

RoboCup Simulation League 3D

Rule Changes for 2014 Competition

The Simulation League TC has decided the following rule changes for the 2014 competition:

- Heterogeneous players:
 - Use old two player types

The heterogeneous types that were used last year will also be used during the 2014 competition
 - Add 2 new types 6 weeks before competition

A new set of player types will be made available 6 weeks before the competition. These player types will have changes in the humanoid structure that are identical to last year heterogeneous player types.
 - A minimum of 3 different player types must be used; no more than 7 players from each player type; If only 3 different player types are used then a minimum of 2 players for each type must be used.

Teams will have to use at least 3 different player types (the standard player type is counted identically to heterogeneous player types) and cannot use more than 7 players from the same player type.

Possible configurations for the different player types are: (7-2-2), (7-1-1-1-1), (4-4-3), (3-3-3-2), (3-2-2-2-2), etc.

If teams do not comply with this rule, the server will automatically change the player type of the player that is connecting (and that is either the 8th player of a given player type or the first player that does not allow the “3 player types” rule to be fulfilled) to another player type that fits the rules.
- New fouls cause beaming

Identically to the 2013 competition fouls will be punished by beaming the player that caused the foul.

- Label hear messages

Communication messages will be labelled with the team name of the player that sent the message.

Ex: (hear teamName 9 10 text)

- Provide score of current game

The simulator will include command line options (--scoreleft; --scoreright) to specify the current score of the game. Players will be informed of the current score in the initial message.

Ex: (GS (unum 8) (team left) (sl 1) (sr 2) (t 0.00) (pm BeforeKickOff))