FIFA'16

ROBOT SPECIFICATION

1. The ROBOT should fit of dimension 300 mm x 300 mm x 300mm
   (l x b x h).The dimensions will be consider between two tyres.

2. The machine should not exceed 8 kgs of weight. Weight of remote controller
   will not be counted.

3. In case of wired robots, wires should at least be 5 m long.

4. Output of connected power packs used by a robot cannot exceed 12.0 V (on
   board power supply should not be given by the institute).

5. Wheels & other part of the robot may not be treated with any fluids, glue or
   other substances.

6. The game will be played in manner of fifa rather than war.

7. Ball should not be picked by the covering mechanism; ball should be dragged by
   using clamps or any other open mechanism.

A ROBOT MUST NOT CONTAIN FOLLOWING THE THINGS:

1. The robot must not emit infrared light, any components that may be hazardous
   to the participants, the board, or other robots.

2. Sharp or pointed edges, strong magnets, Liquids, Shooting parts, any kind of
   flame or flammable component should not be used.

TEAM SPECIFICATION:

A team may consist of 2 to 4 participants. Participants can be from the same or
different educational institutes.

TEAM NAME:

1. Every team must have a name which must be unique.
2. Event Coordinators reserves the right to reject entries from any Team whose
   name it deems to be inappropriate, offensive or conflicting.
3. The organizers must be notified if the Team's name gets changed.
4. Team Representative: Each team must specify their Team Representative
   (Leader) at the time of registration on the website.
5. All important communications between Event Coordinators and the registered
   teams will be done through Team Representative.

6. The Team Representatives must submit valid contact details (phone no., email ID etc.) at the time of registration.

NOTE: During any kind of conversation, registration, communication, mails or submissions the team must identify themselves through their Team ID only which will be provided at the time of the registration.

Please do not use your team name as your identification in any kind of communication with us. Follow this rule very strictly.

NOTE: Robots that do not abide by the above specifications/regulations are not allowed to play. If violations are detected during a running game, the team is disqualified for that game. If similar violations occur repeatedly, the team can be disqualified from the tournament.

GAME PROCEDURE & LENGTH OF A GAME:

1. The game will consist of two halves. The duration of each half is 5-minutes (depends on the number of participations). There will be a 2-minute break in between the halves.

2. The game clock will run for the duration of the halves without stopping (except if or when the referee wants to consult an official). The game clock will be run by the referee or an assistant.

3. Teams are supposed to be at the table 5 minutes before their game starts. Teams can be penalized one goal per minute at the referee's discretion if they are late for the game start. If a team does not report within 5 minutes of the game start, it forfeits the game and the winning team is awarded a 1-0 win.

4. A goal is scored when the whole of the ball is inside the goal or if it strikes the back wall of the goal.

5. If the score will be equal after the completion of time period of game, they will be given 2 minutes time. If the scenarios continue also in extra times, the result of the game will be declared whoever scores the first goal.

6. Co-ordinator's decision would be final regarding all the issues.

NOTE: A robot cannot hold a ball. Holding a ball means taking full control of the ball by removing all of its degrees of freedom. If a robot requires repair or adjustment between round or matches, competitors must make those repairs as quickly as possible. They should not be allowed more than 3 min to do so.

CERTIFICATE POLICY: Certificate of Excellence will be given to all the winners. Certificates of Participation will be given to all the teams who will participate in the competition.