

RO SOCCER

1v1 Robot Soccer Championship

Official Rules & Regulations

Read carefully. All rules are binding and subject to coordinator decisions.

EVENT OVERVIEW

Two mighty robots go head-to-head in a thrilling 1v1 showdown. Crafted and programmed by skilled teams, these robots showcase speed, agility, and tactical prowess on the field — aiming to outmaneuver their opponent and score the decisive goal in a duel of skill and strategy.

BOT SPECIFICATIONS

SPECIFICATION	DETAIL
Dimensions	Max 30 cm × 30 cm including wheels — No tolerance
Weight	Max 3.0 kg — No tolerance; no external weights allowed
Voltage	Max 18 V — Fixed voltage only (variable voltage not allowed)
Control	Remote-controlled; wires between control unit and robot must be slack at all times
Prohibited	Readymade toy cars, LEGO, IC engines, hydraulic systems

PARTICIPATION RULES & REGULATIONS

- Participants are NOT allowed to enter the arena.
- Each team: minimum 2 members, maximum 4 members.
- One member cannot participate in two different teams.
- One bot cannot be shared by two teams; one driver cannot drive two bots.
- Team members may be from different colleges/universities.
- Cross-institution teams must carry college ID + Aadhaar card (original + xerox).
- All members must carry their college ID card at all times.
- Coordinators may modify rules in special circumstances.
- Misbehaviour or abuse towards participants/coordinators may result in disqualification from all events.

GAME RULES & REGULATIONS

- No trial run will be allowed before the match.
- Repair timeout: 2 minutes only.
- Any destruction to the arena may lead to disqualification.
- The coordinator's decision is final and unquestionable.
- Human interference (touching the robot) during play is strictly prohibited.
- Variable voltage is not allowed — must use fixed voltage.
- Only organizer-measured time is valid; participant-measured time is not accepted.

MATCH RULES

STAGE	DURATION
Preliminary Rounds	4 Minutes
Knockout Rounds	6 Minutes
Final Match	8 Minutes

- Unnecessary attack on the opponent bot is not allowed — 2 warnings given before disqualification.
- Turning/pulling the opponent's wire is a foul — maximum 2 warnings before disqualification.
- If bots are in deadlock for 10 seconds, positions are reset to original.
- If a bot fails to reach the ball for 10 seconds, positions are reset.
- The ball cannot be trapped in any form.
- Coordinators hold final decision-making authority on all matters during the event.

SCORING RULES

- Total goals scored in a match are counted at the end.
- The team with the highest number of goals wins the match.
- In case of a tie, the Golden Goal rule applies — the first team to score wins.

IMPORTANT: The coordinator's decision is final and binding in all situations. Rules are subject to modification at the discretion of event organizers. Unsportsmanlike behaviour will result in immediate disqualification.