RoboCup German Open 2010
3D Simulation League Rules

Version 1.1

March 1, 2010

1 Changes to Version 1.0 in Brief

- Playing 6 by 6 agents

- Added some fallback rules

2 Changes to Last Year in Brief

- Competition is in Magdeburg (has been Hannover)

- Newest server version with 6 by 6 agents (has been 3 by 3)

- Score against not working team is average score of previous games, at least 1:0 (has been 3:0)

- No coin toss in the finals (has been coin toss)

3 Introduction

This document describes the rules that will be used at the RoboCup German Open 2009 3D Simulation League. Their goal is to provide for fair games and smooth execution of the competitions. The Organising 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.

4　Organizing Committee

- Klaus Dorer - klaus.dorer@fh-offenburg.de

- Simon Raffeiner - sraffein@stud.fh-offenburg.de

5　Competition Format

5.1　Schedule

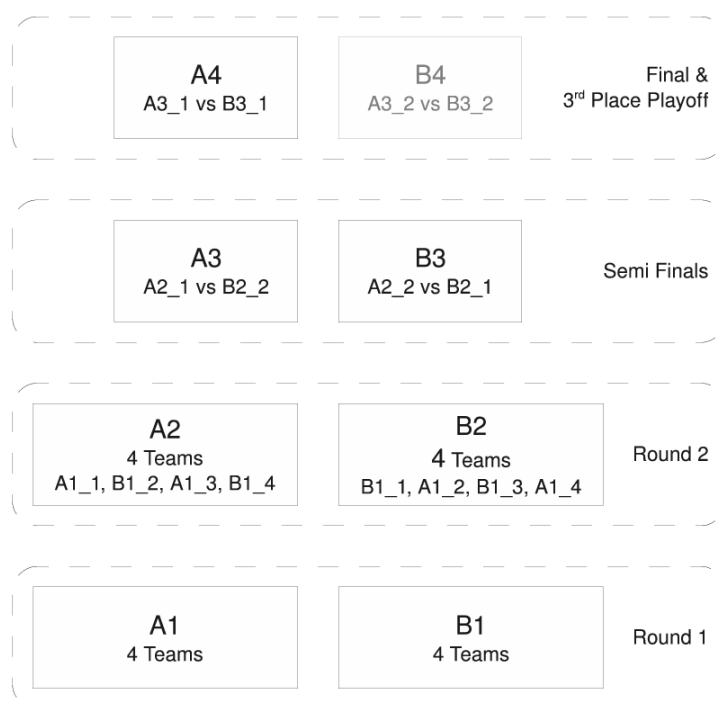| Thursday	April 15	Team set-up, group drawing and Round robin 1
Friday	April 16	Round robin 2
Saturday	April 17	Semi-finals
Sunday	April 18	Finals

Figure 1: Competition format

5.2　Round Robin

For the round robins, the teams will be divided into two groups, A1 and B1 for the first round and A2 and B2 for the second round. Each team plays each

other team in the same group once. For the first round robin the groups will be determined by drawing lots. The groups for the second round will be determined by the results of the first round as follows: group A2 is formed by the first and third best of group A1 and the second and fourth best of B1, the rest will form group B2.

In the round robins, 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 halfs

5. Coin toss

5.3   Finals

After the first two rounds a knock-out system is used. The best two teams of groups A2 and B2 proceed to the semi-finals, where the first team of A2 will play against the second team of B2 and the second team of A2 will play against the first team of B2. The winners of these matches will play against each other in the final (A4), the losers will play a match to decide who wins the third prize.

If a knock-out game ends in a tie, two extra halfs are played. If these end in a tie as well, both teams share the first (third) place.

6   Competition Platform

6.1   Hardware

TBA

6.2   Software

Operating System:	Ubuntu 8.10 (Intrepid Ibex)
Dependencies:	ODE 0.9, Ruby 1.8
Simulator:	Simspark 0.1.3 + Rcsserver3D 0.6.3 (the release for Singapore)

The OC must be notified as soon as possible if additional libraries are needed. A recent Java Runtime will be available. When this is done too late, the OC may rule that installation of the requested items disrupts the competitions and turn down the request.

7   Referree

During each game a referree is appointed to endorce the rules laid out in this document. In situations that are not handled by the rules, the referree should decide based on his/her common sense. The referree 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 allowed to approach the referree. Decisions of the referree 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 referree cannot decide in a situation, he can consult the OC who will give the final decission.

8   Match Preparation and 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 two players. Each match consists of two halfs of five minutes each. After the first half the teams switch sides.

The following applies in case of problems related to faulty programming of an agent (i.e. an agent's program gets disconnected or the agent clearly shows unnatural behavior):

- 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 referree 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.

9 Fallback rules

The organization committee will do its best to make games 6 versus 6 possible. However, if any reason does not allow to run those games generally smoothly we might fall back to run games with less players. The final decision on if the non generally smoothly case is present is up to the organization committee. This means that you should be prepared to run games up to 6 players!

The server version 0.6.3 has been released recently and might contain bugs as any newly released software might do. If this is the case during competition, we will first try to remove the bug or work around it. In the most severe case such a bug might prevent us from playing sensible games with the new server version. As a last option we have to consider to use last year's server version 0.6.2 and less players. You can help to avoid this case by testing the latest server version 0.6.3 with your team now and report bugs to sourceforge, the technical committee or the mailing list.