

High School Battlebot Soccer

Event Coordinator:

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Description of the Competition:

Students will design and build a remote control robot to compete in a soccer match.

Scoring:

1. **1pt** - Each goal.
2. **2pts** - Flipping over an opponent so that their robot becomes immobile. If a robot is flipped over they can't physically flip their robot back over until the end of the quarter or a point has been scored, unless they can remotely flip themselves back over or another robot flips them over.
3. **2pts** - Driving/pushing/carrying an opponent into their own goal.

Rules:

1. A regulation sized soccer ball will be used for the ball.
2. A regulation street hockey net will be used for each goal.
3. You may have a designated goalie; however, it must *constantly* be moving. You can't just sit motionless in the middle of the goal.
4. The soccer ball will be placed at the center of the field after each GOAL, not after each point.
5. At the start of the match, each quarter, and after each goal the robots will be required return to the start position, which is located on their goals baseline. The back edge of the robot must be touching the baseline. Students may drive their robots back to the baseline or they may quickly enter the field and manually move their robots back to the baseline.
6. Each team will consist of 2 robots (2v2).
7. The overall size of a robot can't exceed 2' x 2' x 2'
8. The maximum battery voltage is 12v
9. Limit of two teams per school
10. At least one member of the team must be present 15 minutes prior to the start of the event for check in.

Competition:

1. Each match will consist of x4- 1minute quarters with a 15 second break in between quarters (5 minutes per match).
2. Adjustments are allowed to be made to the robots between quarters.
3. No Sharp edges or corners (nothing that could puncture and tear the soccer ball or an opponent's tires.) Factory edges of sheet metal are allowed. If it isn't a factory edge then it must be hemmed.
4. Your design can't entrap the ball, but you can guide the ball
5. If a robot malfunctions during play you may not touch it until the end of the quarter or a point has been scored.
6. Any display of poor sportsmanship will result is disqualification from the match, poor sportsmanship will be determined by the event coordinator(s).
7. Golden goal sudden death. If the match is tied after 4 quarters then the opponents will continue playing until the first point is scored (goal, flip your opponent, or push your opponent into the goal). The team who scores a point first wins!

Playing Field Dimensions:

Hockey Net Inside Dimensions- 51" Wide, 42-1/2" Tall, 22" Deep

