

RULE BOOK



HELL IN A
CELL

RULES

GENERAL RULES

- This is a team event.
- A team can have a minimum of 2 and a maximum of 4 members. Additional member is chargeable.
- A team may comprise members from different colleges. No person shall be a member of multiple teams.
- Teams have to show and declare ALL of their bots before their first match.
- No bots can be shared by two teams.
- The participants will be provided standard 220V-60Hz AC supply.
- Participants will have to arrange for any other power supply required for their robot.
- 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.
- The bot should be totally wireless and manually designed.

RULES

GENERAL RULES

- For a wirelessly controlled robot there should be **4 channels** for controlling the robot.
- Damage to the arena may lead to **disqualification** of the bot.
- Terminals for **charging** the battery will not be provided in the college.
- The right spirit of participation is expected from every participant.
- The decision of the coordinators will be deemed final. A team can be disqualified on disciplinary grounds.

BOT SPECIFICATION

- No **Dimension** for the bot
- Weight of the Bot shall be **8 kg**(wired or wireless)
- The potential difference between any two electrical points on the robot must not exceed **24 volts** throughout the run.
- No active **weapon** is allowed
- Touching the robot during the competition is strictly prohibited.
- External weights on robots are not allowed.

RULES

EVENT DETAILS

- The event is conducted in **knock out** rounds in which two robots will compete against each other.
- Total **4 mins** of gameplay to score points.
- Scoring will be done on **aggression, ramming/damage and control**.
- Immobility of any bot during a fight will be considered defeated.

SOME RESTRICTIONS

- **Liquid projectiles.**
- Any kind of inflammable liquid.
- **Flame-based weapons.**
- Any kind of **explosive** or intentionally ignited solid or potentially ignitable solid.
- High-power magnets or electromagnets.
- Radio jamming, takers, tesla coils, or any other high-voltage device.
- Tethered or untethered projectile