
SOCCKER RC 2025

1) Description

RC Soccer Robot Competition (Manual) is a robot competition consisting of two robot teams playing soccer against each other. Each team has two robots. With the aim of putting the ball into the opponent.

2) Participant

- 1) Students in categories at elementary, junior high school, and senior high school
- 2) Consists of a minimum of 3 students and a maximum of 5 students.
- 3) Fulfill administrative requirements (Registration and Payment)

3) Robot

- 1) Each team must have **two robot** permitted on the track.
- 2) **Normal** : Robot size does not exceed 20 cm x 20 cm x 20cm
500 gr : Robot size does not exceed 10 cm x 10 cm x 10cm
- 3) **Normal** : The weight of the robot + battery should not exceed 1.5 kg (excluding controller).
500gr : The weight of the robot + battery should not exceed 0.5 kg (excluding controller).
- 4) All types wireless of remote control are permitted..
- 5) Robots that are equipped with the ability to dribble or kick a ball must be designed in such a way that the ball can still come out of the robot while being dribbled. In addition, there should be no part on the robot that prevents the ball from being grabbed from the front when it is being dribbling.

4) Field

- 1) The size of the field is 120 cm x 240 cm. The field is marked with white lines which are part of the playing field. Around the playing field, outside the white lines, there is an outer area 25 cm wide
- 2) Walls are placed all around the pitch, including behind the goals and outside areas. The height of the wall is 20 cm.
- 3) The field has two goals, centered on each of the shorter sides of the playing field. The space in the goal is 40 cm wide, 10 cm high and 80 mm deep, in the shape of a box. one goal is yellow, the other goal is blue.
- 4) The center circle will be drawn on the field. The diameter is 40 cm. It is a thin black marking line. It is there for the Referee and Captain as a guide during kick-off.

5) Ball

- 1) The ball uses a standard ping pong ball (Orange / white)

6) Match Rules

1) Before Competition

- Committee will check several things as follows (robot power supply voltage, robot dimensions, weight, robot ownership/label)
- If the robot does not comply with the provisions, the team is given 5 minutes to adjust the robot's specifications immediately. If it still does not comply with the specified limits. The team can not following this competition.

2) Sesi Perlombaan

- The competition uses a points system and a knockout system.
- The robot's starting position can be anywhere behind the circle.
- The game is played with a maximum of 3 rounds.

7) Scoring

- 1) The robot is declared to have won if the robot enters more balls than the opponent.

8) Violation

- 1) Touching the robot during the game is not permitted unless explicitly permitted by the referee.
- 2) The size of the robot does not comply with the specified provisions

Rules are adopted from various National and International robot competition activities