



Learn Beyond

(Autonomous, Affiliated to Anna University)

**KPR Institute of  
Engineering and  
Technology**



IEEE  
Robotics &  
Automation  
Society  
KPRIET SBC



Connecting the Mobile World  
KPRIET SBC

**MI QUINIX**

Mechatronics Student Association

# ROBO SOCCER



## **Basic Guideline:**

- Each team must consist of 2-3 members.

## **Bot Specifications**

- The bot must fit within the following maximum dimensions of 30 Cm X 30cm X30 Cm (L X B X H).
- The Weight of the Bot should be 5 kg ( $\pm 10\%$  tolerance), including batteries, but excluding the remote control.
- The bot can be operated either through a wired or a wireless connection.
- The electric voltage anywhere in the machine should not be more than “18V” DC at any point of time.
- Machines made from LEGO parts, or any ready-made kit will be disqualified.
- Use of IC engines or hydraulic systems is prohibited.

## **Event Protocol:**

- Teams should report at the venue/hall within 10 minutes after the coordinator's announcement.
- No delays are allowed. Any change in timing must be informed to the coordinator in advance.
- Failure to report on time or absence without prior notification will lead to disqualification.

## **Evaluation and Jury Decisions:**

- The jury's decision will be final and binding.
- Any doubts or concerns regarding decisions should be directed only to the event officials.
- Non-compliance with rules or instructions from officials will result in disqualification.

## **Rules and Regulations:**

- Each Match consists two rounds, each of 3 minutes.
- Teams Scoring the greatest number of goals will be declared as the Winner.
- Each team is allowed up to 3 pauses for resetting or repositioning their robot, with penalties applied.
- The Competition shall be held in knockout or Double Elimination, which will be decided at the venue.
- If a robot goes out of bounds, it will be repositioned to the last known in-bounds spot with a penalty.
- Robots must not use tools or attachments like gears, blades, cutters, or anything designed to damage or interfere with other robots.
- Robots are not allowed to pick up, hold, or carry the ball using arms, claws, or any other mechanism. The ball must be moved by pushing, rolling, or other indirect contact.
- In Case of tie, there will be an extended match with a time limit of 2 minutes additionally.
- If there is still draw, Coordinators will place each team's Bot and Ball in different Locations on the Arena. Teams must figure out a way to score a goal within single touch between bot and ball.
- No two players may share robot parts (batteries, casing, circuits, or attachments).
- The structure of the robot must not be altered during the competition.
- Robots must avoid damaging opponents; intentional harm may lead to disqualification.
- Teams not meeting bot specifications or violating rules will face disqualification.