# **RULE BOOK**

## 2. ROBO SOCCER

#### TASK:

The goal is to design and build remotely controlled robots that can play soccer and score points by shooting the ball into the opponent's goal. The team with the highest score at the end of the match wins.

#### **DESIGN SPECIFICATIONS:**

- The robot must fit within a 30 cm x 30 cm x 30 cm box (L x W x H).
- The robot must not exceed 5 kg.
- Robots should be controlled using a wired/wireless control systems for setup, testing, and initial configurations, but once the game starts it should be controlled by a team member.

#### **GENERAL GUIDELINES:**

- The Robots must be controlled using a wireless/wired remote at all times during gameplay.
- The soccer field is 6 meters by 3 meters with goals at both ends
- Each match will last for 5 minutes, divided into two 2.5 -minute halves, with a 1-minute halftime.
- The robot must stay within the field boundaries. Robots that to leave the field will receive a penalty. If the ball is out side the ground the game will resume.

## \* Judging Criteria

#### 1. Scoring and Victory Condition

- The team with the most goals at the end of both rounds wins the match.
- If the score is tied after both rounds, the match may proceed to extra time or penalties as per the event's discretion.

#### 2. Match Duration

- Each match consists of two rounds of 2.5 minutes each.
- A 1-minute break is provided between the two rounds.
- One technical break of 1 minute may be requested per team if necessary.

#### 3. Fair Play and Sportsmanship

- Pushing, ramming, or damaging the opponent's robot is strictly prohibited.
- Any violation will result in a penalty.
- A team is allowed a maximum of three penalties; on the fourth penalty, they will be disqualified. Unsportsmanlike behaviour from team members may also lead to penalties.

#### 4. Field Rules

- Robots must stay within the field boundaries at all times.
- Going outside the field results in a penalty.
- If both robots become deadlocked, the match will be restarted from a neutral position.

### ➢ Note:

- The judges' decisions are final and cannot be challenged.
- Judges will oversee rule enforcement, fouls, and any disputes.
- Each robot must adhere to the weight and height limits specified in the competition guidelines.
- Failure to comply will result in disqualification before the match begins.