

Robo Soccer Competition Rulebook

Competition Overview

Robo Soccer is an exciting competition where teams of remote-controlled robots compete to score goals against each other within a fixed time limit. Teams must design, build, and operate their robots to navigate the field and outmaneuver their opponents, demonstrating engineering skills, strategy, and teamwork.

The competition consists of **two independent categories**:

-  **Student Category**
-  **Professional Category**

Each category will have its own league, winners, and cash prizes.

Category Specifications

Specification	Student Category	Professional Category
Maximum Robot Size	12 × 12 × 12 inches	12 × 12 × 12 inches
Maximum Robot Weight	1 kg	2 kg
Maximum Operating Voltage	12V DC	24V DC

Team Rules

- Each team may consist of **2–4 members**.
- Participants from different schools, colleges, or universities may collaborate to form a team.
- Multiple robots may be used by a team, provided the total specifications remain within the limits of the respective category.
- University and school teams will compete separately.

Robot Specifications

- Maximum robot dimensions: **12 × 12 × 12 inches**
 - All components mounted on the robot are considered part of its dimensions.
 - LEGO and EV3 kits are permitted.
 - Any microcontroller may be used.
 - Any transmitter/receiver technology is allowed (Bluetooth, Wi-Fi, NodeMCU, ESP32, NRF24L01, etc.).
 - Any type and number of motors may be used.
 - Any motor driver IC or module is permitted.
 - Power banks are allowed.
 - Dangerous or unsafe power sources, as determined by the judges, are prohibited.
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Robot Inspection

- Every robot must pass a technical inspection before the competition.
 - Robots exceeding the specified size, weight, or voltage limits will be disqualified until modifications are made.
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Match Rules

- Each match lasts **2 minutes**.
 - Match timing starts when the referee gives the start signal.
 - The robot scoring the highest number of goals wins.
 - Every goal equals **1 point**.
 - The ball may be kicked, pushed, or dragged to score.
 - In case of a tie, the referee may announce additional tie-breaking procedures.
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Timeouts

- Each team is allowed **one timeout** per match.
- A timeout may only be used if the robot experiences a technical issue.

Gameplay Rules

- Once the match begins, team members may not touch their robot.
 - If robots remain stuck together for more than **10 seconds**, the referee will restart play.
 - Robots must not intentionally damage the field or equipment.
 - Robots may not include grippers, weapons, or mechanisms intended to damage or immobilize an opponent.
 - Any unfair play or unsportsmanlike conduct may result in penalties or disqualification.
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Disqualification

A team may be disqualified for:

- Exceeding the permitted robot specifications.
 - Damaging the arena or equipment.
 - Intentional interference with opponents.
 - Unsportsmanlike behavior.
 - Ignoring referee instructions.
 - Using prohibited power sources or unsafe mechanisms.
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Referee's Decision

- The referee's decision shall be **final and binding**.
- The organizing committee reserves the right to modify the rules if necessary to ensure fairness and safety.