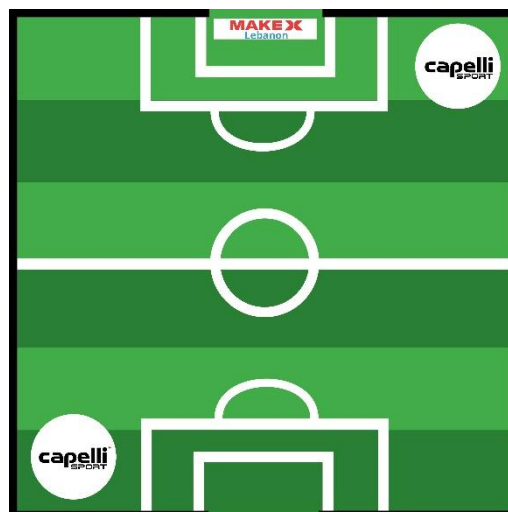


⚽ Capelli Sport - Soccer Category — Proposed Rules

1. Field & Equipment

- **Field size:** Square field (e.g., 125 × 125 cm).
- **Goals:** Two low-profile goals (20 cm wide) fixed on each side.
- **Ball:** Soft foam ball (6–8 cm diameter).
- **Robots allowed:** mBot2, CyberPi, Codey Rocky or equivalent.
- **Maximum dimensions:** Robot footprint must not exceed **22 × 22 cm**.
- **Robot weight limit:** 1.5 kg max (to avoid excessive impact).



2. Match Format

- **Teams:** 1 vs 1 robot.
- **Duration:**
 - **2 halves of 2 minutes** each.
 - 30 seconds break in between.
- **Start position:** Each robot inside the Capelli Sport circle near the goal on each side.
- **Kickoff:** Ball placed at the center by referee.

3. Game Objectives

- Score goals by pushing or redirecting the ball into the opponent's goal.
- The robot must **not** pick up the ball, grab it, or trap it underneath.

4. Movement & Contact Rules

Allowed:

- Light pushing.
- Bouncing.
- Driving around or blocking space.

Not Allowed (to avoid chaos & damage):

- **No high-speed ramming**

- Max speed must be limited in code (**40 RPM**).

- **No lifting or flipping the opponent**

- Designs that include arms, claws, or levers are banned.
- A robot may include up to **2 side clamps** / side kickers, one on the left and one on the right.
- These side elements **are allowed only** for **deflecting** or **kicking balls**.
- They must be **fixed in position** during play.
- They may **not close around**, hold, pinch, scoop, or surround **the ball**.
- They may **not be used to lift a ball** or keep it inside the robot structure.

- **No pinning the opponent**

- You cannot block the opponent against a wall for more than **5 seconds**.
- Referee counts aloud: "1...2...3...4...5".
- If pinning persists → **free kick**.

- **No dangerous attachments:**

- No sharp edges
- No metal protrusions
- No rotating blades
- No drills, saws, or tools (obviously!)

5. Ball Handling Rules

- The robot may push the ball with its body.
- It cannot trap the ball inside a mechanism.
- If the ball gets stuck under a robot, referee stops play → **ball drop**.

6. Fouls & Penalties

Minor Fouls (warning):

- Accidental pushing from the side.
- Robot blocking the ball without moving for 10 seconds (stalling).

Major Fouls (penalty kick):

- High-speed ramming
- Pinning longer than 5 seconds
- Grabbing/trapping the ball
- Intentionally damaging the opponent

Red Card (disqualification):

- Robot that repeatedly crashes intentionally
- Robot that uses illegal mechanisms
- Robot that causes visible damage

7. Penalty Procedures

Free Kick

- Ball placed at the nearest open zone.
- Opponent stays 20 cm away.

Penalty Kick

- Ball placed 15 cm from the goal.
- Opponent is frozen (motors off) for 3 seconds.

Reset

- For robot stuck, broken code loop, or flipped.
- Referee may reset the robot once per match.
- Additional resets → goal awarded to opponent.

8. Safety & Code Requirements

- All robots must be checked before the game:
 - ✓ Firmware
 - ✓ Battery level
 - ✓ Speed limit
 - ✓ No aggressive attachments

- Teams must upload code via USB before the match to verify:
 - No unpredictable “boost” mode
 - Motors capped at agreed percentage

9. Speed Regulation Rules

To ensure fairness between robots, prevent collisions, and keep the match safe, the following speed-control rules are added:

9.1 Motor Power Limitation (Mandatory)

Before each match, the referee must inspect the robot code.

Rule:

- All motor speeds must be capped at **40 RPM maximum**.

Robots whose code exceeds the speed cap will **not be allowed to enter the match** until the issue is corrected.

9.2 The Referee Speed Test (Match Inspection Protocol)

To validate that no robot has a hidden boost or speed advantage, the referee must perform a **Speed Test** before each match.

Procedure

1. Place the robot on its starting goal line.
2. The referee instructs the team to run “forward” in a straight line.
3. The robot must require **at least 7 seconds** crossing the field from the first wall to the opposite wall.

Outcome Rules

- **If the robot crosses in less than 7 seconds** → It is considered too fast and must be reprogrammed.
- The robot is **not allowed to start the match** until it passes the test.
- Hidden “boost modes,” acceleration tricks, or remote speed changes are strictly forbidden.

10. Scoring System

- **Goal = 1 point**
- **Own goal = 1 point to opponent**
- If ball bounces and enters goal → counts

- If a robot pushes an opponent into the goal → not a goal, reset

11. Winning

- Highest score after 2 halves wins.
- If tie →
 - **Golden Goal (30 seconds)**
 - If still tied → 3-shot penalty shootout (ball placed center, robot must push it into goal)

12. Fair Play

- Teams must follow spirit of healthy competition.
- Any attempt to damage or hack opponent-robot radio signals leads to disqualification.



Eddy Bachaalany
3/24/2026