

# **RULE BOOK**

## **ROBO SOCCER**

### **ROBOT SPECIFICATIONS**

- The dimensions of the bot must not exceed 30 cm x 30 cm x 30 cm at any point of the game. 5% tolerance will be given.
- Both wired and wireless robots are allowed.
- The weight of the bot should not exceed 5 kgs. 5% tolerance will be given.
- Maximum voltage for batteries and any two point of circuit in bot should not exceed 25.2V at any point of the game.
- The bot can have 4-wheel drive or 2-wheel drive mechanism; all the tyres must contribute into the motion.
- The body of the robot must not be taken from any readymade toys. Robot making kits can be used.
- Dribbler mechanisms are allowed.
- In case of wired control, the participants must ensure that the wire length should be minimum 6 meters.
- Wires must be routed through a pole at least 45cm high or must have a person to hold it upright throughout the match
- Wires must remain slack during gameplay.
- In case of wireless control, must support dual-frequency operation to avoid interference.
- RF modules from toy cars may be used. However, use of IC engines and LEGO kits will attract disqualification.

### **GENERAL RULES**

- Robot should be as per the given specifications. If the robot is not satisfying any of the above criteria, the team will not be allowed to participate.
- Each team can have a maximum of 4 members. Students from different institutes can form a team.

- Each member of the team must contain the identity card of his/her respected institute.
- Unethical behaviour could lead to disqualification. Event coordinators have all the rights to take final decision for any matter during the event.
- The bot will be checked by organizers for compliance before competition. Judges' decision is final.
- Judge's decision will be considered final.
- Teams can register only through online for the event. There will be no offline or onspot registrations.

## **GAME RULES**

### **Arena Specifications**

- Dimensions: 8ft x 6ft, walls are 15cm high.
- Goals: 45cm wide.
- Surface: Plywood for smooth movement.
- Ball: Standard home-playing tennis ball (6.7 cm diameter).
- Intentional damaging of any part of the arena will result in disqualification.
- Only coordinators and 2 team members per team are allowed inside the boundary during matches.
- Spectators must remain outside the boundary to allow enough space for teams.
- Arena specifications may change based on the club's decisions.

### **Scoring Pattern**

- Standard football scoring rules apply.
- The team scoring the most goals by the end of full time wins.
- Ball must cross the line goal line. Touching the goal line wont be considered as a goal.
- Immobilization of a bot for 40 seconds will lead to disqualification.
- 1 minute of technical timeout will be given for free. Extra technical timeout for every one minute will be considered as goal for opponent
- Direct goals are valid.

## **Gameplay Rules**

- A bot must not hold the ball for more than 10 seconds in a stationary position.
- The ball must remain in motion when the bot is moving.
- Robots can push or hit the ball, but they cannot grab or withhold it.
- Match Duration Based on Number of Teams (approx. 6mins).
- The match duration will vary based on the number of participating teams.

## **Referee and Organizers**

- The referee makes all decisions, and participants must abide by them.
- The event organizers can make changes to the rules, such as clarifying rules or modifying rules due to special circumstances.