

ROBO SOCCER: -

- ❖ Each team will have to defend the goal on its side as well as score the goal on the opposite side.
- ❖ Each team can have a maximum of 4 team members.
- ❖ Each Robots can be use by only two teams.
- ❖ The weight limit of the robot for this competition is 4 kg.
- ❖ Each robot should be of 30x30 cm² (+15% & -15% Error can be considerable).
- ❖ A team playing with the robot in first match should continue the whole competition with the same robot.
- ❖ The game will start at the count of 3 given by referee followed by whistle. In case a team starts its robot before the whistle, the game will be restarted and a team making this mistake for more than 3 times will be disqualified.
- ❖ The robot must not have any active or passive design that will capture the ball with any unfair means.
- ❖ The robot chassis or any wedge mechanism should not have contact with arena's surface and does not damage arena during match otherwise the team will be disqualified.
- ❖ Each goal scored by a team by rolling the ball on the ground will fetch the team 1 point.
- ❖ The voltage at any point on the electrical connections should not exceed 12 V DC. We will be supplying 12 V DC power Supply through SMPS. (Incase teams having a wireless Robots should bring their own batteries. We won't be providing any batteries for matches)
- ❖ The game will last for 3 minutes. If the time limit exceeds, then in that case the judge will be deciding about taking penalty round or toss.(Time limit changing decision can only be change by the coordinator).
- ❖ The detailed dimensions of the goal post and arena will be revealed on the event day.
- ❖ Maximum 3 members per team will be allowed to remain close to field for operating the robots.
- ❖ In case of jam up of wire for more than 10 seconds the robots will have to kick-off again at the order of the referee.
- ❖ In case of any discrepancy the final decision rests in the hands of co-ordinators.
- ❖ Any act of misbehavior or misconduct will lead to immediate disqualification of the team.
- ❖ The competition is aimed at making the game a friendly football match rather than a robo-war.
- ❖ Only 2 timeout is allowed for a team & each timeout is only for 1 minute.
- ❖ Teams must bring their own tools.
- ❖ No test practice will be allowed on the arena before the start of the event.

Decision about your robot will be taken by the organizers.

No team will get a second chance after completing the track with poor score.

AQUA ROBO: -

- ❖ Each team will have to defend the goal on its side as well as score the goal on the opposite side.
- ❖ Each team can have a maximum of 4 team members.
- ❖ Each Robots can be use by two teams.
- ❖ Each robot should be of 30x30 cm² (+15% & -15% Error can be considerable).
- ❖ The game will start at the count of 3 given by referee followed by whistle. In case a team starts its robot before the whistle, the game will be restarted and a team making this mistake for more than 3 times will be disqualified.
- ❖ The robot must not have any active or passive design that will capture the ball with any unfair means.
- ❖ The robot chassis or any wedge mechanism should not have contact with arena's surface and does not damage arena during match otherwise the team will be disqualified.
- ❖ The voltage at any point on the electrical connections should not exceed 12 V DC. We will be supplying 12 V DC power Supply through SMPS. (Incase teams having a wireless Robots should bring their own batteries. We won't be providing any batteries for matches)
- ❖ The game will last for 3 minutes. If the time limit exceeds, then in that case the judge will be deciding about taking penalty round or toss.(Time limit changing decision can only be change by the coordinator).
- ❖ The detailed dimensions of the goal post and arena will be revealed on the event day.
- ❖ Maximum 3 members per team will be allowed to remain close to field for operating the robots.
- ❖ In case of jam up of wire for more than 10 seconds the robots will have to kick-off again at the order of the referee.
- ❖ In case of any discrepancy the final decision rests in the hands of coordinators.
- ❖ Any act of misbehavior or misconduct will lead to immediate disqualification of the team.
- ❖ The competition is aimed at making the game a friendly football match rather than a robo war.
- ❖ Only 2 timeout is allowed for a team & each timeout is only for 1 minute.
- ❖ Teams must bring their own tools.

Decision about your robot will be taken by the organizers.

No team will get a second chance after completing the track with poor score.

TASK MASTER

- ❖ Each team will have to complete the given all task given in the arena from starting to ending.
- ❖ Each team can have a maximum of 4 team members.
- ❖ Each Robots can be use by two teams.
- ❖ The weight limit of the robot for this competition is 3 kg.
- ❖ Each robot should be of 30x30 cm² (+15% & -15% Error can be considerable).
- ❖ A team playing with the robot in first match should continue the whole competition with the same robot.
- ❖ The voltage at any point on the electrical connections should not exceed 12 V DC. We will be supplying 12 V DC power Supply through SMPS. (Incase teams having a wireless Robots should bring their own batteries. We won't be providing any batteries for matches).
- ❖ Maximum 3 members per team will be allowed to remain close to field for operating the robots.
- ❖ In case of any discrepancy the final decision rests in the hands of co-ordinators.
- ❖ Any act of misbehavior or misconduct will lead to immediate disqualification of the team.
- ❖ The robots are not allowed to use actuators which are intended to harm the arena.
- ❖ Only 2 timeout is allowed for a team for 1 minute.
- ❖ Teams must bring their own tools.
- ❖ No test practice will be allowed on the arena.
- ❖ The competition is based on time trail system. There will a qualifying round for each team.
- ❖ The top team from qualifying round makes it to the final round on basis of time trials.
- ❖ Wires should remain slack during the course of the run. Pulling the wire to aid the robot in traversing may lead to disqualification.
- ❖ If any of the robots starts off before start up call, the counter would be restarted and the machines
- ❖ will get a second chance. If repeated again then team will be disqualified.
- ❖ Team robot must be ready when call is made for your team.
- ❖ Team members will be allowed only three times to touch or reset their robots position during the run. However, this will lead to a time penalty and timer will not stop during this course of action.
- ❖ The robot will be judged on basis of (in priority): -
 - a. Time to complete the track.
 - b. Number of checkpoints cleared.
- ❖ Machine must not contain any readymade kits, pneumatic & hydraulic systems, IC engines.

Decision about your robot will be taken by the organizers.

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