



ELIGIBILITY FOR PARTICIPATION

1. Open for all students of College and undergraduate university students.
2. Participants must participate as a team of not more than 04 members.
3. Cross institution teams are allowed.
4. A person will not be allowed to register for two different teams.
5. Each of the teams must have their own soccer robot car and controller which may be wired or wireless. Two different teams will not be allowed to play with the same robot car. If used, the team will be disqualified immediately.



MATCH DETAILS

1. Every team will have to perform individually.
2. Team must follow all the rules and regulations of the rulebook.

SOCCER BOT DESCRIPTION

1. Bots must be wired or wireless.
2. Using any kind of jamming device is strictly prohibited and will result in immediate disqualification.
3. Wired or external power supply is allowed.
Maximum: 12V,10A
4. The maximum dimension of the robot can be 25 cm x 20cm x15 cm
5. Maximum weight must not exceed 3 kg
6. Using any kind of weapon is not allowed. Using slop is forbidden.



GENERAL RULES

1. This is racing event so fastest and most balanced robot will win.
2. Robot should be as per the given specifications.
3. Each team can have maximum three members. Students from different institutes can form a team.
4. Each member of the team must contain the identity card of his/her respected institute.
5. The robot should not damage the arena.
6. No test practice will be allowed on the arena.
7. The robot must not leave behind any of its parts during the run; else it will result in disqualification
8. Unethical behavior could lead to disqualification. Faculty co-ordinators have all the rights to take final decision for any matter during the event.
9. Judge's decision will be considered final.



MATCH DRAW AND DISQUALIFICATION

MATCH DRAW

1. In case of a draw each team will be given one extra try.
2. If again it came to be a tie then decision will be made on further qualities of the robot and final decision will be made by the judges.

DISQUALIFICATION

1. Evidence of disrespecting to competition judges.
2. Evidence of disrespecting security rules.
3. Evidence of disrespecting any opponent team mate.
4. Evidence of disobeying the general rule.



ARENA SPECIFICATION

1. The track surface and course line may have unevenness.
2. There will be certain obstacles in the race track which will try to slow down the robot.
3. Arena will consist of switch bridge, speed breakers, marble pit, slippery path (by grease), rotating ting disc, Curve ramp down, seesaw etc.

RULES CHANGING DURING COMPETITION

If a rule is found to cause significant negative impact to the competition, the rules may be changed following Only for major problems, as a last option. The change must be approved by all team leaders (by voting)