

ROBO SOCCER

Football is like life- it requires perseverance, self-denial, hardwork, sacrifice, dedication and respect for authority.

---- Vince Lombardi.

As the name itself suggests, the event deals with manual robotics in which you design a manually controlled bot which is capable of playing football. It's time for some exciting soccer action, so get ready for goal kicks, penalties & lots more.

EVENT RULES :

- 1. The maximum no. of participants allowed per team is 4.*
- 2. Damage to arena will lead to disqualification.*
- 3. The event is divided into 2 rounds : Prelims & Finals. Both the rounds are knockout rounds.*
- 4. Prelims will be a simple game of football. Each team will be allotted 4 minutes.*
- 5. Obstacles will be present in Round 1. Penalty points will be deducted if the bot touches the obstacles.*
- 6. Final round will be a face off between two teams. The time allotted is 5 minutes for this round.*
- 7. Head on collision or an effort to damage the opponent's bot will result in a foul or in worst case lead to disqualification.*
- 8. Points will be deducted in case of fouls.*
- 9. Incase of a tie, penalty shoot out will take place. Each team will be given 3 chances.*

SCORES :

- 1. For each goal 50 points will be awarded.*

- 2. Touching an obstacle carries a negative point of 20.*
- 3. Goals scored from half line or before will be awarded 30 points.*
- 4. In case of a foul, 40 points will be deducted.*

BOT SPECIFICATIONS :

- 1. Each bot must fit inside a box of 30x30x30 cms.*
- 2. The bot shouldn't exceed 3 kgs.*
- 3. The machine should be manually controlled.*
- 4. Gripping or grabbing the ball is not allowed. You may push the ball to the opponent's area.*
- 5. No lego kits or IC Engines are allowed.*
- 6. The bot must not use any kind of sharp or pointed objects that may damage the arena and the opponent's bot.*

ARENA SPECIFICATIONS :

- 1. The arena is in form of a rectangle of dimension 9x6 feet.*
- 2. The goal posts will be of length 1.5 feet each.*
- 3. Standard plastic ball shall be used.*