

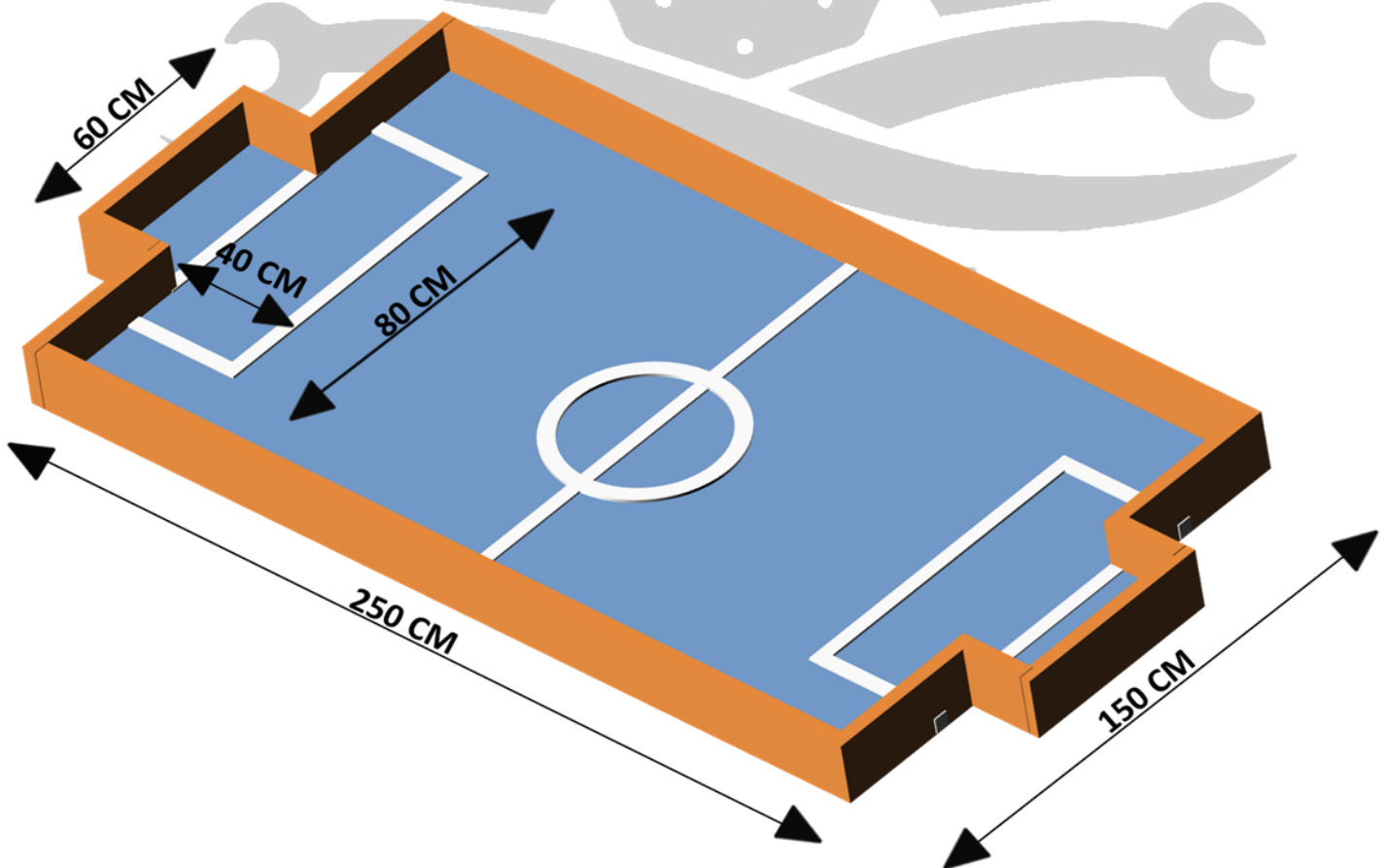
ROBO-SOCCER

(My Goal is to stop yours)

INTRODUCTION

Here comes an event to show your passion of soccer in a technical way. Come this MTM and feel the football fever. Participants are required to build one manually controlled bot capable of playing soccer on an arena specially designed for the robotic soccer match.

ARENA



BOT SPECIFICATIONS

- Each team is allowed to have only 1 bot.
- Table tennis ball would be provided for the game-play.
- The bot must fit into a cube of (30x30x30)cm at all times. It may not expand at any time during the match beyond this size even for hitting the ball. Violating this will lead to immediate disqualification.
- The bots should be controlled manually using wireless or wired remote control.
- The bots can have on board as well as off board batteries or AC adaptors.
- Teams will be provided 220 volts 50 Hz AC supply only.
- The maximum potential difference between any two points on the bot should not exceed 24 volts.
- Flippers or dozers can be used in bots with suitable mechanism so that not to damage the arena. Violating this will lead to immediate disqualification.
- Maximum weight of the bot is 5kgs (including batteries or adaptors, if onboard).
- 10% tolerance will be allowed in any one dimension.
- Grabbing the ball is not allowed. So bots should not have any kind of grabbing mechanisms.

GAME-PLAY

- 2 minutes of setup time will be provided to each team for pre-game setup and testing.
- Each match will consist of two halves of 5 minutes each.
- Game will start by placing the ball at center and bots out of the center circle in their respective halves.
- If there is an entanglement between the wires of the bots then the match will be restored from the center without stopping the time.
- After the first half, goals will be swapped.
- In case of tie 3, min extra time will be given.
- At last, the winner would be decided by the penalty shoot-out. Each team would have 2 penalty strokes and the best will be counted.
- If the ball completely crosses the line then only the goal will be counted.
- Team who scores maximum goals would be the winner of the match.

FOULS

- Intentionally damaging the opponent's bot will be counted as foul and free-kick would be awarded.
- Intentionally grabbing the ball will be counted as foul and free-kick would be awarded.
- Any foul committed in the D-area will be counted as foul and penalty would be awarded.

FREEKICKS AND PENALTIES

- In free-kick, the bot of the foul committing team would freeze for 5 seconds and placed at the center. The ball will be placed at foul position and given to the opponents.
- In penalty, the bot of the foul committing team would freeze for 10 seconds and placed inside its own D-area. The ball will be placed at center and given to the opponents.

GENERAL RULES

- Teams will have to report at least 15 minutes before the beginning of the event, failing to do so will result in disqualification.
- Ready-made kits are not allowed.
- Each team can take 1 TIME OUT of 2 minutes during the match.
- If you are making a wireless Bot, you should be able to control your Bot with two different frequencies.
- In case of any discrepancy, referees' decision is final. Arguing with organizer will lead to immediate disqualification.

DISQUALIFICATION

- If a team violates the bot's size specifications.
- If a team damages the arena in any way.
- If a team commits the repeated fouls.
- If a team's bot becomes inactive during the match and their time out is used.
- If a team fails to report in time.
- If a team tries to intervene the gameplay without permission of the referee.

ELIGIBILITY

All students with a valid identity card of their respective educational institutes are eligible to participate. A team should consist of 2 or 3 members. Students from different educational institutes can form a team.

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