



# **Robotic Olympiad -2025**

# **ROBO GAME RULES AND REGULATIONS**

# CATEGORY I: GRADE 5,6&7

### **LINEFOLLOWER ROBOT**

The Robot will have to follow the line carefully without any programming. Students belongs to this category are not allowed to use any kind of Microcontroller. They can use sensors andDriverIC. (Robotwithoutanymicrocontroller)

#### **Rules:**

- 1. The challenge of the competition is to make a robot that can move on black lines onawhitebackgroundandreachthefinish assoonaspossible.
- 2. Size of the Robot should not be morethan 20cmX20cmX20cm
- 3. Team size can vary between 1 to 3 members per team. Only one team will be allowed from oneschool.
- 4. Fastest team completing the track will be a winner.
- 5. For every time that the robot goes out of the line there will be a deduction points.
- 6. Width of the track will be around 25mm.
- 7. We are attaching the sample track for the line follower. (Note: we do not guaranteeany resemblance of this rack for this competition)







## SORTING ROBOT

The game is designed to replicate the storage management system used in realtime industries like Amazon, TATA, etc., These industrial Robots are either automatedor manually operated in industries for organization of goods and materials. We would like to make the students to understand the utility of Robots in real time, thus the game.



- 1. The challenge of the competition is to assemble certain objects in their respectivecoloredstoragearea.
- SizeoftheRobot shouldnot bemore than (length x width x height) 25cmX20cmX20 cm
- 3. Team size can vary between 1 to 3 members per team. Only one team will be allowed from oneschool.
- 4. TheRobotcanbewiredorwireless.
- 5. Using your Robot, you have to sort the models in their respective places.
- 6. The winners will be finalized based on the number of models they have sorted in the given time.
- 7. A robot may have to compete with the other robot at the same time. (One on One battle).
- 8.





#### CATEGORY II: GRADE 8&9

#### **LINEFOLLOWER ROBOT**

The Robot will have to autonomously navigate the course (follow the line) and overcomecertain challenges on the way using Arduino programming. The challenges are designed tocarefully test each aspects of the Robot such as strength, speed, precision and logic. Let thegamebegin.

#### **Rules:**

- 1. The challenge of the competition is to make a robot that can move on black lines onawhitebackgroundandreachthefinishing lineassoon aspossible.
- 2. SizeoftheRobot shouldnot bemorethan20cmX20cmX20cm. (No LEGO kits will be allowed).
- 3. Team size can vary between 1 to 3 members per team. Only one team will be allowedfrom one school.
- 4. For every time that the robot goes out of the line there will be a deduction points.
- 5. Fastest team completing the track will be a winner.
- 6. Width of the track will be around 23mm.

We are attaching the sample track for the line follower. (Note: we do not guaranteeany resemblance of this rack for this competition



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# **ROBOT RACE**

#### **Rules:**

- 1. The Challenge of the competition is to overcome all the obstacles and roughsurfacesontheroadlane.
- 2. SizeoftheRobot shouldnotbemore than (length x width x height) 26cmX 22cmX 20cm
- 3. Team size can vary between 1 to 3 members per team. Only one team will be allowedfrom one school.
- 4. TheRobotshouldbewirelessandshouldbecompletelybuiltbyyourself.
- 5. A robot may have to compete with the other robot at the same time. (One on One battle).
- 6. ThefastestRobotwinstheRace.

We are attaching the sample track for RC Race. (Note: we do not guarantee anyresemblanceof thisrackforthiscompetition)







### **ROBOT SOCCER:**

A robot can push or hit the ball. It cannot grab the ball. Human interference (e.g. touching the robot) during the game is not allowed. Robots must be able to fit inside a box of (length x width x height) 26 cm x 22 cm x 22 cm, weigh no more than 4 kg, and be self-powered with a supply of no more than 12 V.

**Rules:** 

- **Team size:** Teams can have up to three members, and only one person can control the robot.
- Game time: The game time is limited to three minutes.
- **Scoring:** Robots score points by hitting the ball into the opponent's goal.
- **Communication:** Robots should be wireless. Advised to use Bluetooth communication.**Wired** communication will not be allowed.
- **Coin toss:** At the start of the first half, the referee tosses a coin to decide which team kicks off first and which end they kick towards.

# We are attaching the sample arena and model robot (Note: we do not guarantee anyresemblanceof this arena for this competition)



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#### **My Innovation Challenge:**

#### **Rules:**

- 1. Team may consists of 1 to 3 members.
- 2. You have to submit the project abstract in the given link on or before 20-12-2023.
- 3. The project idea should solve at least one of the society problems which we are facing nowadays.
- 4. Category 2 students should use IoT or AI concepts to make their projects.
- 5. The sort listed projects will be informed after the deadline date.
- 6. The sort listed project will be given the Team ID and will be allowed to present their project in the final event.
- 7. A school can submit Two Innovation project from each category.
- 8. Project selection criteria's Innovative Idea, Project Presentation, Project working
- 9. Prizes and Rewards will be given for the best projects on the valediction ceremony on the same day

# • The robot must satisfy all the conditions mentioned here. Robots that violate or fail to meet these rules will not be allowed to participate.

• Lego Kits are strictly not allowed.