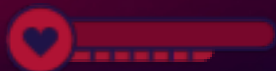
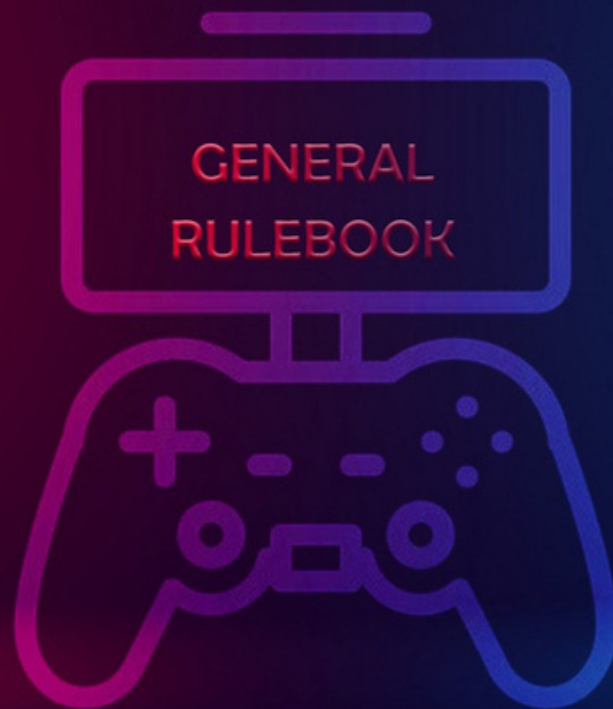


The
FURTHER

PRESENTS

TECHNICAL COMPETITIONS

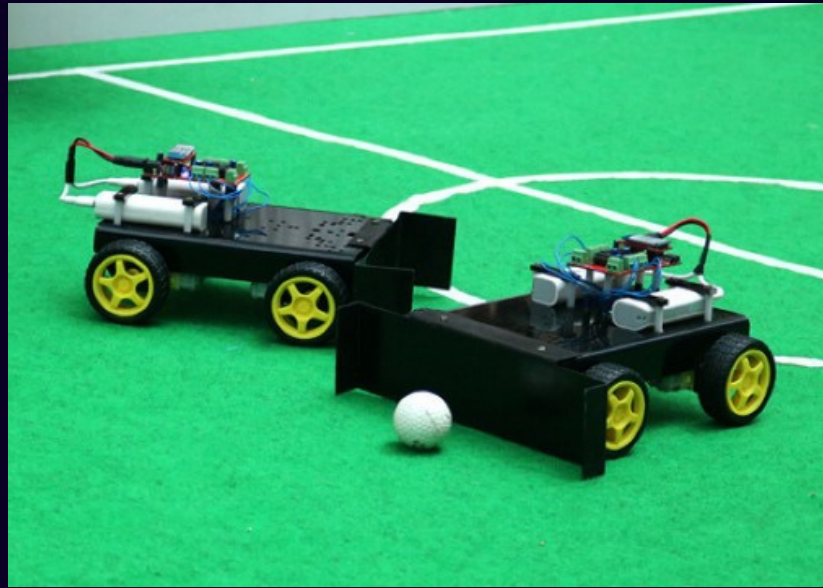
2023



START

The FURTHER

ROBO-SOCCER



With robots doing more and more things as time proceeds, why not also have some fun with them?

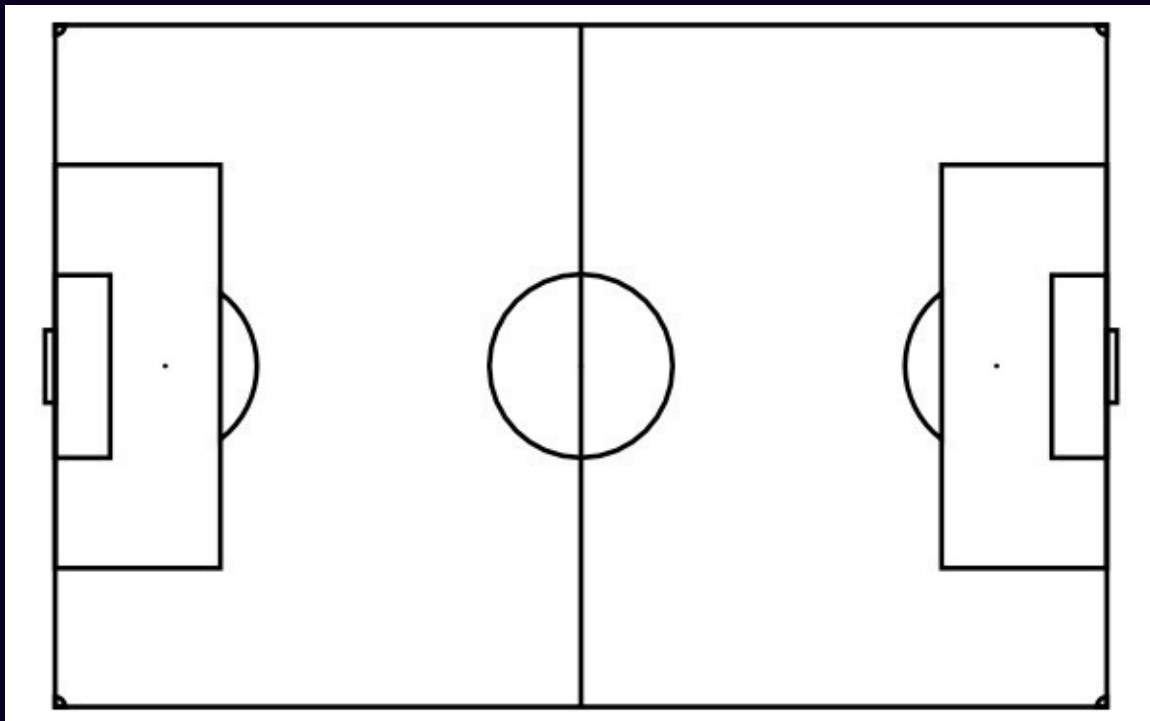
Epicthon invites teams to bring their own set of RC bots to conquer the field and prove themselves athletic enough to win the contemporary version of Soccer, "Robo Soccer".

You can't Just win a game with tougher bots' so get moving, create a strategy, charge your bots and judge your opponents every move to emerge victorious.

The
FURTHER

ROBO-SOCCER

ARENA



***SAMPLE IMAGE. SUBJECT TO CHANGE.**

The FURTHER

General Rules

1.) Each team will consist of three robots, of which one will be a substitute which will be allowed only when the main robots get damaged significantly. Substitution can be made after the referee allows it.

Note- The Substitute bot is optional, but it is advisable. So, you can either bring two or three bots.

2.) A maximum of 4 members are allowed in the team. However, only th members are allowed inside the arena. Two for running robots and two for maintaining wires.

3.) All team members will be standing near the defending half and half of the neutral zone. No player from any team will be allowed to cross the attacking area.

4.) Bots should not damage the arena in any way.

5.) The referee's decision will be final and binding. Any argument with the technical committee and referee will lead to immediate disqualification.

The FURTHER

- 6.) Any team member can control the bot. Also, the drivers may be changed to the same match.
- 7.) Teams can participate in other competitions being conducted at Epicthon alongside the Robo-soccer competition.
- 8.) Each team should contain one attacking bot and one defending bot, and the substitute bot can be replaced by either attacking one or defending one.
- 9.) The teams must bring all spare parts and tools. The organisers will provide no parts and space for repair or changes.
- 10.) In the case of wired bots, the wire may touch the arena, but it should not entangle with that of other bots; if the wires are causing too much trouble, the referee may give a foul which can lead to a penalty.
- 11.) All the matches will be of knock-out type, and the winning team moves to the next round.
- 12.) Bots are not supposed to capture/hold the balls.
- 13.) Bot committing fouls too frequently may get a red card.

The FURTHER

Game Play

- 1.) The match will start with all the bots in their respective starting zones. (see figure).
- 2.) At the beginning of each half, the ball will be placed in the centre of the arena.
- 3.) Each team has to score goals to gain points.
- 4.) The team with the maximum points will win the match.
- 5.) In case of a foul, points will be deducted. (Fouls are described in the end).
- 6.) Bots are not supposed to capture/hold the balls.
- 7.) Once the time starts, the match will not be paused for any repairs.
- 8.) There will be a 2 min timeout between the two halve times.
- 9.) The total duration of a match will be 12 min (2 halves of 5 min + 2 min time-out).
- 10.) In case of a tie between 2 teams; the tie will be resolved by a golden goal (Described in the end).

The **FURTHER**

- 11.) In case no team can score a goal in the given 5 min of golden goal, the tie will be resolved by a consecutive free-kick (Described in the end).
- 12.) Defending bot can't stay in the goal zone (see figure) for more than 30 sec at a time.
- 13.) Bot committing fouls too frequently may get a red card, and no substitute will be allowed for the bot.
- 14.) Attacking Bot has to be placed in the "Attackers starting position" of the respective zone and defending bot should be in the "goal zone" in the beginning (see figure).
- 15.) Attacking bot is allowed to move in its attacking and neutral zone and is not allowed to enter the defensive zone. Similarly, defending bot can move in the defending zone, not in the neutral and attacking zone (see figure).

The FURTHER

16.) If the ball gets out of the arena, and no offender can be decided by the judges, then the ball will be placed in the centre and all bots will be placed in their respective zones.

17.) When any team scores a goal, that team will earn 5 points, and the other team will get the ball, and the match will start with a goal kick (Described in the end).

18.) In case of system failure, if any bot fails to move, the team can pick out their bot without disturbing the other bots. However, the match will not be paused.

19.) The bot which was picked out will be placed in the respective starting zone and can be placed after one goal.

20.) Substitute bots will be used only with permission from the judges, and placing rules will be the same as above.

Once the substitute bot has replaced the main bot then, it can't be placed again.

The FURTHER

21.) If two of the three bots cannot play, the remaining bot will be allowed to play in the whole arena.

22.) If all the bots in a team are not working, the match will not be paused until the other team scores a goal. After this, the team will be given 5 minutes time to make repairs; if the team fails to get the bots in a working state, then one of these two things will happen:

a) If this happens in the first half, we move to the 2 min timeout, and the next half halves begins

b) If this type of failure happens in the second half, the other team will be awarded 25 points.

Fouls

1.) Any collision other than head-on can lead to damage.

2.) Bot enters the restricted zone for more than 5 seconds or enters intentionally.

The FURTHER

- 3.) Defending bot stands in the goal zone for more than 30sec.
- 4.) Bot capturing the ball or throwing the bot out of the arena intentionally.

This foul will lead to a free-kick.

After a team concedes three free-kick for the subsequent foul, one penalty kick will be awarded.

- **Free kick:** In this, the team to which the free kick is given will be playing with their attacker bot placed in the "attacking bot starting zone", and the ball will be placed at the centre, and the other team will have their defensive bot in the arena. A free kick has to be scored in 15 seconds to gain points. Match time will be paused during this. Three points will be awarded for a successful free-kick.

The FURTHER

- **Penalty Kick:** In this, only the attacking bot of the team will be allowed in the arena and will be placed in the goal zone, and the ball will be placed in Penalty 'D' of the same team from which the attacking bot has to kick the ball without crossing the defensive area and has to score. No bot from the other team is allowed inside the arena. Match time will be paused during this. The team conceding a penalty will lose 1 point irrespective of the other team scoring a goal. If the team scores, they will be awarded 2 points.
- **Golden Goal:** The game will continue with the same rules, and the team to score the first goal will be considered the winner.
- **Consecutive Free Kick:** This means both teams will be given a free kick consecutively, and the first team to lose the free kick will be considered as the loser.

The FURTHER

- **Goal Kick:** The ball will start from each team's penalty 'D', and the game will start similarly.

Bot Specifications

- 1.) Both wired and wireless robots are allowed.
- 2.) Maximum bot size before the game starts must be 30 X 30 X 30 (dimensions in cm)
- 3.) Maximum weight of a robot can be 4kg.
- 4.) Battery must be placed on the robot.
- 5.) The maximum voltage across any point in the bot must not exceed 12V.
- 6.) Out of three bots, one bot should be the attacker, and another one should be a defender.
- 7.) Substitutes can play any role. It will be allowed in the game if any of the bots get significant damage and the referee permits the replacement.
- 8.) The attacking and defending bots must be placed in their respective zones for each team at the beginning of the game (refer to the schematic of the arena).

The FURTHER

9.) The design to stretch a robot's body or its parts may be allowed after a match has started, but it must remain a single centralised robot.

10.) Capturing the ball so that it becomes impossible for other teams to gain control of the ball will be considered a foul.

11.) Readymade bots are not allowed.

General Information

1.) The contest will occur during the EPICTHON TECHNICALS at Shetty Institute Of Technology Kalaburagi.

2.) Any changes in rules will be uploaded on the website.

3.) The organisers have the right to modify any of the above rules without prior notice to the participants.

4.) All the dimensions are subjected to minor tolerances.

The FURTHER

Prizes:

PRIZES WORTH

- 1.) Participation certificates will be provided to all the teams.
- 2.) an e- certificate will be awarded through the given email id.
- 3.) Prizes will be awarded to the top 2 teams, medals and trophies. (Exact prize money will be announced soon)
- 4.) The Prize money will be awarded to Winners via NEFT and will be processed within 90 working days after receiving the Prize Money from Sponsors. The Winner has to mail the following information (immediately after the announcement of results) to sithackathon23@gmail.com
Subject: Robo-Soccer Sparkathon, Team Name, Team Bot, Your Position
 1. Account Holder's Name.
 2. Account Number.
 3. Bank name and Branch name
 4. IFSC Code



The **FURTHER**

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