

# ROBO SOCCER

## [1 v 1]

### RULES & REGULATIONS

ROBOVISIONÄR'26 // MISSION M-05 // 24-25 SEPTEMBER 2026

One bot, one striker, one goal.

| ENTRY FEE | TEAM | EXTRA MEMBER | PRIZE POOL |
|-----------|------|--------------|------------|
| ₹900      | 1-3  | +₹250        | ₹50,000    |

#### // SECTION 01

### THE MATCH

- 1.1** Each match is **1 vs 1** – two halves of **3 minutes** each, with a short break in between.
- 1.2** Each team builds one robot that must play both striker and goalkeeper. It has to be quick, accurate and able to handle the ball effectively.
- 1.3** Teams are judged on ball-handling, precision, scoring ability, overall performance and completion of tasks. Every round brings new challenges, and a team must perform in all of them to progress.
- 1.4** After each goal the timer is stopped and the ball is returned to the centre.
- 1.5** If the ball leaves the arena, play resumes with the ball placed at the centre.

#### // SECTION 02

### ROBOT SPECIFICATIONS

| PARAMETER  | SPECIFICATION                                                                                                   |
|------------|-----------------------------------------------------------------------------------------------------------------|
| Dimensions | Must not exceed 30 cm × 30 cm × 30 cm (l × b × h)                                                               |
| Weight     | Must not exceed 5 kg. Batteries carried on the bot count towards the weight; batteries kept off the bot do not. |
| Voltage    | Must not exceed 16.8 V DC at any point in the circuit, at any time                                              |
| Tolerance  | A 5% tolerance is allowed on dimensions, power supply and weight                                                |
| Control    | Wired, wireless or autonomous robots are permitted                                                              |

| PARAMETER | SPECIFICATION                                                                                                                                                               |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Weaponry  | Robots carrying weaponry designed for Robo-Wars are not allowed                                                                                                             |
| 2.1       | Any structure that holds or traps the ball is not allowed.                                                                                                                  |
| 2.2       | No fan of any kind may be used.                                                                                                                                             |
| 2.3       | Robots must be inspected at the designated counter at least <b>1 hour</b> before the event begins. Teams that miss inspection will not be allowed to participate.           |
| 2.4       | Any modification made after inspection leads to disqualification.                                                                                                           |
| 2.5       | Where an adjustment can be made on site, a limited amount of time will be allowed for re-verification under the competition rules; otherwise disqualification is immediate. |

## // SECTION 03

**THE FIELD & EQUIPMENT**

| PARAMETER         | SPECIFICATION                                                                                                                      |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------|
| Robotic players   | One robot per team, built to work as both striker and goalkeeper. Its performance is decisive in the outcome of the match.         |
| Controllers       | Human operators guide the robot during the match. Their skill, precision and strategic decisions are assessed alongside the robot. |
| Ball              | A standard field hockey ball, chosen for durability and accurate control on the field                                              |
| Obstacle elements | Depending on the round, the field may include dynamic obstacles that test the robot's agility and the controller's adaptability    |

## // SECTION 04

**TEAM & CONTROLLER RULES**

- 4.1 Only 2 members of a team may stay around the arena — one controlling and one assisting.
- 4.2 Controllers must remain within their own team's area.
- 4.3 Controllers may not be swapped during a match. A different controller may be used for a different match, provided they are a member of the same team.

- 4.4** A team that fails to appear at the arena without giving prior notice to the management team will be disqualified.

## // SECTION 05

**GAMEPLAY**

- 5.1** Robots must be built and driven so that they do not enter the goalpost. This applies to every robot on the field. Any robot that moves into the goalpost is called for a **foul** and given a penalty.
- 5.2** A wireless robot must not pull the wire of a wired robot during play. If this is noticed, the team is disqualified.
- 5.3** If a technical glitch occurs, each team is given **2 minutes** of servicing time.
- 5.4** Teams may not change any part of their robot during a run or between rounds.
- 5.5** The organizers are not responsible for damage to robots on the field.

## // SECTION 06

**TOURNAMENT STRUCTURE**

The event runs exactly **three rounds**, regardless of how many teams enter. All pairings are decided by a random chit draw, for fairness and transparency.

| ROUND       | FORMAT                                                                                                                                                                  |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Round 1     | All registered teams compete, 1 vs 1 knockout. Winners advance to Round 2; losers are eliminated.                                                                       |
| Round 2     | Round 1 winners only, 1 vs 1 knockout. Winners advance to the final round; losers are eliminated.                                                                       |
| Final round | The remaining teams play out champion and runner-up. If an uneven number of teams reaches this round, matches are arranged accordingly, but it remains the final round. |

## // SECTION 07

**CODE OF CONDUCT**

- 7.1** Participants must maintain discipline and respectful behaviour at all times. They represent their institutions, and their conduct reflects on them.
- 7.2** Misconduct, arguments with officials, or violation of these rules may lead to immediate disqualification.
- 7.3** Participants must not engage in altercations or unlawful behaviour while on campus.

## // SECTION 08

**JUDGES' AUTHORITY**

- 8.1** The judges' reading of these rules is **final and binding**. Where a rule is unclear, silent, or disputed, the judges decide how it applies, and that decision holds for the rest of the event.
- 8.2** Judges may **modify, add to, relax or clarify any rule** at any point — before, during or after a round — where the arena, the field of entries, a safety concern or the conduct of the event calls for it. This includes rules printed in this book.
- 8.3** Every such decision is made on a **fair and equal basis**. A ruling given for one team applies to every team in the same situation, and no change will be made to favour or penalise a particular entry. Judges will state the reasoning on request.
- 8.4** Changes take effect from the moment they are announced. They are not applied backwards to completed runs or matches unless every affected team re-runs under the new ruling.
- 8.5** Raise any question about a rule with the organisers **before your run or match ends**. Nothing is reopened once the result is declared.

## // IN SHORT

One robot per team, playing striker and keeper. 1 vs 1, two halves of 3 minutes, **three fixed rounds** with pairings drawn by chit. Max 30 cm cube, 5 kg, **16.8 V DC**, 5% tolerance — and no structure that traps the ball. Judges have the final read on every rule and may adjust one during the event — always announced, and always applied equally to every team.

## // CONTACT

For any queries regarding this event, contact

|                |                 |             |                 |
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## // COMMUNITY

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