

ISMAIL AL-JAZARI ROBOTICS FEST-2025

(Mini Soccer Bot)

Category: Private University

July 17

Registration Deadline: October 25, 2025

◆ Summary

Mini Soccer offers a fun and fast-paced competition for compact, lightweight robots. Participants must design agile and efficient bots capable of quick movements and accurate goal scoring within strict size and weight limits. Mentorship sessions will guide teams on mechanical design, power optimization, and control techniques. This event emphasizes efficiency, teamwork, and innovation in a smaller but equally exciting format. It reflects Bangladesh Islami Chhatrashibir's vision to nurture creativity and inspire young engineers to think smarter and build better.

◆ Team Specification:

- Each team must have a unique name.
- Participants may participate individually or as a team.
- Students from a different university can form a team together.
- One person cannot register from multiple teams.
- Using the same project for multiple teams is strictly prohibited.

◆ Bot Specifications

- Bots must use **wireless communication** (e.g., RF, NRF, Bluetooth); **wired control is prohibited**.
- **Jamming devices are strictly forbidden**, including RF disruptors; violation leads to immediate disqualification.
- Bots must have an **onboard power supply $\leq 12.8V$** ; no external sources allowed.
- Every bot must include a **kill switch or emergency shutdown** mechanism.

◆ Key Dimensions

- **Length:** Max 25 cm (including bracket)
- **Width:** Max 25 cm
- **Height:** Max 25 cm
- **Weight:** Max 1kg
- **Bracket Rules:** Open-type; must not enclose or grip the ball. Max bracket length: 12 cm, width: 6.5 cm. The ball must remain visible, and edges must be safe.

◆ Arena Specifications

- **Field Width:** 6 feet
- **Field Length:** 10 feet
- **Boundary Wall:** 10 inches in height
- **Markings:** Centerline and goal areas clearly marked

◆ Game Format

- Matches are **knockout rounds**; winners advance.
- Each match will be held between two teams, with the opponent team selected through a lottery system.
- Each team may bring multiple bots; however, only one bot can be used in any single match.
- Before each match, a team will have 2 minutes allocated for program setup and testing purposes.
- Each match lasts **6 minutes**, split into two halves of **3 minutes**, with a **2-minute break**.
- A Team can only touch the bot during break time and restart time. If any team member touches the bot during the match, it will be considered a foul.
- **Timeouts** for bot repairs may be allowed at the referee's discretion.
- Bots can only be handled during **breaks**.
- Opponents will be **assigned randomly**.

◆ Scoring System

- Each **goal**: 100 points
- **Foul**: -50 points
- Teams have **1 free manual restart**; subsequent restarts cost **-50 points each**.
- A maximum of **2 manual restarts** are allowed per team.

◆ Gameplay

- The bot will be placed in the starting zone of the arena and the ball will be placed at the center point of the arena by the referee at the beginning of the match.
- A goal will be considered only when the ball totally crosses the goal post line.
- A team can't touch the bot during gameplay without restarting. A team can take a maximum of 5 restarts in a single game. The number of restarts will impact the score of that team.
- If two robots are entangled with each other for more than 20 seconds then the referee will pause the game and place the bots at their starting position.
- Each team will change goalposts after half-time.
- The team with the highest points will be declared the winner and will continue to the next round.

◆ Penalty & Tie-Breaker Rules

- For **penalty shots**, the ball is placed at the center with **no defenders** at the goal.
- For a free kick, the ball will be placed at the center point of the arena. The opponent's bot will remain stationary at the starting point of its half, while the team taking the free kick will start from its designated starting point.
- The bot taking the free kick can only push or kick the ball from the free kick point. The back wheel of the bot cannot fully cross the center line during the free kick. If it does, the free kick will be dismissed.
- The team taking the free kick must push or shoot the ball within 10 seconds from the moment the whistle is blown. If they fail to do so, the free kick will be canceled.
- If a match ends in a tie, each team will be given five penalty shootout attempts to determine the winner.

(Note: Extra time will be allotted only for the Semi-final and Final matches. It will consist of two halves, each lasting 1 minute, with a 30-second maintenance break in between.)

◆ Disqualification Criteria

- Disrespect towards referees, judges, or opponents
- Violation of competition/security rules
- Failure to meet specifications or technical standards
- Use of weapons or damaging equipment
- Unauthorized modifications during play

N.B.: The authority reserves the right to make changes to the rules, instructions, and arena at any time. The decision of the authority will be final.

◆ Registration Guidelines

- **Deadline:** October 25, 2025
- **Eligibility:** Open **only to undergraduate students from private universities**
- **Registration Fee:**
 - 900 BDT per team (up to 3 members)
 - +300 BDT for each additional member (maximum team size = 5 members)

📌 **Registration Link:** [Link](#)



