



**RoboCup  
JUNIOR**

**Euro 2024**  
Hanover · June 13–16

# Soccer SuperTeam Competition

## RoboCup Euro 2024

SuperTeam games have been offered at the international competitions of the World Championship for many years. These games always represent a special highlight in the tournament events at international events. They also lead to a lively exchange between your teams: the teams have to work on common solutions to lead their SuperTeam to victory.

SuperTeam competitions will be held at the RoboCup Euro 2024, too!

The SuperTeam matches will be played in 4 leagues as follows:

### 1vs1 Entry SuperTeam

- 2 SuperTeams of 4 individual teams each, Round Robin

### 1vs1 Lightweight SuperTeam

- 2 SuperTeams of 2 or 3 individual teams each, Round Robin

### Lightweight International SuperTeam

- 3 SuperTeams of 3 individual teams each, Round Robin

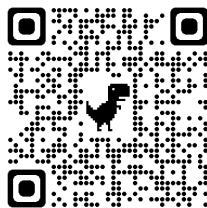
### Open International SuperTeam

- 2 SuperTeams of 2 or 3 individual teams each, Round Robin

## The Rules

### International Rules

At the Euro 2024, the SuperTeam competitions will take place according to the internationally valid SuperTeam rules of 2024, with some regional rule changes. The international rules can be found here:



[https://robocupjunior.github.io/soccer-rules/master/superteam\\_rules.pdf](https://robocupjunior.github.io/soccer-rules/master/superteam_rules.pdf)



## **Changes for the Euro 2024:**

On the following pages you will find the regional rule changes for the German Open 2024.

### **1. Team size and leagues**

- 1.1. The aim is for 1 SuperTeam to be formed from 2 to 5 individual teams.
- 1.2. The team compositions will be determined by the organisation team in advance of the event and announced at least one day before the start of the competitions.
- 1.3. A SuperTeam is only present if all individual teams of the SuperTeam are present. Otherwise, a SuperTeam is considered late according to the usual rules, and will receive 1 penalty goal for each elapsed 3 minutes. After 3 minutes, the game will be started regardless.

### **2. The Playing Field**

- 2.1. The playing field size will be 2.75m x 4.15m.
- 2.2. In addition, the field has a 12cm wide OUT area with a ramp (2cm gradient on 10cm width).
- 2.3. The remaining dimensions correspond to the usual field of the leagues (wall height, goal dimensions, center circle, etc.).

### **3. The Robots**

- 3.1. A SuperTeam may always use a maximum of 4 robots actively in the game.
- 3.2. For 2 vs. 2: Each individual team must always contribute at least one of these active robots.
- 3.3. All robots not actively participating in the game are reserve players.
- 3.4. Reserve players can be substituted for each kick-off against active robots in accordance with the above rules.
- 3.5. For 1 vs. 1: After each goal, at least one reserve player must be substituted if possible.



#### **4. Game balls**

- 4.1. Teams in the “1vs1 Standard Kit SuperTeam” league play with infrared light-emitting game balls.
- 4.2. Teams in the “1vs1 Lightweight SuperTeam” league play with infrared light-emitting game balls.
- 4.3. Teams in the “Lightweight International SuperTeam” league play with infrared light-emitting game balls.
- 4.4. Teams in the “Open International SuperTeam” league play with a matte orange golf ball.

#### **5. Aim of the competition**

- 5.1. A special prize is awarded to the winning SuperTeam during the awards ceremony.
- 5.2. The declared aim of the new leagues, however, is not competition, but community spirit. We focus on exchanging and passing on ideas and experiences to other teams, fair play and having fun playing Soccer. It is not important to win - it is the gain in knowledge that counts.