

GUIDE BOOK



iiisro

International Islamic School Robot Olympiad
أولمبياد الروبوتات العالمي لمدرسة إسلامية

ROBOT SOCCER RC BASIC



GAME DESCRIPTION

To improve teamwork and evaluate participants' ability to design robots with high stability and the ability to control robots to play soccer.

PARTICIPANT TERMS AND CONDITIONS

- The competition is open to participants from Indonesia and the Indonesian Foreign participants through the following categories :
 1. Junior Category [age of Under 12 years old]
 2. Senior / Open Category [age of under 19 years old]
- Each team consists of a maximum of 7 participants including. Each participant (except assistant teacher/team manager) is only allowed to register join a team only.
- Team registration must be done online at the website.
- Eating & drinking are not provided.
- The Robot Kit is not provided by the committee

ROBOT RULE

Robot Specifications.

- Each team must have two robots with clear identification (color, number, logo/team name).
- Each team must have its own robot; sharing the same robot between teams is prohibited during the competition.
- Maximum robot dimensions (L x W x H) are 15x15x15 cm.
- Maximum robot weight is 500 grams.
- Maximum battery voltage is 9 volts, measured from the battery terminal/connector.
- Yellow DC TT gearbox motors are required, as shown in the example below:



- Maximum number of motors used is 3.
- Balls are allowed to enter the robot body up to 50% of the ball's diameter.
- Robots may not enclose or hold balls with grippers.
- The front of the robot must not be shaped like a sumo robot that can lift other robots.
- Robots are prohibited from using hazardous or sharp materials.

BALL

The ball used is an orange table tennis ball.

MATCH SYSTEM.

- 1.The match will be played in two halves (each half lasting 3 minutes).
- 2.The kick-off will be conducted with the ball at the center of the field and the robot outside the goal line.
- 3.If the ball is locked during a fight, the referee will count 5 and stop the match. The match will begin at the kick-off position.
- 4.While defending, the robot is not allowed to remain behind the goal line without carrying/holding the ball for more than 5 counts.
- 5.The winner will be determined by the highest number of goals scored.
- 6.Points scored: a win = 3 points, a draw = 1 point, and a loss = 0 points.

RETRY AND ROBOT REPAIR.

- 1.If a robot experiences problems during the match, team members may request a retry from the referee.
- 2.Participants are free to make repairs to their problematic robots.
- 3.Repairs must be carried out off the field, and the match will continue.
- 4.Once repairs have been completed, robots may only enter the field when the ball is dead, and permission from the referee is required.

DISQUALIFICATION

Teams will be disqualified if:

- Participants touch the robots
- Robots do not have the allowed specification



FIELD

- **KIND OF FIELD**

There is only one kind of field for all sub-leagues.

- **DIMENSIONS OF THE FIELD**

The playing-field is 122 cm by 244 cm

