



RC Football (Radio Controlled Football)

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RoboRAVE Greece

The slogan us : "Today's Play, Tomorrow's Pay."

1. General information

1.1 RC Football challenge

RC Football competition is an innovative experience that brings robotics to the world of football. The competition is specially designed for younger students, using remote control for the robots. Participants are invited to design and control remote-controlled robots that compete on a football field, offering action and fun.

On the pitch, the robot players demonstrate precision and strategy, while their operators work together to score goals and defend their goal. The matches are full of intensity, as every move counts: from lightning-fast counterattacks to flawless defenses, the robots reflect the beauty and tactics of real football.

RC Football is more than just a game: it is a unique challenge that combines the joy of sport with the precision of technology. It is aimed at those who love football and want to test their knowledge and imagination by creating robots that compete like real players.

With a competitive spirit and collaboration, RC Football transforms football into a technological spectacle, inspiring creativity and promoting fun through robotics and sports.

1.2 Who can compete on a team?

The RC Football has a single age category:

RC Football 1. 5 kg :

- Ages 6-18(Elementary-Middle-High School) - Born 2008-2020

The matches are held against all teams, regardless of the age of the students on the team.

1.3 The specifications of the robot.

Robots must meet all of the following criteria to be eligible for participation:

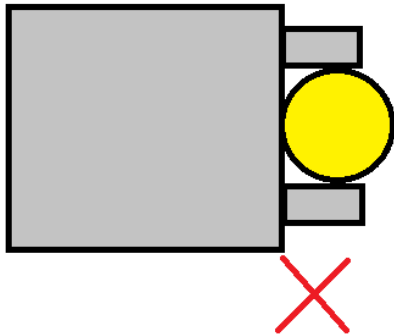
1. The total cost of the robot should not exceed 1,500 euros.
2. Robots can be built from any platform and material.
3. The use of multiple sensors, motors and processing units is allowed.
 - o The robot must use remote control functions, but only wirelessly, connecting cables are not allowed to control the robot.
4. The dimensions of the robot must be as follows:

The robot must fit into a frame measuring 25 cm x 18 cm, with the moving parts fully extended, without height restrictions. The maximum weight of the robot must be 1500 grams
5. For the RC race Football will be used as a ping - pong ball .
6. It is prohibited to construct the robot in such a way that it has the ability to block the

ball or hold it. The maximum that the robot can enter or cover the ball is half its diameter.

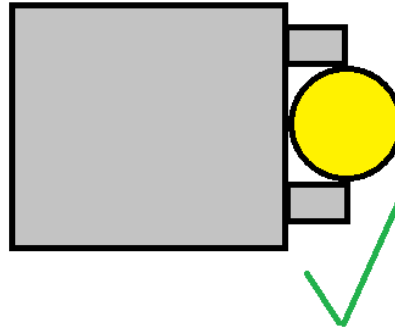
Not allowed: The ball enters more than half of its diameter in the footballer

Απογορεύεται:
Ο ποδοσφαιριστής
συγκρατεί περισσότερο
από το μισό της μπάλας



Allowed: The balls half is outside the footballer

Επιτρέπεται: Ο
ποδοσφαιριστής συγκρατεί το
πολύ το μισό της μπάλας



7. The use of mechanical parts that are intentionally disconnected from the robot or that could intentionally cause damage to another robot is prohibited.
- o Moving parts are permitted as long as they are not dangerous.

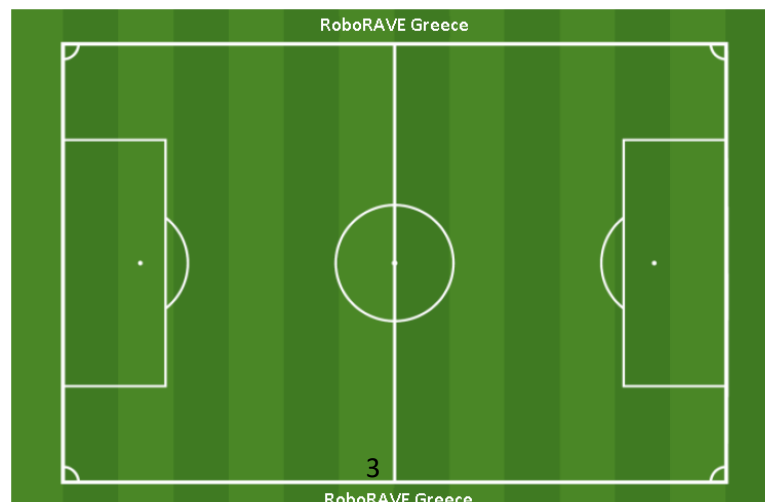
2. The race track

2.1 What are the track specifications?

The agnostic tracks of RC Football have the following features:

1. The court has dimensions of 180 cm x 120 cm and is made of PVC vinyl.
2. On the sides there are protective walls, 10 cm high.
3. The goals are 50 cm wide and 15 cm high.

Example of a playing field:



3. Competition procedure

3.1 How do the teams compete?

Preparation for the game:

1. At the beginning of the event, robots must be checked by the judges to ensure that they meet the requirements of section 1.3. After the check, a certification sticker will be affixed to the robot. If changes are made to the robot, it must be rechecked.
2. Teams will have 30 minutes at the competition venues to test and train with their robots.
3. Unlike other RoboRAVE tests, RC Football is structured in rounds. Matches are played by an alliance of two teams against an alliance of two other teams. Each team is placed in a group and alliances are created where they compete against the other alliances in the group during the competition.
4. The alliances are not fixed, but constantly changing. Teams are placed in groups on the day of the match by drawing lots. Teams and coaches can see their team and their opponents either in the competition or on the RoboRAVE website.
5. At the start of each match, all participants will be guided by volunteers to the designated field with a referee for their first round of matches. Each match lasts up to 5 minutes, consisting of two halves. At half-time, the teams change goals.

3.2 What are the rules of the competition?

The following rules are applied during the competition matches by the referee:

1. The referee places the ball in the center, the players of each team inside their own large area, and the referee starts the timer.
2. Only the referee can touch the robots.
3. If an operator touches a robot, the robot is quarantined for one minute.
4. In case a robot is not able to compete, then the referee sends it for repair, with a one-minute quarantine penalty. The match continues with one player on the team. At the end of the quarantine, the referee orders the robot to be placed in a position that does not give it an advantage at that particular moment.
5. For a goal to be valid, the ball must pass the entire goal line.
6. In the event of a goal, the team that conceded the goal takes possession of the ball in the penalty area of its own half of the field. The opposing players take their positions within their own penalty area.
7. If the ball gets stuck in a corner or between two players, the referee resets it to points where neither robot has an advantage.
8. If a robot pushes (the ball is stuck between the robots and the robot pushes both the ball and the opposing robot), then the referee takes the ball and separates the robots in a way that no robot has an advantage.
9. If two robots are stuck, the referee separates the robots in a way that no robot has an advantage.
10. If a robot continuously attacks an opposing robot with the intention of destroying it, then it receives a 1-minute quarantine penalty.

Remember:

"Players play, coaches guide, parents encourage."

4. The scoring of the event

4.1 How is grading done?

Scoring in the group stage is not based on wins and losses, but on the goals a team has scored and conceded.

5. Qualification and winner selection

5.1 How do teams qualify for the next phase?

Finals are used in the official competition to highlight the top teams in each category. In these matches, the best teams and robots are pitted against each other to determine the winner. Teams that advance to the RC Finals Football are defined as follows:

1. Teams will participate in official alliance matches (2 teams against 2 teams) on the day of the competition, within pre-defined groups (groups). All teams in a group compete against other teams in the same group.
2. Teams in a group are ranked according to their points. The total points a team accumulates in its group matches will be used to determine whether it will qualify for the finals.
3. The top teams from each group and category will advance to the finals, which will include 4 to 8 alliances (8 to 16 teams), depending on the number of groups and teams in the match. The number of teams qualifying from each group will be announced on the day of the match by the match referee.
4. The teams are ranked in the group stage as follows:
 - The team with the best goal difference takes the lead.
 - In case of a tie, the team that scored the most goals takes precedence.
 - In the event of a new tie, a match is held between the two teams.
5. If the categories were merged due to a small number of teams, each category will have to conduct its finals as if it had not been merged.
 - o Teams from different categories must not compete against each other in the finals.
 - o Depending on the size of the category, an automatic win may result.

5.2 How the finals are held

RC finals Football are conducted according to the following rules:

1. The top teams from each group are drawn into new alliances and compete against each other in a knockout tournament.

2. The 4 remaining alliances will compete in 2 additional matches. The winning alliances will face off in the Grand Final for 1st and 2nd place, while the losers will compete for 3rd place.

RC Football : Play, Create, Win with Team Spirit!