

ROBO-SOCCER

INTRODUCTION:

"Obstacles are those frightful things you see when you take your eyes off your goal. "

- Henry Ford

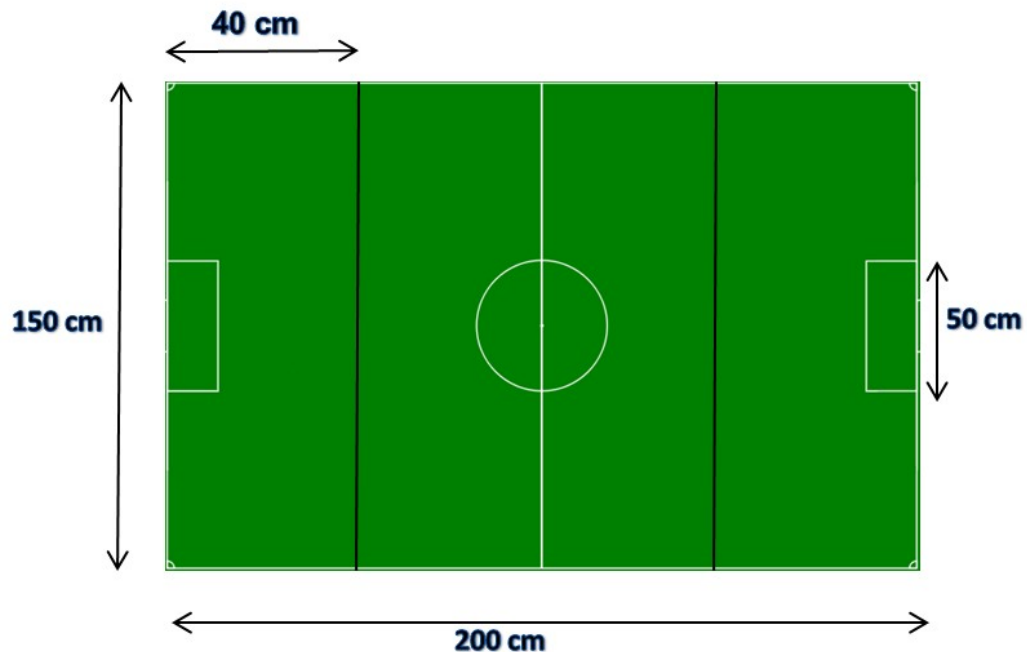
It's time for all you nerds to grab your gears and get ready for ultimate showdown in the battle fields of soccer and match your wits against your opponent.

Enter – Robo-Soccer.

This game is meant for Robo-maniacs who have to do design bots to play a game of soccer against other bots and succeed in shooting as many goals as possible.

Remember-The theory of evolution say, only the strong shall survive, maybe so. But the theory of competition says, just because they are strong doesn't mean they can't get their asses kicked.

Event Description



- The field of play is of size 200x150cms.
The goalpost is 50cms wide.

- There is a line beyond 40cms from the goalpost from where if goal is scored by the robot extra points will be awarded.

The ball is standard golf ball of 50gms.

If the ball becomes defective during the course of a match:

The match will be stopped and resumed by replacing the ball at the place where the first one became defective.

Rules & Regulations

2 robots (each from different team) will play a game.

- 4 members per team.
- The robot must fit inside a square of size 30cms and has a height of 20cms or less and must have a weight approx 2500gms.
- Robot wheels (or other surface that contact the playing surface) must be made of a material that does not harm the playing surface.
- ☐ A robot must not damage the opponent or else it will be disqualified.
- A robot must not have in its construction anything that is dangerous to other robot if found , the team will be directly disqualified.
- If the bot is controlled wirelessly, the bot must at least have a **four frequency remote control circuit or two dual control circuits** which may be interchanged before the start of the race to avoid frequency interference with other teams. The case of any interference in the wireless systems will not be considered for rematch or results. However wireless robot will be given extra points (which will be decided at the time of play).
- The robots can drag or kick the ball. No other means are allowed (eg. Holding a ball).

Note: Two-third of the ball should be outside the robot.

Judging Criteria

The duration of a match will be 6 minutes.

- If in case the robot gets problem during the match the human operator will be allowed to touch his robot (only once during the whole match) and the game will be resumed from the place and time where it was left. 5 points will be deducted for any further intervention.

For every goal 10 points will be awarded.

Extra 10 points will be awarded if goal is scored by the robot beyond 40cms from goalpost.

- It is a knockout game whoever will score high will be the winner of that particular game. If in case both robots score same or zero, the winner will be decided by penalty shootout from 40cms line.
- A direct free kick is awarded to the opposite team if a robot commits any of the following offences:

1. Harms the opponent
2. Holds opponent
3. Holds the ball deliberately

A free kick is taken from where the offence occurred.

During free kick the robot that made any of the above foul will be defending the goal post.

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