

**ROBOVANZA 2023**

# RULE BOOK

**ROBO SOCCER**  
**31ST JANUARY- 1ST FEBUARY**

@ROBOTICS\_CBIT

ORGANIZERS:  
Robotics and Innovation Club, CBIT  
IEEE CBIT

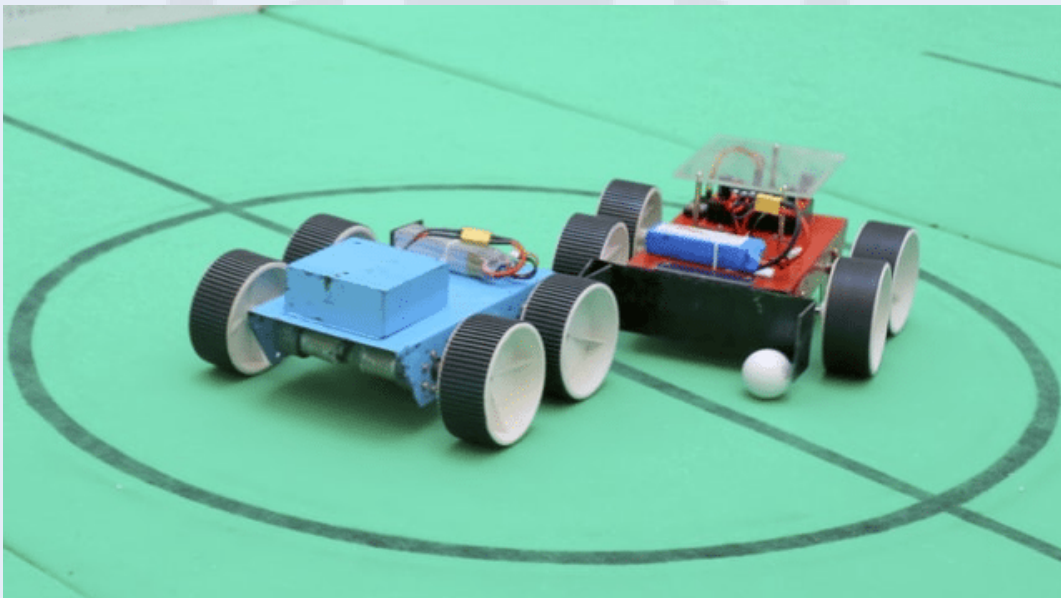
# ROBO SOCCER

## Game:

Build two soccer-playing robots, one as a Striker and the other as a Goal-keeper. The robot ball-handling skills are in addition to the the controller's skill and precision will be tested. Each round has different judging criteria (overall points, number of goals scored, and time taken) for getting through the next round.

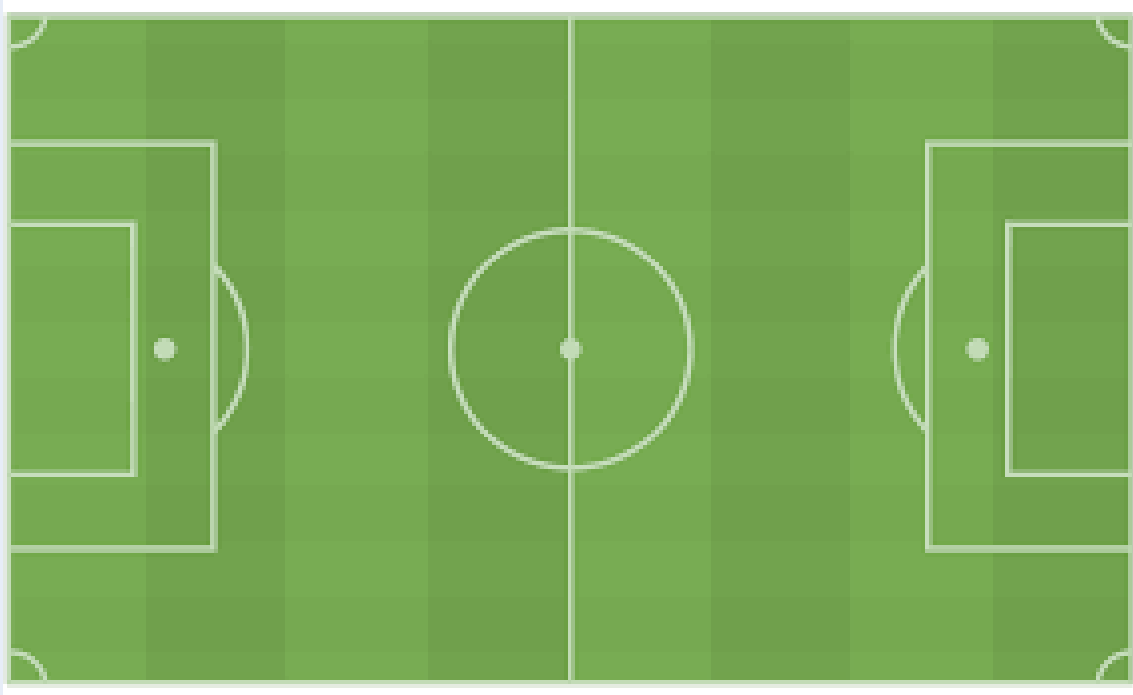
## Robot Specifications:

1. Dimensions of the robot should not exceed by 30cmx30cmx30cm(l\*b\*h).
2. Weight of the robot should not exceed 5kg.
3. If batteries are on the bot ,then they will be considered for the weight.
4. If the batteries are on the bot, then they will not be considered for weight.
5. Max Voltage in the circuit should not exceed 12V DC at anytime.
6. Tolerance of 10% on dimensions and power supply will be allowed.



### Arena specifications :

The arena dimensions of the field are 4m x 2.5m with a center circle diameter of 50cm and the goal post half circle radius is 75cm.



### Team instructions:

1. Minimum of 2 members.
2. Members of different institutions can form a team.
3. Minimum 2 members of a team are allowed to stay around the arena (one for controlling and one for assisting).
4. A team is allowed to play with only one robot in Round 1.

### Gameplay :

1. Robots must be constructed in a way that they do not enter the goal post.
2. This rule applies to all robots on the field.
3. Any robot that moves into the goal post 3 times during a period of 20 seconds is deemed to be Foul.

## Game Zone:

There will be two rounds.

### Round 1:

- 1.This Round has a time limit and will be decided on the day of the event.
  - 2.Only one Robot is allowed to use in this round per team.
  - 3.Choosing the robot for this round is up to the participants.
  - 4.Different color and same size balls for different teams are placed in their half arena.
  - 5.The ball of one arena has to make a goal into the opposite arena goal post.
  - 6.After any one of the teams finishes scoring all their 4 balls into the opponent's goal post, then white color balls common to both the teams will be placed in the center for the bonus. 3 white balls will be placed one after the other.  
Points = number of goals. (White Balls have more points).
  - 7.White ball should be goaled after completion of his color balls.
- The participants for Round 2 will be selected based on points scored by all the participants in Round 1.

### Round 2:

- 1.In this Round, opponents will be selected based on a lucky draw.
- 2.Each team should bring two robots; one plays the role of goal-keeper and another as a striker. (2 Vs 2).
- 3.Robots will be placed at the required position by the coordinators.
- 4.The robots have to score the goal in the opposite as it is done in Soccer.
- 5.Time limit for Round 2 will be decided on the day of the event.
- 6.The penalty will be announced on the day of the event.

**Note:**Arena for the Event will be displayed on the day of the event.

Those who qualify for the first two rounds will be in the finals. The final match arena and rules will be revealed during the day of the final event.



## Disqualifications :

- 1.Capturing the ball by any means may lead to disqualification.
- 2.The ball should be in a moving position and cannot be locked by the robot.
- 3.Any kind of damage to the arena will not be entertained, and if done, the robots will be immediately disqualified.
- 4.Lending or making the robot and participating in the same event with the different team will not be entertained.
- 5.Human interference (e.g, touching the robot, stepping into the arena) during the game will not be allowed.
- 6.If a participant does not comply with the rules of the event, the robot will be disqualified from the event.
- 7.Usage of potentiometer leads to disqualification from the competition.

## Competition Rules :

- 1.Robots can be wired, wireless, or autonomous.
- 2.The robot can have any mechanism.
- 3.The goalkeeper should be within the area of their respective teams.
- 4.If a technical glitch occurs, servicing time of 2 minutes will be given to each team.
- 5.Robots cannot enter the goal post, in-case penalty will be charged.
- 6.Teams are not permitted to change the parts of their robots during a run or between rounds.

**Others :**

1. All participants will be given Certificate of Participation.
2. Winners and runners will be given Certificate of Merit.
3. Member participated from a team cannot participate in another team for the same event
4. It's our sincere request to all the participants to go through this rule book thoroughly and not a single point mentioned in this rule book will be compromised under any circumstances. We also request you to have a copy of this book handy during the event.

**PRIZE MONEY :**

10,000/-

**Event coordinators :**

Dhanush - 8500932000

Pasha - 6305188189

Charvi - 8919786091

**THANK YOU**