

ROBO-SOCCER RULEBOOK

Techfest 2025



Organized By-
Faculty of Science and Engineering
International Islamic University Chittagong (IIUC)

Event Summary

- **Event Name:** Inter-University Robo-soccer Competition
- **Date of Event:** 24 November, 2025
- **Place of Event:** IIUC Campus
- **Prize Money:** 50K
- **Registration Fee:** 2K
- **Registration Deadline:** 15 November, 2025

Our Sponsors



In association with



1 Team Formation

Eligibility

The competition is open to all **college and university (undergraduate level)** students. Participants must provide **valid institutional identification** for verification on the event day.

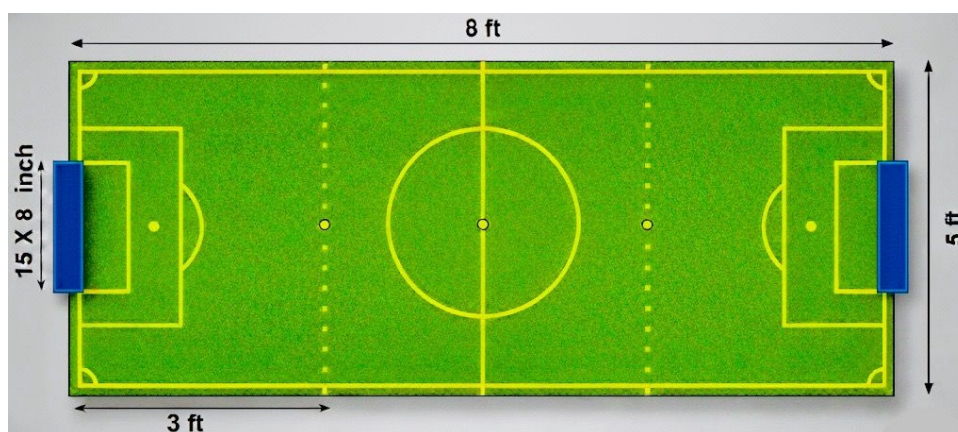
Team Composition

- Each team may consist of up to 4 members.
- Additional members have to pay 500 BDT per head.
- You have to make the full payment first. Then, you need to register your team members' information through the Google Form (Find the link in the registration section). After that, you will receive a confirmation of your registration.
- Teams can be formed with members from **different institutions**.

Important Restrictions

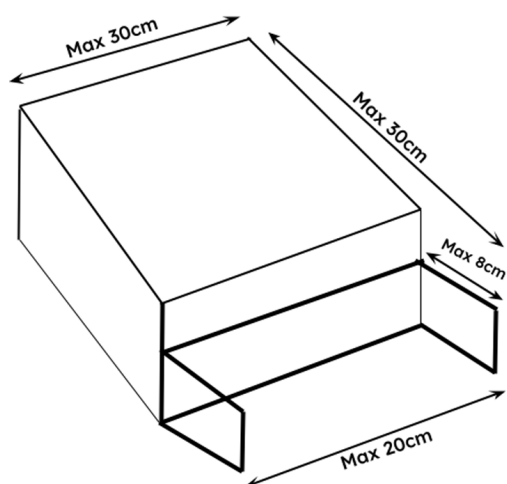
- **Individual Participation:** A participant cannot be a member of multiple teams. Any violation of this rule will lead to disqualification.
- **Soccer Bot Ownership:** Each team must have its own soccer bot and controller. Sharing a bot between teams or using multiple bots for a single team is strictly prohibited and will result in disqualification.
- **Player Control & Exchange:** Only team members can control the bot. The controlling player may be exchanged among team members only during halftime. Mid-match substitutions are not allowed.
- **Preparing Robot:** Your robot must be designed and prepared by your team. Any robot prepared by professional will be disqualified from the event.

2 Arena and Ball Specifications



- **Arena Specification:** The rectangular arena measures 8 feet in length and 5 feet in width, with a short goalpost positioned at each of its two narrower ends; each goalpost is 15 inches long and 8 inches tall, and a penalty line is marked on the floor 3 feet away from these posts.
- **Ball Specifications:** Regular tennis ball (Diameter: Approx. 3 inches, Weight: Approx. 200 gm)

3 Bot Specifications



Main Body: Max 30cm × 30cm × 20cm,
Bracket: length Max= 8 cm, Inner
 Width= Max 20cm

Dimensions	Max 30 cm × 30 cm × 20 cm
Weight	Max 3 kg. Any bot exceeding this limit will receive 1 goal demerit per 100g additional weight.
Materials Used	SS, Acrylic, Plywood, Cardboard, Wood, PVC, etc.
Power Supply	On-board power supply with max 24V, no external/wired power sources.
Control Methods	Wireless only (RF, NRF, Bluetooth, Mobile, or Joystick control).
Ball Handling	No grabbing mechanism. Only pushing or kicking using mechanical force. Servo-based kicking and rubber pads for ball bouncing are prohibited.
Brackets	Allowed but must be open-type (Max bracket length: 8 cm, inner width: 20 cm).
Prohibited Components	No weapons, fire, water, chemicals, servo-based flaps, or boosting modules.
Pre-built Robots	Not allowed. Bots must be built from scratch.

4 Rules and Scoring

Before the competition, bots will be checked for:

Bot Inspection Checklist

- Weight, Body & bracket dimensions
- Motor input voltage
- Battery output voltage
- Prohibited grabbing mechanisms
- Also the valid institutional ID card of the team members

Match Procedures

1. Teams must report within 2 minutes of the announcement with their bot or forfeit.
2. Teams may request a match delay due to technical issues, subject to approval.
3. If two or more teams tie (equal points) for 2nd place in a group, a penalty shootout will decide the advancing team.
4. If two bots remain stuck for 10 sec, the match will restart.

Match Rules

1. Matches are 1v1, based on participant count.
2. Round Robin (Knockout) format in groups of 5 teams per group.
3. Top 2 teams from each group proceed to the next round.
4. Each match consists of 2 rounds.
5. Each round duration: 2 min 30 sec.
6. Interval: 1 min.
7. Touching the bot by players during gameplay is a foul.
8. On-field, only volunteers can reposition bots if needed.

Scoring System

1. Per goal: +3 points.
2. Per foul: -1 point.
3. Arena damage: Considered a foul.
4. Bot weight exceeding 3 kg: -1 goal per extra 100g.
5. Repair time penalty: -1 point per 10 sec used.

Scoring Formula

1. The total points will be calculated using:

$$(\mathbf{G} \times 3) - (\mathbf{RT}/10) - \mathbf{F} - \mathbf{BWP}$$

where **G** is the number of goals, **RT** is the repair time in second (if any) used by the team, **F** is the number of fouls, and **BWP** is the Boat weight penalty.

2. The team with the higher points will be declared the winner.

Fouls & Penalties

1. Touching the bot during gameplay: Opponent gets a penalty kick.
2. Bots entangled for 10 sec: Reset to starting positions.
3. Intentional obstruction or attacking without the ball: Foul.
4. 3 fouls in a match: Opponent gets a penalty kick.
5. Arena damage: Counted as a foul.
6. If a bot loses connection during the match: Max 2 restarts allowed (each restart = 30 sec with 3 demerit point).

Tie Break Procedure

1. If the match ends in a tie, a penalty shootout will take place.
2. Each team will take 3 penalty shots, and the team with the most goals wins.
3. If the tie persists, the team with the fewer number of fouls will be declared the winner.

Odd Number Qualification Break

If an odd number of teams need to qualify, priority is given based on:

- a) Higher goal difference
- b) Lower number of fouls
- c) Lower number of restarts

5 Disclaimer and Authority

Disclaimer

Important Disclaimer

- The authority reserves the right to change any rule at any time without prior notice.
- The organizing committee has the right to disqualify or ban any team based on violations such as:
 - a) Using fake identity
 - b) Breaking competition rules
 - c) Not following the player etiquette
 - d) Previous accusations or misconduct
- Fixtures may change depending on the number of participants.
- The decision of the judges will be final in case of any disputes.
- Robots must be handed over to event organizers at least 1 hour before the competition for inspection.

6 Prizepool

Champion: 30,000 BDT

Runners-up: 20,000 BDT

Total Prize Pool: 50,000 BDT

7 Registration

Registration Details

- **Deadline:** 15 November, 2025
- **Registration Fee:** BDT 2000
- **Registration link:** Click here to open the Google Form
- **Payment Methods:** 01647567624 (Bkash), 01866655486 (Nagad)
- **Reference:** TeamName_RoboSoccer

Contact Information

For any queries, please contact

1. **Nazim Uddin: 01647567624 (Registration)**
2. **Faisal Rana Haroon: 01623443343 (Competition)**

Event Information

1. **Facebook event:** Click here to visit event in Facebook
2. **Website:** Click here to visit Techfest 2025