



AISSMS

COLLEGE OF ENGINEERING

ज्ञानम् सकलजनहिताय

An Autonomous Institute Affiliated to Savitribai Phule Pune University
Approved by AICTE, New Delhi and Recognised by Govt. of Maharashtra
Accredited by NAAC with "A+" Grade | NBA - 7 UG Programmes



5th Regional Conclave of Student's Chapter (Western Region)

RULE BOOK

Event Details

- **Venue:** AISSMS College of Engineering (COE), Pune
- **Event Dates:** 10th – 11th April 2026
- **Event Timing:** 11:00 AM (Onwards)
- **Registration Fees:** ₹236/- (For IEI Members)
₹354/- (For Non IEI Members)
- **Prizes (per event) :**
Winner – ₹10,000/-
Runner Up – ₹5,000/-

General Rules:

1. All participants must carry their valid college ID cards.
2. Misbehaviour, indiscipline, or violation of safety norms will lead to disqualification.
3. Judges' and organizers' decisions are final and binding.
4. Organizers reserve the right to modify rules if required.
5. Certificates of Participation will be awarded to all teams.

Contact details:

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Robo-Soccer

GAME AND RULES:

The aim of the robot is to control and maneuver the ball inside the arena and score goals in the opponent team's goalpost. The team that scores the maximum number of goals within the given match time is declared the winner.

1. TEAMS:

1. **Maximum 4 members** are allowed in one Team.
2. Only 2 members of a team are allowed to stay around the arena (one for controlling and one for assisting) and a team is allowed to play with one robot only.
3. Members of different institutions can form a team.
4. Students who are pursuing any course upto post graduation can participate.

2. ROBOT SPECIFICATIONS

1. Robots can be wired or wireless.
2. Robots should not damage any part of the arena. If the robot damages any part of the arena, it will be disqualified.
3. The robot should not expand or compress during the run. A technical timeout can be taken in case of any part detachment of the robot.
4. Use of IC engines is not allowed.
5. Readymade PCBs are not allowed.

3. ROBOT DIMENSIONS

1. Dimensions of the robot should not exceed **30cm x 30cm x 25cm (l*b*h)**. (**Tolerance of 5% is allowed in this regard**).

4. POWER SUPPLY FOR ROBOTS

1. The potential difference between any two **points should not exceed a limit of 12V** and the robot should be powered only using batteries.(A tolerance of 5% is allowed).
2. If the robot suddenly stops in the arena due to any technical problem, you will be allowed to take a technical timeout. After taking one technical timeout, the timer will not be stopped.
3. The power supply may be ON or OFF the board (i.e., one of the team members can hold the power supply). An external power supply will not be provided.
4. Changing the battery or battery polarity is not allowed during the match.

5. WEIGHT

1. The maximum weight of the **robot should not exceed 5kgs.**

6. SAFETY

1. All the required accessories should be brought by the participants.
2. Event Team is not responsible for any damage to the robot.
3. Technical assistance will not be provided by coordinators or technical deputies.

7. COMPETITION RULES:

- **TECHNICAL TIMEOUTS**

1. A technical timeout of 1 minute can be taken by a team.
2. After the finishing of the technical timeout, the timer will start again and will not be stopped under any circumstances.
3. No technical assistance will be provided by the event coordinators or heads during the event.

- **SCORING & PENALTIES**

1. The team with the most goals at the end of regulation time wins.
2. The judges and event heads' decisions will be treated as final and binding to all.
3. The organizers reserve the right to change any or all of the above rules as they deem fit.
4. Tie-breaker: If match ends in a tie, a 1-minute tie-breaker round will be played. The first team To score wins.

- **OTHERS**

1. Human interference can be only done during skip, technical timeout, and checkpoints.
2. If the robot engages in a place without any further movement, then it would be repositioned at the nearest checkpoint traversed.
3. Participants with wired robots are strictly advised to get wires of length 3m or more.
4. In the case of wired robots, the wired should be slacked throughout the game.

Note :- The arena layout and zone details will be disclosed on the day of the event.

**Faculty Co-Ordinator : Mrs.A.A.Randive
Dr.P.P.Vast**

**Student Co-ordinator : Ajinkya Darekar (9511844976)
Paras Pingale(8308762522)**

Common for all events

DISQUALIFICATION:

1. If a participant does not comply with the rules of the event, the robot will be disqualified from the event.
2. Robots should not damage any part of the arena. If the robot damages any part of the arena, it will be disqualified.
3. Human interference (e.g. touching the robot) during the game will be disqualified.
4. Misbehavior of any kind will not be tolerated and the team will be subjected to disqualification.
5. At any point of time during the match voltage should not be varied and should be constant, variation in voltage leads to disqualification.
6. A robot with the base of a toy car and its gearbox as a machine part will be disqualified. Also, Lego kits are strictly prohibited and will lead to disqualification.

COMPETITORS AND BEHAVIORAL RULES:

1. All participants will be given a Certificate of Participation.
2. Winners and runners will be given a Certificate of Merit.
3. All participants must bring a college ID card.
4. Participants are not allowed to use their own Stop watches.
5. **Maximum 4 members** are allowed in one Team.
6. Only 2 members of a team are allowed to stay around the arena (one for controlling and one for assisting) and a team is allowed to play with one robot only.
7. Members of different institutions can form a team.
9. The dimensions, weights, etc., of the field, facilities and equipment described in this document have a margin of error of plus or minus 5% unless otherwise stated.
10. Event Team is not responsible for any kind of damage to your robot.
11. We request the participants not to assume anything that is not mentioned in the document without contacting the Coordinators or Technical team.
12. It's our sincere request to all the participants to go through this rule book thoroughly and not a single point mentioned in the rule book will be compromised under any circumstances.
13. We also request you have a copy of this rule book handy during the event.
14. In case of any discrepancies, **the decision of co-ordinators and heads shall be final** and no further argument will be entertained.
15. Any kind of misbehavior will not be tolerated and will lead to disqualification of the team.