

R b Classic

GENERAL RULES

- This is a team event.
- Each team will have to defend the goal on its side as well as score the goal on the opposite side.
- The maximum participants allowed per team is 5.
- No person shall be a member of 2 different teams.
- Damage to the arena, may lead to disqualification of the bot.
- No bot is allowed to pick the ball up or grip it or incorporate, so that it is not playable for the opponent.
- The decision of the Event head will be deemed final.
- Any or all of the rules are subject to change at any point of time.
- A team can be disqualified on disciplinary ground.

TEAM SPECIFICATIONS:

Any team can participate in Robo Soccer. A team may consist of 2-5 participants. These participants can be of same or different institutes.

• Team name – Every team must have a specific name. Team names that will sound offensive or conflicting will be bound to be rejected.

• Team Representation – A team must specify their team representative (Leader) at the time of registration.

PRELIMINARY ROUND

• The ball will be placed at the centre of the arena. One bot of a particular team is allowed inside the arena.

• The arena will have many obstacles placed at different positions. The robots have to avoid obstacles while moving.

- The bot is required to score a maximum no of goals with minimum no obstacles being touched, in a minimum amount of time.
- The robot will get a penalty of 10 points if it touches or hits an obstacle.



- The robot will get 100 points for each Goal.
- In case of a tie the team with the lesser number of penalties qualifies for the next round.
- There is no technical Time out for any damage in robot.

FINAL ROUND

- The teams must use the same bot which was used in the previous round.
- The participants will have to play against each other.

• The ball will be placed in the center with robots on both sides of the arena. A 5 minute time will be given to score goals in the opponent's goal post. The total 5 minute time is divided into two 2.5 minute halves.

- Each will be a 1 vs. 1 match and the winner progresses to the next round.
- In case of a tie, "PENALTY SHOOTOUT" will take place where each team will be given 3 chances.
- There is no technical Time out for any damage in robot
- If a foul takes place, the bot causing the foul will be taken off the field for 10 seconds.
- The winner will be decided by the number of goals scored in the given time.

BOT SPECIFICATION

• The size of the bot must not exceed 25*25*25cm. Individual parameters to be measured with a tolerance of 10%.

- The machine must be manually controlled.
- Maximum weight of each bot should be 3kg.
- Touching the robot during the competition is strictly prohibited.
- Robots must not damage the arena.
- Above 18 volts and 10Amps will not be allowed.

Registration Fees(Per Team):

- RS 300/-(Only Maze)
- RS 800/-(Soccer+Race+Maze)
- RS 1000/-(Soccer+Race+Maze+Line Follower)

Date of Event: 29th April to 1st May 2022

Event Coordinators: Rahul Dalal – 9932749878 Swarnadeep Sen- 6291363117



