CMR ENGINEERING COLLEGE
EXPLORE TO INVENT
UGC AUTONOMOUS

DRACO-BOTZ

RET CLUB CMREC
Robotics & Emerging Technologies

IDEAS
ROBOTS
PEOPLE
A BRIGHTER
TOMORROW

CHAKRAVYUHAM 2.0

NATIONAL ROBOTICS CHAMPIONSHIP 2026

ENGINEER
COMPETE
CONQUER

ROBO SOCCER

OFFICIAL RULEBOOK

BUILD | COMPETE | PLAY | GO BEYOND

MORE THAN ROBOTS



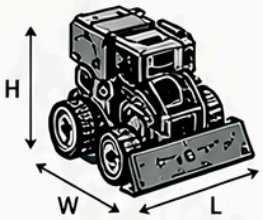
PAGE 1 — TECHNICAL & MATCH RULES

SAME SPIRIT
BIGGER BATTLES

1 TEAM RULES

- Team size: 1–4 members
- 1 robot vs 1 robot
- Only one active robot per team
- Nominate one team captain
- Report before scheduled match
- Late reporting may result in penalty or disqualification

2 ROBOT SPECIFICATIONS



Parameter	Maximum Limit
Length	315 mm
Width	315 mm
Height	315 mm
Weight	5.000 kg (No tolerance)
Supply Voltage	12.6 V

- Dimensions include all attachments.
- Weight includes battery and all components.
- Ball-holding wedges are strictly prohibited.
- Robots must not trap, hold or completely enclose the ball.
- Sharp, dangerous or destructive mechanisms are prohibited.

3 TECHNICAL INSPECTION

- Every robot must pass inspection before competing.
- Officials may check dimensions, weight, voltage, ball-control mechanism and safety.
- Any major modification after inspection requires reinspection.

4 MATCH DURATION

- Total playing time: 5 minutes
- First Half: 2 min 30 sec
- Side Change: 30 sec (not included in playing time)
- Second Half: 2 min 30 sec
- The match ends immediately if a team scores 6 goals.

5 TECHNICAL TIMEOUT

- 1 technical timeout per team (Maximum 60 seconds)
- Judge approval is required.
- Match time pauses during timeout.
- Teams must resume immediately after 60 seconds.
- Timeout does not reset after halftime.

6 START & RESTART

- Ball starts at the center.
- Robots begin in their respective halves.
- Movement starts only after the judge's signal.
- After every goal, ball and robots return to starting positions.
- If the ball leaves the arena or becomes stuck, the judge will restart play.
- Participants must not touch the robot or ball without permission.



INDIAN
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FOR A MORE INNOVATIVE TOMORROW

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PAGE 2

TECHNICAL & MATCH RULES

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7 SCORING & WINNING



- Each valid goal = 1 point
- The entire ball must cross the goal line.
- Own goals count for the opposing team.
- Judge confirmation is required for every goal.

WINNING



- First team to 6 goals wins immediately.
- Otherwise, the team with the higher score after 5 minutes wins.
- Tie-break rules will be announced before the competition.

8 BALL CONTROL

Robots may push, dribble or kick the ball.



Robots must not:

- Hold or carry the ball
- Trap or completely enclose the ball
- Use ball-holding wedges

The ball must remain available for the opponent to challenge.

9 ROBOT CONTACT



- Normal contact while competing for the ball is allowed.

Strictly prohibited:

- Robot fighting
- Deliberate ramming
- Intentional damage
- Overturning or dragging an opponent
- Excessive pinning
- Arena damage

10 PARTICIPANT CONDUCT



Participants must behave professionally and respectfully.

Prohibited:

- Fighting
- Threats or abusive language
- Touching robots or the ball without permission
- Interfering with opponent controllers or wireless systems
- Ignoring official instructions

11 PENALTIES



Depending on the violation, officials may issue:

- Warning
- Match Penalty
- Match Forfeiture
- Disqualification

Serious misconduct may result in immediate disqualification.

12 SAFETY



- Judges may stop the match immediately if a robot becomes unsafe or creates a risk to participants, spectators or the arena.

13 JUDGE'S AUTHORITY



The judge has final authority over:

- Match timing
- Goals
- Fouls
- Restarts
- Penalties
- Safety
- Results

THE JUDGE'S DECISION IS FINAL AND BINDING.

QUICK REFERENCE

Team:	Robot:	Size:	Weight:	Voltage:	Match:	Timeout:	Instant Win:	Ball Holding:	Robot Fighting:
1–4 Members	1 vs 1	315 × 315 × 315 mm Max	5 kg Max	12.6 V Max	5 Minutes	60 Seconds / Team	6 Goals	Prohibited	Prohibited

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