

# IYRC 2014 Game Categories

\* This is a draft version, and the final version of categories and rules will be finalized until 3 month before competition.

\* The categories and rules here are based on IYRC Malaysia 2013. On behalf of IYRA, we'd like to express our sincere thanks to Mr. Philip Tan, our Malaysia Partner, for his contribution.

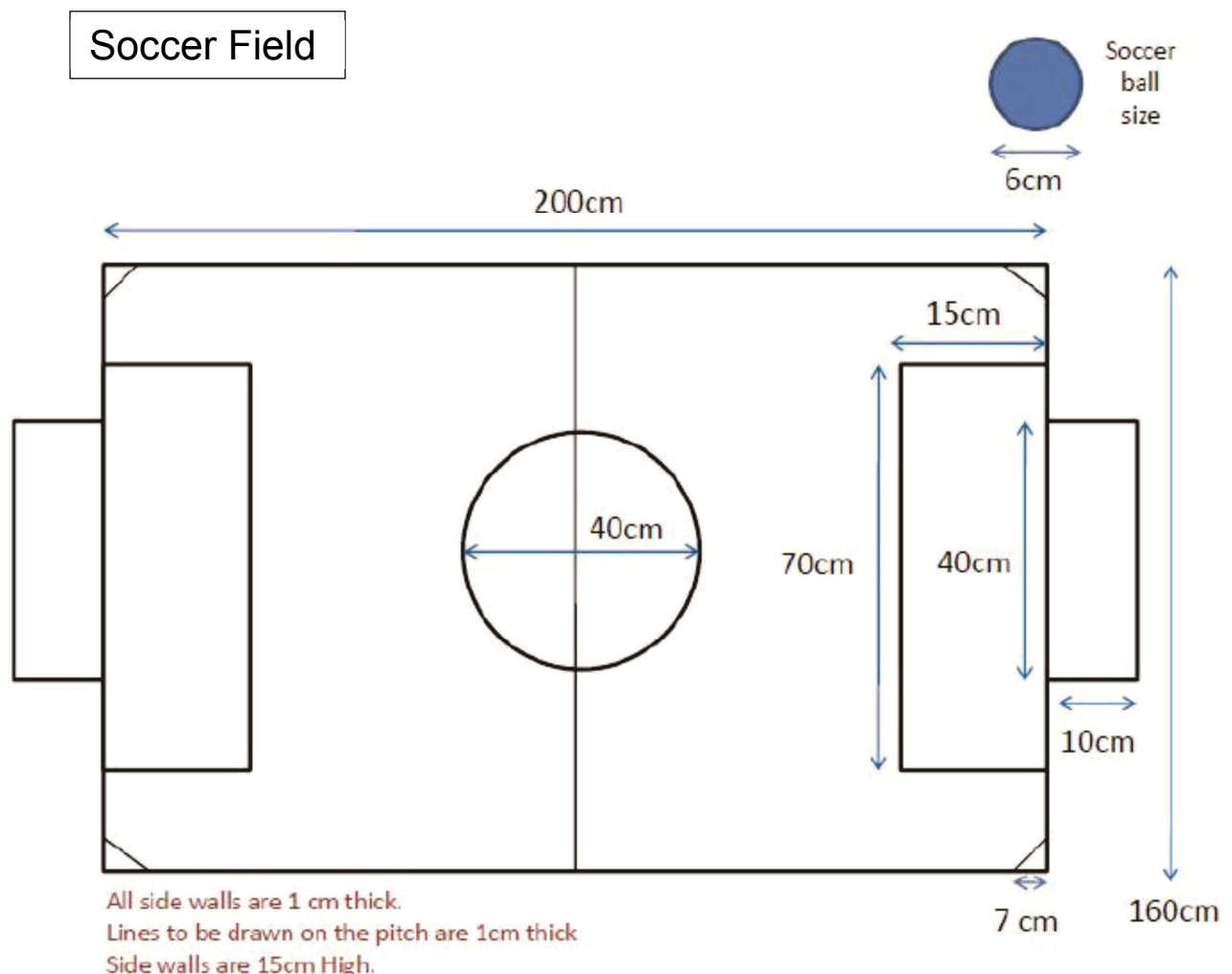
## (A) my-robot Soccer Cup

Level	Primary School (7-12 years old)
Event	3 participants per team
Robot Kits	HUNAROBO 1 / Fun & Bot 3 (remote)
Mission	Soccer match using Remote Control robot.

### Rules & Regulations:

- a) The teams with the higher points qualifying for the quarter finals. The quarter finals onwards shall be based on a 'knock-out' system with only the winning teams proceeding to the next rounds of competition.
- b) Each team shall consist of 3 robots and 3 students with each student controlling one robot. E.g. 1 striker, 1 defender and 1 goalie or 2 striker & 1 goalie.
- c) Prizes and trophies will be awarded to the Top 3 teams.
- d) Time limit for each game shall be 5 minutes.
- e) No extra time shall be played in the event of a draw.
- f) The 'knock-out' stage shall not consist of any points and the winner of the game shall proceed to the next round. Extra time shall be played in an event of a DRAW. The time limit for extra time shall be **1 minute**.
- g) In the event of a DRAW by the end of extra time, a penalty shoot-out shall decide the match with each team being allocated 3 penalties. 'Sudden death' penalties shall decide the match in the event both teams are still tied for score. The team that misses the first penalty with the other team scoring their penalty, losses the game.
- h) The robot must not have any foreign part (includes rubber band, black tapes and scotch tapes). If found guilty, the player would be **IMMEDIATELY** disqualified.

- i) Maximum dimensions may not be exceeded. Robots are limited to **25cm (Length) by 25cm (Width)**.
- j) There is no goal keeper and the defending robot can only stay within the penalty area for a maximum of **10 seconds**.
- k) A robot may not handle the ball for more than **5 seconds**.
- l) Players are not allowed to touch the robots unless permission is given by the referee.
- m) Upon removal of a robot from the playing pitch, it can only re-enter the game upon referee's approval.
- n) An offender will be issued a yellow card. Upon receiving 2 yellow card, the player will be removed.
- o) The team that concedes the goal will restart the game.
- p) For penalties Ball can be placed anywhere within the circle. Robot cannot leave the circle.
- q) In a tie breaker Penalty after game take from one side only.
- r) After penalty during normal play, penalty score or miss, restart the game.



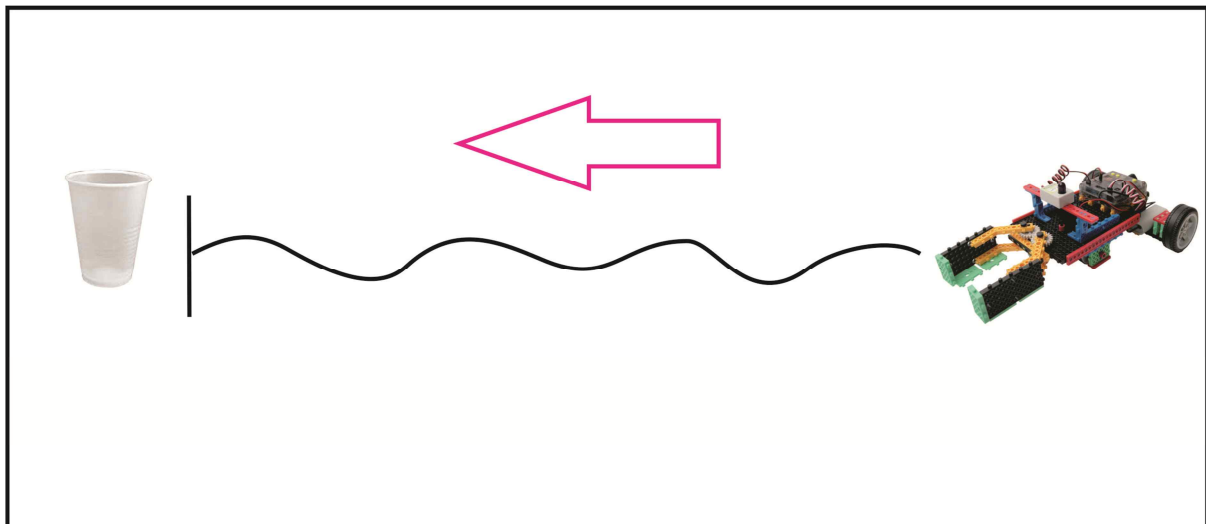
## (B) Grab The Cup

Level	Primary School (7-12 years old)
Event	Single Event
Robot Kits	HUNAROBO 2 or 3
Mission	Participant build and program a robot that able to follow a black line and grab a cup at the end point.

### Rules & Regulations:

- a) The robot must follow the black line then grab the cup at the end point.
- b) Electronic devices use: IR sensors, servo motor and DC motor.
- c) The fastest robot accomplished the mission will be the winner.
- d) Participants should make sure the robots are in fine condition before the competition started.
- e) Participants have half an hour to practice or program their robot at the designated area.
- f) Prizes and trophies will be awarded to the Top 3 winners.
- g) The robot must not have any foreign part (includes rubber band, black tapes and scotch tapes). If found guilty, the player would be **IMMEDIATELY** disqualified.
- h) During the competition, players are not allowed to touch the robots unless permission is given by the referee.

Sketch of the map:





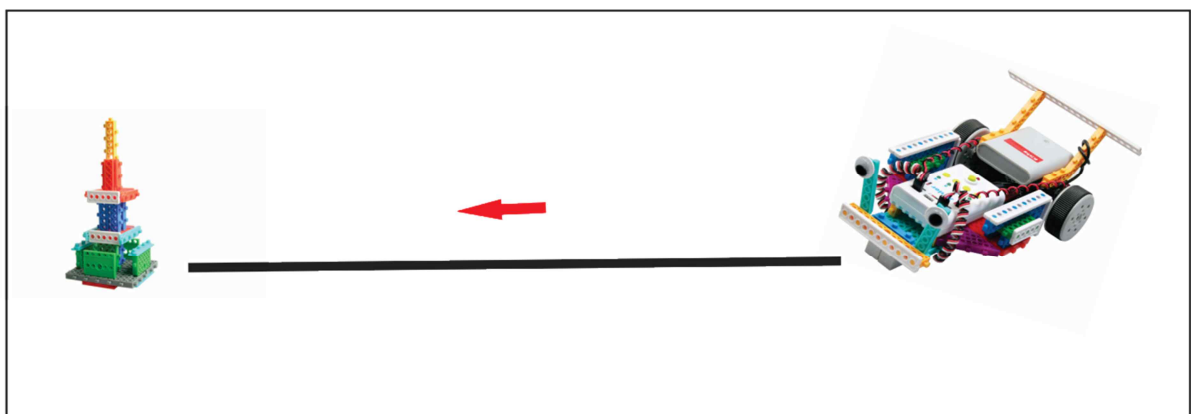
## (A) Knock It Down

Level	Kindergarten (4-6 years old)
Event	Single Event
Robot Kits	Kicky Junior Kits
Mission	The robot will follow the black line then knock the cup down once it reach the end point.

### Rules & Regulations :

- Participants have to pass through all the black lines then reach the end point then knock the cup down.
- Electronic device use: IR sensor and DC motor.
- Participants must make sure the robot is in fine condition before the competition started.
- Participant will have their robot practise on the map prepared for half an hour.
- The robot must not have any foreign part (includes rubber band, black tapes and scotch tapes) . If found guilty, the player would be **IMMEDIATELY** disqualified.
- Players are not allowed to touch the robots unless permission is given by the referee.

Sketch of the map:



## (B) Under Water World

Level	Kindergarten (4-6 years old)
Event	Single Event
Robot Kits	Kicky Senior Kits
Mission	Participants must go through all the obstacles to reach the goal .

### Rules & Regulations:

- Participant must prevent their robot from hitting with obstacles and reach to the goal as fast as possible .
- Electronic device use : Remote control .
- The participant who is the fastest to reach the goal will be the winner.
- Participants must make sure the robot is in fine condition before the competition started.
- The robot must not have any foreign part(includes rubber band, black tapes and scotch tapes) . If found guilty, the player would be **IMMEDIATELY** disqualified.
- Players are not allowed to touch the robots unless permission is given by the referee.

Sketch of the map:

