GOALAA

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ROBOVEDA'22

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THE ROBOTICS CLUB

GOALAA

1. GAME AND RULES:

Build two soccer-playing robots, one as a Striker and the other as a
Goal-keeper. The robot ball-handling skills are in addition to the
the controller's skill and precision will be tested. Each round has different
judging criteria (overall points, number of goals scored, and time taken)
for getting through the next round.

2. GAME FIELD AND OBJECTS:

The arena dimensions of the field are 4m x 2.5m with a center circle
diameter of 50cm and the goal post half circle radius is 75cm.

ALL DIMENSIONS ARE IN CENTI-METRES(cm)

Note: The dimensions of the arena may not be exactly the same.

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3. <u>GAME PLAY INFORMATION</u>:

3.1 Robots must be constructed in a way that they do not enter the goal post.

3.2 This rule applies to all robots on the field.

3.3 Any robot that moves into the goal post 3 times during a period of 20 seconds is deemed to be Foul**.**
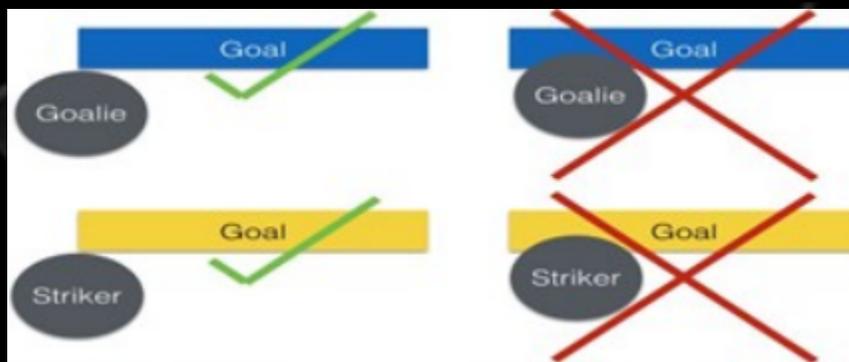

Figure: Acceptable and unacceptable
position of Goalie and Striker.

4. <u>TEAMS</u>:

4.1 There is no team limit.

4.2 Members of different institutions can form a team.
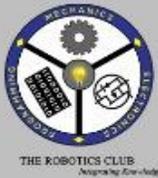
4.3 Only 2 members of a team are allowed to stay around the arena (one for controlling and one for assisting).

4.4 A team is allowed to play with only one robot in Round 1.

5. <u>ROBOTS SPECIFICATIONS</u>:

5.1 Dimensions of the robot should not exceed by 30cm x 30cm x 30cm(l*b*h).

5.2 Weight of a robot should not exceed 5kg.

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5.3 If batteries are on the bot, then they will be considered for weight.

5.4 If batteries are not on the bot, then they will not be considered for weight.

5.5 Maximum voltage in the circuit should not exceed 12V DC at any time.

5.6 Tolerance of 10% on dimensions and power supply will be allowed.

6. SAFETY:

6.1 We are not responsible for any kind of damage to the robots in the game field.

7. THE COMPETITIONS AND MATCHES:

There will be two rounds.

7.1 Round 1:

7.1.1 This Round has a time limit and will be decided on the day of the event.

7.1.2 Only one Robot is allowed to use in this round per team.

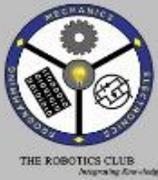**7.1.3** Choosing the robot for this round is up to the participants.

7.1.4 Different color and same size balls for different teams are placed in their half arena.

7.1.5 The ball of one arena has to make a goal into the opposite arena goal post.

7.1.6 After any one of the teams finishes scoring all their 4 balls into the opponent's goal post, then white color balls common to both the teams will be placed in the center for the bonus. 3 white balls will be placed one after the other. Points = number of goals. (White Balls have more points).

7.1.7 White ball should be goaled after completion of his color balls.

The participants for Round 2 will be selected based on points scored by all the participants in Round 1.

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7.2 Round 2:

7.2.1 In this Round, opponents will be selected based on a lucky draw.

7.2.2 Each team should bring two robots; one plays the role of goal-keeper and another as a striker. (2 Vs 2).

7.2.3 Robots will be placed at the required position by the coordinators.

7.2.4 The robots have to score the goal in the opposite as it is done in Soccer.

7.2.5 Time limit for Round 2 will be decided on the day of the event.

7.2.6 The penalty will be announced on the day of the event.
Note: Arena for the Event will be displayed on the day of the event.

Those who qualify for the first two rounds will be in the finals. The final match arena and rules will be revealed during the day of the final event.

8. COMPETITION RULES:

8.1 Robots can be wired, wireless, or autonomous.

8.2 The robot can have any mechanism.

8.3 The goalkeeper should be within the area of their respective teams.

8.4 If a technical glitch occurs, servicing time of 2 minutes will be given to each team.

8.5 Robots cannot enter the goal post, in-case penalty will be charged.

8.6 Teams are not permitted to change the parts of their robots during a run or between rounds.

8.7 The Robots of a team will be checked before the start of Round 1.

8.8 Any modifications made to them after invigilation will lead to Disqualification.

8.9 If a ball goes out of the arena, the game will be resumed after placing the ball in the center.
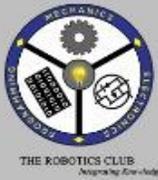
8.10 No fan should be used.

8.11 Any type of structure that holds the ball is not allowed.

ALLOWED

NOT ALLOWED

9. <u>SCORING AND PENALTIES</u>:

9.1 Will be revealed on the day of the event.

10. <u>VIOLATION & DISQUALIFICATIONS</u>:

10.1 Capturing the ball by any means may lead to disqualification.

10.2 The ball should be in a moving position and cannot be locked by the robot.

10.3 Any kind of damage to the arena will not be entertained, and if done, the robots will be immediately disqualified.

10.4 Lending or making the robot and participating in the same event with the different team will not be entertained.

10.5 Human interference (e.g, touching the robot, stepping into the arena) during the game will not be allowed.

10.6 If a participant does not comply with the rules of the event, the robot will be disqualified from the event.

10.7 Usage of potentiometer leads to disqualification from the competition.

11. <u>OTHERS</u>:

11.1. Maintain a physical distance of 1-2m from other persons, even if they don't appear to be sick.

11.2. Wear a properly fitted mask and frequently sanitize yourself with alcohol-based hand rub(sanitizer) or soaps.

11.3. Make sure your mask covers your nose, mouth, and chin.

11.4. If you feel any kind of Covid-19 symptoms, make sure you inform coordinators.

11.5 It's important for every participant to strictly follow the Covid-19 Protocols.
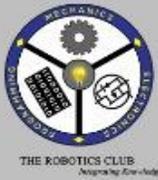
11.6. All participants will be given a Certificate of Participation.

11.7. Winners and runners will be given a Certificate of Merit.

11.8. All participants must bring their respective ID cards.

11.9. Participants are allowed to participate only once in that particular event.

11.10. Robots are allowed to participate only once in that particular event.

11.11. Team Roboveda is not responsible for any kind of damage to your robot.

11.12. We request the participants not to assume anything that is not mentioned in the document without contacting the coordinators or Technical Deputies.

11.13. It's our sincere request to all the participants to go through this rule book thoroughly and not a single point mentioned in the rule book will be compromised under any circumstances. We also request you to have a copy of this rule book handy during the event.

11.14. Make sure you visit our official website on a daily basis so that you will get to know if there are any changes made in the event.

11.15. Any kind of misbehavior will not be tolerated and will lead to disqualification of the team.

11.16. If you choose our hospitality, the payment must be done on the day you check-in.

11.17.. In unforeseen circumstances, Team Roboveda abides to the decision of the Institution regarding the conductance of the event. Only registered participants will be informed about the change in event dates or cancellation. In that case, the registration fee will be refunded.

11.18. Events Pushpak, Yantraa and Ranaveera are open categories. All the remaining events are open for students pursuing up- to B.tech level only.

11.19. The registration fee per individual in a team is ₹299 with which the entrant can participate in Yoddha, Smanvayi, Jaladhmatra, only. One should pay the scheduled amount before participating in the event.

11.20. The registration fee per individual in a team is ₹449 with which the entrant can participate in all the events, except Yantraa, Pushpak, Ranaveera. One should pay the scheduled amount before participating in the event.

11.21. The registration fee is ₹ 749 for which the entrant can participate in all the events including Pushpak, Yantraa and in any one of the 2 categories of Ranaveera. The registration fee is ₹.849 for which the entrant can participate in all the events including Pushpak, Yantraa, and in both the categories of Ranaveera.

******THANKYOU*****

EVENT COORDINATORS:

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