

ROBO SOCCER (1 vs 1) – RULE BOOK

1. Event Overview

Robo Soccer is a one-on-one robotic football competition where teams compete to score goals against their opponent within the allotted match time. The robot scoring the highest number of goals wins the match.

2. Team Structure

- Each team may consist of **1 to 4 members**.
 - Only one operator may control the robot during a match.
 - One robot per team is allowed.
-

3. Robot Specifications

Dimensions

- Maximum robot size: **300 mm × 300 mm × 300 mm**
- The robot must satisfy size limits before the start of the match.

Weight

- Maximum weight: **5 kg**

Power Supply

- Maximum operating voltage: **12V DC**
- Batteries must be securely mounted.

Control System

- **Both Wired and Wireless Robots are Allowed.**
 - Wired robots must ensure cable management does not interfere with gameplay.
-

4. Ball Specifications

- Standard **Red or Green Tennis Ball** will be used.
 - Organizers will provide the official match ball.
-

5. Match Format

Tournament Format

- Competition will follow a **Knockout Format**.

Match Duration

- **Preliminary Rounds:** 3 Minutes
- **Final Match:** 5 Minutes

Winner Determination

- The team scoring the maximum number of goals within the allotted time wins.
-

6. Match Start Procedure

1. Robots will be placed in designated starting positions.
 2. Ball will be placed at the center.
 3. Referee will announce:
 - Ready
 - Set
 - Start
 4. Match timer begins immediately.
-

7. Scoring System

Action Points

Goal Scored 1 Goal

Own Goal Awarded to Opponent

The robot with the highest score at the end of the match wins.

8. Permitted Actions

- Push the ball.
- Defend the goal.
- Intercept the opponent.
- Guide or dribble the ball.

9. Prohibited Actions

- Intentionally damaging the opponent robot.
- Using sharp objects or dangerous mechanisms.
- Throwing or launching the ball.
- Grabbing or completely enclosing the ball.
- Using fire, liquids, smoke, or hazardous materials.

10. Ball Possession Rule

- Robots may not hold or trap the ball continuously for more than **5 seconds**.
- Violation may result in ball repositioning by the referee.

11. Fouls

Minor Fouls

- Deliberate time wasting.
- Excessive blocking without attempting to play the ball.
- Unsportsmanlike behavior.

Major Fouls

- Intentional damage to opponent robot.
- Dangerous operation.

- Repeated violation of rules.
-

12. Timeout

- One technical timeout per team.
 - Maximum timeout duration: **1 minutes**.
 - Allowed only for minor repairs.
-

13. Tie-Breaker

If the match ends in a tie:

Round 1

- 1-minute extra time.

Round 2

- Sudden Death Goal.
 - First team to score wins.
-

14. Safety Regulations

- All electrical connections must be properly insulated.
 - Batteries must be securely fixed.
 - Robots deemed unsafe by organizers will not be allowed to participate.
-

15. Disqualification

A team may be disqualified for:

- Exceeding size, weight, or voltage limits.
- Dangerous robot design.
- Intentional damage to opponent robots.
- Misconduct toward officials or participants.

- Violating safety regulations.
-

16. Referee's Decision

- The referee's decision shall be final and binding.
 - Organizers reserve the right to modify rules for the smooth conduct of the event.
-

Event Summary

Parameter	Specification
Team Size	1-4Members
Robot Size	300 × 300 × 300 mm
Maximum Weight	5 kg
Maximum Voltage	12V DC
Control Type	Wired / Wireless
Ball Type	Red or Green Tennis Ball
Format	Knockout
Match Time	3 Minutes
Final Match	5 Minutes