

ROBO SOCCER

Sci-Fi Fare 2026

“Turning Vision to Victory!”

Organized by: EEE Club, Department of Electrical and Electronic Engineering

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Common Rules

1. Students from the same or different institutes can form a team.
 2. Participants can compete solo or as a team (maximum 5 members).
 3. The competition is open to all school, college, and university students.
 4. Teams must register online before the deadline.
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Robot Specification

- Length: Maximum 25 cm (including bracket)
- Width: Maximum 25 cm
- Height: Maximum 20 cm
- Weight: Maximum 2.5 kg (including batteries and bracket)
- Power: Maximum 24V
- Control: Wireless only (Radio, Transmitter, Wi-Fi, Bluetooth, Joystick, Gamepad, Mobile etc. allowed). No wired control.
- Bracket: Open type only. Maximum bracket length 20 cm, width 8 cm. Must not enclose or grab the ball. If the ball is trapped/grabbed, immediate disqualification.
- Prohibited: Any shooting/kicking mechanism, weapon, or jamming device.

Note: Each team can use only one robot. The robot can be manually controlled or semi-autonomous.

Arena Specification

- Field size: Standard mini soccer arena (approx. 8 ft × 4 ft).
 - Goals: Located at both ends.
 - Ball: Standard small tennis ball (as decided on event day).
 - Surface: Smooth, flat, and marked with boundaries and center line/circle.
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Gameplay

1. All teams must submit their robots for inspection 30 minutes before the match. Failure to do so = disqualification.
 2. Robot must strictly follow dimension and specification rules or it will be disqualified.
 3. Game starts with a coin toss to decide sides.
 4. Robots start in front of their own goalposts. Ball is placed at the center by the referee.
 5. No robot may touch or push the ball before the referee's whistle.
 6. If a robot remains stationary for more than 30 seconds, a penalty shoot-out will be awarded to the opponent.
 7. After every goal, the ball returns to the center and the opponent team restarts.
 8. If two robots become tangled, the referee will pause the game and reset both robots to their starting positions.
 9. Robots must attempt to regain possession fairly. Intentional pushing/fighting without the ball = penalty to the opponent.
 10. Only the referee is allowed inside the arena.
 11. Severe damage to the arena by any robot = disqualification.
 12. Each team is allowed a maximum of 2 restarts per game.
 13. The referee may stop or interrupt the game if necessary.
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Penalty Shoot-out

- Ball placed at the center circle.
 - The robot starts from anywhere on its own half.
 - The robot must push/kick the ball toward the opponent's goal without crossing the opponent's side of the center circle.
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Goals & Scoring

- A goal is scored when the ball fully crosses the goal line.
- The team with the most goals wins.
- Own goals are awarded to the opponent.
- Points: +10 points per goal, -10 points per restart.

Game Time:

- Full Time: 4 minutes
- Half Time: 2 minutes
- Half Time Break: 60 seconds

Tie-breaker (Odd Number of Teams)

If the number of teams advancing is odd, the following order will be used:

1. Higher goal difference
2. Higher number of goals scored
3. Penalty shoot-outs (2 attempts each) Judges' decision is final in all cases.

Disqualifications

- Using prohibited mechanisms (shooting, grabbing, jamming, etc.)
- Violating robot specifications or control rules
- Misconduct, damaging the arena, or disrespecting officials
- Any unfair advantage or rule violation

Other Conditions

- The organizing committee reserves the right to modify rules if needed.
- All participants must accept the judges' decisions as final.
- Teams are responsible for their robot's safety.