mindful of the time constraints for each round. It is essential to manage time effectively to complete the challenges within the designated time limits.
3. Safety: Participants must prioritize their safety and the safety of others during the challenge. Any reckless or dangerous behaviour will not be tolerated.
4. Organizer's Decisions: The decisions of the event organizers and coordinators are final and binding. Any disputes or concerns should be addressed to the designated event officials.
5. Team: Only whole team as to reach to location then only game will be started.
6. Code of Conduct: Participants must adhere to a respectful and professional code of conduct throughout the event. Any behaviour that violates the code of conduct may lead to immediate disqualification.
7. Disqualification: The event organizers reserve the right to disqualify any team or participant who violates the rules or engages in misconduct.

Rounds:

➤ **Round 1 (Elimination):**

- 7 balls are placed at specified locations on the arena.
- Time limit is 3 minutes.
- Participants can drive, push or hit the ball into any of the goal posts.
- Points = number of goals.
- Minimum 3 goals are required for qualify in this round.
- If the ball is hit out of the arena, then it will not be placed back.

➤ **ROUND 2 (Knock out):**

- This is a knock out round (one on one).
- 7 balls are placed at specified locations on the arena.
- The ball of one arena has to be goaled into opposite arena goal post.
- There will be a match of 3 minutes.
- Points = number of goals.
- Driving the ball (of other team) intentionally towards the opponent leads to foul.
- Penalty shots will be provided in case of tie.

➤ **ROUND 3 (Final):**

- Robots are initially placed at their respective goal posts.
- Different colour, same size balls for different teams are placed in their half arena. Only one White colour ball is common to both of the teams placed in the center.
- The ball of one arena has to be goaled into opposite arena goal post.
- Time limit is 3 minutes.

- Participants should hit the ball into the opponent's goal to score points.
- Penalty shots will be provided in case of tie.

Event Rules:

1. Only one participant should control the robot and only 1 player can be exchanged in the middle of match to control the robot.
2. A robot can push or grab the ball. (Grabbing or pushing mechanism on the robot are allowed).
3. Human interference (e.g. touching the robot) during the game is not allowed.
4. Decision of the Judges and Event Organizers shall be treated as final and binding on all and cannot be contested.
5. The event coordinator is the match referee. He takes all the decisions and participants have to abide by it.
6. No more AC/DC power supply will be provided at the sight of play.
7. Student 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.
8. Rules & Regulations may change without prior notice, by the Event organizers.
9. Positions of balls and obstacles in the arena will be decided by the organizers on the particular day of event.
10. The decision of result will be taken by the faculty/Student coordinator is full & final, not interchangeable at any cost