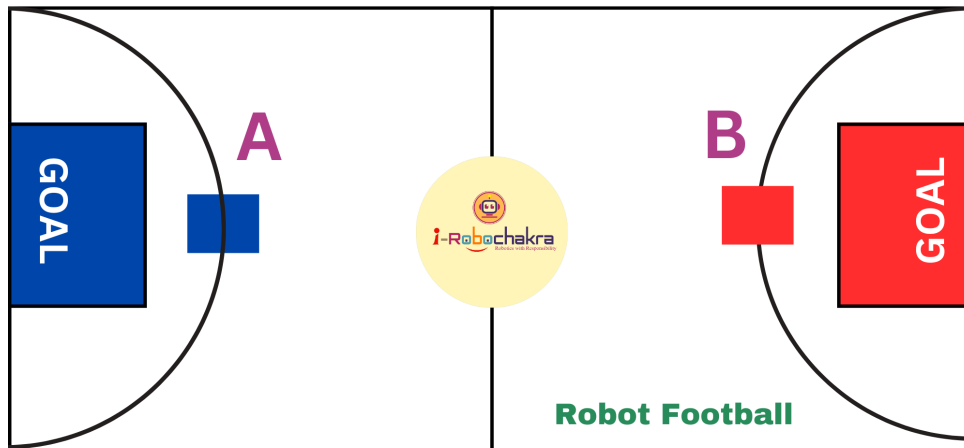


## Sarvavidya Fest 2024 : Category 1

### ROBOT FOOTBALL:



#### 1)Game Synopsis:

Your mission is to control a football playing robot. Two teams will compete simultaneously. The ball will be placed in the center of the court. The game begins with a kickoff from the center circle. The mission is to get more goals. The team whichever scored more goals will be the winner. The game is for two minutes.

#### 2) How to start the game:

Robot starting would be from the starting zone as shown in pic. The robot can be placed anywhere in the starting area.

#### 3) How to end game:

The game comes to an end at the end of 2 minutes. The number of goals scored will determine the winner, based on the total points collected.

#### **4) Violation and reset:**

4.1) Violations are defined as follows.

a.) If a human player touches either the robot or any field material, intentionally to stop the game or unintentionally

4.2) If any violation occurs, the judges will announce “violation”, and give the team the option to either reset (means the robot can be lifted and placed in the initial starting position).

#### **5) Robot Specifications:**

5.1) Free takeaway robots will be provided for each team. No need to bring your own individual robots.

#### **6) Detailed rules and procedures to play and determine Winners.**

6.1) The team can contain Min 1 and Max 4 members.

Eligibility criteria - Grade3 and Grade 4.

Only contestants are allowed to access the pit area, team tables, practice fields and official game fields throughout the competition day, including during the setup time before the opening ceremony, during work time, and breaks (adult coaches, mentors, and other volunteers may assist with transporting team materials if necessary)

6.2) The playing field will remain the same for each round.

6.3) The participants must use the robots provided by the organizer. No other robots are allowed.

6.4) The robot will be operated via bluetooth.

6.5) Each team will participate in two rounds. Either the highest score from both rounds or the cumulative score will be used for final scoring. This decision will be communicated at the hosting venue prior to the start of the competition.

6.6) The game starts with a single player, when the judges announce "NEXT," the player must switch Bluetooth control to the next team member. This announcement will occur every 30 seconds.

6.7) The time will not be reset or stopped once started unless there is a technical issue and it needs to be checked.

6.8) The total game time will be 2 minutes. The teams exceeding this time limit will be getting negative marks.

6.9) Teams will compete in a pre-determined order decided by the site host.

6.10) During the Game Rounds, all team members must remain in the team spectator area— no pit access allowed.

6.11) Contestants must move away at least 1m from the field edge after starting the robot.

6.12) Any physical contact with the robot by participants will result in a penalty of 10 points. If this occurs more than three times, the team will be disqualified by the judges.

6.13) Final scoring will be done by the judges.

6.14) A team member must sign the score sheet to confirm the team's score.

6.15) Winners in each age division will be decided by the total score.

Tie breakers will be: (1) best score, (2) minimum time to best score, (3) rerun if needed.

6.16) The player can touch the robot in the start area only, other than that any contact to robot in another area shall attract minus marks.

## **7) Reminders of General Rules, Additional Rules and regulations.**

- Proctors are watching for the following Violations:

7.1) Coaches or Parents in the pit area during practice or work-time (except for initial transport of materials).

7.2) Coaches or Parents accessing the practice or official game tables at any time.

7.3) Verbal/electronic communication between team and coach/parent while the team is setting up and practicing in the pit area and during work-time.

7.4) Team handles or interferes with another team's robot..

7.5) Destruction of property.

7.6) Use of inappropriate words and/or behavior toward team members, other teams, audience, judges or staff.

7.7) Any violations can result in deduction of points or disqualification at the judge's discretion.

7.8) If anyone sees any suspicious activities, please notify the nearest volunteer immediately.

7.9) Spectators are welcome to take pictures or video, but please make sure your flash is off.

7.10) Final decisions are at the discretion of the Chief Game Judge.

7.11) The number of games, whether it is one game or two games shall be decided at the hosting venue depending on the time slot and number of teams appearing. This information shall be mentioned in the beginning of the competition.

### 8) Points description.

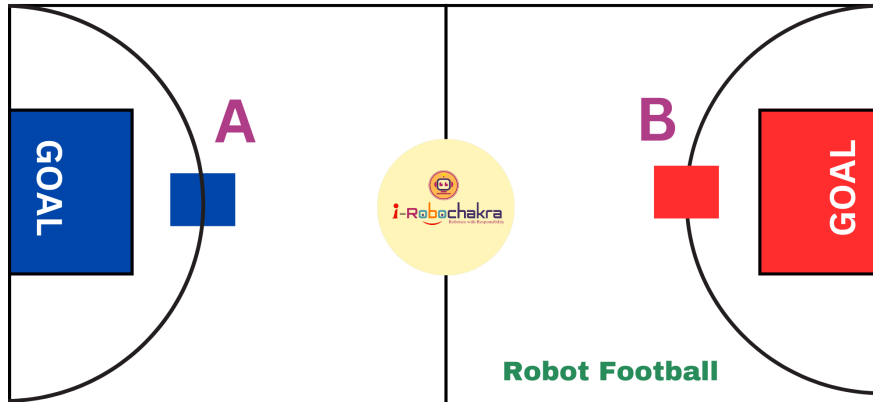
8.1) The points would be located as per column below.

Sno	Particular	Points
1	Direct Goal	30
2	Indirect Goal	10
3	Direct Home wall	5
4	Direct robot hit	-10

Total score of the game would be summation of all the points.

There would be one surprise task , that would be announced at the venue, and is subjected to organizers decision.

### 9) Placement of blocks details:



- 9.1) As seen in the picture above ,The robot will be placed on A and B(starting point).
- 9.2) The ball will be placed in the middle(irobochakra). When the game starts, the robots will be controlled by the participants and should hit the ball to the goal post.
- 9.3) Direct Goal - Ball directly hit into the goal post.  
Indirect Goal - Ball hit the edges of the post and fell inside.  
Direct Home Wall - Ball hit on the wall inside the arch.
- 9.4) Negative points - robots hit each other.

-----All the Best-----