

RCJ Rescue Maze SuperTeam Rules

<https://2024.robocupjunior.eu/superteam-rescue>

Version 1.0, June 15 (Sat), 13:00



GAMEPLAY

Game procedure and length of a game

- RCJ Rescue Maze Super Team games consist of two teams of robots playing soccer against each other. Each team has two autonomous robots. The game will consist of two halves. The duration of each half is 5-minutes. There will be a 5-minute break in between the halves. Each team will play one half towards the yellow and one half towards the blue goal. The team first on the schedule will start by playing onto the blue goal in the first half.
- The game clock will run for the duration of the halves without stopping (except when a referee wants to consult another official). The game clock will be run by a referee.
- Teams are expected to be at the field 5 minutes before their game starts.

Kick-off

- Each half of the game begins with a kick-off. All robots must be located on their own side of the field. All robots must be halted. The ball is positioned by a referee in the center of the field.
- The team kicking off places their robots on the field first.
- The team not kicking off will now place their robots on the defensive end of the field. All robots on the team not kicking off must be at least 30 cm away from the ball (outside of the center circle).
- On the referee's command (usually by whistle), all robots will be started immediately by each captain.

Human interference

- Except for the kick-off, human interference from the teams (e.g. touching the robots) during the game is not allowed unless explicitly permitted by a referee. Violating team(s)/team member(s) may be disqualified from the game.
- The referee or a referee assistant can help robots get unstuck if the ball is not being disputed near them and if the situation was created from normal interaction between robots (i.e. it was not a design or programming flaw of the robot alone). The referee or a referee assistant will pull back the robots just enough for them to be able to move freely again.

Ball movement

- A robot cannot hold a ball. Holding a ball is defined as taking full control of the ball by removing all degrees of freedom. Examples for ball holding include fixing a ball to the robot's body, surrounding a ball using the robot's body to prevent access by others, encircling the ball or somehow trapping the ball with any part of the robot's body. If a ball does not roll while a robot is moving, it is a good indication that the ball is trapped.

Scoring

- A goal is scored when the ball strikes or touches the back wall of the goal. Goals scored by any robot have the same end result: they give one goal to the team on the opposite side. After a goal, the game will be restarted with a kick-off from the team who was scored against.

Inside the Goal Area

- If two robots from the same team block their own goal, one may be moved to the furthest neutral spot at the referee's discretion.

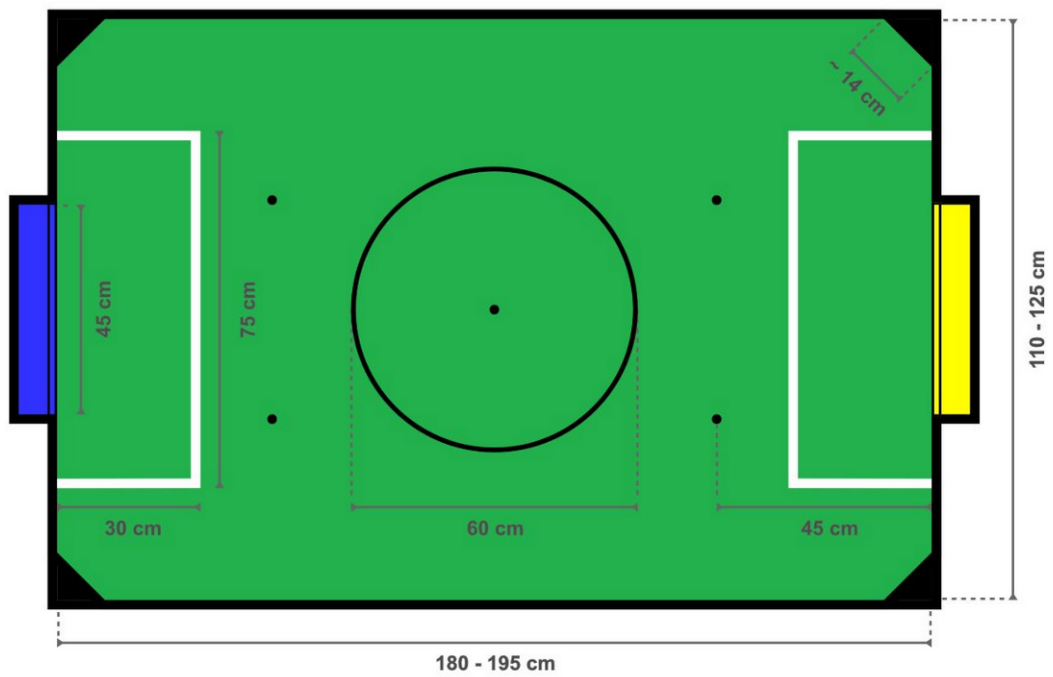
Lack of progress

- Lack of progress occurs if there is no progress in the gameplay for a reasonable period of time and the situation is not likely to change. Typical lack of progress situations are when the ball is stuck between robots, when there is no change in ball and robot's positions, or when the ball is beyond detection or reach capability of all robots on the field.
- After a visible and loud count, a referee will call lack of progress and will move the ball to the nearest unoccupied neutral spot.

Handle

- All robots must have a stable and easily noticeable handle to hold and to lift them. The handle must be easily accessible and allow the robot to be picked up from at least 5 cm above the highest structure of the robot.

FIELD



The small soccer fields will be used (usually 1v1 leagues)

You will play using a plastic orange ball with a diameter of 6.5 cm. The balls can be borrowed for testing at the registration desk.