
DEPARTMENT: ROBOTICS

NAME OF EVENT: Bot-Ball

NO. OF MAX. PARTICIPANTS: 100

EVENT DESCRIPTION:

- Bot Ball is a modified form of football which will be played by robots. Two teams will compete with each other in a 1v1 format. The objective of the teams will be to score as many goals as possible in a given time limit.

TEAM AND ROBOT SPECIFICATION:

- Number of members per team: 2-4
- Robots maybe Wired or Wireless.
- The maximum dimensions of the robots are 35x30x20 cm (LBH).
- Robots can be of any drive (Wheel, Legs, Belt, etc.).
- Battery voltages for the pathfinder robots should not exceed 12 Volts.
The permissible weight of the robot is up to 5 Kg. (Including battery).
- No ball grabbing or trapping mechanisms are allowed.
- Shooting mechanisms are allowed. However they must not trap the ball in any way.

REQUIREMENTS:

- Participants must bring their own supplies.
- No battery chargers or tools will be given on the event grounds. So, if they are needed the participants must bring their own.
- AC charging ports will be given on the day of event to charge batteries and use tools

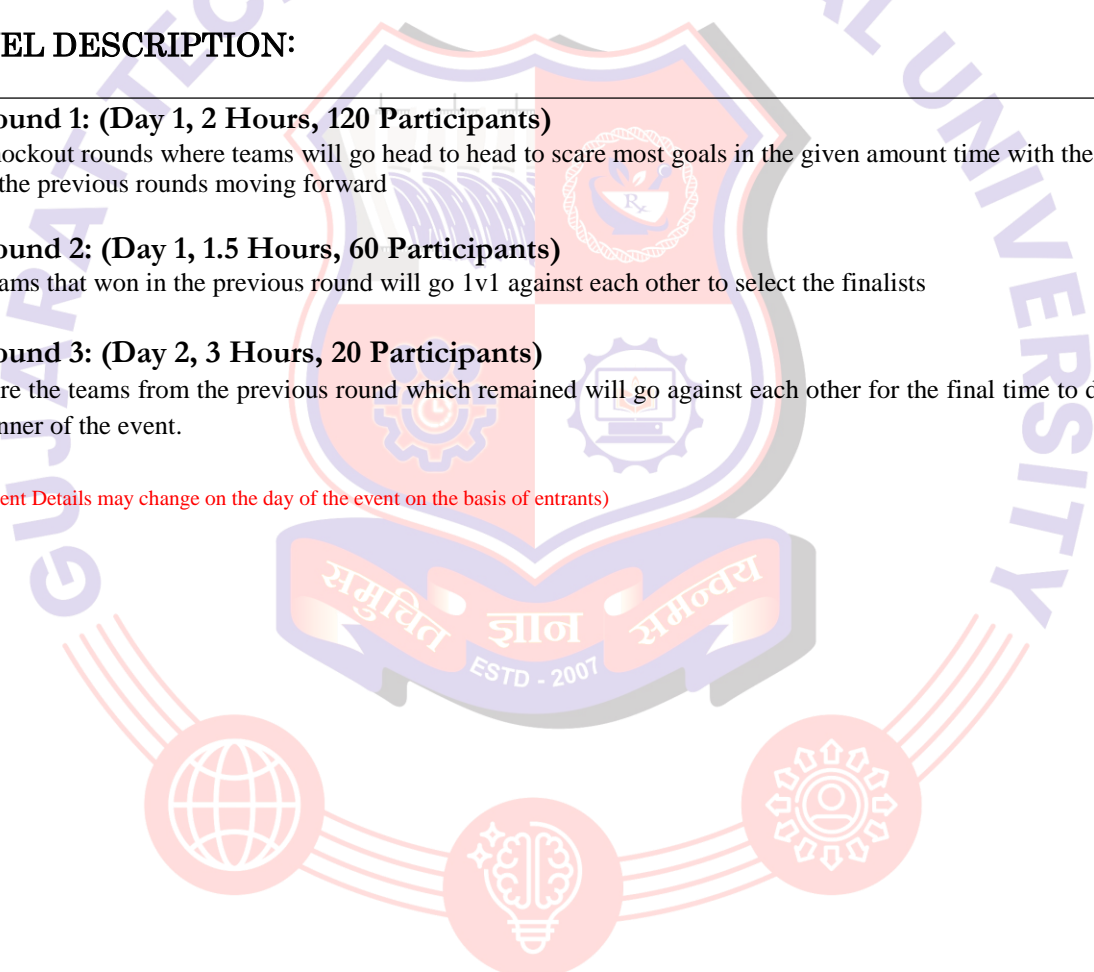
GENERAL RULES:

- No damage should be done to the opponent robot. In case of damage, penalty* will be awarded.
- The team should take care of wire entanglement. In the case of wire entanglement game will be paused and will be started from where it was left.
- No robot is allowed to be in the same spot for more than 10 secs.
- If the robot remains idle for more than 30 secs in Middle of the game the team will be DSQ.

LEVEL DESCRIPTION:

- **Round 1: (Day 1, 2 Hours, 120 Participants)**
Knockout rounds where teams will go head to head to score most goals in the given amount time with the winners of the previous rounds moving forward
- **Round 2: (Day 1, 1.5 Hours, 60 Participants)**
Teams that won in the previous round will go 1v1 against each other to select the finalists
- **Round 3: (Day 2, 3 Hours, 20 Participants)**
Here the teams from the previous round which remained will go against each other for the final time to decide the winner of the event.

(Event Details may change on the day of the event on the basis of entrants)



JUDGING CRITERIA:

- Two teams will compete with each other in a 1v1 format.
- It is a event with time limit. The team with most goals scored in given time will be crowned the winner of the match.
- In case of a tie after the time is up the game will go to Golden goal (i.e., first person to score the next goal wins.)
- Penalties will be awarded as per the referee's discretion.
- If the ball goes out of bounds Freekick will be awarded to the opposing team.
- Referees' decision will be taken as final.

JUDGES:

1. Asst. Prof. Dixit Patel (Institute Faculty)

EVENT COORDINATORS:

You can contact the following coordinators if you have any query regarding the event.

Sr. No	Name	Faculty/ Student	Contact No	Email ID.
1	Dhruv Soni	Student	9328660820	Dhruvsoni285@gmail.com
2	Yaksh Patel	Student	9327988170	Yakshpatel0209@gmail.com

EVENT ILLUSTRATIONS:



INTENTIONALLY HITTING OTHER BOTS WILL RESULT IN PENALTY



10 SEC 

STANDING IN THE SAME POSITION FOR MORE THAN 10 SECONDS WILL RESULT IN PENALTY

