

GLOBAL ROBOTICS & INNOVATION CHAMPIONSHIP (GRIC)

Organised by Global Robotics & Innovation Consortium

ARENA LEAGUE RULEBOOK

Season: International Round



Global
Robotics & Innovation
Consortium

- * These rules may be updated until the day before the competition.
- * The referee and judges' decisions are final during matches.

Arena League	Participation	Team	How to play
	Explorer	1-2 persons	Build + Manual Drive
	Challenger	1 robot	
	Pro		

1. Description

Arena League - Mini Soccer is a fast-paced head-to-head robot football match. Two teams compete in an enclosed field, aiming to score more goals within the match time. Robots must be manually controlled via a wireless method (no wired control).

2. Eligibility & Team Requirements

- Each team must register with a unique team name and one team leader.
- A team may have 1 or 2 members (maximum).
- Teams must bring required accessories: batteries, chargers, tools, and power strips if needed.
- Each team must submit their robot for inspection at least 30 minutes before their match.
- Teams may not change batteries or modify the robot during half-time.

3. Match Basics

- Each match is played between two teams.
- Opponents and fixtures are determined by the organizers (lottery or bracket).
- The team with the higher score at full-time wins.
- Rule violations may result in penalties, penalty shoot-outs, or disqualification.

4. Robot Specifications

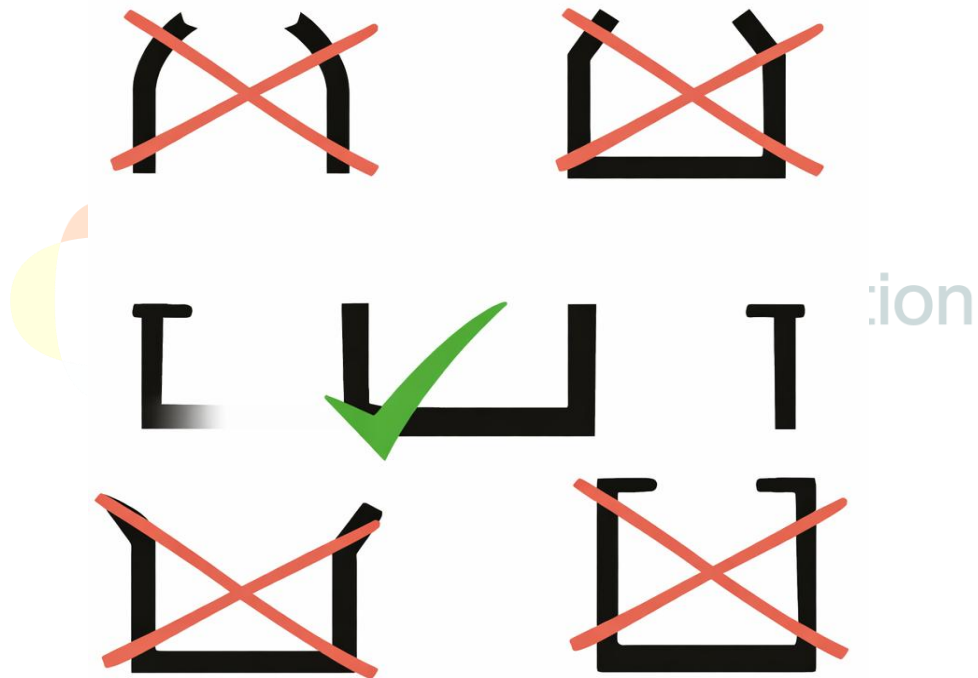
4.1 Control & Power

- Robots must be controlled by a controller (manual control).
- Robots must use TT motors.

- Onboard supply voltage must not exceed 13 V.
- Any wired connection to the robot during play is strictly prohibited.

4.2 Size & Weight Limits

Width	25 cm (maximum)
Length	20 cm (maximum)
Height	15 cm (maximum)
Weight	1.5 kg (maximum, including battery and all parts)
Ball Handling	Front clamp must be open; the ball cannot be locked inside. No slope mechanism is allowed.



(THERE WILL BE NO SLOPE)

5. Ball Specifications

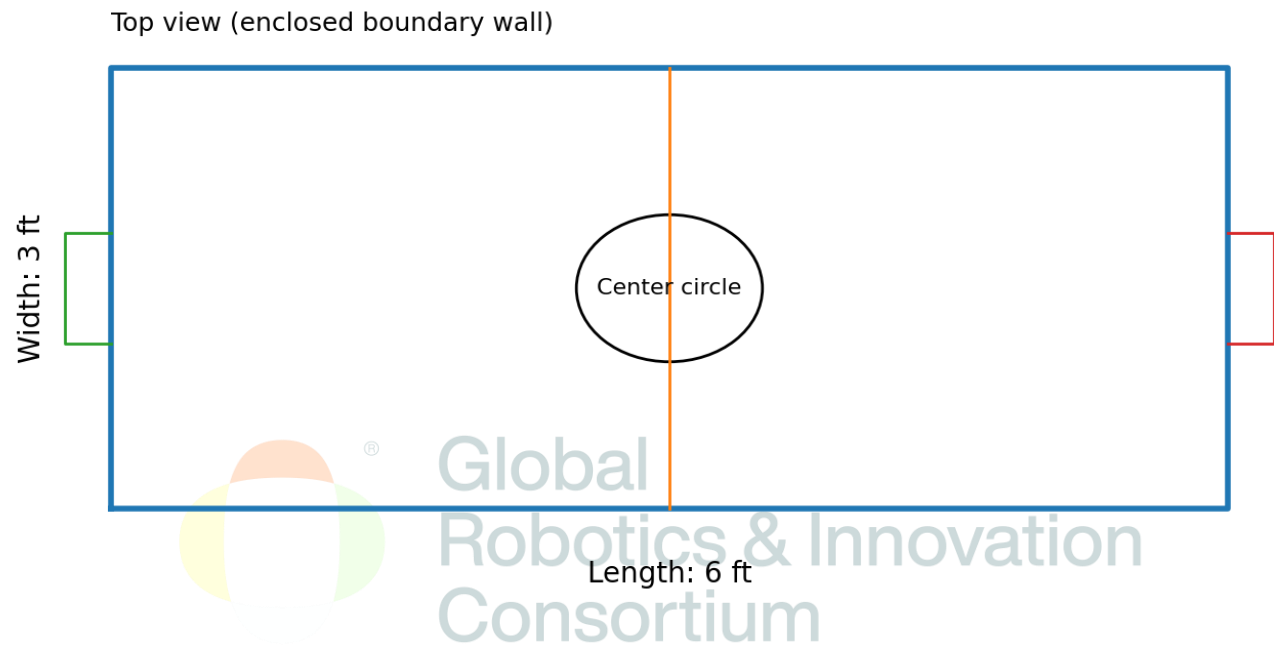
- The match ball is a standard tennis-ball-sized ball.
- Diameter: 6.5 cm to 6.85 cm (approx.).



6. Arena Specifications

6.1 Field Dimensions

- Field size: 3 ft (width) x 6 ft (length).
- Goal size: 25 cm (width) x 25 cm (height).
- The entire field is enclosed by a boundary wall.



7. Communication & Control

- Robots may use radio frequency (RF), Wi-Fi, or Bluetooth for wireless control.
- Using any jamming device is strictly prohibited.
- Joysticks, wireless gamepads, mobile devices, or any wireless controller are allowed.

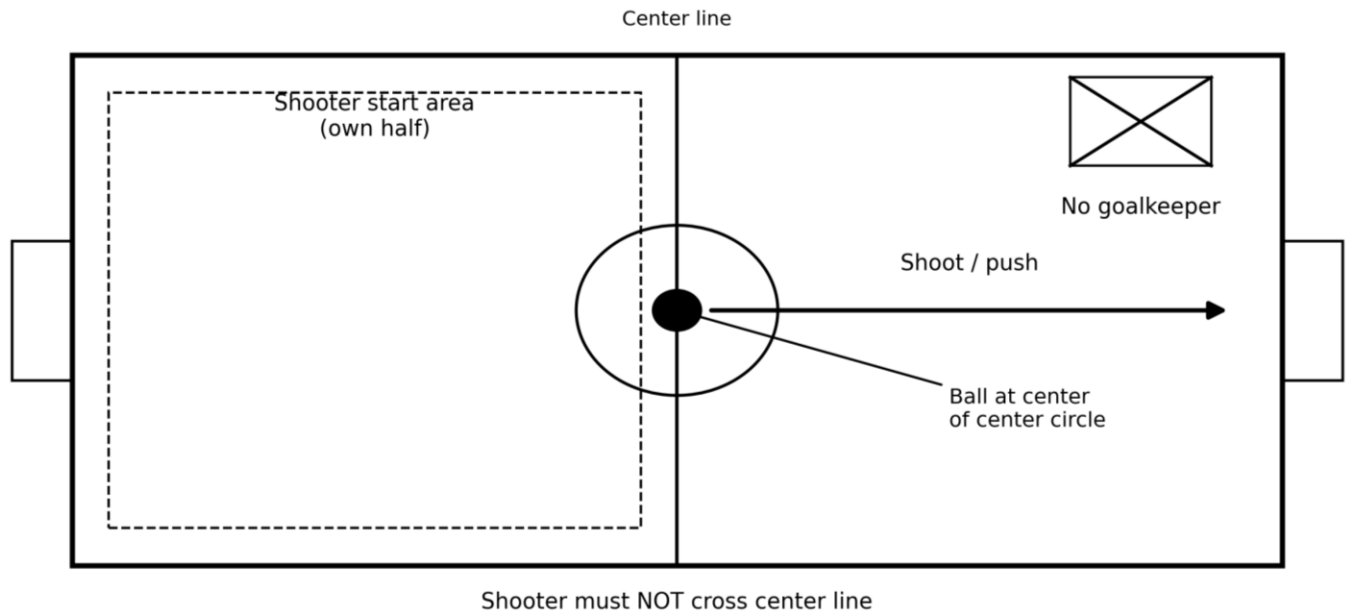
8. Rules of the Game

- The match starts with a coin toss to choose the playing side for the first half.
- Robots start in front of their own goalposts. The referee places the ball at the center.
- Touching or pushing the ball before the referee's whistle results in a penalty.
- If a robot does not move for 15 seconds, the referee may restart the game and give a penalty.
- After a goal, the team that conceded restarts from the center with the ball.
- If opposing robots get tangled, the referee pauses the match and restarts from the starting positions.

- Robots must actively chase and play the ball. Intentional blocking or pushing/fighting without playing the ball is penalized.
- If the ball is stuck in a corner, the referee declares a corner restart.
- Only the referee may enter the game zone during play. Unsafe behavior or severe arena damage may result in disqualification.
- The referee may interrupt a match at any time for safety or rule enforcement.

9. Penalty Shoot-out Procedure

- The ball is placed at the bottom point of the center circle.
- The shooting robot may start anywhere on its own half and may push or kick the ball toward the opponent goal.
- The shooting robot must not cross the center line during the shot.
- No goalkeeper robot is placed in the defending goal during a penalty shoot-out.
- If the team does not shoot the ball out of the center line within 10 seconds after the whistle, the attempt is cancelled.



10. Match Time & Stages

The competition may be conducted in stages (Group Round, Quarter Final, Semi-Final, Final). Exact scheduling is announced by the organisers.

Stage	Match Time (1st + Break + 2nd)	Reset Time After Goal
Group Round	2 + 1 + 2 = 5 minutes	15 seconds
Quarter Final	2 + 1 + 2 = 5 minutes	15 seconds
Semi-Final	3.5 + 2 + 3.5 = 9 minutes	20 seconds
Final	3.5 + 2 + 3.5 = 9 minutes	20 seconds

The referee may call a time-out to explain a decision or allow a damaged robot to be repaired.

11. Scoring & Tie-breaker

- Each goal is worth 10 points.
- A goal is counted when the ball fully crosses the goal line.
- Own goals are awarded to the opponent.
- If the match ends in a draw, each team takes 3 penalty shoot-outs.
- If still tied, sudden-death penalty shots continue until there is a difference.

12. Safety, Conduct & Authority

- Teams are responsible for safe robot construction and battery handling.
- The organizing committee is not liable for incidents caused by participating teams.
- Fixtures and group divisions may be finalized in advance for smooth scheduling.
- Rules may be modified if necessary to ensure fairness, safety, and smooth operation.

13. Contact

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