

RoboCup Soccer
Simulation League
3D Competition
Rules and Setup
for the 2010 competition
in Singapore

v. 2010.2

May 2010

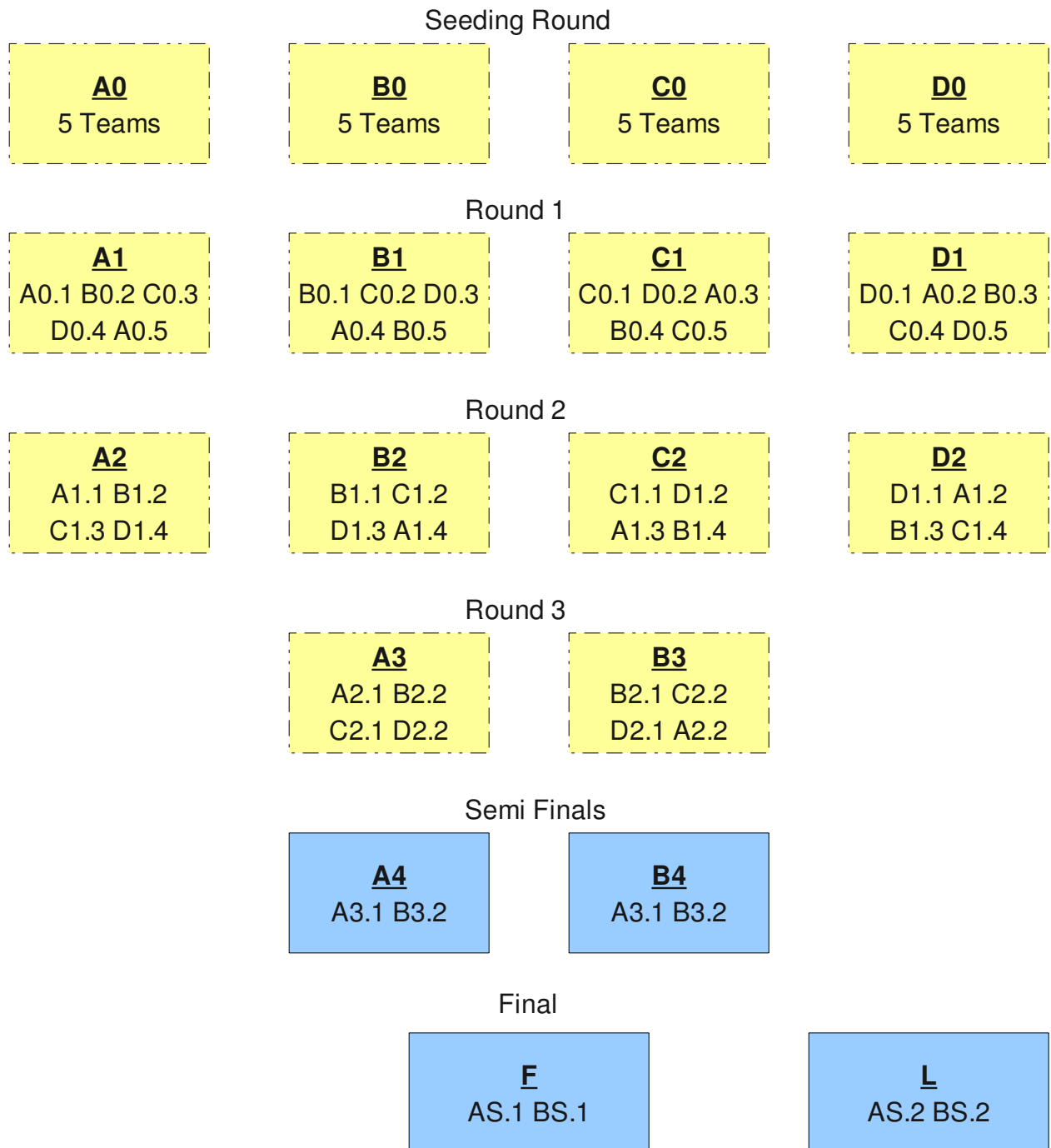
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1. Introduction

This document describes the rules that will be used at the 2010 RoboCup Soccer 3D Simulation League. Their goal is to provide for fair games and smooth execution of the competitions. The Organizing Committee (OC) has the right to append or change these rules at any time within reasonable bounds. All teams will be notified of these changes as soon as possible. Teams can appeal to these changes or to the rules in general, however the final binding decision will be made by the OC.

2. Tournament Format



3. Schedule

Sat. June 19	Team Setup
Sun. June 20	Team Setup
Mon. June 21	Seeding Round + Round 1
Tue. June 22	Round 2
Wed. June 23	Round 3 + Semi Finals
Thu. June 24	Final + 3 rd Place Match

4. Hardware and Software Specifications

4.1 Servers

- Intel(R) Core(TM) i7-975 @ 3.33GHz
- 6GB (3X2GB) DDR3 SDRAM 1066MHz Memory
- 1024MB Nvidia GTX 285 Graphic Card (DVI & VGA)
- Integrated Gigabit Ethernet 10/100/1000

4.2 Clients

- Intel Core(TM) 2 Quad CPU Q8200 @ 2.33 GHz
- 4 GB RAM
- Integrated Intel 82567LM-3 Gigabit Network NIC

4.3 Software

- Operating system: Ubuntu 10.04 (Lucid Lynx)
- Dependencies: ODE 0.11, Ruby 1.8
- Simulator: **simspark 0.2.1, rcssserver3d 0.6.4**¹

¹ To be found at <http://sourceforge.net/projects/simspark/files/>

5. Determining the Winner

5.1 Round Robins

For the round robins, each team plays each other team in the same group once. For the seeding round the groups will be determined by drawing lots. Placing will be determined in the following order:

1. Points gathered. A win gives 3 points, a tie 1 point, a loss 0 points.
2. Goal difference (goals scored minus goals conceded) in this round.
3. Head to head game of this round.
4. Two extra halves of 3 minutes each
5. Penalty shots
6. Coin toss

5.2 Elimination Rounds

In the elimination rounds, the winner will determined in the following order:

1. Goals scored in this round
2. Two extra halves of 3 minutes each
3. Penalty shots
4. Coin toss

6. Match Format

The matches will be started automatically by a competition managing system. The OC will supply examples of start and kill scripts along with upload instructions at the first day, which teams must use and follow to be able to run their agents. Teams will be given the opportunity to upload and test their agents on the competition system before the start of each round. When a round is started, it will no longer be possible to upload or make changes to the agents, until all matches of that round have been played.

A match is played by two teams of not more than six players. A match may not start if either team consists of less than four players. Each match consists of two halves of five minutes each. After the first half the teams switch sides.

For a match, each team has the chance to appoint a single team member as the team's representative. This representative should announce himself to the referee before the start of the match. During the match, only the team's representative can approach the referee.

When a match has started and an agent shows clearly unnatural behavior or gets disconnected, the following rules apply:

- If this occurs in the first 30 seconds of the match, the match will be restarted up to 3 times. In the case of unnatural behavior, the team's representative is responsible of notifying the referee, who will make the binding decision whether to restart the game on his own discretion.
- If the problem persists, the team's representative can ask the other team's representative for a 2 minute time-out to fix the problem.
- If the problem still persists, or if it occurs after the first 30 seconds of the match the game will continue. If due to the problem the team ends up with less than the minimum amount of players, the match will result in a win by the average score against this team but at least 1:0.

7. Game Play

1. **Kickoff:** Goals scored directly from the kick off are not accepted, the ball must first exit the middle circle before a shot at the goal can be made.
2. **Goalkeeper:** The player with uniform number 1, if available and only this player, will be designated as the goalkeeper.
3. **Handling the ball:** Handling the ball involves a deliberate act of a player making contact with the ball with his hand or arm, as decided by the referee on his own discretion. Handling the ball is penalized with a free kick to the opposing team. The goalkeeper can not be guilty of a handling offense when his hands are within his own penalty area.
4. **Holding or impeding the progress of an opponent:** Holding an opponent includes the act of deliberately preventing him from moving past or around using the hands, the arms or the body. Impeding the progress of an opponent means deliberately moving into the path of the opponent to obstruct, block, slow down or force a change of direction by an opponent. Holding or impeding the progress of an opponent is penalized with a free kick to the opposing team.
5. **Obstructing the ball:** Obstructing the ball involves use of a player's body, arms or legs to prevent progress of the game, which includes covering the ball, carrying the ball, holding the ball between arms or legs and lying in front of the goal in an attacking situation. Deliberately obstructing the ball, as judged by the referee, for longer than 10 seconds is penalized with a free kick to the opposing team. Unintentional obstruction of the ball for longer than 10 seconds is ended by a drop ball by the referee.
6. **Illegal defense:** At any time during the match, no more than 3 players of a team may be inside of their own penalty area. If a 4th player enters the penalty area, it will be placed outside of the field. When the last to enter is the goalkeeper, the player furthest away from the own goal of the three that were already in the penalty area will be placed outside of the field instead.

7. **Crowding the ball:** Crowding of the ball when an opponent is near (within 0.8m of the ball) is illegal. If two players of one team are within a circle with radius 0.4 m. of the ball, the furthest of these two is repositioned. If three players of one team are within a circle with radius 1 m. of the ball, the furthest of these three is repositioned.
8. **Immobility:** Players that have been immobile or fail to stand up for too long will be repositioned. The goalkeeper will be repositioned after 30 seconds of immobility, or after failing to stand up for 60 seconds; other players will be repositioned after 15 seconds of immobility, or after failing to stand up for 30 seconds.
9. **Penalty shots:** During penalty shots, each team only has a single player in the field: the goalkeeper for the defending team and a striker for the attacking team. Each penalty shot starts with a kickoff. The attacking team gets 45 seconds to attempt to score. The goalkeeper of the defending team has to stay within his penalty area the whole of this time. When penalty shots are used to decide a tied game, each team gets five penalty shots.
10. **Output:** Agents should not print excessive amounts of data to standard out, standard error or to files; i.e. do not print data every time step. Also, during testing between rounds, refrain from outputting excessively, as it can strongly affect network performance.
11. **Fair play:** Games should be played according to fair and common sense understanding of soccer and to restrictions imposed by the virtual simulated world of the 3D soccer simulator. Circumvention of these is considered violating the fair play commitment and its use during the tournament games is strictly taboo. Violation of the fair play commitment play includes, but is not limited to, for example:
 - Using another team's binary in your team
 - Jamming the simulator by sending excessive commands per client
 - Direct communication between players by using other communication means, such as inter-process communication
 - Manipulating competition machines or restarting them intentionally

Any of these is strictly forbidden. Other strategies might be found violating the fair play commitment, after consultation with the OC. However, we expect it to be pretty clear what a fair team should be like. In particular, the destructive disruption of opponent agent operation or the gain of advantage by other means than explicitly offered by the simulator counts as not fair play. If you are in doubt of using a certain method, please ask the OC before the tournament starts. If a team is found to use unfair programming methods during the tournament, it will be immediately disqualified.

8. Referee

During each game a referee is appointed to enforce the rules laid out in this document. In situations that are not handled by the rules, the referee should decide based on his/her common sense. The referee can be a member of the OC or a volunteer, from a team other than the teams of the match, who has full knowledge of the rules as deemed by the OC. During a match only one representative of each playing team is allowed to approach the referee. Decisions of the referee are binding and cannot be appealed during a match. If there is any complain about a game or a decision this should be brought to the OC's attention as soon as possible, who will decide how to handle it after all games of the current round are finished. If the referee cannot decide in a situation, he can consult the OC who will give the final decision.

9. Publication of Logs and Binaries

The OC will make the logfiles of the matches available to the participating teams during the competition. After the competition, the OC will also publish these logfiles on the internet at their earliest convenience.

The OC will also publish the binary, and additional files needed to run this binary, of each team after the competition. To do this, at the start of each round the home directory of the teams participating in that round will be archived. The team's last archive will be used for publication. If the home directory contains material that a team wishes not to be published and that is not needed to run the binary, it is the responsibility of the team to notify the OC of this.