

i Soccer

Registration fee-200/- per team

Task

Build a manually controlled Bot capable of playing soccer on an arena specially designed for the robotic soccer match.

Task Description

1. Each team will have to defend the goal on its side as well as score the goal on the opposite side.
2. The game will start at the count of 3 given by referee. In case a team starts its robot before the count of 3, the game will be restarted and a team making same mistake for more than 3 times will be disqualified.
3. The ball can be either dragged or pushed by the team.
4. The game will last for 5min.
5. In case of jam up of robots for more than 20 sec., the robots will have to kick-off again at the order of the referee.
6. Each goal scored by a team by rolling the ball on the ground will fetch the team by 1 point.
7. (*or, point description will be disclosed on the spot before commencement of the event.)

General Rules

1. A team can consist of a maximum of 4 members.
2. Team should bring 2 bots with them or an Individual can bring 1 bot and build his team here.
3. Maximum 2 bot can play from one side/team.
4. Each team must declare a name for their team at the time of competition.
5. The machines you build will be first checked for size and safety. The machine should not cause electric power breakdowns.
6. The machine must not contain any combustible, corrosive, or dangerous materials for safety reasons. No explosive compression or decompression, either internal or external is permitted.
7. Coordinators have the right to disqualify any machine whose working mechanism or game strategy is considered hazardous in any way.
8. In case any kind of dispute arises, the coordinators' decision will be considered final and binding to all and no argument will be entertained.

Bot Details

- The weight limit of the bot for this competition is 5 kg.
- Each bot should not exceed by max 30cm.
- The start zone for the single bot is 500mm x 500mm.
- The bot can extend to a dimension of 500mm x 500mm x 500mm max (independently) once it crosses the start zone.
- The bots are not allowed to use grippers or actuators which are intended to harm the opponent's bot.
- Pneumatic/Hydraulic/Cutter/Projectile/Entanglement mechanisms are NOT allowed that harms opponent bot.

- Bot must not:
 - a. Emit smoke or fire.
 - b. Leak, stain or soil.
 - c. Spray, throw or use projectiles.
 - d. Jam, shock or electronically interface.
 - e. Maximum battery voltage is 12V.

Rules

1. No human intervention is allowed in between the match.
2. Maximum 3 members per team will be allowed to remain close to field for operating the bot.
3. In case of any discrepancy the final decision rests in the hands of coordinators.
4. The competition is aimed at making the game friendly match.
5. The organizers reserve the right to change any or all of the rules as they desire. Changes in the rules as if any will be informed through e-mail or on website.
6. You have to arrange your own DC power source. It WILL NOT be provided from institute.
7. Any team found flouting any rules would be automatically disqualified.
8. At all the times, bots behavior should be non offensive, non destructive and non harmful to humans and track.

Violation and Disqualification

1. During the match, the team members are not allowed to touch the machine or the arena without permission of referee. Failure to do so will lead to disqualification.
2. Any kind of damage to the arena will attract disqualification.
3. The teams will be asked to get ready 10 minutes before the start of their match. If a team is not ready within the stipulated time, they may be disqualified.
4. In any case, the decision of the coordinators will be final if they feel that any team is not playing with fair interest.

Date:21 Feb-22 Feb ,2018

Venue: Lawn 6 & 7

Time:9AM

Student Coordinator:

Lokesh Kumar Jat – 9785588729

Prageet Sharma – 9460568045