

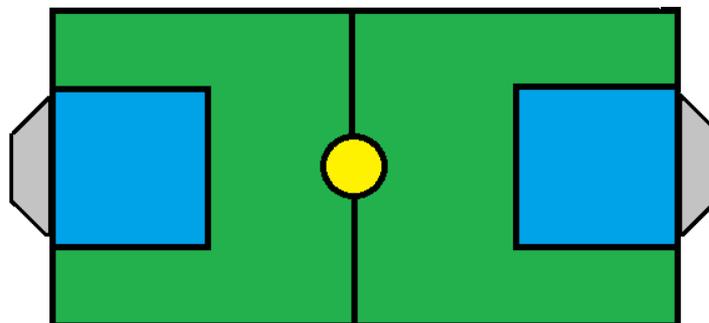
Robo Soccer



Introduction:

Does your team has the potential to become the Robosoccer League's champion? You got to prove it. Bring on your bots on the field and lead your soccer team to victory! In this Event every team has to make two manual wired Robots which can hold the ball (Table tennis ball) and can hit it into opponent's Goal post. After the end of the game time the team with higher points announced as the Winner for that match and qualified into next rounds.

Arena:



Rules and Regulations:

- Match will start from the center of the field with the TT ball kept in the yellow circle.
- At the starting of the match one of the bots should be in the blue field. The other bot of the same team should be in the green field.
- The bot should not cross the opponent's field before match starting. Violation leads -5 points.
- Two wireless manual bots of the same team should not enter into any of the blue fields together. Only one bot at a time from each team can enter into blue field. In the blue field, it is completely one on one match. Violation leads -5 points, and opponent gets the ball.
- Two wireless manual bots of each team can enter into the green field at any time, once the match starts.
- For every goal 20 points will be awarded.
- None of the bot should hold the ball more than 5secs. If it holds more than the prescribed time ball will be passed to opponent team.
- Bots shouldn't destroy the opponent Bots. The participants are suggested not to use RF technology else interference can be caused by the other teams using the RF.
- Any bot can goal from anywhere on the game field following the 4th rule, otherwise no goal will be awarded and -ve points will be awarded according to that rule, and match will be started by the opponent team from their blue field.
- Every match is 5 minutes in the first round. The duration for the matches in the next rounds will be decided by the organizers.
- If ball goes outside the field then opponent will start the match from that point without any timeout.
- Finally, the winner is the team who scores more points at the end of the match.
- In case of a tie, only one-on-one match with 2 minutes and who ever scored first goal within 2 minutes is announced as the winner of the match. If there is a tie between two teams still, another tie breaker match of 2 minutes will be played.
- If the bot stops working inside the game field, due to any internal problem in the bot, the team will lose the match.
- In case of any discrepancy, organizers' decision is final.

Eligibility:

All students with a valid identity card of their respective educational institutes are eligible to participate. A team should consist of 4 members. Students from different educational institutes can form a team.



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Bot Dimensions:

- **Bot maximum dimensions should be 25cm X 25cm X 25 cm.**
- Maximum of 12v will be allowed on the bot, no external supply will be allowed.
- Bot can be controlled by wired or wireless remote.
- Maximum weight of the (single) bot is 3kgs.