



**SUPREME
KNOWLEDGE
FOUNDATION**



Robo Soccer

You are rolling, twisting, flicking and kicking the ball straight for a goal ... Yet not using legs.

RULES AND REGULATIONS:

- A team may have members of 3 to 5 members.
- Every participant must be enrolled in an Under Graduate program. College pass outs and post graduate students will not be allowed to participate.
- College/Institution Identity card is necessary at the registration desk while registering to participate and at all times during the event, failing which will lead to direct disqualification.
- IC engines and AC motors are not allowed for any bot.
- An individual cannot be a member of more than one team for the event.
- A robot cannot be shared by two or more teams.
- Adopting unfair means will lead to direct disqualification of the team.
- A healthy spirit of participation is expected from each and every participant.
- Administrators reserve the right to change/add/remove any of the above rules in case of any ambiguity.

BOT SPECIFICATION:

- Bot size maximum limit 25cm x 25cm x 25cm (l x b x h) with 10% of tolerance
- Weight maximum 3 Kg.
- Power supply can be on board or off board.

- The voltage can be varied between 6 -24 volt.
- The robot may be wired or wireless remote controlled. In case of wired remote controlled robots there should be sufficient wire so as not to disturb the setup of the arena.
- There should not be any holding mechanism.

GENERAL RULES:

- The power system of the robot will have to be prepared by the participating team.
- Each team will be given a maximum five minutes time to play the prelims.
- There will be strict checking of dimension and weight.
- The machine would be checked for its safety before the competition and would be discarded if found unsafe for other participants and spectators.
- The team name must be prominently displayed on the machine.
- The arena will contain some obstacle and there will four balls at the four corners of the arena. The player must avoid the obstacle and carry the ball from the corners and put the ball in the alternate goal. Each goal will give player positive points and a player will be given negative points on touching the obstacles. The players will be given extra positive points on finishing the round before the maximum time slot and if the player is unable to finish the round in required time slot negative marks will be added.
- Points will be disclosed at the arena.
- There will be two rounds , qualify round and final round. So, those teams are qualify the first round they will go to the final round.
- Qualifier: rules and arena depends on coordinators. And it will be disclosed after the prelims.
- No slangs allowed, warning and negative marks on first instance and disqualified on 2nd instance.
- Coordinators' decisions will be the final decisions, no argument will be entertained after a decision is taken.

- The bot will be inspected thoroughly at the arena by the event coordinators and if the bot is found to be beyond the specification, half an hour time gap will be provided to do the necessary. If time exceeds the given time slot negative will be charged.
- The players must report at the arena when they are called by the coordinators.

ARENA SPECIFICATION



[N.B.: The specification of the arena is subjected to change as per requirement.]