

RULE BOOK



ROBOPACE

GENERAL RULES

- This is a **team** event.
- A team can have **2 to 5** members.
- A team may comprise members from **different colleges**. No person shall be a member of **multiple teams**.
- Teams have to showcase and get their bots measured **as per specification** before the match.
- No bots can be shared by two teams.
- Robots are not allowed which are constructed using **LEGO** kits or its spare parts or any other readymade mechanism.
- Use of **pneumatics, hydraulics, lethal weapons like projectiles, acids, sharp cutters, strong electromagnets, tesla coil, fire, and EMP** are strictly prohibited.
- Bots are not allowed to pick or hold the ball with the bot, if found faulty may lead to disqualification.
- The bot can be **wired or wireless**.
- **Intentional Damage** to the arena may lead to disqualification of the bot.
- The right spirit of participation is expected from every participant.
- A team can be disqualified on disciplinary ground.
- The **decision of the coordinators** will be deemed final.

ELIGIBILITY CRITERIA

- Dimension of the bot shouldn't exceed 12 inches x 12 inches (L x B) with 10 percent tolerance.
- Weight of the bot must be below 2.5 kg, with 10 percent tolerance.
- Maximum allowed voltage is 18V.
- Power of the bot should be fixed throughout the play. Variable power is prohibited.
- For wired bots, pulling wires to alter the movement of the robots will not be tolerated and may lead to disqualification.
- The robot may have some sort of ball hitting mechanism but the robot, as a whole, must comply with the dimension constraints throughout its performance.
- Touching the robot during the competition is strictly prohibited.
- Loose weights on the bot are not allowed.
- The length of wire attached with wired robots should be atleast 5m.
- Unnecessary attack on the opponent bot is not allowed.

EVENT DETAILS

The event will comprise of Two Phase .
The **RoboRace** will take place on 9th March.

ROBORACE :

- The competition is based on a **time trial system**. There will be a **qualifying round** for each team.
- The top team from the qualifying round makes it to the final round on the 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 **start off before the start-up call**, the counter will be restarted and the machines will get a second chance. If **repeated again** then the team will be disqualified.
- Your robot must be ready when a call is made for your team.
- Team members will be allowed only **three times to touch or reset their robot's position** during the run. However, this will **lead to a time penalty** and the timer will not stop during this course of action.
- The robot will be judged on the basis of (in priority):-
 - a. **Time to complete the track.**
 - b. **Number of checkpoints cleared.**
- The machine must not contain any **readymade kits, pneumatic & and hydraulic systems, or IC engines.**
- The decision about your robot will be taken by the organizers.
- No team will get a second chance after completing the track with a **poor score.**

EVENT DETAILS

- The top 8 teams from RoboRace will qualify for the final robofooties round. Each round in robofooties will be a knockout round. There will be a total of 3 round in Robofooties

ROBOFOOTIES:

- This is a one-on-one round in which two robots will take on each other.
- Each robot has to try scoring more goals than the other.
- There are no obstacles in this round in the arena.
- There will be a toss and the team winning the toss will get to decide the goal post of their choice.
- The ball will be placed in the center with robots on both sides of the arena.
- A total of 6 minutes will be given to score goals in the opponent's goal post.
- The 6 minutes time is divided into two halves consisting of 3 minutes each.
- If there is a deadlock between two robots for a time of 30 seconds or more, then each robot will be reset to its original position and the ball will be placed at the center of the arena. During this period, time will be paused, and it will continue after the robots are reset.
- In case of a draw after 6 minutes, the fastest kick approach will be applied.
- In the fastest kick approach, 6 balls will be placed at different positions on the arena and an extra 1 minute time will be given the team scoring the max goals will win.