

RoboSoccer rules

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SNo	Game Structure
1	Matches will be a 1V1 Knockoff.
2	Each match will be of 5 minutes duration (2 mins + 1 min Break + 2 mins).
3	Time-out given to each team is one minute for the whole match and it can only be called during a reset or Break.
4	Negative 5 points will be imposed for an additional time-out of 30s.
5	Time-outs stack.
6	Extra time-out exceeding 2 mins will lead to disqualification.
7	The goal will not be counted if the opponent's robot is pushed in through the goal.
8	The Robots are not allowed to stay more than 8 seconds inside the BOX even if it's for the case for defending. Atleast 50% of the bot should be outside the BOX to reset the timing. Warnings will be given for each such violation.
9	A maximum of 3 warnings will be given to each robot per half.
10	The robots are not allowed to hit against each other without a ball in between. Any such attempt will be considered as an attempt to damage the opponent's robot and a warning will be issued. However pinning the opponent's robot is allowed.
11	If both the bots are stuck or immobile, the judge has the right to reset the match.
12	If the match ends in a tie, the bots will be reset and an additional time of 1 minute will be given.
13	Even after the extra time if the match results in a draw, a penalty shootout will be conducted.
SNo	Robot Rules
1	The maximum dimensions for the robots including wedges are 30x30x30cm (length*breadth*height) with a tolerance of 10%.
2	The maximum allowed weight for these robots are 5kg. (including battery)
3	All robots should be wireless. Any kind of physical connection between the robot and the controller is prohibited.
4	The maximum voltage should not exceed 12v.
5	Lethal/ Rotary/ Gas powered and weapons that deal invisible damages are strictly prohibited.

6	Wedges or claws should be designed in such a way that the ball can be accessed by the other team. Complete entrapment of the ball is not allowed.
7	Actuators that can be used to trap or kick the ball are not allowed.
8	The Robots can be controlled by means of any wireless options.
	Safety
	As the event takes place in an open environment, every participant must follow safety requirements to guarantee a safe and fair competition. Non-destructive weapons are used as part of these safety precautions. players are also expected to behave in a way that guarantees the safety of both players and spectators. This rule book is intended to ensure a fair and interesting competition while maintaining the safety of all participants. All participants must be aware of and follow these guidelines. Any breach of these guidelines may result in disqualification from the competition.
	Event Coordination and Judging
	The judges and event coordinators will make the final decision. They reserve the right to disqualify any participants who violate the rules outlined above. In the event of a dispute, the judge's decision is final. Judges are also allowed to change the aforementioned rules based on the circumstances. Event organisers are not liable to any damage to the participants robots.