

Ball Wars

No. of Team Member: 3 –5

Description: The machine (bot) has to put as many balls as possible from its area to the opponent's area.

Rules:

➤ *Arena:*

- The arena is shown in the figure.
- The surface of the arena will be flat at most of the surfaces.

Note: *The arena shown in the figure is the proposed design. The actual arena is subject to changes.*

➤ *Specifications:*

- Power supply will be provided to the team at the time of event for its machines. Onboard power supply is also allowed.
- The potential difference between any two points of the machines must not exceed 24 V DC and 5A of current.
- The bot dimensions must not exceed 30cm*30cm*30cm.
- The bot can be wired or wireless. In case the machine is using a non-electric power supply, kindly get it approved from the organizers beforehand via email. Organizers are not responsible for inconvenience if approval is not sought.
- Diameter of ball is 6cm.
- While travelling, the bot must not carry more than 3 balls.

➤ *Game Procedure:*

- At the start of the run, the machines will be placed in their respective starting zones.
- It will be a one on one match of 5minutes.
- If a team opts for a restart, then the machine will be restarted by placing it in its starting zone.

- No penalty will be awarded for a restart.
- During a restart, the teams can make any hardware changes (if required). However, the clock won't be stopped during the restart.
- There will be two zones:-**green and red zone**.
- If the ball goes in the **green zone, 10 points** will be given.
- If the ball goes in **red zone, 30 points** will be given but the ball should go over the ramp.
- If the ball enters the red zone in any other way, *then it will be put in the no points pit*.
- The bot may pick the balls from its red zone.
- At the end, the team with more points wins

➤ *Miscellaneous:*

- Any team that is not ready at the time specified will be removed from the competition automatically.
- The machines would be checked for their safety before the run and would be discarded if found unsafe for other participants and spectators.
- Organizers' decision shall be treated as final and binding on all.
- In any case there should be no damage to the arena.
- The organizers reserve the right to change any or all of the above rules as they deem fit.
- Change in rules, if any, will be highlighted on the website and notified to the registered participants.
- In case of ties during elimination round, a rerun will be given to the teams.