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| Name of Event: | Robot Hockey (by invitation only) |
| No. of players: | 3 players (max) |
| Robot per team: | 3 robots (1 robot per player), provided and built by the organizer |
| Robot control: | Remotely controlled over the internet. Software and instructions to control the robot will be provided to registered teams |
| Game format: | To be announced by the organizers |
| Event Summary: | Robot hockey is a team sport based on ice hockey and street hockey. The standard hockey puck is brought to the end goal to score. The game will have 3 robots on each side trying to go after the same puck and score a goal. Robots must be able to withstand the abuse of bumping and bring the puck across the goal line. |

1. Objective

The objective of the game is for your remotely controlled robot to bring the standard hockey puck across the goal line and gain the most number of points or score. The players will control their robot over the internet.

2. Robot Specifications

- 2.1. Robots will be provided by Pinoy Robot Games. Participants will control the robot from their home.
 - 2.1.1. Robot size: 20 cm width and 20 cm depth.
 - 2.1.2. Weight: not more than 3000g including accessory parts.
 - 2.1.3. The remote control system will be on the RSMVirtual Website.

3. Game Element

- 3.1. Playing Field
 - 3.1.1. The playing field is a rectangle with _____
- 3.2. The Hockey Puck
 - 3.2.1. The size of the puck is approximately 8cm diameter and 5cm height.



4. Procedure

- 4.1. Organizers will send an invitation to the participants.
- 4.2. Participants must respond and send a confirmation.
- 4.3. Of those who are invited, final selection will be made. Organizers will send a seal of participation which contains schedule of practice and actual game, issuance of username and password

5. Preparation

- 5.1. All members of the team must login their account to the RSM website (<http://rsmvirtual.com.br/>). You may watch this [video](#) for the instructions.
- 5.2. Stable internet connection (at least 10mbps), microphone, & speaker are required during the game.
- 5.3. After they login, players can see the robots, the playing field, and the controller.



- 5.4. Both teams will be given 10 minutes to test their robots, before the actual match.

6. Game Proper

6.1. Start of the match

- 6.1.1. The referee will place all robots within their goal area.
- 6.1.2. The referee places the puck at the center of the playing field.
- 6.1.3. Players will be given 5 minutes for the match. Referee has the option to extend it to 10 minutes (max) but this has to be announced at the start of the game.
- 6.1.4. Referee then starts the timer (players can see the 5 seconds countdown on their screen). After the countdown, all robots may exit the goal area and start to bring the puck to the goal area of the opponent.
- 6.1.5. Robots may move anywhere within the playing field at any time. There are no offside penalties in the Robot hockey game.
- 6.1.6. A match will be restarted under the following conditions:
 - 6.1.6.1. When the puck jumps out of the playing field.
 - 6.1.6.2. When a stoppage occurs which has been caused by a minor infringement.
 - 6.1.6.3. After a successful try
 - 6.1.6.4. Restarting the game shall be promptly done.

6.2. Scoring

- 6.2.1. Successful try = 5 points
- 6.2.2. When a puck enters the goal area, and the opposing team's robot comes in contact with the ball, a successful try is called. After a successful try, the game restarted.
- 6.2.3. If the ball is removed from the goal by the home team before a contact is made, no score is counted. The match continues.

6.3. Tie Breaker

- 6.3.1. When both teams get the same score after the game, the tie breaker will be applied.
- 6.3.2. The referee will place the puck at the center of the playing field then place the robots within their goal area.
- 6.3.3. The first team who can make a successful try wins

6.4. End

- 6.4.1. When the referee stops the timer, it indicates the end of the game.
- 6.4.2. When the timer stops, players can no longer control their robot.

7. Foul and Penalties

- 7.1. Participants who act insult disparaging opponents whether by verbal or deed or set the robot make a sound, show a message, or show an abusive verb abusing the opponent and organizers.
- 7.2. The participants do any action that causes the game to stop for no good reason.
- 7.3. The participants act in any way that is impolite and detrimental to the competition.