



Soccer Info Sheet 2020

Important Info for all Soccer Teams

Thank you for registering for RoboCup Soccer at the WA state event 2020! Please ensure all team members, and mentors have read and understood the following instructions:

Scrutineering

Once teams are checked-in and set up in the pit area, students must proceed directly to the scrutineering desks in the Soccer challenge areas. All teams are required to undergo scrutineering before play each day and may be re-scrutineered at any time.

At the time of scrutineering each team will be required to nominate one team member as a Team Captain. Please discuss this in advance and decide who your Captain is going to be. If you have two robots, you may appoint one other team member to start the second robot. During game play, **only the Captain** is permitted to approach the Soccer table or speak to the judges.

Scrutineering

All competitors are required to have their robot and code checked during an **official interview** with the judges. Soccer interviews will be completed before the start of competition each day. (from 8:30 am Friday, & 9:00 am Saturday)

Original Design

Robots must be an **original design** to receive points in the competition. Robots which are built from an instruction manual or a design that is widely available on the internet may still participate but will not receive points for design.

Built and Coded by Students

Robots must be **designed and built by the students** in advance, in preparation for the competition. Programs must also be coded by students. All teams will be required to attend a short interview to verify that they are the authors of both their robot design and their code.

Autonomous

Robots must be autonomous in operation. If the robot has the capability for remote or other forms of wireless control either by Bluetooth, Wi-Fi or some other form of wireless communication, the team must prove that they have disabled the capability for third party operation in some way. This could be by software, hardware or degree of human interaction. Robots that do not comply may face immediate disqualification from the tournament. **Distributed control is allowed but must operate without human interaction after the robot has started the round.**

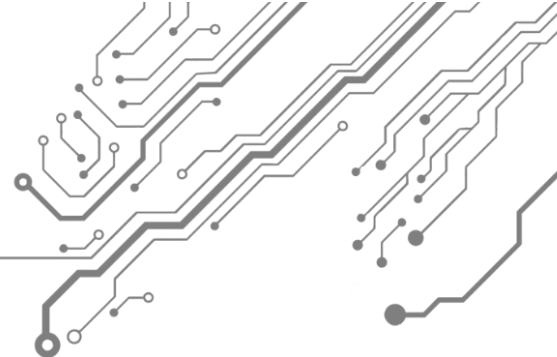
SOCCER: Size and Weight

Robots competing in Soccer must be able to **fit inside an upright 220 mm diameter cylinder** and be no more than 220 mm in height. Robots must also comply with strict weight limits for their challenge. Robots which do not comply with these dimensions and weight limits must modify their robot and have it re-checked to join the competition.

Providing Journals

Submitting logbooks to event organisers *in advance* is currently **not** a requirement of RoboCup Junior WA, and is implemented on a national level only. Please remember to bring your logbooks, journals or printouts with you on the day so that they can be checked in your team's interview.

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Important Rules

Please ensure you have read the 2020 rules for the division you are entered in.

<https://robocupjunior.org.au/sites/default/files/Official%202020%20RCJA%20Soccer%20Rules%20%28SSTC%29.pdf>

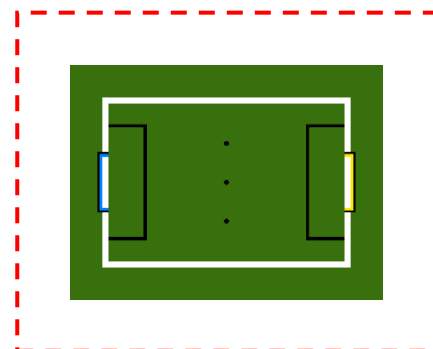
Please note we will not be running the “Open” category in 2020.

Layout:

Soccer Tables: Standard Division tables will have the edges sloped, however Lightweight Division tables will be flat.

Game zones will be laid out as shown opposite. During gameplay, please ensure all mentors, team members and spectators stay **outside** the marked safety lines, approximately 1 meter away from each table. Teams crossing the safety line risk being penalized.

No mentors may cross the safety line. If you wish to speak to a Soccer official, **please do not speak to the referee** or interrupt game play. Please direct questions to the Soccer coordinator (will be carrying a walkie talkie) or other event coordination staff.



Game Duration & Timing

Each Soccer game slot is 30 minutes in duration. Within each 30-minute slot, the following timings will apply:

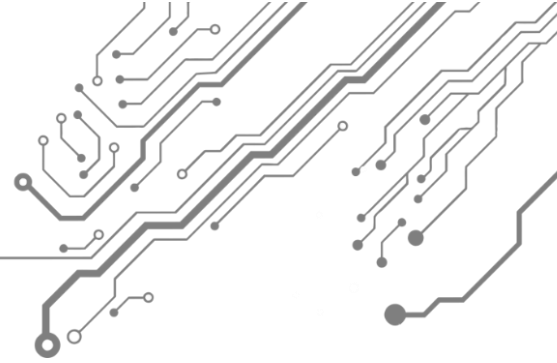
	Friday	Saturday (Finals)
Pre-game calibration time	10 minutes	5 minutes
First Half	5 minutes	10 minutes
Half-Time Interval	5 minutes	5 minutes
Second Half (teams switch direction of	5 minutes	10 minutes

Qualifying for Finals

The top 8 teams in Standard League, the top 4 teams in Lightweight, will progress to the finals on Saturday.

Qualifying teams will be determined by a points-based system for wins and losses, and the amount of goals scored to decide draws. Teams which have made it through to the finals will be advised at 6pm on Friday evening via the website – <https://robocupjunior.org.au/wa>

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Soccer Schedule

When you arrive each morning, please check the list of match fixtures and make a note of:

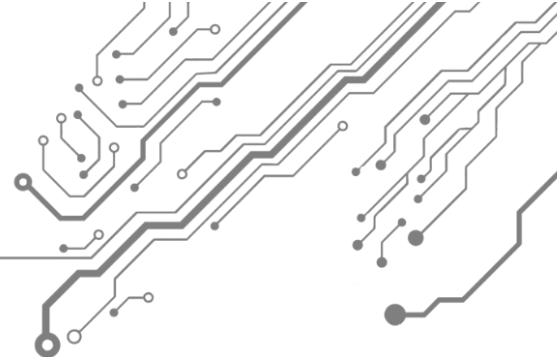
- When your team is playing
- Which table you are playing on (Standard League tables A, B, C, or Lightweight/Open tables D, E and F)

Each set will begin with up to **10 minutes** calibration time, i.e. set 1 begins at 10am and kick-off will be at 10:10am. For the finals on Saturday, calibration time will be shortened to five minutes.

- Please ensure your team is on time for the start of the set.
- If both teams are happy to start, then the game may begin early.
- Kick-off will **not** be delayed beyond ten minutes.
- Teams will be penalized by one goal per minute penalty if late to kick-off. If late by more than 5 minutes, teams will forfeit the match with a score of 5:0 awarded to the opposing team.

See the next page for soccer schedule (fixtures are not released until the day of competition)

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Schedule

Please note, this schedule is a guide, and may change, depending on the amount of teams registered.
Teams must check their fixtures on the day for their confirmed game times.

FRIDAY

Start	Kick-Off	End	
8:00	–	9:25	Arrival, Check-in and Scrutineering
9:25	–	9:30	Please take seats for Opening Ceremony
9:30	–	10:00	Opening Ceremony
10:00	10:10	10:25	Set 1
10:30	10:40	10:55	Set 2
11:00	11:10	11:25	Set 3
11:30	11:40	11:55	Set 4
12:00	12:10	12:25	Set 5
12:30	–	1:00	Lunch break
1:00	1:10	1:25	Set 6
1:30	1:40	1:55	Set 7
2:00	2:10	2:25	Set 8
2:30	2:40	3:00	Set 9

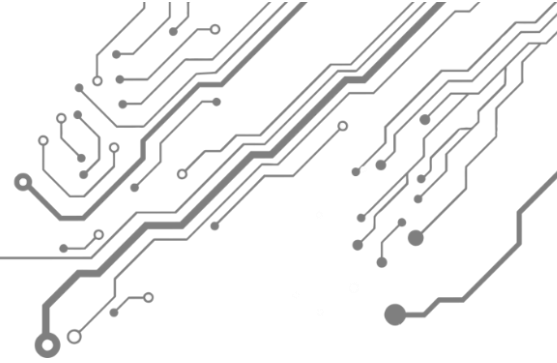
SATURDAY (FINALS)

Start	Kick-Off	End	
8:30	–	9:00	Scrutineering
9:00	–	9:15	Setup
9:15	9:20	9:45	Standard League Playoff Round 1, Lightweight Playoff Round 1
9:45	9:50	10:15	Standard League Playoff Round 2, Lightweight Playoff Round 2
10:15	10:20	10:45	Standard League Playoff Round 3, Lightweight Playoff Round 3
10:45	10:50	11:15	Standard League Playoff Round 4, Lightweight Playoff Round 4
11:15	11:20	11:45
11:45	11:50	12:15	Standard League Final
12:15	12:20	12:45	Lightweight Final

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