

MINI SOCCER — RULEBOOK

Common Rules:

1. Students from different institutes can make a team.
2. Participants can participate solo or as a team.
3. The competition is open for all.

Mini Soccer:

Competitors will have to design, construct and operate a wirelessly controlled robot within a particular weight limit to play mini soccer inside a soccer arena and score higher points than the opponent team.

1. School, College students can participate.
2. Maximum Team members 4. If someone wants, they can also participate solo. However, during the match, only one member from the team will operate the robot.
3. Each team will be allowed to use only one robot for this competition.
4. The robot can be manual or semi-autonomous wireless controlled (Example: Radio, transmitter, Wi-Fi, Bluetooth module, etc.).
5. All kinds of jamming devices are strictly prohibited.
6. Joystick, wireless gamepad, Mobile, or any kind of wireless device is allowed to control the bot manually.
7. Any type of wired control system is not allowed.
8. Up to 12 volts can be used as power supply.
9. Only TT Gear motor (Metal or Plastic) is allowed to be used as the drive motor. No other motor type is permitted.
10. Any kind of shooting mechanism or weapon is not allowed.

Robot Dimensions:

- Length: 25 cm (including bracket)
 - Max Width: 20 cm
 - Max Height: 15 cm
 - Weight must not exceed 1 Kg
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- Bracket can be used but it must be open type bracket and must not enclose the ball. If ball is found grabbed by the bot will be immediately disqualified.
 - Max Bracket Length: 10 cm
 - Bracket Width: 8 cm.
 - Using any kind of weapon is not allowed.

Game Play:

1. Every participant must be present at the venue 30 minutes prior to the event and submit their robots for approval. Those who will fail to submit their robots 30 minutes prior to the event, will be disqualified.

2. If anyone fails to maintain the proper specifications & dimensions of the robot (which is mentioned in the “Robot Dimensions” section in the rulebook), their robot will be disqualified.
3. The game will start with a toss of a coin, to select the playing side of the field for the first half.
4. Initially, the robots of each team will be placed in front of their respective goalposts.
5. At the start of the game, the ball will be placed in the center of the field by the referee.
6. Any robot pushing or touching the ball before the referee's whistle will be penalized.
7. If any robot does not move from a position for 30 seconds, a penalty shoot-out will be given.
8. Every time a goal is scored by one team, the ball will be returned to the center of the field.
9. The opponent team will start from the center with the ball.
10. If two opposing robots are tangled with each other, the referee will pause the game and then place the robots in their respective starting positions.
11. The robots must always try to win back the possession from the opponent if they lose the ball. It cannot push/force/fight with the opponent intentionally without the ball. In that case, a penalty shoot-out will be awarded to the opponent.
12. Only the referee is physically allowed to get inside the field.
13. Severely damaging the arena by any bot will lead to disqualification of the team.
14. Each team will be allowed to take a maximum of 2 restarts in a game.
15. The referee can interrupt a game in progress if necessary.

Penalty Shoot-out:

1. The ball will be placed at the Center of the center circle.
2. The robot can start from anywhere on its own side to push or kick the ball towards the opposition's goalpost.
3. Robots cannot cross the bottom point of the center circle on the opponent's side while delivering the penalty-shoot.

Goals:

1. A goal is scored when the ball crosses the goal line.
2. The team scoring the most number of goals will be considered as the winner.
3. Goals in own goalpost will be awarded to the opposition.

Game Time:

- Full Time: 4 minutes
- Half Time: 2 minutes
- Half Time Break: 60 seconds

Points:

- 10 points per goal
- -10 per restart

Odd Number teams:

In case the number of teams qualifying to the next round is not even, the following criteria (in this order of priority), will be followed to make the team number even by eliminating one team:

- Teams with higher goal differences will qualify for the next round.
- Teams with a higher number of goals scored will qualify for the next round.
- Even if the above two conditions are unable to differentiate between teams, each team will be given two penalty shoot outs. Team with a better score in the penalty will qualify to the next round.
- The winning team will be declared based on its score line. In every case JUDGES decision will be final.

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