



ESTELLA

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ROBOBALL BLITZ



PROBLEM STATEMENT

The teams must create wireless robots capable of taking down the opponent in a soccer match. 2 robots, an attacker and a defender, have to be built.

The objective of every team is to score more points than their opponent to claim victory.

BOT SPECIFICATION

- Every team must have 2 bots: A defender and an attacker.
- Both bots must weigh less than 3KG and have a tolerance of 300 grams.
- The terminal potential must not exceed 18 volts.
- Lead acid battery is not allowed.

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- The dimensions of the bot must be less than 30cm x 30cm x 30cm.
- The bots can use any kicking mechanism if it is mechanically stable.
- The kicking mechanism should not cover more than 30% of the ball.

GUIDELINES

- Each team should comprise of minimum 1 and maximum 3 participants.
- The duration of each match will be 5 minutes with an interval of 1 minute after half time
- The match will reset after each goal.
- A 1 minute extension will be issued if there is a draw after the time limit is over.
- Penalty shootouts will take place if there is another draw after the time extension.
- Each goal is worth 2 points.
- The teams in the top 50% bracket will qualify for the next round on Day 2.

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- The teams in the top 50% bracket on Day 1 will qualify for the next rounds on Day 2.
- On Day 2, the qualified teams will play against each other in a knockouts style game.
- The arena is not to scale and is provided to just give a rough idea about the field to the participants.



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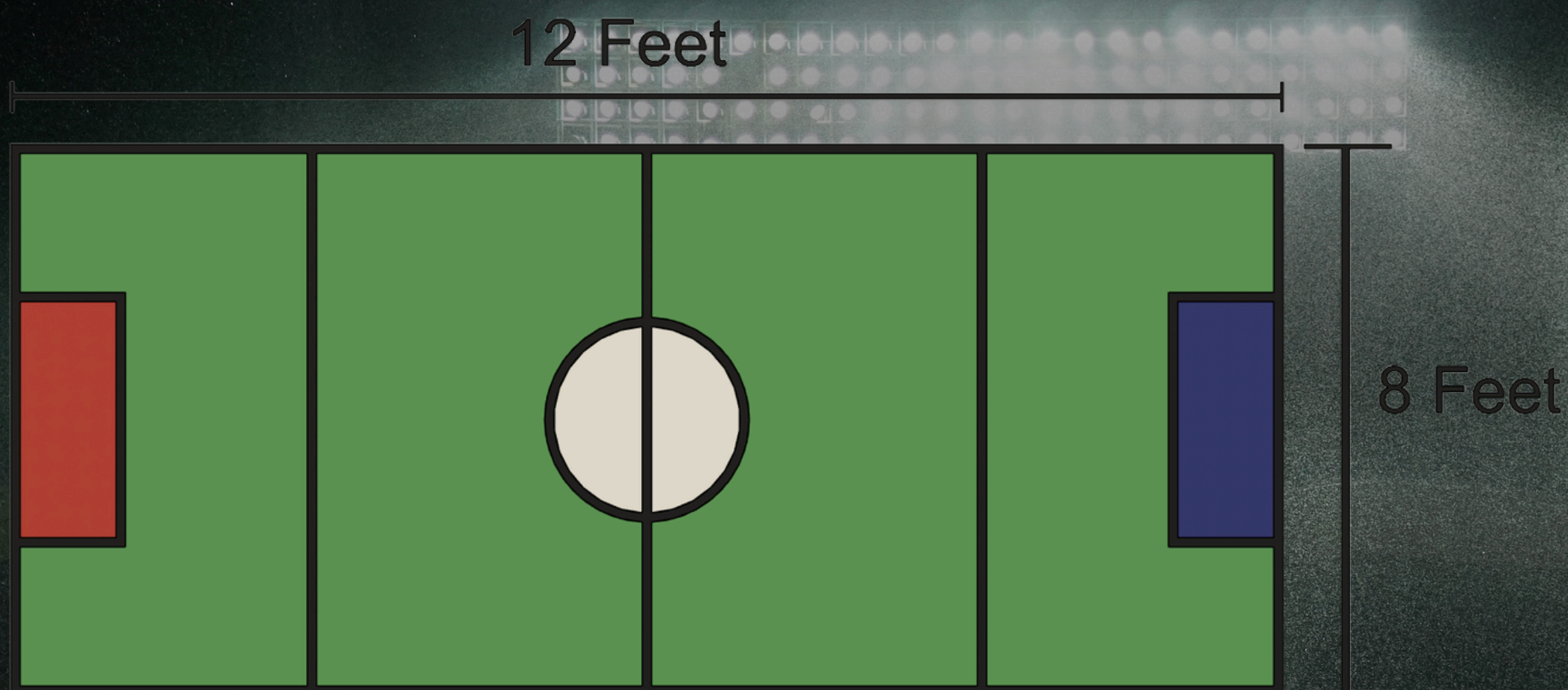
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ARENA: DAY 1 AND 2



- Both the bots for each team will begin from behind the line in front of their goalpost.
- The ball will be kept in the middle of the field.
- The defender cannot cross the line in front of the opponent's goal post, if they cross the line, three warnings would be given, after that the other team would get a penalty kick with the ball at the centre.
- The diameter of the ball will be 15 cm.

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